

Game made by Curt Schilling's firm fails to sell

December 14 2013

The flagship game under development by Curt Schilling's defunct video game company hasn't been sold, because no acceptable offers were made at auction. Only two pieces of intellectual property sold for \$320,000.

38 Studios receiver Richard Land said Friday he will continue negotiating with interested parties to sell that game and other remaining assets. Five parties participated in Wednesday's auction by Global Heritage Partners. Over 20 expressed interest.

The company was developing a "massively multiplayer" game in Providence with the help of a \$75 million loan guarantee from Rhode Island's economic development agency.

With the company's bankruptcy, the state is responsible for some \$90 million related to the deal. The state Economic Development Corp. is suing the former Red Sox pitcher and others, saying they deceived the board into backing the loan.

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