

Simon 1: Hello, are you looking forward to the upcoming Grand Theft Auto game?

Simon 2: Nope, I don't have a Playstation.

Simon 1: Hello, would you be looking forward to the next GTA game if you had a Playstation?

Simon 2: Probably.

Simon 1: And why is that?

Simon 2: There's just so many things to do, I think you can do pretty much whatever you want. I heard there's an online version of the game. I'm wondering if there are hundreds of players at the same time doing all sorts of things like riding dirt bikes, surfing, etc. I on the other hand would be hiding in a random skyscraper room, picking people off with a sniper rifle every half an hour or so. People would be like '... What's just happened?'

Simon 1: You'd be a troll?

Simon 2: Yes and a very mysterious one, I'd be as secretive and random as possible. There would be rumours going around that SOMETHING is wrong, but no one would be able to put their finger on it.

Simon 1: Oh wow.

Simon 2: Yeah, and after I shoot people, I put my gun in my bag and walk around the city whilst interacting with the other players. I'd say things like 'Have you heard stories of bikers and surfers randomly dying? It's just I've seen it for myself! God knows what's going on... Can you get heart attacks in this game or something? I suggest going to the online gym.' (I think there is one in the upcoming Playstation game, at least). Then I hide and shoot him too.

Simon 1: I remember in a blog you expressed your desires of hiding in a bush and shooting people with a paintball gun...

Simon 2: Yes, but online it's not a crime.

Simon 1: Maybe you could shoot people with paintball guns in online GTA? Randomly getting covered in paint is hard to make sense of, too. You'd love it!

Simon 2: That does sound good, actually... I actually knew someone in real life who got shot with a pellet gun many, many years ago now, decades even, and he only noticed in a shower. The doctor said it was a blackhead and booked an appointment to get it removed. I was thinking 'This doctor's an idiot, who has blackheads made of metal?'

Simon 1: Where did he get shot?

Simon 2: Feltham.

Simon 1: Ah, a local town best avoided...

Simon 2: Yep, stay away from Feltham, Stanwell and Hounslow.

Simon 1: What else would you like to do in the game?

Simon 2: This would be very ambitious, but maybe GTA could team up with Command and Conquer and in the former game you could build up huge armies, too.

Simon 1: And what would be the point of that?

Simon 2: Rage war on the bikers and surfers...

Simon 1: Simon, have you ever had bad experiences with bikers and surfers in your life?

Simon 2: No...

Simon 1: Ok, just checking. Is there anything in the game you don't want?

Simon 2: I probably wouldn't want it to be too graphic. In previous games I think you saw something like a cloud of blood after shooting people which was fair enough when considering the limitations of the old hardware, but I'm wondering how gory things would be with modern technology. Maybe if you shoot someone in the arm, it would fly off and you'd see bits of bone everywhere. Is that fun? At least not for everybody...

Simon 1: And what can be done about that?

Simon 2: Maybe the game won't even bother. Maybe if you shoot someone at point-blank range, red mist comes out of the wound, they just fall over and say 'ow'.

Simon 1: Shooting someone graphically after talking to them seems too personal?

Simon 2: Exactly. It would make shooting them less fun. I'd be like 'I DO want to annoy this person, but do I want to disable him? Not really.'

Simon 1: Would you like to shoot him at point-blank range with a paintball gun?

Simon 2: Mmhm.

Simon 1: What else is on your mind?

Simon 2: My dogs have fleas! It's really annoying. The fleas are built like tanks too, making them even harder to deal with. I think I trod on one and it just had a limp. I've flicked more than ten out of my window, which I found satisfying. I found it particularly amusing when I was about to flick a flea off me but it jumped out of the window. Stupid flea.

Simon 1: And have you anything to say about any other pests?

Simon 2: Yes, I heard you're never 6 feet away from a rat in London. You know that pop song that goes 'I live among the creatures of the night!'

Simon 1: Yes?

Simon 2: I'd say it's more of a metal song.

Simon 1: It is a dark topic for pop, isn't it?

Simon 2: Living among disease-carrying rats at nighttime? A weird choice for any party soundtrack.

Simon 1: And how would the metal version of the song go?

Simon 2: I'd probably keep it exactly the same...

Simon 1: All the lyrics?

Simon 2: Ok, I'd change 'City light painted girl'

Simon 1: What to?

Simon 2: 'City light painted man' could work...

Simon 1: Fleas are creatures, too. Is the pop star singing about living amongst fleas, too?

Simon 2: That's what's implied...

Simon 1: Party time...

Simon 2: Exactly.

Simon 1: I think you should Google what other creatures live in London...

Simon 2: We have foxes...

Simon 1: Foxes are fun!

Simon 2: Agreed, but we also have scorpions and bats...

Simon 1: I live among the scorpions and bats of the night?

Simon 2: Yep, and there are cockroaches, flies and wasps.

Simon 1: Do you have any stories of other songs?

Simon 2: Yes, I thought someone was doing an insanely high falsetto over a song I was listening to, actually it was one of my dad's tools in the distance...

Simon 1: Did it sound good?

Simon 2: Absolutely terrible.

Simon 1: Was it impressive, though?

Simon 2: I guess in a way, it sounded impressive...

Simon 1: Incredibly high pitched, but out of tune?

Simon 2: Exactly. Clearly lots of practice went into it, but for what?

Simon 1: It could be worse though, the tool could feature in the pop song about living among rats and cockroaches!

Simon 2: Oh God, worst song ever...

Simon 1: Yeah. Better than Captain Beefheart, though.

Simon 2: Actually, I think it probably would be.

Simon 1: And is that all that's on your mind today?

Simon 2: Nope, but I don't want to burn through my ideas list.

Simon 1: Ah.

Simon 2: Yeah, or my next interview will really suck.

Simon 1: I understand.

Simon 2: Thanks. Bye!