



Don't try this in real life, kids.

## DISHONORED

# Medal Of Honour

Play your way in 2012's most promising new game

**WHAT DO YOU GET WHEN YOU** combine the talents behind sci-fi classics *Deus Ex*, *Half Life 2* and *Thief*? The answer: a first-person adventure set in the steampunk city of Dunwall featuring a supernatural assassin who can stop time, teleport in the blink of an eye and possess fish. In other words, the dazzlingly inventive *Dishonored*.

"A lot of games give you an open world where you can wander anywhere but there's not much you can actually do," Harvey Smith, co-creative director at Arkane studios, tells Red Alert. "Our game is quite open in that you can be very brutal and kill lots of people or you can literally complete it without killing anyone."

Choice is a guiding principle behind *Dishonored*, one that's also encapsulated in the narrative. You play mystical hitman Corvo Atano, bodyguard of the Empress, who's been falsely accused of murder, but Arkane isn't interested in hand-holding or empty eye candy.

"What we really care about is the emergent narrative," Smith explains. "Like, as you play through you would tell a friend, 'I leaned out and knocked a bottle over and the guard heard it and I had to possess a rat and go under the table to get away from him.'"

Set in a stylish steampunk world inspired by *Dark City*, *Dishonored* is already being tipped as potential game of the year material.

"It's an enormous pressure, but of all the projects I've worked on, I think *Deus Ex* and *Dishonored* are the games I love most." **SFX**

*Dishonored* is released on PS3, Xbox 360 and PC on Friday 12 October.

## INDIE MOVIES

# Independents' Day

How do you make a sci-fi movie on an indie budget? We speak to three filmmakers to find out



## DEATH

**WRITER/DIRECTOR:** MARTIN GOOCH

**What's your tagline/pitch?**

Death – it's not what you think...

**How did you go about getting funding for your project?**

This is the hardest part of movie-making and the most soul destroying. It was a question of banging on doors and filling in forms, but eventually every single professional body (UKFC, BFI etc) refused funding. At this point I was ready to give up, so I asked every person I knew in the whole world for £250 and raised enough money to make the movie.

**Are genre movies particularly hard to make on an indie budget?**

No, I think that the preconception that SF and fantasy cost a lot of money is what puts a lot of producers and financiers off these genres. It is up to innovative screenwriters and intelligent directors to come up with new and innovative ways to tell stories that do not cost zillions of dollars.

**How did you find your cast?**

Having directed a great number of short films, *Doctors* and *Hollyoaks*, and being a nice bloke, I had "collected" a great bunch of actors along my career journey, and when the time came to make my movie, I phoned them all up – Leslie Phillips, Paul Freeman, Nick Moran...

Everyone said yes.

**How can people see the film?**

We have quite a few screenings coming up between now and Christmas, including the Bram Stoker festival in Whitby in late October. [www.martingooch.com](http://www.martingooch.com)

## MODIFIED

**WRITER/DIRECTOR:** PAUL COTRULIA

**What's your tagline/pitch?**

A cyberpunk thriller set in an underground world of body modification with technology.

**How did you get funding?**

It was mostly self-financed, with some very generous donations from family and friends. Many incredibly talented technicians and artists worked on *Modified* for almost nothing.

**How did you tackle the visual effects?**

A couple of professional freelancers worked on the visual effects for much less money than they would normally work for, because they liked the premise of the movie.

**How did you find your cast?**

The cast are all professional actors. Some of them were already working in theatre and others had just graduated from drama school.

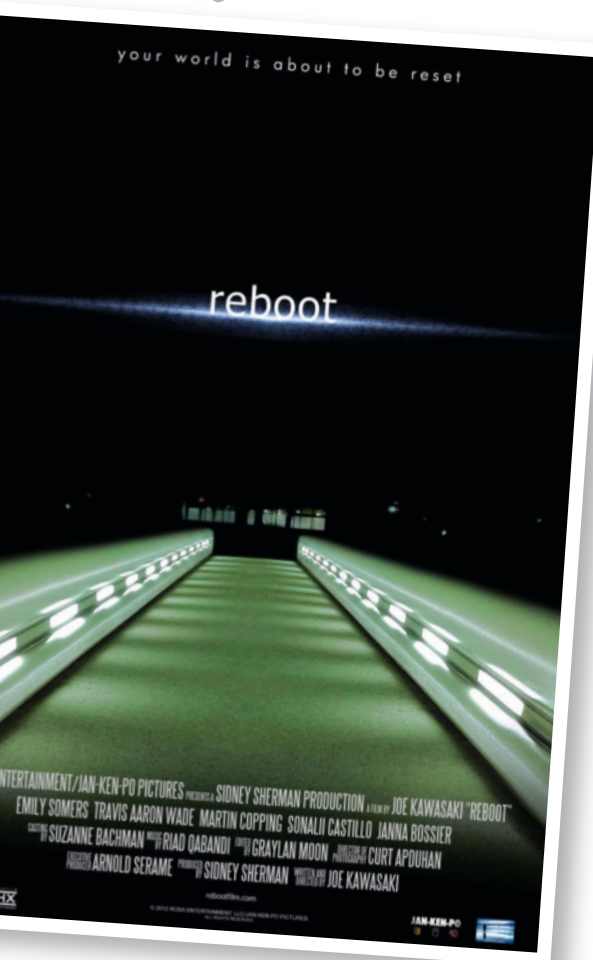
**Did you have to compromise your story for budget?**

I wrote the story with the budget in mind, but I did find myself making compromises on set. We had a couple of small technical problems and had to cut a number of shots to stay on schedule as best we could. I've learned an awful lot from the experience of *Modified*.

**How can people see the film?**

We've just had a screening at the Prince Charles Cinema in London, and *Modified* is available to rent or buy from [www.eventfilms.co.uk](http://www.eventfilms.co.uk)





## REBOOT

**WRITER/DIRECTOR:**  
**JOE KAWASAKI**

### ► What's your tagline/pitch?

A cyberpunk short film set within a contemporary world where conflicts arise from the rapid convergence between humanity and technology.

### ► How did you get funding?

Funding was primarily sought through Kickstarter. We managed to raise \$12,500, with big chunks coming from family and friends. That was just enough to cover major hard costs for the crew and shooting. We still funded stuff on our own – we used personal resources and credit cards to cover the rest – and we have been getting an influx of resources from generous donors through the entire post-production process.

### ► How long was your shoot?

We shot for five days in principal, mostly in and around Los Angeles, and then had two pick-up/insert days.

### ► What was the biggest challenge making the movie?

The schedule. I think, in hindsight, it was a lot to expect that kind of page turn-out on a daily basis. As a filmmaker you always want more time. We got what we needed, but you always want to do way more, make it better.

### ► How can people see the film?

People can stay updated on our upcoming screenings at [www.rebootfilm.com/sneakpeak](http://www.rebootfilm.com/sneakpeak)

## Aerial Assault

### SF TV ROUND UP

► **Nasa** names the spot where space probe Curiosity touched down on Mars as **Bradbury Landing** – a tribute to the late, great Ray Bradbury

► Movie composing legend **John Williams** to be given **lifetime achievement** award at the Classic Brit Awards

► **Harry Harrison**, author of *The Stainless Steel Rat*, passes away aged 87

► **Lost's Adewale Akinnuoye-Agbaje** joins cast of Marvel's **Thor: The Dark World** as Kurse and Algrim

► **Superman and Wonder Woman** become **an item** in Justice League comic

► **Carlo Rambaldi**, the special effects great who created ET, passes away

► Sony announces **big-screen adaptation of Metal Gear Solid** games

► **Tony Scott**, director of *The Hunger* and many an action movie, takes own life in LA

► **Paul "Avon" Darrow** to write **Lucifer**, a *Blake's 7* novel, for Big Finish

► **The Hunger Games** trilogy overtakes *Harry Potter* saga as **best-selling** book series on Amazon.com



**DON'T QUOTE ME**

**"I'd love him to come back. I love his Doctor. I really do. He was from Manchester. Proper hard. Leather jacket. He'd give my Doctor a bit of a whopping, wouldn't he?"**

**Matt Smith** wants **Christopher Eccleston** back for *Who's* 50th anniversary.

## NEW AUTHOR

# Andy Smillie



A long-standing part of **Black Library's** marketing team, **Andy Smillie** is following his destiny with his debut novella: "There's an essay tacked to a cork-board above my desk

that I wrote when I was 13 about how I'd be a published writer when I was 30!"

### ► What would you write as the blurb on the back of *Flesh Of Cretacia*?

Of all the Blood Angel's successors, the Flesh Tearers are the most violent. Led by Chapter Master Amit, they make landfall on a volatile world. But far from just the Ork stragglers they were pursuing, they discover a place to put down roots, to fashion a homeworld to prevent their Chapter from ripping itself apart.

### ► *Warhammer* is your nine-to-five. Did you have to do much research for the book?

I've been playing *Warhammer* for about 20 years, so I'm well versed in the lore. That said, I love the old *Angels Of Darkness* codex – it's probably the most thumbed book I own. I wanted to make sure I capture some of that feel with all my Flesh Tearer stuff, so I did re-read that before getting started.

### ► How much freedom were you given with the book?

A lot. The brief was, "write about some Space Marines". I chose the Flesh Tearers and came up with the initial idea. The synopsis then went through editorial and they made a few suggestions, and that was that. Luckily, the Flesh Tearers haven't been that well established in the canon, so I pretty much had carte blanche. There's so much scope within the confines of the *WH40K* universe that it didn't really feel restrictive at all. In some respects it's quite liberating – not having to invent a monetary system leaves more time to think about character and story.

### ► Which three genre authors would you like to be compared with in a dream review?

That's easy. Iain M Banks (he's just great), Gary Gibson (his use of metaphor places you right in the world) and L Ron Hubbard (his made up stuff is the best-est). Not sure I like the term "compared" – I'd come off pretty bad. "Likened to" would be much better. Apart from L Ron, obviously.

