

Dario Argento is back... With a supernatural psycho thriller game: Dreadful Bond.

Now running the Kickstarter campaign to fund the final stages, by Clod Studio, Italy.

April 1st, 2019 - Milan. «Wake up and seek who you are!»: with this in mind, the popular horror movie director Dario Argento is working on an exciting brand new project: a supernatural psycho thriller video game from Clod Studio called Dreadful Bond.

Inspired by old black and white horror movies from 50s and 60s, this game immerses the player in a creepy atmosphere of sounds, shadows and hellish monitions: following a story of love, betrayal, alchemy, and mysticism. The victim is your sanity: don't play this game, unless you're willing to face a disturbing truth!

Dario Argento

Clod Studio's collaboration with Dario Argento, revealed through a series of teaser images on Facebook, was born thanks to the creators' inspiration of classic horror movies: specifically, those made by Dario Argento. Known as "The Master of The Thrill", the filmmaker's legacy has been reimagined for a completely new medium: the video game.

Dario Argento has lent his name not only to the game, but also to the short movie alongside the Kickstarter campaign, participating in the creation and supporting the designers in the development of the Dreadful Bond mystery narrative. Thanks to his role as artistic supervisor, the internationally renowned director will put his own distinctive stamp on the entire path of product development. «Dreadful Bond is a project that is very close to my themes, to my films, to my dreams, it has something profound and that struck me immediately. I got carried away by Clod Studio on this new journey...» says the horror maestro, who after decades of success, has not slowed down and wants to continue to amaze and excite the entertainment market.

Who are we?

Dreadful Bond will take us on an exploration of the abandoned Wharton Manor, a place holding both the key to ancient secrets and the memory of recent horrors. Old and new mysteries must be solved by the players, who will find themselves in the role of a mysterious, unidentified character. Collecting clues and solving puzzles, the player will eventually be able to reveal the secret of the

obscure *Empuros* and its connection to the atrocious acts committed in the mansion; and of course, to find out whose shoes they are wearing. As in every good mystery, understanding what happened is just the surface of the truth. What matters most is what lies beneath. "Why" is the key of everything - and the why in Dreadful Bond is not a discovery suitable for everyone.

Dario Argento and Clod Studio are serious about this: «Do not support this project, unless you're willing to face a disturbing truth!» they said.

High quality

Created with Unreal Engine 4 and employing the technique of photogrammetry, Dreadful Bond will have meticulously constructed rooms and surroundings that sets the stage for a chilling story of alchemy and mysticism.

One of the most distinctive features of Dreadful Bond will be its impressive sonic interface. The game will be played entirely in first person, and every possible action will be accompanied by realistic-yet-upsetting audio feedback, thus allowing the player to discover more and more details to uncover the truth - without any obtrusive visual interface.

Kickstarter

The campaign on Kickstarter aims to raise 60,000 euros over a period of thirty days and all donors will have the opportunity to receive an exclusive, limited run, boxed copy of the game autographed by Dario Argento, plus a Dreadful Bond comic book that will reveal the backstory of the game, also signed by the Master Of The Thrill himself. At the following link it will be possible to contribute to the Dreadful Bond campaign.

<https://www.kickstarter.com/projects/dreadfulbond/dario-argentos-dreadful-bond?ref=4tqtI9>

Press kit

<http://www.clodstudio.eu/for-the-press>

Game teaser

<https://www.youtube.com/watch?v=pD48L-CjRGo>

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Planned release: spring 2020.