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Wazzup, Chris?

[Chris O'Donnell Will Star in Max Payne Movie](#)

Mark Wahlberg gets more people to work with

Generally, movies inspired from successful video games had a below par quality and were criticized for bad directing, bad acting, bad scripts... bad everything. Of course, every time a new [game-to-film](#) project is announced, we're told that we'll receive the greatest thing we have ever seen but, following the rule of thumb, we don't. Fans all over the world were pretty excited when the Max Payne movie was announced, especially because of Mark Wahlberg, Oscar-nominated actor, who got the lead role. However, not even this project is a [sure hit](#), having in mind that the script is written by a first timer, Beau Thorne; John Moore, a not-so-acclaimed director, was also brought on board. The latest actor who joined forces for the Hollywood iteration of the beloved game is Chris O'Donnell and we're not yet sure if we should consider this good or bad news. His last major role was back in 1997, in the movie Batman and Robin, but he did star in other successful TV series or films, like Vertical Limits in 2000 and Grey's Anatomy in 2006. According to Entertainment Weekly, Chris O'Donnell will play executive Jason Colvin; other details are not available yet. We don't even know if it's a major role or we're only talking about 5 minutes on screen (and, in the end, it doesn't even matter as long as it will be some quality time). Still, as I've said before, I am not sure if this should be considered good news or a proof that this particular game-to-film project will be better than others. Having in mind that the cast posted on IMDB rumors that rapper Ludacris might star in the movie, too, we are a bit worried. However, we will all see what comes out of this project sometime in October this year, when Max Payne the movie is scheduled for release. Hopefully, it will be better than Hitman, Alone in the Dark, In the Name of the King: A Dungeon Siege Adventure or the more recent Postal.