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[Edinburgh Interactive Festival 2007 - Game Screenings Schedule Disclosed](#)

Two world premieres: Rise of the Argonauts and Turning Point

Since the first Edinburgh Interactive Festival five years ago, this year's Festival is set to be showing off the strongest screenings for a glittering array of Triple-A games, presentations and behind-the-scenes action. Titles such as [Codemasters'](#) *Rise of the Argonauts* and *Turning Point* or [Assassin's Creed](#) from Ubisoft and Take-Two's [BioShock](#) are surely reason enough to make you become interested in what it brings. The Edinburgh Interactive Games Screenings take place on Tuesday 14th August at the Odeon Cinema, Lothian Road, in Edinburgh, an official report confirmed today. Tickets for the Screenings will be available to buy at Gamestation stores in Edinburgh, Glasgow and Dundee from Monday 6th August. "The Edinburgh Interactive Festival gives gamers their only chance to see the latest games for PC and console weeks or months before they hit the market," said Brian Baglow, Edinburgh Interactive Festival 2007 screenings director. "They also get to chance to meet some of the people behind the biggest games in the world and find out more about the strange industry that creates hits like *Grand Theft Auto*, *The Sims* and *Halo*." "The 2007 festival Screenings promises to be the best yet. We have a fantastic line up of games and sessions. If you want to find out how to get a job in the games industry, see what you'll be playing this Christmas or meet the teams who are creating games for the latest generation of consoles, you have to be there." "We've even got a session for non-gamers. If you've never, ever picked up a joystick, wouldn't buy a PlayStation 3 at gunpoint and are confused by kids spending eight hours a day wrestling with a joypad, come to the casual games screening. We'll open your eyes to a whole new world of wonder and fun - and give you something far more interesting to do with your home computer, mobile phone and TV controller." Here's what **The Edinburgh Interactive Festival** Game Screenings schedule looks like: How to get into the video games industry with Rebecca Thompson; Race Driver (Codemasters) by Jamie Firth/Firebrand; Guitar Hero III European Premiere (Activision) by Simon Byron; Ace combat 6 (Atari) by Lee Kirton; Unreal Tournament 2007 (Epic) by Mark Rein; Clive Barker's Jericho (Cert 18) by Andrew Wafer; BioShock (Take 2) (Cert 18) by Adrian Lawton; Colin McRae: Dirt (Codemasters) by Guy Pearce; Age of Conan: Hyborian Adventures (Eidos) by Chris Glover/FunCom; Assassin's Creed (TBC) (Ubisoft) (Cert TBC) by Luc Duchaine (Brand Manager); Consolevania World Exclusive (Cert 15); Haze (Free Radical Design/Ubisoft) (Cert 18) by Dr Dave Doak; Rise of the Argonauts World Exclusive (Codemasters) - Video only; Turning Point World Exclusive (Codemasters) - Video only; Game Over - Animated video montage of classic arcade games by PES. Keep in mind that The Edinburgh Interactive Games Screenings is an exclusive one-day showcase giving gamers the chance to mingle with some of the most famous faces behind their favorite franchises, leaving aside that they'll have the chance to see their favorite titles before they're even launched. Well, as I'm sure you're already trying to get yourself a spot there, I'll just end this article right here.