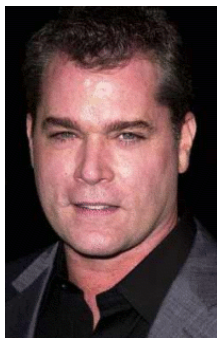


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By:

[Ray Liotta in "Dungeon Siege"](#)

Ray Liotta has joined the cast of Uwe Boll's video game-derived sword and sorcery movie, "Dungeon Siege"



Actor Ray Liotta, 50, has joined the "Dungeon Siege" team. The cast of Uwe Boll's video game-derived sword and sorcery movie, *Dungeon Siege*, include Leelee Sobieski, Will Sanderson, Jason Statham and former NFL star Brian J. White, as well as German supermodel Eva Padberg, who is making her film debut. The "Godfellas" star and one of Boll's favorite actors, will portray the film's villain, Gallian, according to Shawn Williamson, producer for Brightlight Pictures. "I'm really proud that he liked the script so much that this is his first time doing a fantasy period piece," executive producer/director Uwe Boll said.

"Dungeon Siege", the \$60 million fantasy film, which the director said will run three hours, is based on Gas Powered Games' million-selling PC game franchise. Ray Liotta, Burt Reynolds, Ron Perlman, John Rhys-Davies, Matthew Lillard and Kristanna Loken will be filming for Boll's project in and around Vancouver through Oct. 11. According to Williamson, "the story starts in the same way that the first game begins". "A peaceful town is attacked by the evil krugs, and a reluctant hero emerges to assist in the defeat of the creatures. He is joined by others along the journey", the producer mentioned. Uwe Boll has previously filmed "House of the Dead," "Alone in the Dark," and "Blood Rayne". The director seems satisfied that "Gas Powered Games is so excited about the film script that they want to do an expansion pack or full game based on the film", which is expected to be ready for distribution by next summer. Meanwhile, "Dungeon Siege II" ships for PC from Microsoft Games Studio on Aug. 16. According to Chris Taylor, founder of Gas Powered Games and creator of the "Dungeon Siege" franchise, the company may continue to work with Uwe Boll "to take aspects of the film and integrate those back" into the future 'Dungeon Siege' games they make, "including games which leverage film assets". Taylor believes the project is "an exciting and natural evolution for both the game and film industries".