



FILM SPECIFICATIONS

Indie Game: The Movie
Documentary, 96 mins
16:9, HD CAM / DCP
SOUND: Dolby Digital Surround

SALES CONTACT

Andrew Herwitz
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PRESS CONTACT - INTERVIEWS

Jason Eskin
Bond Strategy and Influence
212.354.2137
jasone@bondinfluence.com

FILM TRAILER

www.vimeo.com/25268139
www.youtube.com/watch?v=YtBZ68Fx1Kw

FILMMAKER CONTACT

Lisanne Pajot & James Swirsky
Directors/Producers
indiegamethemovie@me.com
www.indiegamethemovie.com
[@indiegamemovie](http://www.facebook.com/IndieGameTheMovie)

STILLS

www.indiegamethemovie.com/press

KEY FESTIVALS/AWARDS

2012 Official Selection Sundance Film Festival World Documentary Competition
2012 Winner Sundance Best Editing in World Documentary Competition
2012 Official Selection South By Southwest Film Festival
2012 Official Selection Hot Docs Film Festival
2012 Game Developers Conference San Francisco

EVENT PREVIEW RELEASE

Indie Game: The Movie - The Tour, presented by Adobe®, 15 US cities with directors/subjects in attendance, March-May 2012

THEATRICAL RELEASE

New York, NY: IFC Center, May 18th - 31st (HELD OVER)
Los Angeles, CA: NoHo Theater, May 18th-24th
Seattle, WA: SIFF Film Center, April 27th - May17th (HELD OVER 2X)
San Francisco, CA: Roxy Film Center, May 18th-31st (HELD OVER)
Phoenix, AZ: The Film Bar, May 18th-24th
Miami, FL: O Cinema, May 24th-27th
Toronto, ON: TIFF Lightbox, May25th-May31st
Across Canada: 35+ Theatres, Cineplex One Night Event, May 3rd

DIGITAL RELEASE Date & Platforms TBA

CREDITS



OPENING CREDITS

BlinkWorks Presents

A Flutter Media Production

Music by Jim Guthrie

Cinematography and Editing by Lisanne Pajot and James Swirsky

Directed by Lisanne Pajot and James Swirsky

END CREDITS

Directed by Lisanne Pajot and James Swirsky

Music by Jim Guthrie

This film was made possible by the kind people of the Internet.

Dedicated to Memory of Mary Guerts, Cécile Pajot and Patti Simmons



Featuring

Jonathan Blow

Phil Fish

Edmund McMillen

Tommy Refenes



With Appearances by

Renaud Bédard

Brandon Boyer

Anthony Carboni

Ron Carmel

Chris Dahlen

Gus Mastrapa

Danielle McMillen

Tom Refenes

Jamie Refenes

Kim Refenes

Ken Schachter

Jamin Warren



Produced by Lisanne Pajot and James Swirsky

Executive Producers Jeff Lindsay, John McCullah,
Ken Schachter, Matthew Swirsky and Jourdain Pajot

Cinematography by Lisanne Pajot and James Swirsky

Edited by Lisanne Pajot and James Swirsky

Motion Graphics by James Swirsky

Audio Post-Production by Decapo Productions

Additional Music by Steph Thirion and Podington Bear

Logo by Greg Wohlwend



SYNOPSIS



With the twenty-first century comes a new breed of struggling independent artist: the indie game designer. Refusing to toil for major developers, these innovators independently conceive, design, and program their distinctly personal games in the hope that they, too, may find success.

After two years of painstaking work, designer Edmund McMillen and programmer Tommy Refenes await the release of their first major game for Xbox, *Super Meat Boy*—the adventures of a skinless boy in search of his girlfriend, who is made of bandages. At PAX, a major video-game expo, developer Phil Fish unveils his highly anticipated, four-years-in-the-making *Fez*. Jonathan Blow considers beginning a new game after creating *Braid*, one of the highest-rated games of all time.

First-time filmmaking duo Lianne Pajot and James Swirsky capture the emotional journey of these meticulously obsessive artists who devote their lives to their interactive art. Four developers, three games, and one ultimate goal—to express oneself through a video game.

From C.R. Sundance Film Festival



DIRECTORS' STATEMENT



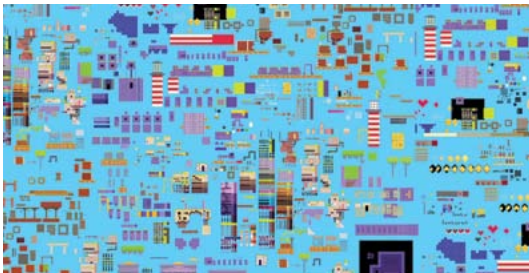
In a world where the majority of video game titles are made by hundreds of people with hundred of million dollars, there is an community of video game designers doing it in a different way.

Indie Game: The Movie is about the underdogs of the video game world: the independent game developers. These developers make games with small teams on modest budgets. They sacrifice money, health, and sanity to make these works - games that, to them, are a deep form of personal expression.



Over a span of years, these developers toil on their games in their bedrooms and apartments. But, they are not totally alone. Through this new connected era, they can speak to millions of people through the Internet, and through digital distribution, they can potentially make millions of dollars. All this - the fans, the money, the personal exposure - can make the game-making process a pressure cooker of anxiety.

Indie Game: The Movie is about what it's like to create in a digital age. What it's like to create under the Internet microscope. How it feels to put yourself out there and expose yourself to the real-time social media feedback.



Like any artist, there's personal risk in releasing your work. You've invested so much time and love. There's a hope that people will understand what you did, and a fear of people not getting what you were trying to say. We think, we were able to capture that universal emotional experience through following the developers in the film.



-Lisanne Pajot & James Swirsky, Directors



PRODUCTION STORY



THE PRODUCTION

Indie Game: The Movie was created by two people, James Swirsky and Lisanne Pajot, from Winnipeg, Manitoba, Canada. They have been working on the project for over a year, gathering stories from indie game developers all over North America. They have done all the producing, directing, cinematography, editing, and writing for the feature film and the website. Throughout the production, James & Lisanne faithfully blogged and tweeted the project's every move - producing & releasing over 88 minutes of bonus video content, 70+ blog posts and well over 5,000 tweets.



WEB VIDEOS

www.indiegamethemovie.com/video/

PRODUCTION BLOG ARCHIVE

www.indiegamethemovie.com/archive/



COMMUNITY SUPPORT

Indie Game: The Movie has been significantly supported by the online community through two successful Kickstarter campaigns.

The project launched in May 2010 on Kickstarter. The film raised its initial goal of in 48 hours. In June 2011, the filmmakers reached out to the community again through Kickstarter with another pre-order campaign to help with finishing costs of the film. The response was overwhelming. This time, the community helped the production reach its goal in just over 24 hours. The campaign closed with over 200% of its goal.



GAMES & DEVELOPERS

Indie Game: The Movie features the stories behind the following games;

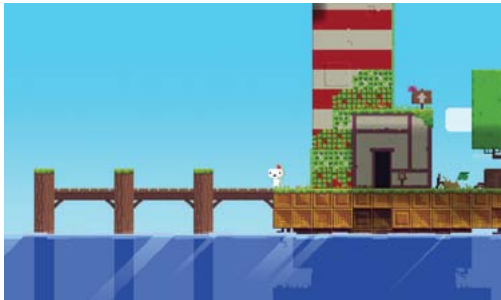


SUPER MEAT BOY

**BY EDMUND MCMILLEN, DESIGNER
(SANTA CRUZ, CA) & TOMMY REFENES,
PROGRAMMER (ASHEVILLE, NC)**

Website: <http://supermeatboy.com/>

Trailer: http://www.youtube.com/watch?v=e8x9H93QZew&feature=player_embedded



FEZ

**BY PHIL FISH, DESIGNER & RENAUD
BÉDARD, PROGRAMMER (MONTREAL,
QC)**

Website: <http://polytroncorporation.com>

Trailer: <http://vimeo.com/20813069>



BRAID

**BY JONATHAN BLOW, DESIGNER/
PROGRAMMER (SAN FRANCISCO, CA)**

Website: <http://www.braid-game.com/>

Trailer: <http://vimeo.com/4083982>



BIOGRAPHIES



Photo: Ian McCausland

LISANNE PAJOT, Co-Director/Producer

Lisanne Pajot is an experienced story-teller, interviewer and producer.

For the past 4 years, she's been a partner at BlinkWorks, producing and directing documentaries, lifestyle TV, corporate videos and commercials.

Prior to joining BlinkWorks, Lisanne worked for Canadian Broadcasting Corporation (CBC). At the CBC, she was a producer/editor for national lifestyle series and also spent time in the corporation's world-renown documentary division. Lisanne's work at the CBC has yielded multiple Gracie Allen awards, and a Gemini Nomination.

Lisanne holds a bachelors' degree in Communication and Visual Rhetoric, and is a ragged veteran of the Canadian Children's musical theatre circuit (this explains her predisposition to gravitate towards games involving microphones, dance mats and/or virtual stage moms).

JAMES SWIRSKY, Co-Director/Producer

For the past decade, James Swirsky has been an independent filmmaker. Building upon an odd concoction of film degrees, business degrees and a collection award winning short films, in 2004 James founded BlinkWorks - a digital film production company.

Through BlinkWorks, James has amassed an impressively robust body of work, producing national broadcast, corporate, commercial and documentary projects.

Ever since the Commodore 64 took its place in his family's home, video games have played an important part of James' life (the phrase 'Load***', 8,1 is forever emblazoned in his mind). Video games have been a steady constant, taking him from childhood through to the glorious, well-respected position of 'Games Tester' at Electronic Arts (Fun fact: James holds the single project record for 'bugs found' at EA Canada*).

With a history filled and informed by video games, and a profession built on dedication to telling stories, **Indie Game: The Movie** is the perfect film for James to make. And James would like to think that he is the perfect filmmaker to make it. :)

* To all the NBA Live 2001 players out there: you're welcome.



BIOGRAPHIES



JIM GUTHRIE, Composer

Jim Guthrie is a musician who's helped define Toronto's musical underground in the last decade, as a solo artist, as a member of Royal City, and as co-founder of Three Gut Records (Constantines, Cuff the Duke), an acknowledged influence on the rise of Broken Social Scene, Feist, Owen Pallett and other international success stories from Toronto. He's been nominated for two Juno awards and has composed for award-winning films, video games and television commercials. He most recently provided the music for 'Superbrothers: Sword & Sworcery EP', ('The Ballad of the Space Babies') an iOS app that is now considered a "must-have / indie cult classic".

Website: <http://jimguthrie.org/>

