



THE  
GAME of  
THE CLOCK

PRESSKIT



### SHORT SYNOPSIS

THE VICTIM is a teenage girl who visits a friend late at night. As she enters the empty house she finds herself involved in a survival game where she has to endure five minutes with a monster she must not look at, due to the game's rules. The only information about the monster is held in several childish-like drawings that Alice finds along the way, in which also bare the only clue to her survival.

After a turbulent escape, she manages to survive. But, when the alarm clock rings the end of the game, she finally discovers how it works, by triggering it again. For the last time.



### LOGLINE

A girl, a monster, five minutes - no looking!

### REVIEWS

"An unnerving experience of claustrophobia and eeriness"  
*Neon Frights*

"A riveting experience"  
*Horrorbuzz*

"Olivieri knows how to make an audience feel terrified"  
*The People's Movies*

"Extra Creepy"  
*London Horror Comic*

"A terrifying short film"  
*The Horror Hothouse*

"A darn good short film"  
*Horrornews.net*

"An excellent example of horror"  
*Screenmayhem*

## CHARACTER BREAKDOWN

The Victim is a young teenager who appears as a cute, stylish girl, impatient to jump out of adolescence. She is skeptical when signs of danger arise, and tries to find rational explanations to what is happening around her. Yet, she is still connected to children's irrational fears and, in this movie, progressively regresses to the stage of child, exposing her young age by the way she eventually succumbs to such fears and to the rules of the game.



## DIRECTOR'S STATEMENT

Childhood is connoted by irrational beliefs that oppose the reasoning of adulthood.

The Victim of 'The Game of the Clock, like any teen, is the embodiment of such opposing forces, since she is both projected into adulthood but

clinging onto her childhood. As children, we inherit one of the most atavistic fears of humankind - the fear of the unknown. The concept of the unknown is especially scary because it is unexplored, untouched, unfathomable and lends itself to the wild projections. In fact, what we really fear about the unknown, is *what we project into it*. Think about it. When we are faced with the unknown, what we are really afraid of is something specific that we expect will come to pass.

For the Victim, this is represented by the unseen monster lurking in the house.

Throughout the film and because of the monster, The Victim journeys from the rationality of adulthood to a more emotional, irrational state that resembles the powerlessness of childhood.



**\*\*\*click here for a 2-min video essay on the symbolism of the film by director Michele Olivieri\*\*\***





**WRITER/DIRECTOR BIO**

Michele Olivieri is a non-binary Italian filmmaker, now based in London.

Beginning in 2017 with the comedy short 'Butterflies', this West London Films production was his first attempt at narrative filmmaking. The following year Olivieri's sophomore project 'The Game of The Clock', a horror short produced by Godiva Films, came to fruition and conquered festivals all around the world, premiering at top-of-genre Frighfest in 2019. The short also achieved digital and physical distribution through Amazon Prime Video, Filmzie and Meridian Releasing Group.

The drama short 'Sofa Surfer' - the most recent addition to the director's filmography - is now in festivals and set for a 2022 release.

Olivieri is currently working on his debut feature.



**ACTRESS BIO**

Simon Mumford is an 19-year-old actress, dancer, singer and model of British and Russian origins. She is based in London, where she attended entirely performing arts-based secondary schools including Sylvia Young Theatre School and Arts Educational School.

Since an early age, acting has always played a significant role in Simone's life. Although she is primarily a theatre actress ('The women of Troy' and 'A Midsummer Night's Dream' as Titania), she appeared in several short films including the most recent horror picture 'The Game of the Clock' by the upcoming director Michele Olivieri.



the Game of the Clock



### CONTACTS

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