

Unlike comic book films, Hollywood adaptations of video games have never truly received their moment in the spotlight. While franchises like Resident Evil have found financial success, critical reception for these projects often tends to be sour, leading to the belief that there is a "curse" on video game adaptations. In the recent interview with IGN, the cast of the upcoming Assassin's Creed discussed their approach to the film and how they think it will break the curse plaguing films of this nature. Michael Fassbender is producing the film, along with starring as the protagonist, Callum Lynch. Fassbender acknowledged the problem, but it doesn't obscure his desire to make the best movie possible, "I was naive to be honest, it's only in a hindsight in one, sort of journalists to tell you there's a curse on video games. Then you go through the films that have been made... It's only a curse until somebody makes a good one, and then it's a different story. For me,

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