

'Spy Hunter' video game headed to big screen

TV's Cryer, Spader in family-targeted 'Shorts'

By Borys Kit

Warner Bros. is bringing the video game "Spy Hunter" to the big screen.

The studio, which bought the title as part of its acquisition of Midway Games last year, has tapped Chad St. John to pen the script for a feature adaptation.



Dan Lin, one of the producers of "Sherlock Holmes," will produce with Roy Lee, who recently set up the high-concept project "Leonardo da Vinci and the Soldiers of Forever" with producer Adrian Askarieh at Warners.

"Hunter" follows a highly trained spy whose job it is to eliminate rogue agents when they become liabilities to their governments. He travels in the G-6155 Interceptor, a sports car tricked out with an array of weapons that frequently is challenged by enemy vehicles.

"Hunter," launched by Midway as an arcade game in 1983, has long been a target of the film industry. The game was set up previously at Universal, where John Woo and Dwayne Johnson were attached to direct and star, respectively. That version never got out of the garage for budgetary reasons. Paul W.S. Anderson tried to relaunch the project for Universal, but that also stalled.



Warners obtained the rights when it bought Midway for \$33 million in July.

Vertigo's Doug Davison is exec producing, and Lin Pictures' Stephen Gilchrist will co-produce.

Jon Berg is overseeing for the studio.

St. John is becoming a Warners favorite. The scribe wrote the time-travel spec "The Days Before" for Warners, which signed him to a two-pic deal. A remake of "Outland" and the

action project "Motor City" followed. St. John also is writing "Sgt. Rock," featuring DC Comics' World War II soldier, for Warners and producer Joel Silver.