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**EZ  
COMIC**

*WHAT HAS UNLEASHED THIS  
HORROR UPON OUR WORLD?*

**10¢**

**THE SHOCKING TALE OF**

# **MIND RIP**

**FEATURING**



**THE SKULL**



**HOMBRE LOBO**



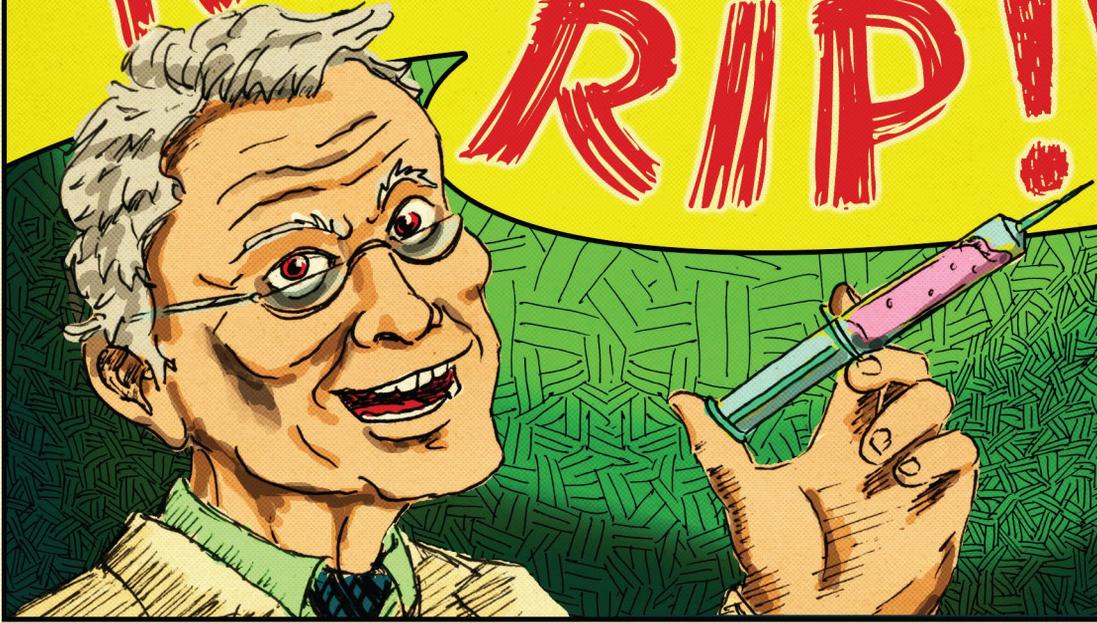
**THE HYPNOTIST**



EVER BEEN TRAPPED IN A NIGHTMARE,  
UNABLE TO WAKE? WHAT IF NIGHTMARES  
COULD PURSUE YOU INTO REAL LIFE?  
PREPARE YOURSELF FOR...

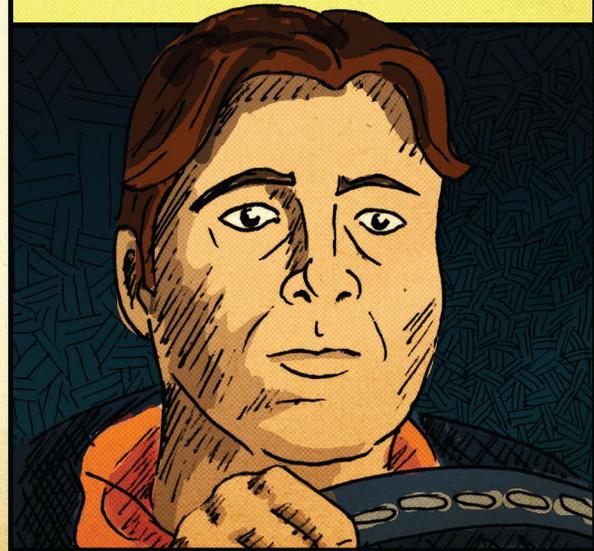


# MIND RIP!!!



DAVID ENDICOTT IS RETURNING  
TO HIS HOMETOWN FOR THE  
FIRST TIME IN YEARS. WHAT  
GUILTY SECRET KEPT HIM  
AWAY? WHAT DOES HE NOT  
WANT TO ADMIT ABOUT HIS  
BROTHER JACK'S DEATH?

LITTLE DOES DAVID KNOW THAT  
HIS BROTHER WAS THE SUBJECT  
OF A MADMAN'S EXPERIMENT.  
NOW CREATURES FROM JACK'S  
SUBCONSCIOUS HAVE BEEN  
BROUGHT TO LIFE.



# BEHOLD!

A GHASTLY GALLERY OF STRANGE AND DISTURBING NIGHTMARE CREATURES THAT OUR HERO MUST OVERCOME TO DISCOVER THE TRUTH!



BOILHEAD



THE SCARE-SNAKE



HAPPY JACK

## THE GHASTLY GALLERY



THE SURGICAL TOOL CREATURE

SKULLY & THE ZOMBIE HORDE



ALONG THE WAY, DAVID ENCOUNTERS A CAST OF FRIENDS AND FOES. WHO WILL HELP HIM IN HIS QUEST TO UNCOVER HIS BROTHER'S STRANGE FATE?



**DIANE**

A WOMAN WITH A QUICK TEMPER.



**GARY THE GHOUL**

A HORROR HOST WHO KNOWS A THING OR TWO ABOUT THINGS THAT GO BUMP IN THE NIGHT.



**SHERIFF EDWARDS**

CLEANING UP THE TOWN, ONE MANGLED BODY AT A TIME.



**DOC HAMILTON**

A PSYCHOPATHIC EXPERT IN PSYCHIC MANIFESTATIONS.



**DEVLIN**

FORMER SPECIAL FORCES HERO. NOW A HIRED GUN.



**THE MAYOR**

WHAT DOES SHE KNOW, AND HOW LONG HAS SHE KNOWN IT?

# MIND RIP

IS AN OLD SCHOOL CREATURE FEATURE WITH MULTI-PLATFORM POTENTIAL! THE STORY CAN BE TRANSLATED EASILY TO VIDEO GAMES AND COMICS.

FEATURE  
FILM



VIDEO  
GAMES



COMIC  
BOOKS



READ ON TO FIND OUT MORE  
ABOUT MIND RIP AND ITS CREATORS!



## MIND RIP SYNOPSIS

### Short Form

Mind Rip is a grindhouse-style horror film. With a nod to the terror romps of the seventies, the story contains over-the-top thrills and tongue-in-cheek violence. Mind Rip draws inspiration from such films as Phantasm, Evil Dead, and the original Dawn of the Dead.

David Endicott has returned to his hometown for the first time in ten years, having left shortly after the death of his younger brother, Jack. He soon finds that a bizarre series of local murders is connected to Jack's childhood fantasies. Creatures from Jack's horror comic books have appeared in the flesh -- and they're not friendly. Creatures such as the ten-foot-tall beast made from exhumed corpses, a flying monster constructed of antique surgical tools, an army of zombies, and one cute but homicidal stuffed bunny named Happy Jack.

David is compelled to look into the circumstances of Jack's death and his involvement with GreyTech, a secretive pharmaceutical research company. But time is against him, and an army of nightmare manifestations stand between him and the truth.

## MIND RIP SYNOPSIS

### Long Form

David Endicott returns to his hometown for the first time in ten years to find it being terrorized by strange nightmarish creatures.

The first victims are a politician and his mistress having a tryst in a cornfield, who are then devoured by a giant scarecrow / snake. Soon after, diner owner Howard Blake is accosted by "Boilhead," a creature resembling a Big Daddy Roth hot rod monster. Boilhead tears off Howard's head and, adding insult to injury, throws it through the diner's kitchen window to land in a boiling pot of soup. Sheriff Edwards and his bumbling deputies begin an investigation.

David meets up with some old friends. Diane, who was once too young for him, has grown into a beautiful woman. She helps him uncover a connection between the mysterious events and David's brother Jack, who supposedly passed away fifteen years ago. In his family's home, they discover David's collection of horror comics. Within those pages are graphic representations of the eerie events going on around town.

(MORE)

The next day, Boilhead makes a reappearance, driving his hot rod down main street, causing mayhem and running over the mayor. Sheriff Edwards tries to chase the creature down, but it vanishes.

David and Diane go to the hospital to look into Jack's medical records and there they cross paths with Gary the Ghoul, local horror host and uncle to Diane. Gary was present at the Boilhead massacre and fills them in on the details. They join forces to get to the bottom of the mystery.

An ex of Diane's helps them with a computer hack into GreyTech Industries, a pharmaceutical company. The group finds that Jack is alive. He is in a coma and the subject of a series of experiments. The head of research is Dr. Hamilton, a self-centered but brilliant doctor.

Years earlier, Dr. Hamilton was working on an experimental drug designed to wake patients from deep comas. The first trial was on Jack, just ten years old at the time. Jack and David had been playing in an abandoned mental institution when the floor gave way and Jack fell through. Jack's injuries were manageable, but his coma made him a perfect subject for the drug trial.

GreyTech's drug had an unexpected effect on Jack. It could take Jack's subconscious thoughts and make them appear in reality. GreyTech faked Jack's death and he was taken to a hidden research facility -- in the same abandoned institution where he was injured.

Now, just as David, Diane, Gary the Ghoul, Sheriff Edwards and his deputies make their way to the old institution, Jack's mind is becoming too powerful to control. GreyTech technicians attempt to shut Jack down but it's too late. His mind has taken over the entire facility.

David and the group battle Jack's mental projections as they try and get to him. "Happy Jack," once Jack's cute stuffed rabbit but now a three-foot-tall killer bunny, protects Jack from those that would do him harm. A creature made from antique surgical tools flies around the halls like a multi-limbed insect, liberating men's heads from their bodies. "Skully," a ten-foot-tall monster made from unearthed bodies in the neighboring cemetery, battles the sheriff and his men. The dead rise from their graves and surround the building.

David and the group make their way to the institution's basement to find Jack encased in a tank filled with viscous fluid. A harness of wires protrudes from his head, connected to conduits in the walls. David must throw a switch to take Jack off life-support, killing the brother he loves in order to end the madness. As a last defense, the stuffed rabbit Happy Jack transforms into a hulking carnivorous monster. But David does pull the switch, setting off the facility's self-destruct in the process. Jack begins to die.

The group makes their way out of the basement and into the neighboring cemetery. They battle the living dead, including the giant corpse monster, Skully. As Jack slowly dies, his mental projections die, too. The zombies fall over, no longer animated, and Skully falls apart in front of everyone.

Suddenly David falls to his knees. Diane runs to him yelling "What's wrong, what's wrong?!" David looks up at Diane and vanishes. David was a mental projection from Jack's mind the entire time, a subconscious wish to put right what had gone wrong.

# Classic Horror Filmmaking



Philrose Productions intends to capture the look and feel of 1970s horror films by using the vintage shooting techniques of the time. These techniques include stop-motion animation, rod puppets and special make-up effects. Although computers will be used for compositing and effects like fire and smoke, the concentration will be on the vintage style of seventies movie making.

We feel that there is a market for grindhouse style films that do not rely on computer generated images. The response from the horror press to the Mind Rip trailer supports this. In fact, recent films such as the Evil Dead remake have sold themselves as being all practical effects (no CG) and audiences are very receptive to the idea.

Mind Rip would fit into a group of recent films that were produced on a smaller scale and have achieved a respectable level of success. Cabin Fever, Diary of the Dead, Hatchet, and Saw were produced on similar scale budgets.



# Who We Are

Writer/director **John David Vincent** began his career in the early nineties as a visual effects artist at David Allen Productions. He moved on to become a set builder, art director and production designer on features, as well as national and international television spots. His resume includes the films *Proud*, *After Image* and *Man in the Maze* (currently in development). John served as second unit director on the comedy *Smoking Laws*, and was producer and cinematographer on the feature *3.14*. Recently, John contributed special make-up to the web series *American Horror Story: Get Committed*.



Producer and editor **Mike Boas** has worked with Philrose Productions since 2005. He served as assistant director and editor on the feature *3.14* and has contributed to many commercial projects.

**Christopher Nakis** and **John Cocca** are also on board as producers. The two first teamed up to produce *After Image*, a film written and directed by Robert Manganelli starring Louise Fletcher and John Mellencamp. The film screened at Sundance and was released through Miramax Films.

**Joseph Grossberg** will be serving as Visual Effects Supervisor. Joseph and John Vincent first worked together at Dave Allen Productions. Joseph has become one of the top visual effects producers and visual effects supervisors in Hollywood. Joseph oversees the effects work on Kevin Smith's films. His credits also include *Species 2*, *Van Helsing*, Robert Redford's *Lions for Lambs*, *G.I. Joe* and *The A-Team*.

Visual effects coordinator/producer **Paul Alexiou** is also on the team. His many credits include *Watchmen*, *Corpse Bride*, and *Harry Potter and the Prisoner Azkaban*.

**Yancy Calzada** will be heading up stop-motion creature effects. Yancy's work can be seen in *Evil Dead 2*, *Gremlins 2*, *Beetlejuice*, *A Nightmare on Elm Street 3*, and *The Abyss*. More recently, he has done CGI work on *Mega Piranha*, *Boa vs Python*, and Robert Kurtzman's *The Rage*.

**Michael Del Rossa's** company Multivision FX will supply special make-up effects needs. His credits include *Watchmen*, *300*, *Van Helsing*, *The Passion of Christ*, and *I Am Legend*.

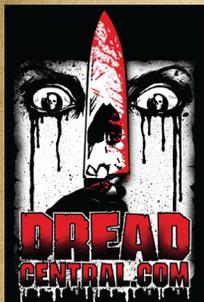
**Mind  
Rip**

**MINDRIPMOVIE.COM**

**646-736-0524**

**Email: [info@philrosefilms.com](mailto:info@philrosefilms.com)**

Unsolicited praise  
from the horror press...



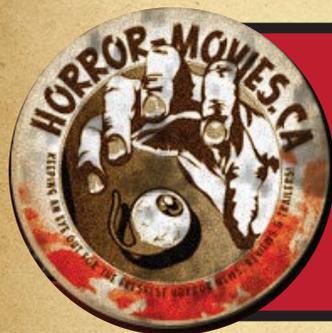
## DREAD CENTRAL

"Two of our favorite things —  
monsters and zombies — together  
in one flick? Where do we sign up!?!?"

## UNDEAD BACKBRAIN

(AUSTRALIA)

"If all that doesn't rock your zombie-  
lovin', demonic, giant-monster craving  
boat, then you're reading the wrong  
blog!"



## HORROR-MOVIES.CA

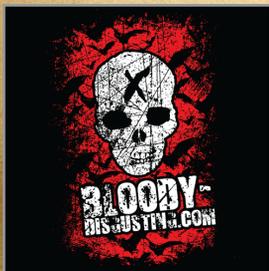
"Just stick a fork in me... cause I'm in  
'Cheesy B-Rated Heaven!' ...I have to say  
that this is one of the better cut trailers,  
and I can't wait to see more. ...Now where  
can I get my copy of "The Vault of The Crypt  
of The Terror" comic?!!!"

## INEVITABLE ZOMBIE APOCALYPSE

"Monsters and zombies and lots of tongue-in-cheek humor, oh  
my! You'll find it all in the very Troma-looking Mind Rip, a movie  
about comic-book monsters come to life via psychic means."

## BLOODY DISGUSTING

"I'm loving all these indie creature features in  
production. BD reader Avery tipped us off to  
another from John David Vincent and Philrose  
Productions entitled Mind Rip."



You'll be amazed when you experience

# SPECTRE-VISION!



An illusion you won't believe! Thanks to a miracle of modern science, no secrets will be safe from your all-seeing eyes.

Get your glasses when you see

# MIND RIP!

For more about Mind Rip, visit  
[www.MindRipMovie.com](http://www.MindRipMovie.com)

Or contact John Vincent and Mike Boas  
through electronic mail... [info@philrosefilms.com](mailto:info@philrosefilms.com)  
by telephone.... (646) 736-0524

\*Disclaimer: Spectre-Vision glasses may not actually exist

# Mind Rip



Photo by Rick Shannon    Model Audrey Jacobs