

# Mold

USA 2012

produced by

**Neil Meschino for Mentally Ill Films**

directed by Neil Meschino

starring Chris Gentile, Ardis Campbell, Edward X. Young, Rick Haymes, Mike Keller, Lawrence George, Nicholas Russo, James Murphy, David Pringle, Derrick Peterson, Neil Meschino, Nathan Willis, Robert Fattorini, Luke Pendley, Julia Salka

written by Dave Fogerson, Neil Meschino, music by Julian Tulip, special effects by Jeremy Selenfriend/Monster in my Closet FX

review by

**Mike Haberfelner**

Deep in the 1980's, when the drug war reached one of its many peaks, the US-government had a mold developed in a top secret bio engineering facility that will wipe out the coca fields of Colombia. There's one tiny problem with the mold though: If it gets in contact with humans, it pretty much eats them up from the inside and turns them into raging monsters before killing them. Not too big a problem for the US-government though, because the mold's only to be used in Colombia anyways, so why worry, right?

Wrong, because there is an accident in the lab, and a bit of mold escapes and spreads rather rapidly - and of course, just on the day a congressman (James Murphy) and a Colonel (Edward X. Young) came to celebrate the success of the experiment - and suddenly they, their aides (Nicholas Russo, Mike Keller, respectively) and a handful of scientists (Chris Gentile, Ardis Campbell, Rick Haymes, Lawrence George) find themselves facing a terrible threat - and then the mold gets hold of and kills the congressman (whose out-of-hands cocaine use must have attracted it), enters the Colonel's aide's body to turn him into a warmachine, and one of the scientists, Roger (Lawrence George), defects because ... well, it was all a set-up by the lab's actual head Carter (David Pringle) to get rid of all those in the know of his project. Roger doesn't make it very far though ...

As the numbers of our heroes dwindle, those who survive still find some straws to grasp at, like the fact that there is a control agent somewhere in the facility that might make them immune to the mold, and that Carter is actually somewhere in the building and might be their ticket out. But of course, there's still the mold, the colonel's aide who's by now become an ax-wielding maniac, and Carter has conveniently placed a few sharpshooters all along the escape route ...

**Mold** is certainly not a movie that tries to re-invent the wheel, instead it's a throwback to low budget direct-to-video science fiction movies of the 1980's, full of clichéd situations and characters, low-fi practical effects, green goo, macho attitude and let's not forget the ridiculous premise - and for a change that works 100% for the movie, as it understands the qualities of the movies of old rather than making fun of their iniquities, it makes sure the limitations of the special effects fit the story, and the plot, clichéd and silly as it might be at times, does carry some serious messages rather than just turn this into a dumbed down tale of heroism. As for the direction - it's solid, keeps things going at a steady pace, and gets the most out of the movie's extremely limited locations.

So no, no masterpiece ... but pretty good low budget genre entertainment!

review © by **Mike Haberfelner**

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