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Masters of Horror is an anthology television series created by director Mick Garris for the Showtime cable network.

Origin [edit]

In 2002, director Mick Garris invited some director friends to an informal dinner at a restaurant in Sherman Oaks, California. The original ten "masters" attending were John Carpenter, Larry Cohen, Don Coscarelli, Joe Dante, Guillermo del Toro, Stuart Gordon, Tobe Hooper, John Landis, Bill Malone, and Garris himself.

Subsequently, Garris organized regular dinners with the group and invited other horror and other genre directors to attend, including Dario Argento, Eli Roth, Wes Craven, David Cronenberg, Tim Sullivan, Rob Zombie, Bryan Singer, Fred Dekker, William Lustig, Lucky McKee, Ernest Dickerson, Katt Shea, Quentin Tarantino, Robert Rodriguez, James Gunn, Mary Lambert, Tom Holland, Peter Medak, Ti West, Lloyd Kaufman, and others. In 2005, Garris created and produced an original anthology television series of one-hour movies, written and directed by many of the "masters" which was originally broadcast in the U.S. on the Showtime cable network. In several international territories, the films were released theatrically.

The series debuted to excellent reviews in the U.S. on October 28, 2005, with the premiere episode "Incident On and Off a Mountain Road," co-written and directed by Don Coscarelli, based on the short story by Joe R. Lansdale. New episodes premiered every Friday at 10 p.m. EST throughout the series' two seasons. The show followed an anthology series format, with each episode featuring a one-hour film directed by a well-known horror film director. In 2009, Chiller began airing the show on their Sunday evening line-up of shows, and in 2010, Reelz Channel began airing episodes of Masters of Horror edited (despite keeping its TV-MA rating) and with commercials.[1]

Fluffy Fall #233; um jogo de arcade no qual voc#234; gu#225;a uma criatura fofinha, super ador#225;vel que se move a #127783; , toda velocidade por um labirinto cheio de armadilhas mortais. Como de costume, o objetivo #233; chegar o mais longe poss#237;vel.</p><p>Fluffy #127783; , Fall possui um sistema de controle muito intuitivo: basta tocar e arrastar o seu dedo pela tela para movimentar o #127783; , seu personagem. Tente desviar de todas as armadilhas no labirinto trai#231;oeiro: raios laser, serras, lan#231;a-chamas e muito mais! Tudo isto #127783; , enquanto voc#234; tenta o m#225;ximo de moedinhas poss#237;vel.</p><p>H#225; milh#225;es de criaturas ador#225;veis para serem desbloqueadas e