Keyboard Controls

Keyboard	Action
Up Arrow or W	Scroll Camera Forward
Down Arrow or S	Scroll Camera Back
Left Arrow or A	Scroll Camera Left
Right Arrow or D	Scroll Camera Right
Shift + Camera Movement	Speed Up Camera Movement
Ctrl + Right Arrow or D	Rotate Clockwise
Ctrl + Left Arrow or A	Rotate Counter-Clockwise
Ctrl + Up Arrow or W	Zoom In
Ctrl + Down Arrow or S	Zoom Out

Keyboard	Action
1	Go to Script Writing Office/Next Script Writing Office (cycle through all these)
2	Go to Casting Office
3	Go to Active Set (set with a shoot taking place)/Next Active Set (cycle through all these)
4	Go to Production Office
5	Go to Post Production (if built)
6	Go to Advanced Movie Maker (if built)
7	Go to Staff Office/Stage School/Crew Office (cycle through these)
8	Go to Set (active and inactive sets)/Next Set (cycle through all sets)
9	Go to Trailer/Next Trailer (cycle through all trailers)
0	Go to Research/Post Production/Advanced Movie Maker
TAB	Go to End of Highest Priority Sparkling Stream
F1	Open Facilities Menu
F2	Open Sets Menu
F3	Open Landscaping (paths as default)
F5	Open Finance Screen (graphs)
F6	Open Finance Screen (salaries)
F7	Open Charts
F9	Quick Save
F10	Load
E	Staff Finder Menu – Scroll Right
Q	Staff Finder Menu – Scroll Left
Spacebar	Centre Camera on the Studio Gates
L	View Studio Attractiveness
M	Toggle Overhead Camera On/Off

The **MOViES**

Run the Studio. Make the Movies.
Create the Stars!

LIONHEAD STUDIOS

Mac   Universal

FERAL

Contents

This manual has been written with the aim of giving you a good start in mastering the basics of The Movies™. A longer manual containing additional information is included on the DVD in pdf format.

Introduction

Show business. They say it's the hardest game in the world. In the 1920s, the public caught a fever for moving pictures, and before long, a generation of star-struck wannabes sprang up with dreams of the silver screen. Some just weren't cut out for a life in front of the camera, but behind the scenes, they were the real movers and shakers in Tinseltown. These people were the studio owners, the elite few that helped shape cinema right up to the present day. It's certainly not easy though, and the closer you are to being king of the hill, the more pressure you're under to stay there…Do you have what it takes to run your own movie studio?

Installation

1. Insert the *The Movies™* DVD into the DVD drive and wait for the "*The Movies*" DVD icon to appear on your desktop.
2. Double click on the "*The Movies*" DVD icon to open it.
3. Before doing anything else, read the file called "ReadMe" found in the EN folder.
4. Double-click on the "The Movies Install" icon.
5. Follow the on-screen instructions to install the game to your hard disk.
6. Registering at Lionhead.com - towards the end of the installation process a dialog box will appear inviting you to register with the Lionhead Community. Do this as follows:
   i) Click "OK" in the dialog box - your browser will launch and take you to the registration page at Lionhead.com
   ii) Follow the on-screen instructions on the registration page.
   iii) Once you have registered, you will be sent an activation code by e-mail from Lionhead.com.
   iv) Follow the instructions in the e-mail to activate your registration.
7. Once installation is complete, a folder called *The Movies™* will open on your Mac Desktop.

Serial number and Key code

Your copy of *The Movies™* comes with two unique codes, which are located on the back of the manual. One is for *The Movies Online* and the other is for Flip4Mac, both are only required if you wish to upload your movies to *The Movies™* online website.

Flip4Mac Serial Code

Once installation of *The Movies™* is complete you will need to enter the Flip4Mac serial code. Do this as follows:

1. Open the System Preferences (4th item in the Apple menu) panel and select Flip4Mac (in the Other row at the bottom of the panel). The Flip4Mac WMV panel will open.

2. Click on the padlock in the bottom left-corner, an authentication panel will open and you will be prompted for your Apple User account password. Enter it and click OK.

3. You will now be back in the Flip4Mac WMV panel.
Click on "Enter Serial Number" - a dialog box will appear. Enter your name and Flip4Mac serial number (exactly as it appears on back of the manual) and click on "Activate". Your serial code will now be validated online.

4. Once validation is complete the Flip4Mac WMV panel will reappear. Close the panel.

The Movies Key Code

The first time you click on the Online button within the game you will be prompted for your Lionhead Community username and password (if you did not register during installation do so now at http://register.lionhead.com) and key code. You must enter the key code exactly as it appears on the back of the manual.

Thereafter, whenever you go online from within *The Movies™* you will only be asked for your Lionhead Community password.

Playing The Movies™ *for the first time*

1. Insert *The Movies*™ DVD into your computer's DVD drive and wait for its icon to appear on the desktop.
2. Double-click on the *The Movies*™ application icon. By default this is in the *The Movies*™ folder installed in the Applications folder on your computer's hard drive. The game will launch.
3. The Pre-Game Options window will appear click Play to continue.
4. After the loading screens, the Main Menu of the game will appear.
5. Click on the "Game" button and then click on "Learn the Basics".
6. "Learn the Basics" is a quick tutorial, which it is recommended that you play through.

Aim of the Game

The primary goal of *The Movies*™ is, quite simply, to be the most successful movie studio in the world! You'll be challenged to recruit and nurture the best Stars and keep them happy, build up the most impressive studio lot, win awards and make as much money as you can. As part of this you need to hire the best talent and manage their rise to stardom, as well as make sure the movies you release are on the cutting edge of entertainment. Combine all of these things and you'll be the number one studio.

The Main Menu

Game – Go to the **Game Menu** as detailed in the next section.

Online – Upload movies and open up some exciting new content from the **Prop Shop**.

Movie Player – Watch your saved movies or movies you've downloaded from the community web site (See **Online**). You can also load saved movies you've created and edit them using the game's full suite of post production tools.

Options – Adjust the game settings for best performance and to suit your playing style.

See the Options menu section in the PDF manual on the DVD for further details.

Credits – See the team who made *The Movies*™.

Quit – Exit the game.

The Game Menu

Learn the Basics – An introduction to playing. Teaches you the basics you'll need to navigate the world and interact with your staff and studio facilities.

New Game – Take the first step on the path to fame and fortune. Upon selecting this option, you can make the following choices to create your studio:
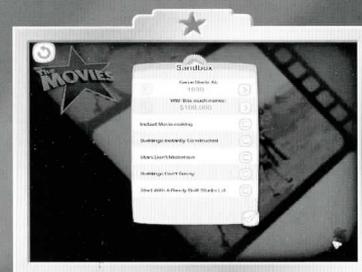
- **Studio Logo** – Press the left and right arrows to cycle through different logos for your studio.

- **Studio Name** – Enter a name for your new studio, or stick with the suggested one.

- **Player Name** – Enter your name here.

Sandbox – Want to customise your movie-making experience? Then Sandbox is the place for you. Sandbox mode allows you to focus on making movies without worrying about competing for awards.
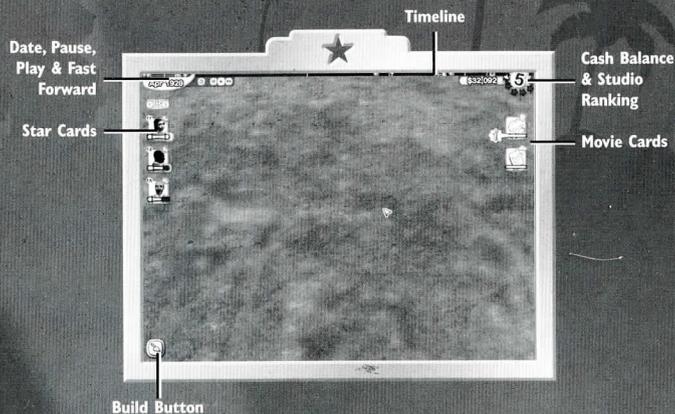
- **Game Start** – Choose which decade you want to begin playing in. *Note: when in Sandbox mode, you can only choose decades 30 years beyond what you have played in the New Game section of the game.*

- **Starting Money** – Choose to start with a shoestring budget or a pile of cash!

- **Instant Movie-making** – Choose whether you want to go through the whole movie-making process, or have films shot instantly. *Note: that these movies still need to be cast and staffed properly.*

- **Instantly Constructed Buildings** – Toggle between waiting for buildings to be constructed by your staff or having them built for you instantly.

- **Stars Don't Misbehave** – Toggle whether Stars will behave or whether their moods will change.

- **Buildings Don't Decay** – Toggle this on or off to select whether you want your buildings to decay over time or stay in perfect working order without the need for repairs.

- **Start with a Ready Built Studio Lot** – Choose to start with an empty lot, or have a basic one ready for you.

- **Unlock All Prizes** – This starts you off in the year 2000 with all of the story mode prizes unlocked and available to use.

Load Game – Load a previously saved game to continue where you left off.

Playing the Game
The In-Game Interface (HUD)

Date, Pause, Play & Fast Forward

Timeline

Star Cards

Cash Balance & Studio Ranking

Movie Cards

Build Button

Timeline – The line along the top of the screen shows the passage of time from present day into the future, with each segment representing a year. Pay close attention: events that affect your studio will be shown, such as new sets and facilities, award ceremonies, changes in public taste, gossip about your Stars and completion dates for research. Hold your mouse cursor over an icon to get more details.

Pause, Play and Fast Forward – Pause time, speed it up and play at normal speed. When you pause the game, you can still perform many tasks and check the status of your staff, studio and movies in production. You won't be able to pick up and drop items in the studio such as Stars, staff, movies or scripts when time is paused. When in Fast Forward mode, you can play the game as normal, except everything happens much faster.

Studio Ranking – Your studio is up against the other big guns in Tinseltown, and this icon shows you how you measure up against the competition. Your studio's ranking is determined by a number of factors, such as your cash balance, the quality of movies your studio has released so far, the quality of Stars in your employ, how well connected and laid out your studio is and even how clean and tidy you keep the place. Clicking on the Studio Ranking icon in the top right of the screen takes you to the Charts screen (pictured right).

Cash Balance – The movie business is a competitive and an expensive one, and if you want to be up there with the best, you'll need cash in the bank. Clicking on this figure takes you to the finance screen. Your Cash Balance contributes toward your ranking in the Charts, so it is advisable to spend wisely.

Note: Your balance can go into the red but when you're in debt, you won't be able to build new sets or add certain facilities and lot ornamentation.

Build Button – The icon in the bottom left of the screen controls all construction in your studio. Click on this to see sub-menus:

- **Facilities –** Build your studio facilities from toilets to research laboratories.
- **Sets –** Build a set on which to film your latest masterpiece.
- **Landscape and Ornaments –** A range of items to make your studio look better and feel like a happy home for your Stars.

Star Cards – These images represent the Stars (actors and directors) in your studio. From these portraits you can see their position in the Star charts, their mood and their current activity. You can also view detailed information about your Star by simply placing the mouse pointer on their card. The Star card also provides a snapshot of how your actor or director currently looks. By using the buttons above the Star cards, you can cycle through your studio's other employees and quickly find the right person for a job.

Tip: To locate an actor, director or any of your staff, left-click on their card to jump to them on the studio lot. To bring an actor, director or member of your staff to your current location, hold down the left mouse button on their card and drag them to the desired location.

Movie Cards – See the current status of any movies in your studio. You can see what stage of production the movie's in, what's holding up production and the current Star rating. The chart position for released movies is also shown on these cards. Movie card icons reflect the status of your movie. Before filming commences, your movie card is represented by a script icon; when filming, it appears as a movie camera and when completed, it appears as a film can.

 Your scriptwriters are busily working on your latest blockbuster.

 Your movie is in the process of being filmed on your studio lot.

 Your script is complete and ready for casting in the Casting Office.

 You movie has now been shot and is ready for release.

 Casting is complete and you are ready to shoot your movie.

 Your movie has been released. When your movie is taking money at the box office a $ sign will pulse over the movie card. The number on the card indicates your movie's current chart position.

Note: When your movie is no longer making any money, you should archive it in the Production Office.

- **Genre Icons –** The icon in the upper-right corner of your movie card reminds you of the movie's genre.

Action   Comedy   Horror   Romance   Sci-fi

Information Bubbles

Information bubbles are your way of keeping track of your staff, Stars, movies, facilities and sets. These bubbles intelligently work out which information is of the highest priority and display this first.

Displaying Information Bubbles –

To display information about a Star, movie or building, simply hover the mouse cursor over an item and wait for the bubbles to appear. This also works with the Star Cards and Movie Cards described on page 7.

Displaying All Information Instantly –

Right-click on an item for which you would like information. All information relating to that item will be displayed instantly.

Closing Information Bubbles –

To close an information bubble, just click on it and it will "burst." Clicking on the central bubble closes all the attached bubbles. Moving the mouse cursor away from the item attached to the information bubbles also closes them.

Sometimes a bubble will display a red "!" symbol to let you know when something is really wrong, or a blue "i" symbol to inform you of something.

Bubbles are displayed in groups to help you clearly see which, if any, areas you need to address. The bubbles display information in a simple bar, allowing you to quickly see if something's wrong.

Understanding the Information Bubbles –

Many of the bars displayed on the information bubbles represent a maximum and minimum value. For example, if the bar in the main bubble is full, then your Star could not be more delighted by the way you've treated them. If, however, the bar is empty, your Star is totally unhappy with something you have been doing with them and you should do something about it.

Some of the bars have vertical lines marked on them known as "thresholds." These represent mood thresholds, or points at which the level of the bar will start to have a serious impact on your Stars. If a bar drops below the lower threshold, something is very wrong with your Star and their performance and happiness will suffer. If this happens, you should read all the information bubbles and try to find a way to solve the issue. If a bar progresses past the upper threshold, you are managing your Star well and they're happier and will perform better.

PA System –

In addition to information bubbles, listen for announcements over the studio PA system that help keep you up to date with problems and interesting developments as they occur.

Pips –

Alongside the information bubbles you'll often see additional feedback coming from pips. As areas of your studio status change, you'll see pips appearing on-screen and alerting you of the changes. The background colour of a pip shows if the change is a positive or negative one for your studio—a red background is negative and a green background is positive.

Guiding Streams and Star Trails –

When you pick up a Star, movie, script or a person from the queues, you'll see a trail of stars leading you to perform the most sensible action. This is only a suggestion, however, and in all cases you can ignore the guidance and make your own decisions about where you want to go. However, these guiding streams will always guide you to the next step if you're unsure where to go next. These also display on the Build menu, showing you which icons and options to select if your studio is in need of something.
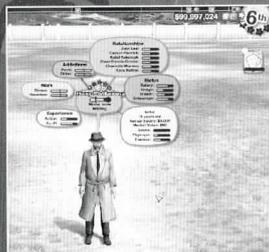
Navigation

Get around your studio quickly and simply using the arrow keys or the **W A S D** keys to move the camera in the corresponding direction. You can also move the mouse cursor to the edge of a screen to push the camera in that direction.

To rotate the camera, hold the middle mouse button and move the mouse left or right. If your mouse does not have a middle mouse button, hold down the **Ctrl & Option** keys while using the left and right cursor keys. Hold the **Shift** key during this function to speed up the movement.

Zoom the camera in and out of your studio using the mouse wheel. Scroll forward to zoom in and backward to zoom out.

To get a bird's-eye-view showing your entire lot, press the **M** key on your keyboard. You can then double-click anywhere on your lot to go directly there. This is known as Map mode.

Note: This manual assumes that you are using a two-button mouse with a scroll button. If however, you are using a one-button mouse, then a left-click instruction is simply click and a right-click instruction is ctrl-click. The scroll-wheel is used to zoom in and out of the game, if you are using a one-button mouse zooming is achieved by holding down the ctrl-key and pressing the up and down arrow keys respectively.

Interacting with Your Studio and Staff

To interact with your studio and staff, simply move your cursor over them, then click and hold the left mouse button to select and pick things up. Use the right mouse button to get information about the item your mouse cursor is over. To move an ornament, flora or furniture, hold the mouse cursor over the object until it highlights, then left-click and hold to grab the object.

Item Being Used	Left-Click	Right-Click
Person	Pick Up/Drop	Display all Information Bubbles
Star Icon on HUD	Select to Move/Drop	Display all Information Bubbles
Movie Icon on HUD	Select to Move/Drop	Display all Information Bubbles
Lot Ornaments	Duplicate (into hand)	See Move Options
Facilities	Show Floor Plan	

The Pause Menu

Press the **Esc** key to pause the game and go to the Pause menu, where you can save your game. The options here are the same as those in the Main Menu with an extra option to save your current game.

You can halt game progress without entering the menu by pressing the pause icon in the top left of the screen beneath the timeline.

Saving & Loading

Your career in film will be a long one, and you'll want to keep track of it along the way. To save your game, bring up the Pause menu and select Save Game. You'll be prompted to enter a name for your saved game or to overwrite an existing one. The icon on the right is displayed in the bottom right of the screen during an autosave. The game also regularly auto saves your progress.

Making Your First Movie
Quick Start Tutorial

The Quick Start Tutorial in this manual is a walkthrough designed to help you learn the fundamentals of the game. The game offers you more detailed guidance with its interactive tutorials and Learn the Basics modes, which we suggest you play when you first start the game.

Hiring Builders

The first thing you'll need to do is to employ staff to help you build and maintain your studio.

At the staff office, the building on the left of your studio entrance, you should see a line of people looking for work. Pressing the Spacebar instantly centres your camera over the front gates. Pick someone up from the queue by left-clicking on them, and drop them into the Create Builder room by hovering over the staff office until the blue floor plan appears. Release them with a left-click.

Builders build new facilities for you—the more of them you have, the faster they can complete your construction work. In the staff office you'll also notice another room where you can hire janitors to keep your studio looking its best by removing litter, tending the grass and keeping ornaments looking pristine.

Building Up Your Studio

Now you have some construction staff, you can build other facilities for your studio. To construct a building, click on the Build icon at the bottom left of the screen. You will see sub-menus for facilities, sets, landscaping and ornament placing. All construction work falls under these three areas, but for now, click on the Facilities icon. This brings up a menu listing all studio facilities you can make currently as well as a summary of that building's cost and how many you already own.

You'll need a stage school to recruit some raw talent, so click on the Build menu and choose the Facilities list. Next click on Stage School. You'll be able to move a flat version of the building around your lot, the outline for which will be marked in yellow if it's OK to build and red if there's something obstructing the construction. Place a stage school on your lot and the builders you hired will move in to start construction.

Your studio prestige is partly based on how well your studio is laid out. You should think carefully about where to place buildings and how well you can connect them. You can place paths between buildings to help speed up travel times between the two locations.

Once construction is complete, you'll see a queue of talented hopefuls waiting for their shot at fame. Use the information bubbles to see just how talented or how beautiful a person is, as well as a detailed breakdown of their personality. From the queue, drag and drop characters into the actor, director or extra rooms of the stage school. These will then be added to your Star list on the left-hand edge of the screen. We recommend hiring a director and a couple of actors just to get started.

Write a Script

To make great movies, you'll need a great story. The in-game tutorial placed a script at the studio gates for you, but if you want to skip the tutorial, you need to hire someone to write a script. Click on the Build menu and choose the Facilities list just as you did for the stage school. Follow the same steps, taking care to place your script office in a well-chosen location.

Once construction is complete, you'll see a line of writers looking for work.

To hire a writer, follow the same drag and drop process as for builders, only this time drag them into the script office and drop them into the desired genre room.

Once you have a writer, they'll go to the script pool and begin work. If you want to hire more scriptwriters to speed up the writing process, drag and drop them into the script pool.

Hire Your Crew

While the writers are hard at work, it's time to hire the people who will help you make cinema history in your studio.

Hiring crew to help shoot your movie follows the same principle. Build a crew facility from the Build menu and then hire staff. It's worth checking on your script progress at this point—if the script is completed, you can right-click its icon on the right-hand edge of the screen to show its info bubble and find out how many Stars and crew you'll need.

Casting

Now you have a talent pool to choose from, you'll need to cast your movie. Build a casting office, and left-click on it to lower the walls and view its floor plan. The floor plan shows all the roles involved in making a movie from cast to crew. To select a movie for casting, drag the movie's icon from the right-hand side of the HUD into the Begin Casting room on the floor plan. The movie is now in casting. At this point you can assign Stars, directors, extras and crew by simply dropping them into the corresponding rooms. Once casting is complete, you'll be prompted to drag the movie icon into the Shoot It room—this will begin the movie shoot.

Shooting Your Movie

All filming takes place on set. Information bubbles for a movie show you which sets a script will require. If a set is listed in red, there's an issue with that building—either it's in need of repair, you don't own it yet or another film is already shooting on it. Build new sets by clicking on the build icon and then selecting the sets icon. Select a set you need or want, and place it within your studio lot. If all is well, once construction is complete your cast and crew will assemble on set and begin shooting the movie.

Releasing Your Movie

Once filming is complete, you can release your latest masterpiece to the public. Drag the completed movie over to the production office and into the Release room. If you have a publicity office, you can even assign the different levels of marketing to put behind your film simply by dragging the movie icon onto the amount you wish to spend. Try to match the marketing budget to the quality rating and total filming costs of the movie. If you want to view your movie before you release it, drag it into the Movie Player room of the production office to see the film in its entirety. Also, upon releasing your movie, you'll be shown the release screens, a list of how much the movie cost and how it has affected your Stars. Click on the eye-shaped icon at the foot of the menu to see the movie once again.

Reviews

Once your movie has been released, you'll be brought to the Review screen, where you can see what the press thinks of your finished product. They'll comment on everything from the quality of the script to how well you've maintained your sets. Take their comments with a grain of salt, though—when they like something, they really like it, and when they don't…well, critics aren't paid to be nice.

You can also, at any time, drop one of your Stars or the "i" icon into the Reviews room of the production office to find out what the public thinks of them or your studio.

Create the Stars

Actors and Directors

The heart of your studio are the actors and directors. Keeping these people happy plays a key role in determining just how successful your studio and movies are. They all have personalities, likes and dislikes, and egos that go with the fame and pressure of the big screen. If they are unhappy, their mood bar will drop. A Star in a bad mood will not perform at their best.

Chart Their Rating – Making great movies requires great Stars, and abilities and fame are key factors in your studio's progress. Bring up the information bubble for any of your Stars and you'll see their Star rating between 0 and 5. The rating is based on their image, talent, salary, trailer, entourage and the quality and success of the movies they've starred in.

Work – Putting your Stars in too many movies without a break leads to them becoming overly stressed and could mean they put in a poor performance in their next movie or even turn to food and drink binging. Leave them with nothing to do and they'll probably get bored.

Experience – When you hire a wannabe, you'll see their information bubble lists their current experience in each genre. The more experience in a genre, the better their performance will be in any movie of that genre. To boost a star's experience, have them practice on a set or appear in a movie of that genre.

Status – Every Star in your studio is an individual and it's your job to cater to their personal needs. The Stars you hire will grow more demanding as their fame increases, and before long, you could find yourself flooded with demands from spoiled or unhappy celebrities.

Your Stars want to be looked after and rewarded for their efforts. Whether this is with a fat pay raise, a flashy new trailer or an entourage of flunkies to boost their ego, it's up to you. A Star who's unhappy will look unhappy and eventually throw tantrums when they exceed their lower mood threshold. Check out their information bubble for details on a specific problem.

Relationships – There are real benefits to having your actors and directors get along together. They make better movies if their on-screen chemistry is good, and they're easier to manage away from the camera. This is no small task, especially when they're all in competition for movie roles and coveted awards. If your Stars are stressed, addicted to food or drink or unhappy with their salary or image, relationships won't blossom.

You can improve the relationships of your Stars by dropping them next to each other to chat; remember that relationships take work, so keep putting people together.

Addictions – The pressures of fame and fortune can weigh on Stars. If Stars become too stressed, they can turn to drinking or comfort eating to find solace. Depending on how long they're left unchecked, these addictions can have a big impact on how the Stars look and behave. At this point, if you have the rehab facility, it may be wise to book them into rehab for a while so they can conquer their addictions.

A Career Ends – If you've treated your Stars well, they'll remain loyal right up to their retirement. Eventually they'll reach an age where they'd rather be relaxing and watching movies, not starring in them. When this happens, an information bubble will appear on the timeline, allowing you to view the highlights of that star's career as you hand them their gold watch and send them on their way with thanks and good wishes… On the other hand, if you haven't treated your Stars well—or well enough, at least by their standards—they may decide to walk right off the lot, taking all the time and money you invested in them.

Run the Studio

Facilities

Your studio is the place where all the action takes place. With gameplay starting in the 1920's, you'll find the facilities at your disposal are somewhat limited. As the game progresses, you'll open up new facilities with new functions. However, there are some facilities that no self-respecting studio boss should be without:

Stage School – Recruit actors, directors and extras here. You can also import Stars you've created using the StarMaker tool (for more details see the PDF manual on the DVD).

Crew Facility – Hire people to work behind the scenes: operating cameras, microphones and other pieces of technology that are essential to filming. All movies need a crew to begin shooting.

Casting Office – This is where you assign your actors, directors and extras to their specific roles in a movie. Once you're happy, you can begin shooting.

Production Office – The financial nerve centre of your studio. Wages, marketing budgets and other money-related features are controlled here. From here, release your movies to the public, and also see reviews of your movies, Stars and studio.

Script Office – Here you can employ scriptwriters to create scripts in one of the five genres. The quality of these scripts will depend on how advanced your scriptwriting offices are. As time goes by, you'll be able to build better offices. As writers get more experienced, the time needed to write a script will be shorter.
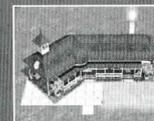
Custom Script Office – This advanced facility allows you total freedom to write your own scripts. You can cast actors and choose sets, scenes, costumes, weather and lighting effects with maximum control over content, budget and quality.
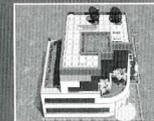
Post Production – This advanced facility allows you to edit your completed masterpiece, adding your own music, special effects, subtitles and speech.
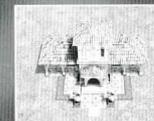
Star and Script selling – Sometimes you might want to sell off Stars or scripts to rival studios to make some quick money. Building this facility allows you to do just that. Simply drop the Star or script you want to sell into the building and you'll be rewarded with cold, hard cash.

Staff Descriptions

It's not just actors and directors who populate your studio; there are countless people behind the scenes who play their own part in making movie magic. Just like Stars, the more experience these people have, the better they do their jobs. These are some of the people who play key roles in the success of your studio:

Extras – These people fill in the non-starring roles in your movies. Some scenes need extra people in the background to add depth and believability and that's where extras come in. Extras can be hired at the stage school.

Scriptwriters – A good script is the basis of every great movie. You can hire scriptwriters to create one for you.

Builders – These characters are responsible for building and maintaining the facilities and sets in your studio. If a studio item falls into disrepair, you'll no longer be able to use it, so having enough builders to keep the studio running smoothly is a good idea. A building cannot be used again until it's fully repaired.

Janitors – Keeping your studio looking good has benefits for its prestige rating and therefore your studio ranking. Janitors pick up litter and tend to your lot to keep it looking its best.

Film Crew – Responsible for setting up the equipment on set, operating the cameras and microphones while shooting and adding their expertise wherever needed, your film crew is as indispensable as your Stars—and a lot less demanding!

Scientists – The movie industry is at the forefront of technology, and it pays to keep a researcher or two on-site to ensure your studio is always ahead of the pack for new features and advances. Researchers work on new ways to enhance your movies and make the most of advances in technology over time.

Sets

All good movies call for glamourous or even fictitious locations to provide a backdrop for the actors. To build a set, click on the Build icon and choose the Set sub-menu. A list of all the sets you can build will be displayed. Hold your mouse over each name for a description of the set.

Even when not being used for filming, sets can be used by your Stars to improve their experience in the genre associated with the set. To get your actor or director to rehearse on a set, simply pick them up and drop them on the Rehearse icon on the set.

Placing and Connecting Your Buildings

Think about how to lay out your lot when it comes to placing facilities and sets. Consider the distances your staff and Stars will need to travel, for instance. Having your casting office in the far corner of your lot and your sets in the opposite corner means your crew, directors and actors will have a long way to travel. Large distances between buildings also mean you need to lay down more paving, which costs you more money. For your lot to function well, each building needs to be connected via paving. This speeds up your staff because paving is easier to walk on than grass or sand.

Studio Attractiveness

To keep the value of your studio lot high, you need to ensure that it's pleasant to the eye as well as being functional.

To view the current level of attractiveness of your lot, press **L**. You'll see shades of green and red in the area by the buildings you have constructed so far. The greener an area appears, the more attractive it is. Red areas on the other hand, need attention because they're not looking so great.

To turn a red area into a green and pleasant area, you can place grass, sand and flora such as flowerbeds, hedges and trees in these areas. As you do this, you'll see the level of redness fade and eventually turn green as you add further flora. If the problem is due to litter, place some trash cans in the area and get a janitor to tidy up.

Prestige

All of the aforementioned aspects of managing your studio contribute to your studio's prestige rating, which is one of the factors used to determine how well your studio rates compared to the competition. If you want to see a breakdown of your studio's prestige, go to the production office and right-click on the "i" standing in the middle of it. You'll trigger an information bubble that lets you know what you're doing right—and what you need to work on.
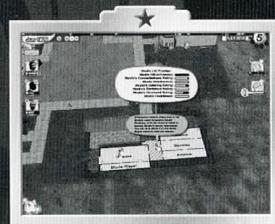
Star, Movie and Studio Charts

Left-click on the Studio Ranking rosette button in the top right of your screen to open up the Star, Studio and Movie charts. These charts show just how your studio, Stars and movies are doing in relation to the competition. Your Stars are highlighted to make them easier to find. If you have Stars languishing at the bottom of the pile, left-click on the arrow button to the right of their name to scroll directly to the star rankings page where they're listed. Click on their entry to view a breakdown of what determines their ranking and what you can do to improve their status.

Being ranked number one is the ultimate goal. A number of factors go into making up your current ranking, such as your finances, the quality of the movies you've made to date, the rating of your Stars and the overall prestige of your studio lot.

Awards

Every five years an awards ceremony takes place where you can be awarded for your movies, Stars and studio achievements. Keep track of the timeline to be aware of when these awards ceremonies come up. Also, the Awards icon will stay active in the top-left of the screen after a ceremony so you can recap any awards or bonuses won.

Combinations of certain bonuses can turn a hopeless studio into an international success story, so plan your attack on the awards and exploit your bonuses to the maximum!

Movie Mogul Ranks

According to the Lionhead Motion Picture Academy, there are nine official ranks of studio owner. You start the game at the lowest rank of "Greenhorn". To move up a rank, you must meet the requirements set out by the Academy, which can be viewed at each award ceremony or by hovering the mouse pointer over the award ceremony icon on the timeline. In addition to gaining the respect of your peers, meeting all the requirements of each rank will unlock special facilities and sets that will help you on your way to global cinematic domination! Each special prize unlocked in New Game mode will also become available to you in Sandbox mode.

Research

Technology has played a big part in cinema history and therefore plays a big part in the success of your studio. When you start a new game, you only have access to the technology available in that decade. Researching new technologies, facilities, costumes and sets allow you to make better films than your rivals, and in doing so, make more money. Research opens up new technology faster than your rivals, and items you are researching are highlighted on the timeline. Having access to these features early increases the quality of your movies and helps raise you above other studios.

Your scientists can research four key areas of movie-making:

Movie-Making – Research in this area provides access to new movie-making technology such as sound, colour and CGI.

Cult-Packs – Research in this area unlocks sci-fi and horror sets, props and costumes.

Mainstream Packs – Research in this area unlocks general sets, props and costumes.

Stars & Studio – This area covers research into new facilities, trailers, outfits for your Stars and cool gifts to keep them happy. Get ahead of the crowd by getting the first rehab clinic or cosmetic surgery facility in the business.

Advanced Movie-Making & Post Production

In the Quick Start tutorial we looked at making a movie using scriptwriters to create the storyline. While this can produce good quality scripts, The Movies™ allows you to go one step further, giving you the tools to choose every detail, right down to individual props. To do so, follow these three steps:

> **Step 1:** Cast your actors and select your sets and scenes in the Advanced Movie Maker.
>
> **Step 2:** Shoot your movie from the custom script created in step 1.
>
> **Step 3:** Edit by adding music, sound effects, subtitles and speech in Post Production.

Tutorials

Should you need any help making a movie, you can refer to the tutorial videos provided. Click on the "i" button in the top right of the screen and select the tutorial relevant to you.

Make Your Script

Upon entering this mode, the first screen allows you to choose the name, genre and structure of your movie. The Advanced Movie Maker keeps the same basic drag and drop rules as in the studio, so getting started should be quick and easy. There are three mannequins representing the three possible lead roles in your movie. Drag a Star onto one of these mannequins to assign them to that role. You can return to this screen at any time when adding scenes to your script.

Global Costumes – To set a global costume for an actor (the default costume they will wear in every scene you add), grab your actor's star card and drop them on the Makeover Department icon (the clothes hanger). You can still make changes to each actor's costume in any scene you wish by selecting them from the scene and dropping them on the Makeover Department icon.

Structure – The structure you choose provides a template relevant to the genre of movie you have selected. The template helps guide you in scene choice by selecting the most suitable scene for each stage of the storyline. If you want total freedom, select Freeform. More details regarding the templates can be found in The Hollywood Scriptwriting Template section of the PDF manual on the DVD.

Adding Sets, Scenes, Actors & Costumes

Choosing Your Sets

To start making a film, you first need to choose a set. Click on an empty set box at the bottom of the screen. A list of sets will appear, with the sets you already own listed at the top and ones you don't listed below. It's possible to select a set you don't have yet in your studio. If you do this, you'll need to build that set before you can film the scenes that take place on it.

Adding Your Scenes

Having selected a set, the game will prompt you to choose which scene you want to see. Since there are potentially hundreds of scenes per set, you can choose to reduce the number of choices you have by displaying just the scenes you're interested in. This can be done by using the filter buttons or by entering a text description in the search box.

Hovering the mouse over a scene provides you with a description of the scene as well as information on the length of the scene, the number of actors and the number of option sliders you can adjust to change the final scene. Simply click on a scene and it'll be added to your movie.

Viewing the Set While Editing

The Advanced Movie Maker replicates the controls used in the studio lot to allow you to zoom, rotate and pan to get the best view when editing.

Adding Actors to Scenes

To assign an actor to a role within the current scene, you can either drag an actor from a star card and drop them onto the desired role, or drag them from one role to another.

Modifying Scenes

The Advanced Movie Maker allows you to combine sets and scenes together to form a story. You can modify these scenes further using the buttons along the right-hand edge of the screen:

Dress Set – Place ornaments and items on the set to better suit your artistic direction.

Props – Change the props used in certain scenes, such as the type of car in a chase scene.

Weather and Lighting – Adjust the time of day and weather settings for the scene.

Choose Backdrop – In some scenes, you can change the background image to affect the look and mood of the shot.

Toggle Empty Parts On/Off – Toggle this on or off to see or hide the mannequins you have not assigned actors to.

Sliders – Switch to the slider mode. Depending on the scene, you can use various sliders to alter the tone, outcome and many other elements of the selected scene.

Costumes – To change the costume of an actor, simply drag them from within the scene onto the clothes hanger icon. This takes you to the Makeover Department and only changes the costume for the current scene. To set a costume for use by an actor across an entire movie, drag their star card from the left side of the screen onto the Clothes Hanger icon. You can also drag one of your three main Stars from the Make Your Script screen to the Clothes Hanger icon to set their costume for the entire movie.
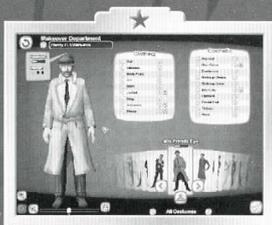
Moving and Deleting Scenes

To delete an unwanted scene, simply drag it across to the trash can icon. To move a scene, simply drag it from its current position to a new position within your storyline.
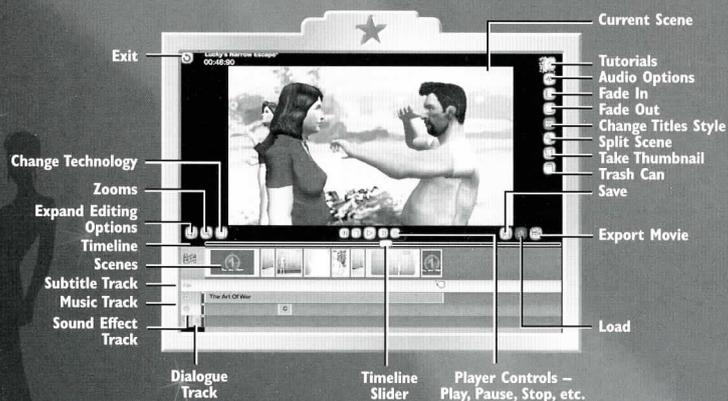
Post Production

Post Production allows you to edit your movies, adding visual and audio effects before releasing them or uploading them to the *The Movies™ Online*.

Tutorials

Should you need help editing a movie, please refer to the tutorial videos. Click on the **i** button in the top right of the screen and select the tutorial relevant to you.

Post Production Interface (HUD)

Exit
Change Technology
Zooms
Expand Editing Options
Timeline
Scenes
Subtitle Track
Music Track
Sound Effect Track
Dialogue Track
Timeline Slider
Player Controls – Play, Pause, Stop, etc.

Current Scene
Tutorials
Audio Options
Fade In
Fade Out
Change Titles Style
Split Scene
Take Thumbnail
Trash Can
Save
Export Movie
Load

Adding audio – Click on the timelines for Music, Sounds or Dialogue to add files for these three respective areas. Choose your music or sounds from the drop down list within the displayed categories. In addition, you can use this menu to browse your computer and add in your own sound effects. Dialogue allows you to record your own dialogue for your movie, or add in your own pre-recorded audio files – ideal for adding voiceovers or custom sounds to films. Once added, all sounds can be dragged around on the timeline until they fit your movie.

Recording voices – To record your own audio you must have a microphone enabled in OS X before starting the game. For more detail on how to enable a microphone in OS X refer to the help documentation provided with Mac OS X.

Note: To add your own sounds, they need to be in a Quicktime compatible sound format, e.g. Wav or MP3 saved in the following location – ~/Library/Preferences/Lionhead Studios/Movies/The Movies/Movie Sounds. For adding custom songs see the iTunes section on page 21.

Lip-syncing – You can assign recorded or imported dialogue tracks to sync with the movement of your stars' lips.

- **To Record In-Game**

    1. Make sure your microphone is set up as the selected recording source. If your Mac has a built-in microphone (all iMacs and Mac laptops) this is the selected recording source by default. If your Mac does not have a built-in microphone, you will need to attach one to your computer and select it via the Sound panel in the System Preferences.
    2. Click the Play button in the Post Production Screen.
    3. At any point, click on the greyed out Record button.
    4. The Record button will light up and recording will start. Speak clearly into the microphone, and do not leave long pauses. (Try to keep the recorded segments short, less than 40 seconds.)
    5. To stop recording, press the Stop button. The recorded track will appear in the Dialogue Track.
    6. Right-click on the recorded dialogue track.
    7. A menu will appear with the name of every role in the movie, and the name of the Star that's playing it.
    8. Select the role/Star you wish to assign the lip-sync to, and click Okay.
    9. Make sure the recorded dialogue track is aligned with the appropriate part of the scene.
    10. Click Play, and watch your Stars move their lips in time with the audio!

- **To Import a Pre-Recorded Audio Track**

    1. Record a piece of audio no longer than 40 seconds using your favourite recording software.
    2. Save the file as in a Quicktime compatible sound format, e.g. Wav or MP3 (44kHz frequency works best, but as low as 22kHz works fine).
    3. Place the file in any sub-directory under ~/Library/Preferences/Lionhead Studios/Movies/The Movies/Movie Sounds.
    4. Start the game and load any finished film into the Post Production screen. You can also load a saved .trl file (any movie that has been filmed in-game) from the Main Menu under the Movie Player option.
    5. Click anywhere in the Dialogue Track.
    6. Select your audio file, and click the OK button.
    7. Follow steps 6–10 as listed above.

Adding subtitles – Much like audio, adding subtitles is simply a matter of clicking the subtitle track and typing in the text you wish to appear in your movie. You also have a selection of fonts.

Editing – Customising your movie is made simple in post production. You can quickly and easily drag and drop scenes to anywhere on your movie strip, or delete them by dropping them in the trash can. Should you wish to break a scene down into smaller sections, you can use the Split Scene button. Simply drag the timeline slider to the position where you wish to split and hit the Split Scene button. This cuts the scene in two. Each piece will now be treated as a separate scene in this screen.

You can also change the style of your movie titles. Simply click the "Change Titles Style" button on the right hand side of the Post Production interface to adjust the style and text of the credits.

Exporting Your Movie

Should you decide you want to upload or store your movie in a format for viewing on your Mac, you can render it out in post production. Rendering saves your movie into a video file that is playable on your Mac or iPod. When exporting your movie all the options apart from Online create video files in Quicktime compatible formats. If you select Online then your movie will be exported in .wmv format. This is the file format used by *The Movies*™ Online website.

More details on the various export options are given below:

Online – A custom output designed to create manageable files sizes for uploading finished movies to *The Movies*™ Online.
iPod – This format will let your movie display on all video iPods.
Low – The lowest quality but also the smallest file size, suitable for e-mail.
Medium – A compromise of quality and file size that strikes a good balance between the two.
High – This creates high quality video files. The file sizes are large but not enormous and the playback quality is good enough for all, but the most demanding audience.
Highest – This exports films at HD resolution (720p). This creates very large file sizes - it may easily require several hours to export a short movie, but it does offer the very best quality playback.

Additional Mac sound features
GarageBand and iMovie

The Mac version of the Movies has built-in GarageBand and iMovie support. This means that the list of background music and effects are greatly increased - to access them follow these steps :

1. Take a completed film and drag it to the Post Production building.
2. Click on the Advanced Features button in the bottom left of the screen.
3. The timeline will appear and below it four strips: Subtitles, Music, Sound Effects and Voiceover.
4. Place your mouse over the User Sound Effect timeline until the timeline highlights in light blue. Click once (if you already have an effect selected, drag the track to one side in order to click on an open section of the timeline). The "Select Sample" window will appear.
6. At the top of the window there are folders linking to the sound effects and samples available in iMovie or Garage Band. Click on the desired folder. Its contents will appear in the window.
7. You may now select any sound asset from the list and it will import into the timeline. *The Movies*™ supports the default effects built into GarageBand and iMovie. It also supports all of the extra sample sound files you can purchase in "GarageBand Jam Packs", all you have to do is install the pack(s) and *The Movies*™ does the rest.

iTunes

You can also add in your favorite songs from your iTunes playlists using the Mac specific iTunes browsing. It is built into the Post Production section of the game. To do so follow these steps :

1. Take a completed film and drag it to the Post Production building.
2. Click on the Advanced Features button in the bottom left of the screen.
3. The timeline will appear and below it four strips: Subtitles, Music, Sound effects and Voiceover.
4. Place your mouse over the Music timeline until the timeline highlights in light blue. Click once, (if you already have a track selected, drag the track to one side in order to click on an open section of the timeline). The "Select Music Track" window will appear.
5. At the top of the window you will see the same folder layout as that inside your iTunes library. You can browse through the playlists and select any unencrypted song in your iTunes library.

Note: You cannot use any songs purchased from the iTunes Music Store as they are encrypted. Remember: You cannot upload any movies with copyrighted music to The Movies™ Online. Please take this into consideration when making a file you wish to upload to The Movies™ Online.

The Movies™ Online

The Movies™ Online allows you to take your movies to a global audience. Once you've registered and obtained a Lionhead Community username and password from http://register.lionhead.com/, you can activate your copy from within the game for online use. This only has to be done once. After that, every time you want to upload a movie, view your online balance or the online charts, you can use the Online screen from the Main Menu.

The Online screen shows your currently exported movies on the left-hand side and your uploaded movies on the right-hand side including the available disk space remaining for you to use. You can either upload a film or remove one from the server.

Uploading a Film

Just click on a film from the left-hand side of the Online screen. (greyed out movies have already been uploaded) and the game will upload the movie to the server. It will then tell you the address where the movie has been uploaded (you can also check it yourself by going to the community site at www.themoviesgame.com).

After you've uploaded your film, you'll hopefully see your online balance increasing. The credits you get for a film depend on your online reputation. If you're a successful director, people will look forward to your next film—even if it turns out to be trash—which might mean the next time around, you'll get fewer credits despite your reputation.

Deleting a Film

Just click on the trash can symbol next to the movie's name and the movie will be deleted.

Note: If you delete a movie shortly after uploading (check out the community site regularly for updates on this time frame http://www.themoviesgame.com/community), you'll accrue a penalty charge. Your credits will be decreased by the amount the film was credited in the first place.

Online Balance

You can exchange your online balance/credits for new content in the Prop Shop. Some items are quite inexpensive while others can be astronomically pricey. You get online credits by uploading a film and winning awards and competitions.

Prop Shop

With your online credits you'll be able to "buy" additional content. The shop lists all the available props and tells you how to add them into the game once you've completed the transaction.

Online Charts

The Online Charts display which player (represented by their studio), which movie and which player's Stars are currently in the top 25 of the charts. The same information is available on the community web site.

The Community Web Site

On the community web site, people have the opportunity to watch, download and review/rate your film. Rating requires prior registration with the Lionhead community system (http://register.lionhead.com/). Every user has only one vote per film, and the overall results of the voting determine the quality of your film.

There are also Online Charts—a virtual "box office"—which show how well your film is performing currently. The top films could even find themselves in line for an award.

Rules

Sharing your movies is part of the fun of making them. Other people can view them, download them or rate them and leave you some constructive criticism. While we don't want to restrict anyone's creative vision, please be aware that the web site is monitored at all times and material that's deemed offensive or inappropriate will be removed.

Please note, the movies you upload must not contain any copyrighted material for which you do not have the rights to use. This includes music and sound effects used in films.

Also note, movies edited outside the game cannot be uploaded to the official site.

A full copy of the Terms and Conditions for uploading movies to the official site can be found at www.themoviesgame.com.

Credits

Original game developed by: Lionhead Studios Limited

Published for the PC by: Activision Publishing Inc.

Macintosh development by: Robosoft Technologies Pvt. Limited

Published for the Mac by: Feral Interactive Limited.

CUSTOMER SUPPORT

Every effort has been made to make *The Movies*™ as compatible with current hardware as possible. However, if you are experiencing problems with running either game, please read on. The following information MUST be obtained BEFORE contacting our Technical Support:

1. The error message displayed when the problem occurred (if any).
2. A 'Movies Report.txt' file, this contains:
   - An Apple System Profiler Report of your Mac
   - Any Crash logs that exist for *The Movies*™
   - List of all the files in the relevant game folder.

All the information required can be obtained by opening the relevant game and clicking on the Support tab in the its Options window. In the Support tab click on the 'Generate Report' button; this will grey out and a progress wheel and status message will appear below it. Once the report is generated it will appear as a file on your desktop. Now click on the send e-mail button. Remember to attach the report called 'Movies Report.txt' to your e-mail.

In your email please include a brief description of the problem you have experienced with *The Movies*™.

Our Customer Support Contact Details:

Web address: www.feralinteractive.com

Here you will find extensive product support and other information. In addition, this site provides answers to Frequently Asked Questions (FAQs) plus patches, updates and demos.

If you cannot find an answer to your question on the website, please email to the following address:

Support Email:
themoviessupport@feralinteractive.com

Remember to include a report from the Profiler with your email.

If you are in the UK:
Tel: 0208-875-9787 Fax: 0208-875-1846

If you are outside the UK:
Tel: +44 208-875-9787 Fax: +44 208-875-1846

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