

SEYMOUR goes to HOLLYWOOD

ST and Amiga

LOADING on COMMODORE AMIGA -

Choose The disc with the game you wish to play printed on it.

For A500 users switch ON computer and insert disc immediately.

For A1000 users LOAD kikstart 1.2/1.3 as normal then insert disk on workbench prompt.

A screen with the game will be displayed next to a number. Simply press the key for the game you wish to play.

LOADING on ATARI ST -

Choose The disc with the game you wish to play printed on it.

Switch on machine and insert disc immediately.

A screen with the game will be displayed next to a number. Simply press the key for the game you wish to play.

IMPORTANT - Look after your discs carefully

KEEP it in your original box and in a cool dry place (not in direct sunlight or rain).

NEVER switch the computer ON or OFF with the disc in the drive.

KEEP your disc write-protected and SWITCH OFF your computer for 30 seconds before loading a new game. (To avoid a Virus from other discs)

DON'T put the disc near any magnetic field (eg. on top of TV, near Stereo speakers.)

Seymour Goes To Hollywood

Join super star Seymour in his Hollywood debut. Make it in the movies. Meet frightening Frankenstein, evil Ding the Merciless, bash the big King Bong, and find Rick Bracy's true love.

Seymour's Big Break

Seymour has got his first big break: he is to star in the latest block busting movie. He turns up to work on the first day to find the studio in pandemonium! The stupid director Dirk Findelmeyer II has left for a holiday in Miami leaving all the scripts locked away in the safe. Seymour thinks there is something decidedly sinister going on when he discovers Tarzan with a speech impediment, a body in the study, and the lifts don't work either!!

Controls

Move Left	Z	Left
Move Right	X	Right
Jump	Space	Jump
Pick up/Use Object	Enter	Fire

Help Seymour get his movie to the box office. The film has been sabotaged... the scripts have been locked away in a safe, Tarzan cant speak a word of english and the security guard wont let you in.

Move Seymour around the various parts of the map by walking left and right and jumping. Collect the objects and solve the puzzles. A puzzle is solved by standing next to it and using or giving a correct object.

Hints and Tips

- * Avoid jumping into fans.
- * Pippa the secretary can help you.
- * Try opening all the doors.
- * Draw a map of the Studio to stop yourself getting lost.

If you enjoyed this game look out for more great Seymour Film Adventures.

Credits

Game Design	Big Red Software
Coding	Optimus Software and Shane O' Brien
Graphics	Brian Hartley
Project Director	Paul Ranson
Production	Stewart Regan and Pat Stanley
Art Manager	Shân Savage



CODEMASTERS

HELP LINES

NEW RELEASE INFO LINE 0891 555 000

(Tells you what is being released this month) If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0891 555 092
LITTLE PUFF	0891 555 095
ROCKSTAR	0891 555 090
FANTASY WORLD DIZZY	0891 555 078
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 105

SPECTRUM, AMSTRAD, C64

DIZZY	0891 555 093
TREASURE ISLAND DIZZY	0891 555 091
FANTASY WORLD DIZZY	0891 555 078
LITTLE PUFF	0891 555 094
ROCKSTAR	0891 555 090
MAGICLAND DIZZY	0891 555 096
SLIGHTLY MAGIC	0891 555 050
SEYMOUR IN HOLLYWOOD	0891 555 010
SPIKE IN TRANSYLVANIA	0891 555 105

Call costs 36p per minute during off-peak time and 48p per minute at all other times.
(GREAT BRITAIN ONLY)

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