

MOVIE MUSICAL MADNESS™



REFERENCE CARD FOR COMMODORE 64™ FILM DIRECTORS

© 1984 CBS Software, A Unit of CBS Inc.
Commodore 64™ is a trademark of Commodore Electronics Ltd.

CBS
SOFTWARE

PSSSSSSSSSSSSST!

Mr. Chrometone here, agent for those wild Jazz Scats, saying "Hi again from Hollywood!" Just between you, me and the lamppost, this Commodore 64 version of MOVIE MUSICAL MADNESS contains some special features not fully explained in your Game Play Manual. I like to think of it as being "jazzed up," which sounds an awful lot better than "technologically and entertainingly enhanced." So for the straight scoop on these extra features, read on, Scat fans!

MOVIE LENGTH

16 scenes per movie! You are not bound in movie length by the amount of action in each one of your scenes. You can make a Hollywood epic with as many as 16 scenes, if you like. That's entertainment!

PROP POWER

49 props per scene! With "prop power" like this in each and every scene, you can create an entire city by setting the stage with as many as 784 buildings (49 props x 16 scenes, oh doubtful ones)! Or you can make Texas size tulip patches! Or you can mix and match from the huge selection offered by the prop room. Make each scene as clean or as cluttered as you like. Either way, it's nice to know you've got this kind of prop power when and where you want to use it.

CLEAR THE SET OR ACCUMULATE PROPS

The choice is yours! Before you pick your star, you'll be offered the option of starting out with a clean set at the beginning of each scene or continuously accumulating props from scene to scene. This way, if you've designed a set that really turns you on, you don't have to reconstruct it at the beginning of each scene!

FLIPPING STATIONARY PROPS

Make right left or left right! To change the perspective of a stationary prop (for example, changing a palm tree so that it hangs to the right instead of the left), press [F] on the keyboard **before** pressing the Joystick button to keep the prop.

AUTOMATIC PROP REPEAT

More, more, more! Let's say you want to blanket the set with tulips. Simply select the flower from the top row of stationary props and press the Joystick button up to 49 times in 49 different locations on the set. Voila—it's Kansas!

Now, it will probably take you a little while to remember which props are stored behind which prop lights. So remember: If an unwanted prop pops onto your set, press any key on the keyboard to send it back to the prop room as outlined in the ol' manual. **Props will flash to let you know that they haven't been locked into your set yet.**

ORDER OF PROP SELECTION

Stationary props first ... animated and moving props last. Your manual lists the lowdown on the animated and moving props stored behind the upper left and upper right movie lights. **Remember to pick these guys last.** After you've placed one on your set and have pressed your Joystick button to lock it in, your star-cursor will automatically zip down to the bottom row of movie lights where you'll pick your

film score. At this point, you can get rid of that prop if you decide it's just not right by pushing up on your Joystick to return to the top row of movie lights. **This must be done before settling on your film score, if it's to be done at all.** The moving or animated prop will disappear and you can then continue set designing until the cows come home.

THE HORIZON LINE

Over or under! As you direct your Jazz Scat star, notice that you can actually go **behind** many props on your set; even peek through windows from inside a house or building. The horizon line which crosses the middle of the set is the key. When your Jazz Scat is above the horizon line, he or she will pass behind objects; when your Jazz Scat is below the line, he or she will pass in front of objects.

Speaking of graphics (we were speaking of graphics, weren't we?), black and white film is **not** available in the Commodore 64 version of MOVIE MUSICAL MADNESS. So you'll just have to settle for glorious full-color productions. Life is tough.

MULTIPLE RETAKES

Toss out one scene or a whole day's shooting! Not only can you leave the last scene shot on the cutting room floor and reshoot it, you can edit out as many scenes as you like and do them over again! The Retake feature will erase your film one scene at a time in reverse order and lets you begin reshooting from any point in your film.

IMPORTANT NOTES FOR DISK USERS

CREATING A FILM ARCHIVE

Once you've created a Scatty Award-winning production and want to save it on the disk for your own future enjoyment as well as for generations of movie fans to come, simply call up your **CLAPSTICK** by pressing [f5] and then follow the on-screen instructions. Do this after you've finished your last scene, **but before you've slapped The End on your movie.** You won't be able to save your film if you end it. And while we're on the subject, don't bother putting spaces in the titles of your movies; the computer won't register them. For instance, a movie named "Mr. Chrometone Saves Hollywood High" would be listed as MR.CHROMETONESAVESHOLLYWOODHIGH. Who ever said computers don't have minds of their own. Not Chrometone!

L/LOADING A STORED MOVIE

If you have just booted your disk:

Press either [f5] or [f7]; then press [f5] and follow on-screen instructions.

If you have already made a movie in this round of play:

Press [f5] and follow on-screen instructions.

Note: You can edit any of your old movies by selecting RUSHES from your CLAPSTICK to view the movie and then selecting RETAKE to edit a scene(s). From that point you can begin filming your next take.

C/ALLING UP YOUR MOVIE LIST

Say you want to look at a past production that you've stored in your archive, but you can't remember its name. Getting a listing of titles is easy. Once your disk is booted, type **LOAD "\$",8** and press [RETURN]. Any title followed by **.MOV** is a movie title. Everything else is therapy for the computer. After all, this **is** Hollywood.

To get back into the program itself, type your original loading instructions: **LOAD "CBS",8** and wait for the word "Ready" to appear. Then type **RUN**.

S/HORTCUT

Say you've just completed a film and saved it to your disk and now you want to start right in on your next masterpiece without having to sit around waiting for your game disk to reload. Press [RUN STOP] and, **while holding it down**, press [RESTORE]. You're ready to shoot!

T/HE LAST WORD

When if you're presented with an on-screen message saying "Sorry Disk Error" sometime during the loading of the program, the loading of one of your award-winning past productions, or as you're saving a new movie to the disk. The problem could be memory, or, rather, the lack of it ... like when you forget to turn on your disk drive. It could also be a signal that your disk is full of old movies. If these hints don't provide relief, you might have made a typing mistake while loading.

And if that doesn't help, you might try a few rounds of **COCONOTES** or **HALFTIME BATTLIN' BANDS**—two more Jazz Scats musical activity programs from CBS Software—and then go back to **MOVIE MUSICAL MADNESS**. By then your computer will probably have forgotten what was bugging it! (Who ever said the art of advertising is dead? Not Chrometone!)