

CRL GROUP PLC, CRL HOUSE, 8 KINGS YARD
CARPENTER'S ROAD, LONDON E15 2HD

Lisbon, the 18th May 1987

Dear Mr. Chambers:

(or anyone at CRL for that matter...)

Please let us introduce ourselves: we're two Portuguese students (Luis Miguel Rolo, 19, and Bruno Taborda, 18), both 48K Spectrum owners and avid players of CRL's software. Your products, particularly adventure and strategy games, rank highly among our favourites (Formula One, Dracula and Buggy quickly spring to mind!).

Therefore, we've naturally decided to send you, being as you are the most innovative software house, a project which we consider worthy of your standards in software. To be more specific, it consists in the concept and design of a management/strategy game based on the cinema industry. We shall not describe it now, for we've enclosed a separate sheet with all relevant details.

Turning it into a program was our next step, but we decided to submit it to your appreciation first. This way, if by any chance you're interested in developing this project, you have the freedom to either allow us to program it, or give it to a in-house programming team, as you wish.

Again, the separate sheet we've enclosed contains all relevant info on the project itself, so please refer to it for any explanation about concept/design/technical details. Without further matter, we'd like to compliment you again for the high standards reached by your software. Keep it up! We'll be looking forward to hear from you, so please send your answer, and/or business proposal, to the following addr.:
LUIS MIGUEL ROLO - R. dos Arneiros, 96, 7º Esquerda - 1500
LISBOA, PORTUGAL.

Best wishes,

Luis Miguel Rolo

'WELCOME TO HOLLYWOOD' - The game

As we referred on our letter, we shall now describe our project in detail. It goes under the working name of 'Welcome To Hollywood', although 'Making Movies' was also considered.

Basically, it consists on a management game, that puts the player on the seat of a Hollywood movie producer. The game cycles through several sections, which include actors selection, movie type choice, special effects/soundtrack assignments, movie turning, financial assets (including box office income), critics' reviews and, finally, the climax of it all: the Hollywood film Academy Awards, better known as Oscars, of which the player will have to prove himself worthy of, in the several categories. Each of these sections will be looked at in detail, later on. After the Academy Awards ceremony and its results (which affect the audience behaviour), and if the player has not suffered financial failure, he will return to the beginning, and start again with a new film. His work will only be restricted (or made easier) by the size of his budget, which depends upon the financial results of the previous film.

The game was originally conceived with the 48K/+ Spectrum on mind, working as a single-load self-contained game, but with the imminent arrival of the 128K +3 it could be turned into a multi-load game, with each section loading separately from disk, and having enhanced graphics and elements (more actors, for instance). Throughout the description of the sections, we will point out where such enhancements would be worthwhile.

To begin with, some data will have to be entered outside the game's main loop, when starting a new game. That includes the players name, his company's name (eg. 20th Century Fox, Paramount, or a fictitious one), and whether or not he wants to load a previous saved game. All these elements could be stored in a separate part of the +3's memory, kept away from the various multi-load sections.

Afterwards, the player enters the first section of the game. Here, he should make several choices, which are the basis of his movie. First, he must select an actor, or an actress (or both), as he wishes and as he can afford (on his

budget). On the 48k, there would be a list of about 100 actors and actresses (mostly Hollywood stars), but on the +3 the list could be expanded, or small digitised pictures of some could be included. Each actor/actress will have values which indicate dramatic skill, humour, physical ability, beauty/ /glamour and fame, and his/her contract price will depend upon such values. Also at this stage, the player must choose a type of movie (drama, comedy, western, sci-fi, horror, adventure, and so on), whether or not to use special effects (and how much he will spend on it), type of soundtrack (classical music, chart hits, specially composed by a famous or unknown composer - any of these will have a different price and influence on critics and public reaction) and where to turn the film (on studio, on location, or both - again any of these has a different price). All of these choices will be very important upon how the final result comes up: for instance, one should choose an actor/actress with good physical ability for an adventure movie, and also choose location shooting, but shouldn't care too much about special effects (these are much more important when a sci-fi or horror movie is being made). At this point, the player will be asked to confirm his choices, or return to the beginning of the section. If he answers 'yes' all info is stored, and the game moves on (or loads the next part from the disk, on the +3).

The next part is the making of the film itself. Here, the player must choose to be more artistic or more commercial (affecting both the critics and the public), and also the degree of perfectionism he wants (if he's too perfectionist he'll keep on repeating takes of scenes, specially if the actor's too bad, which will extend the turning time and costs!) Delays and accidents can crop up, specially the later (when an adventure movie with an actor with low physical ability is being shot), all of which will raise turning time and costs. Also in this part, animated graphic scenes (à la 'Hugsy') could be included, on the +3. After the turning's finished, all that is left is to name the movie. All info is again stored, and on to the next section! (which again could be loaded from the +3's disk drive...)

The last part comprises public and critics' reactions, and the Academy Awards ceremony, plus financial results. First, on the +3, would appear an animated trailer/presentation

IF THE MOVIE IS TOO COMPLICATED (E.G. MANY FIGURANTS) IT WILL TAKE LONGER AND DELAYS WILL BE MORE FREQUENT.

of the film, with its name, the player's (director and producer himself) name, his company's name and the stars' names. The public will look mainly for commercial films, with famous actors/actresses with lots of beauty and glamour, while the critics will want artistic quality and perfectionism instead. Logical choices will be influential in both cases - never choose an actor with low humour value for a comedy, or else! The public is important on how well the film does at the box office, and the critics will make their reviews (with marks out of ten, or up to five stars). Then comes the Academy Awards ceremony! To be nominated, and eventually win, the film must have minimum quality on the several categories, which will include direction, actor, actress, photography, music, special effects, and so on. After the ceremony, if by any chance the film wins any Oscar, public attendance will raise again.

All that is left now is to calculate the financial results. If the film has been successful, and after any existing debts are paid, the player should have money enough to go back to the beginning and start it all over again. If not, and debts are accumulated, then his career is over! To end it all, several charts will appear. These will include box office hits (the most successful films), masterworks (the ones critics most raved about) and oscars collectors (the ones with more Oscars), all based on the stored data. A final, and more important, chart could be included, with the players' names and their overall score (based on all above factors thrown together, and calculated as a total).

Well, we think we've explained our project in detail. No doubt it has potential to be turned into a very enjoyable and original game, specially as a disk-based one, so it's up to you now to decide whether or not to do it! As for us, we'll be looking forward to your answer. Thank you very much for your attention, and sorry for taking up your time!

Lisbon, the 6th January 1988

Dear Mr. Hodges,

A long time has passed since we first wrote you (back in last May) about the "Welcome to Hollywood" project, so please accept our apologies for such a delay. Unfortunately, the game's programming took much longer than we expected, and (due to its structure) a demo was out of the question, but we're finally sending you a full-working version; again we wish to apologise for any inconvenience caused by that delay.

After all this time, the concept changed a bit, as we had to re-program the game (and change its graphics) a couple of times, so now it works as a multi-load on the 48K/+ Spectrum (should be fully compatible with 128K models). Comprehensive instructions to the game, as well as all technical data, have been enclosed.

Should you wish to publish the game, we're open to any kind of deal you'd offer. Please send any proposal/ /answer to the address enclosed together, as we'll be looking forward to hear from you.

Sincerely yours,

Luís Miguel Correia Nunes Rebelo
Bruno Lomaxinha de Azevedo Teófilo