

WELCOME TO HOLLYWOOD - Technical details

- The game works as a multiload on the 48K/+ Spectrum, requiring three short loading operations on each turn. On the 128K/+2, however, all blocks are loaded at once and stored in memory, so no other loading operations are required.

48K models: type LOAD "" (ENTER)

128K " : use the TAPE LOADER option

Please note that, depending whether it's a 48 or 128K model, the computer only loads the correspondent blocks from the tape. So, if it ignores any blocks during loading, it is not an error; the game will work properly.

- On a +3 Spectrum, the game only works in 48K mode. If you wish, we can supply you with a +3 disc version. Alternatively, you can send us some info on how detecting if a Spectrum is a +3 (a PEEK instruction, for instance); this is the method we used for making the computer work differently depending on the model. Unfortunately, we weren't able to get that info on the +3 - therefore the incompatibility.

- The game may prove itself incompatible with some hardware devices, such as Multiface interfaces.