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# INTRODUCTION

The year is 1960 and the movie industry is evolving. Since the dawn of cinema, audiences have had a hunger for one thing: bigger and better pictures. Now you can deliver. *The Movies:™ Stunts & Effects* expansion pack introduces whole new aspects of gameplay and moviemaking that will turn your 2-star snoozer into a 5-star box office sensation!

# WHAT'S NEW

If you're already familiar with *The Movies,™* you'll find that the basic game is still intact: run the studio, make the stars, shoot the movies. *The Movies:™ Stunts & Effects* expansion pack introduces several new ways to turn those three simple steps into a Hollywood success story:

• Stuntmen, a new class of characters, who are willing to put it all on the line to wow your audiences.

• Three new training facilities to get your Stuntmen into shape for those difficult, amazing feats, as well as a Hospital facility to help get them back on their feet when all does not go according to plan.

• All new scenes, specifically written to show off the amazing feats of your Stuntmen.

• Over a dozen new sets, including blue-screen, green-screen and miniature cities.

• New costumes, offering hundreds of variations for your Stars.

• Special effects, including explosions, breaking glass, all-new weather FX and camera overlays.

• Upgrades and additions to the Advanced Movie Maker and Makeover screen.

• FreeCam Mode allowing you to place and control camera positioning in your scenes.

# INSTALLATION

*The Movies:™ Stunts & Effects* expansion pack requires that *The Movies™* v1.0 or v1.1 already be properly installed on your machine. Note that *The Movies:™ Stunts & Effects* includes the official update from v1.0 to v1.1, so if you have not yet upgraded, installing the expansion will take care of that for you.

Please make sure that your PC meets the Minimum System Requirements listed on the packaging.

## KEY CODES

Your copy of *The Movies:™ Stunts & Effects* comes with a unique Key Code,

Keep your Key Code safe and private in case you need to reinstall the game. Do not share your Key Code with anyone, as this may impair your ability to enjoy *The Movies:™ Stunts & Effects* online elements. If you lose your Key Code, you will not be issued another one.

# GAME MODES

## NEW GAME

You'll begin playing in the year 1920, as with the original game. The Stuntmen feature and content will become available to you starting in the year 1960. The Advanced Movie Maker and Costume Screen upgrades will immediately be added to your game.

## QUICK START

If you've already played and completed The Movies,™ you may want to jump straight into the action of the new content and features; for this you'll need to play the Quick Start mode. When you select Quick Start, you'll be brought to a familiar screen where you can choose your Studio Logo, Studio Name and Player Name. By default you'll start with a **Pre-Built** Studio Lot, where several basic facilities will be waiting for you, along with a small stable of employees and Stars to get you on your way.

If you choose to start with an **Empty** Studio Lot, you'll begin with some employees and stars, money in your pocket, and a bare plot of land on which to build your Studio.

Both options will start you off in the year 1960. A brief tutorial will introduce you to all of the new characters and facilities available to you, and then set you on your way to box office glory!

*Note: The Gold and Platinum Lifetime Achievements will not be available in the Quick Start mode.*

## LOAD GAME

You can load your saved games from here. If your saved game is beyond 1960, then you'll find you are able to go straight into the Stunt tutorial.

*Note: While saved games from* **The Movies**™ *can be loaded into* **The Movies:**™ **Stunts & Effects,** *the reverse is not true.*

## CONTINUE GAME

You can continue your most recently saved game from here. Hover over the Continue Game option to check which game you played last.

# STUNTS

You've come to the exciting conclusion of your next box office smash, and your hero is preparing for a death-defying leap out of a burning building, escaping your villain's last and most deadly trap. However, your hero is being played by your number one Star, and while he's great at the whole acting thing, he sometimes has trouble just walking up a flight of stairs. Do you really want to risk throwing him out of a 20-story window onto a tiny air mattress? Why not bring in an expert, someone who's been training for this moment his or her entire life? Enter…the Stuntman.

## STUNTMEN

These new characters will fill in for your Stars whenever your script calls for something a bit more daring than walking across the set. Stuntmen can be called upon for any job on your Studio Lot and, like an Extra, can grab a script and act in a non-stunt role in a pinch. But bear in mind that their Genre experience skill increases slower than a Star's. Wannabe Stuntmen can be found and hired at the Stunt School facility, which you can quickly cycle to with hotkey number 7. There are two key stats to monitor on your Stuntmen.

- **Condition** – A character's physical fitness is represented by their Condition bar. All characters start out on your lot in perfect health (a full Condition bar). Performing stunts and training on the lot will burn up some Condition. If a performer is involved in a failed stunt they're likely to lose a lot of Condition. Looking after your characters' Condition is absolutely essential, as it plays a big part in the success or failure of a stunt. Even a very skilled Stuntman can mess up an easy stunt if they're in poor Condition.

- **Stunt Skill –** This bar represents a character's ability to perform stunts. Without sufficient Stunt Skill, a character is unlikely to successfully pull off a stunt and avoid injury. Stunt Skill can be gained by performing stunts and by using custom-built Training Facilities on the lot. Note that successfully performing stunts is a great way to improve Stunt Skill!

Stuntmen have their own cards along the left side of the screen, just like the rest of your employees.

## STARS & STUNTS

Your Stars and Extras now have a Condition and Stunt Skill statistic too, and have the ability to do their own stunts. But just as your Stuntmen are not master thespians, your Stars and Extras are not as proficient in the physical skills required for stunts. They do not start with any Stunt Skill and their skill increases slower than their Stuntmen counterparts. The payoff can be high since the public appreciates a Star who successfully does his own stunt scenes but be prepared to pay the price, as reduced Condition will negatively impact the Star's Mood.

## STUNT TRAINING FACILITIES

In addition to shooting stunt scenes, your stunt performers can increase their Stunt Skill by using custom-built training facilities. Hover a Stuntman, Star or Extra near a training facility to make an Interact icon appear; drop them on this icon to make them train. As with shooting a stunt scene, a gain in Stunt Skill comes at the price of a loss in Condition. Also, bear in mind that as a performer becomes more skilled, the benefits they feel from training may decrease. More demanding training facilities will advance your performer's development, so keep an eye on the timeline!

## HOSPITAL

Eventually, whether through the normal wear and tear of physical exertion or the more painful impact of a stunt gone awry, your Stuntmen will need to take some time to heal. The Hospital facility is your key to keeping your Stuntmen, and Stars if need be, in tip-top shape. Though your performers will regain Condition slowly over time, bring them in for a stay in between films to make sure they're ready to go in time for your next film. If you let their Condition deteriorate too much, it'll start to impact their chances of success for their next stunt. If their Condition falls to the minimum, they'll only have the strength to drag their broken body to the Hospital for an extended stay, whether they're due on set or not.

## WRITING STUNT SCRIPTS

Of course, in order to use your Stuntmen, you'll need to write a script with some stunts in it first. If you're a fan of letting the game generate your scripts, you can continue to use the Script Writing facilities to write scripts with or without stunts. Once you have unlocked the Stunt School, a stunt tutorial will help guide you through the stunt process and enable your scriptwriters to develop stunt scripts. When you hover a writer over the Script Writing facility, you'll see a new icon in each of the genre rooms.

To write a normal, non-stunt script, just drop the writer into the genre room of your choice. To write a script that has stunts in it, drop your writer on the Stunt Icon. Your scriptwriters have a general idea of your hired performer's Stunt Skill and will pick scenes appropriate to that ability.

On the other hand, if you prefer writing your own scripts in the Advanced Movie Maker, one scene at a time, you'll find that many of the original sets—and most of the new ones—have new scenes available for you to choose from. Just add them to your script like any normal scene. To ease stunt scene selection, the stunt scenes are labeled as such and you'll be able to filter them.

Note that some risky or dangerous scenes from the original *The Movies*™ game are now stunt scenes!

## CASTING GENERATED STUNT SCRIPTS

If you've let your humble scribes write your next blockbuster script for you, once you've moved the finished script to the Casting Office, you'll need to not only cast your Lead and Supporting roles, but also cast their Stunt Doubles.

If your new script calls for any stunt scenes, these will be identified in the Information Bubbles for the script, and an icon will appear next to the Lead role that will need a Stunt Double. Just drop your Stuntman onto the Stunt Double icon to assign him or her to that role, for the entire film. If you want your Lead to perform his or her own stunts, don't assign a Stunt Double.

## CASTING CUSTOM-MADE STUNT SCRIPTS

There are two ways to assign Stuntmen as Stunt Doubles from within the Advanced Movie Maker (AMM). One way is similar to assigning them for generated scripts. On the opening screen of the Advanced Movie Maker, where you'll assign your Stars to the Lead and Supporting roles, you'll notice an icon next to each of these three roles. Drag and drop a Stuntman onto this icon to assign him or her as the Stunt Double for that role, for the entire movie.

Another way is to choose to assign a stunt performer to a Stunt Role on a scene-by-scene basis. Remember, Stuntmen, Stars and Extras can perform stunts. Once you've selected a Stunt Scene, the role that's performing a stunt will have a unique mannequin in its place.

Drag your chosen stunt performer over the mannequin to assign them to that role, for just that scene.

There are two things to keep in mind when assigning a Stunt Double for a role, whether it's for an entire movie or just one scene: stunt difficulty and the likeness rating.

## STUNT DIFFICULTY

Each Stunt has a difficulty rating from 1-5. This rating can be viewed in your movie's information bubbles, or in the AMM when choosing a scene.

You can compare a performer's Stunt Skill to the difficulty of the stunt to judge their chances of success. Also the higher the difficulty rating the more damaging the injuries can be, but the boost to the movies rating can make the risk worthwhile.

## LIKENESS RATING

Lead Actors will perform their own stunts if you don't assign them Stunt Doubles. Audiences love to see Stars doing their own stunts, so your movies will get additional boosts to their stunt ratings. However, it's a dangerous game to play, as unskilled Stars are less likely to successfully pull off stunts and, if injured, it will damage their moods and subsequent performances. If things go badly, you might easily end up with lower overall stunt ratings.

Using Stunt Doubles give you the advantage of skilled stunt performers, and shifts the risk away from the Leads. However, try not to select Stunt Doubles who look nothing like the Leads they're standing in for. If a Stunt Double is of the opposite sex or completely different in age, looks and physique, a negative effect on your movie's stunt rating will result.

## SUCCESS VS. FAILURE

If you do decide to go ahead with the stunt scene, there are two possible outcomes: success and failure. If the stunt scene is a success, the stunt performer will take a small hit to his Condition, gain Stunt Skill, and go on to get ready to film his next stunt. If the stunt scene is a failure, he will take a large hit to his Condition, and the poor performance can hurt your movie's reviews and box office results. If your stunt performer is seriously hurt and his Condition drops too far, he could stall production by staggering away to the Hospital! If this occurs, you can forcibly return him to the set, but his performance and ability to do further stunts will be impaired. Failed stunt scenes still appear in the finished movie and will have a negative impact on the overall quality of your film.

## MOVIE RATING

As the major studios introduce death-defying stunts as a major part of their movies, the press has taken notice. When you release a movie, you'll find that the overall rating for your film will take into account the Stunt Difficulty level of the scenes, the success/failure of the stunts, the stunt performers' Condition, Stunt Skill and, to a lesser degree, the Likeness Ratings of the performers. Doing stunt scenes can be a gamble, with larger risks having greater potential payoffs but also the risk of failure, which will hurt your movie's overall rating. Choose wisely!

## NEW AWARDS

With every major studio using stunts to boost their box-office results, there's really only one question remaining: Who's the best? Once you've unlocked the Stunt School, you'll find available new stunt-specific Awards and Achievements. Those lucky or skilled enough to win these awards will receive new bonuses, giving them an extra edge over your rival studios!

# EFFECTS

We've covered the human side of making your films bigger and better … now it's time to delve into the hardware!

## EFFECTS SCENES

Special effects appear throughout many of the new scenes available in Stunts & Effects. Effects in scenes range from the smallest of bullet squibs to a raging inferno. Some of the old scenes have also been updated with a higher level of quality effects, so don't forget to go back and try them out.

## THE ADVANCED MOVIE MAKER

There have been a number of upgrades and improvements made to the Advanced Movie Maker interface, including:

**FreeCam Mode** – You can now choose the positions and direction of the camera within your scenes. Once you have chosen a scene, select **FreeCam Mode**. Set the camera location where you would like the scene to start by selecting the Camera on/off and Mark buttons for Camera Position 1. Then set the camera position for the end of the scene by selecting the Camera on/off and Mark buttons for Camera Position 2. The scene will automatically move the camera between those two selected positions, while rotating the camera as necessary. For example, a camera can fly along a straight path from Camera

Position 1 to Camera Position 2. You can manually adjust when this transition begins and ends by dragging the corresponding camera icons along the scene timeline. The camera movement speed is determined by the distance between the chosen Camera Positions and the duration of the scene between the camera icons on the scene timeline.

*Note: You do not have to use both cameras. You can activate just one and use the second as a static camera for the entire scene.*

**Field of View (FOV)** is set through the use of the slider, displayed at the bottom of the screen. Moving the slider will alter the FOV. When the first marker is placed, the slider will reset to a default position. The second marker will contain the final FOV setting.

**Current Marked Position** repositions the camera, orientation and FOV to the marked camera position, allowing adjustment of previous settings.

**Reset** destroys a camera's settings and repositions it to the scene's default camera position (this is dependent on scene's original slider).

Previewing the scene in **Movie View** will show the outcome.
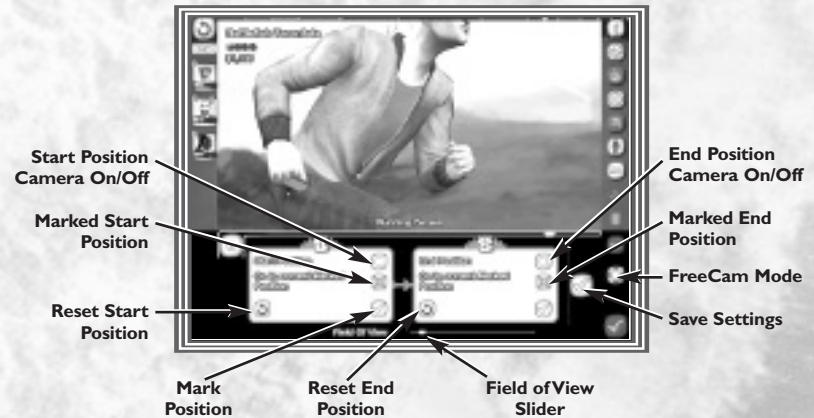
**FREE CAMERA MOVEMENT CONTROLS**

| Keyboard | Action |
| --- | --- |
| **W or Up Arrow** | Moves Camera Forward |
| **A or Left Arrow** | Moves Camera Left |
| **S or Down Arrow** | Moves Camera Backward |
| **D or Right Arrow** | Moves Camera Right |
| **Hold Middle Mouse Button** | Rotates Camera |
| **Rotate Mouse Wheel or Control + Up/Down Arrows** | Move Into/Out of Direction Camera is Pointing |
| **Shift + Mouse Wheel or Up/Down Arrows** | Changes Field of View |
| **Alt + Up/Down Arrows** | Changes Camera Height |

**Play All –** You can now watch all of your scenes play out in succession, even while you're still writing the script.

**Copying Scenes –** Just right-click on the scene's thumbnail at the bottom of the screen to copy it to the end of your script. Great for quickly setting up multiple takes of the same scene, to be edited later into a 5-star masterpiece.

**Prop Picker –** An intuitive new interface for choosing the perfect props for your scene.

**Saving Set Dressings –** After you've gone to all the trouble to dress your set with just the right props, you can save those settings and load them into a later scene with just a few mouse clicks.

**Environment Button –** The Weather and Lighting button has been upgraded to the Environment button. It now contains advanced weather options and overlays.

**Camera Overlays –** Special camera filters now allow you to turn any scene on any set into a secretly monitored broadcast on an alien's ship, or the final, tense moments as a sniper zeroes in on his target, or any of a dozen more possibilities.

**Weather –** Additional sliders have been added to adjust weather intensity or other parameters. An additional type has also been added: wind.

## THE MAKEOVER SCREEN

Finding the perfect hairstyle and makeup combination has never been easier because of the range of improvements to this screen.

**Costume Pickers –** Previously, costume options with large numbers of choices took forever to scroll through. Now, some options will allow you to view all choices by clicking on the button found between either arrow. Of course, you can still cycle through all available costume options for an item by clicking the arrows.

**Weight and Age Makeup –** You can now adjust your actors' apparent weight and age with makeup sliders, allowing them to fit any role your scriptwriters can imagine. This only affects their appearance in films, not on the studio lot.

**New Character Camera controls –** Holding the left mouse button down, while moving the mouse, will allow you to rotate around the characters. The mouse wheel allows you to zoom in on the character.

**Stunt Double Button –** This button allows you to view the Star and Stunt Double together so that you can see if they really can pull off the switch in between shots.

## NEW SETS, PROPS AND COSTUMES

Along the timeline, you'll find fixed dates for a host of new sets, props and costume packs.

A few sets have unique properties and are listed below:



**Blue Screen Set –** This large open set, with two sizes of backdrops, will allow you total freedom to add numerous props, and play almost any scene to get the setting and the ambience you desire. When in AMM or Director Mode, a slider unique to this set exists for you to choose one of many floor textures. Create a set the way you want it to be; the possibilities are endless.
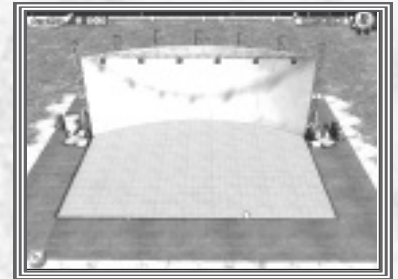
**Green Screen Set –** This set contains a unique curled backdrop to allow aerial shots, from the side and below, of full size and miniature vehicles, which include helicopters and space shuttles. The set also contains a rear projection screen to allow shots from in front of and behind a moving vehicle. This upgrade has also been made available, along with new added scenes, for the car set from the original game.
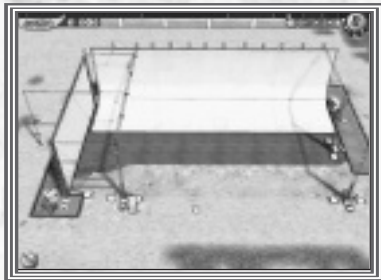
**Miniature City Sets –** Miniature sets let you move the camera in ways you can't on a full-sized set, adding a sense of scale and size that would otherwise be impossible. Pick a graceful establishing helicopter shot of the city, or watch as giant, radiation-born monsters fight to the death. The Miniature City set is just one of the miniature sets which feature a range of models, including miniaturized versions of in-game full-size vehicles.

**Scrolling Landscape Set –** Combine live action and miniatures using layered backdrops uniquely constructed to add perspective. The scenes on this set have a slider that will allow you to change the backdrops. It's ideal for long aerial chase scenes of miniature models.
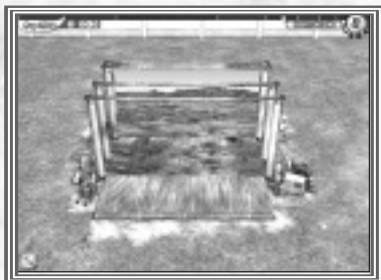
# THE MOVIES™ ONLINE

The Movies™ Online (TMO) has been upgraded with The Movies™ Stunts & Effects support. This support takes the form of a new chart, which lists the top expansion pack movies (the original chart hosts all films). Movies using the expansion pack are marked as such. Studio pages are slightly revamped to display the version of the game you have.

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# CUSTOMER SUPPORT

You should read through the manual and the readme file on the CD before contacting Activision Customer Support. Additionally, if you have internet access, search our troubleshooting database at: http://www.activision.com/support.

Please ensure that your computer system meets the minimum system requirements that are listed on the back of the game case. Our Customer Support representatives will not be able to help customers whose computers do not meet the requirements. So that we can better help you, please have the following information ready:

• Complete product title (include version number)
• Exact error message reported (if any) and a brief description of the problem
• Your computer's processor type and speed (e.g., Pentium 4 2.4, Athlon XP 3000, etc.)
• Amount of RAM
• Make and model of your video and sound cards (e.g., Radeon 9800 Pro, Creative Sound Blaster Audigy 2, etc.)
• Make and model of your CD-ROM or DVD-ROM drive (e.g., Samsung SC-140)
• Operating system

*NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.*

**Internet:** http://www.activision.com/support
Our support section of the web has the most up-to-date information available, including patches that can be downloaded free-of-charge. We update the support pages daily so please check here first for solutions. By going to the Find Answers section and selecting the platform/game you are inquiring about you can view the top solutions for the game to date. If you don't find your question/solution there try using inputting a keyword into the search.

If you cannot find an answer to your issue you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during holiday seasons the response time may take a little longer.

*NOTE: Internet support is handled in English only.*

*NOTE: The multiplayer components of Activision games are handled only through internet support.*

**Phone:** (310) 255-2050
You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support Representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays. When calling please make sure you are in front of your computer with the power on and have all the necessary information as listed above at hand.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

**Register your product online at www.activision.com
so we can enter you in our monthly drawing
for a fabulous Activision prize.**