

= Seymour Goes to Hollywood =

Seymour Goes to Hollywood , also known as Seymour at the Movies , is a platform and adventure game developed by Big Red Software and originally published in Europe by Codemasters in 1991 . Players control Seymour , a small potato @-@ like creature who wishes to be a film star . The film 's script has been locked in a safe , meaning Seymour must solve puzzles by collecting and using objects scattered throughout the game in order to progress , ultimately retrieving the script and allowing filming to start .

The game was originally designed as part of the Dizzy series , with a working title of Movieland Dizzy , but the creators of Dizzy disagreed with the real @-@ world direction the game had taken , despite it being 90 % complete . The developers , Big Red Software , were given 12 weeks to create a new game with a different character . Seymour was adapted from Dizzy , with a new shape and fingers to differentiate the two .

Seymour Goes to Hollywood received both positive and average ratings from the video game press at the time , and was compared to Dizzy video games both positively and negatively . The character also received both praise and criticism for his shape .

= = Gameplay = =

Players guide Seymour through the game 's locations , solving puzzles by collecting up to three objects at once and using them in pre @-@ set locations . Movement from one screen to the next is enabled through flip @-@ screen , when Seymour touches the outer edge of one screen he is transported to the next . The film studio where the game takes place features several rooms such as an office and eight film sets accessed from a maze of backlots , where each screen is only slightly different from the last . The doors to film sets are locked and Seymour must first locate the relevant key to gain access . The sets ' themes include films such as The Wizard of Oz and King Kong , as well sets based on generic genres such as horror films and science fiction films .

Characters throughout the film studios and movie sets will help Seymour on his quest with new objects and advice , but only if he helps them first . Seymour 's observations when collecting objects and sarcastic exchanges with other characters are communicated through speech bubbles . One example of a puzzle is the Frankenstein 's monster which must be created by combining body parts in a specific location on the horror film set . Once the monster is completed it smashes through one of the set 's walls , allowing Seymour to access the set next door .

= = Plot = =

Seymour has been given the starring role in a Hollywood film and duly arrives at the film studio to begin work . It transpires that the studio 's boss , Dirk E. Findlemeyer the second , has taken a vacation to Miami . Findlemeyer has taken the key to his safe with him , which prevents filming from commencing because the safe contains the film scripts . Seymour must blow the safe with dynamite to access the scripts and then collect 16 Academy Awards from around the game and award one to each of the actors . Only then can filming commence .

= = Development = =

Beginning with Magicland Dizzy , Codemasters sub @-@ contracted Big Red Software , headed by Paul Ranson , to assist in the production of future Dizzy games in the series . The success of Dizzy Prince of the Yolkfolk prompted Big Red Software to take the series in a new direction . The publisher decided that the titular egg character 's next adventure should be set in a world based on real @-@ life .

Big Red Software started work and had 90 % completed the project , which had the working title Movieland Dizzy , before the team was told to replace Dizzy with a new character . This was because the creators of Dizzy , the Oliver Twins , disagreed with the direction that Movieland Dizzy

was taking the character , after discussions Codemasters agreed . Pete Ranson , Paul 's brother , was one of Big Red Software 's graphic designers and was given the job of creating a new character . This character began as a misshapen egg , was given fingers , and was given jump animations that lacked Dizzy 's bounce . A friend of the Ranson 's , having seen the character graphics , stated that " he looked like a Seymour " . The name " stuck " and the new character was completed .

After making the decision to use a new character rather than Dizzy , Codemasters allowed Big Red Software free rein to develop the new game , only stipulating that it must be ready for release within 12 weeks . By this point Big Red Software was already familiar with platform adventure games . The game retained the Dizzy graphic adventure title engine . Pete Ranson had previously designed graphics for every Dizzy game bar the first , graphics were shared between Dizzy games and some were also recycled for Seymour Goes to Hollywood .

After the Hollywood theme was decided on , the design team drew up a map and assigned objects and puzzles to different areas . The game was originally designed for the ZX Spectrum and then ported to the Amstrad CPC , due to the systems ' similar architecture . However , the team struggled to port the game to the Commodore 64 due to it being a different machine altogether . The finished game is significantly changed from the incomplete Movieland Dizzy , which featured only film sets as locations , the surrounding film studio and backlots were not present . The real @-@ world studio elements were added after Dizzy was disassociated from the game .

= = Reception = =

Both the Amstrad CPC and ZX Spectrum versions received high review scores , one exception being the review in Sinclair User which was less positive . The Commodore 64 version received a comparatively low score from Zzap ! 64 . The magazine 's reviewer stated that despite the game featuring " brilliant humour and some of the best puzzles and animation seen in an arcade adventure " , it remained a " cruel parody " of the Spectrum version that " plays with all the style and grace of a drunken elephant ! " The Amiga version received both positive and average scores . Seymour himself received a mixed response due to his appearance . Comments ranged from Seymour having " snatched Dizzy 's crown " to him being called " a peeled potato on legs " , an " albino mutant lardball " and " a sort of slug @-@ type thing " . David Crookes of Retro Gamer called Seymour a popular element and Big Red 's most " infamous " character . He , however , commented that Seymour did not match up to Dizzy .

Seymour Goes to Hollywood was praised for its comparatively large size and for having more logical puzzles than Dizzy games , due to it being set in the real world . Some players were critical of the size of the game and the time required to complete it . The puzzles themselves were widely praised as " some of the best puzzles ... ever seen in an arcade adventure " , and similar to Dizzy but with enough variation to " keep you scratching your head for hours " . Crash magazine 's reviewer stated that the puzzles may be too simple for players experienced with Dizzy games . The game was compared to the Dizzy series by most reviewers , in both positive and negative lights . For instance , one reviewer stated that the game was indistinguishable from Dizzy games and succeeded for the same reasons , another reviewer called it average fare and asked " why didn 't Codemasters just stuff it out as another Dizzy game ? " Crookes commented that though Seymour Goes to Hollywood borrows heavily from the Dizzy series it was a fulfilling game .