



INSTRUCTION MANUAL

WINDOWS · MACOS · LINUX
AN UNOFFICIAL FAN-GAME REMAKE

LIGHTS! CAMERA!

Thank you for choosing **Seymour Goes to Hollywood**, also known as *Seymour at the Movies*. Hollywood has been waiting for a star like you. Well, it has been waiting for *somebody*. Make yourself comfortable, have a read, and then go and find that script!

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Please note. This is an unofficial fan-game remake, made for love of the original and given away free of charge. It is not affiliated with or endorsed by Codemasters. *Seymour Goes to Hollywood*, its design, graphics, music and world are Codemasters'.

SEYMOUR'S BIG BREAK

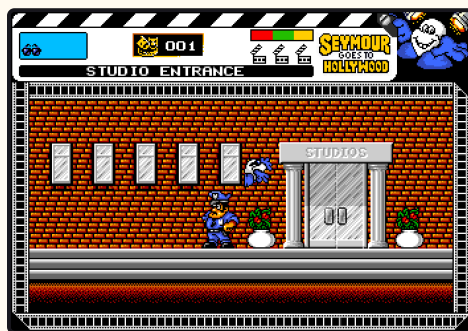
Seymour has got his first big break: he is to star in the latest block-busting movie! He turns up on his first day, ready for his close-up... and finds the studio in pandemonium!

The director, **Dirk Findelmeyer II**, has left for a holiday in Miami, leaving all the scripts locked away in the safe.

PIPPA, DIRKS GONE
TO MIAMI AND I
CANT SEEM TO FIND
THE FILM SCRIPT

Seymour, at reception

And the more Seymour looks around, the more he thinks there is something decidedly sinister going on. Tarzan has a speech impediment. There's a body in the study. The security guard won't let him in. And the lifts don't work either!!



The studio entrance on day one. The doorman has his own ideas about who gets in.

So Seymour does what any true star would do: he goes looking for the script himself. Through reception, up a lift with a mind of its own and out to the maze of backlots behind the studio, where locked doors open onto eight film sets. Meet frightening Frankenstein and Ming the Merciless, calm the big King Kong, and help Rick Bracy find his true love.

Help Seymour get his movie to the box office!

ABOUT THIS REMAKE

The 1993 PC game, rebuilt from the ground up for Windows, macOS and Linux.

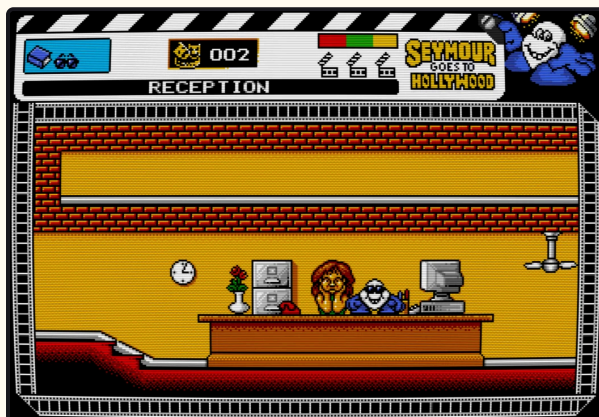
It isn't an emulator, and it isn't a remake from memory either. The original DOS program was taken apart piece by piece, rebuilt in modern code, then checked against the original frame by frame, through a whole game from the first step to the ending.

JUST AS IT WAS

- ★ The 1993 graphics: 320×200 pixels, 16 colours
- ★ Every room, object, puzzle and line of dialogue
- ★ The way Seymour walks, jumps and falls, step for step
- ★ The AdLib music, or the PC speaker's beeps
- ★ Its quirks, too: they're part of it

NEW IN THE REMAKE

- ★ A pause menu, at any time
- ★ Eight save slots, plus quick save
- ★ Game controllers, and keys of your choice
- ★ Fullscreen at any resolution
- ★ An optional CRT look
- ★ Volume controls, a choice of sound
- ★ Cheats, for the faint-hearted



The optional CRT effect: curve, scanlines and glow, as if it were 1993 again. Everything new sits beside the original game, never inside it: turn the extras off and you're playing exactly the game that shipped on floppy disk.

GETTING STARTED

WHAT YOU NEED

SYSTEM	TO START THE GAME
Windows 10 or 11, 64-bit	Unzip the download and run seymour.exe .
macOS 11 or later	Unzip and open Seymour Goes to Hollywood .
Linux, x86-64 (X11 or Wayland)	Extract and run seymour . A <i>.desktop</i> file is included.

Any computer from the last ten years or so will do. For the CRT look and the sharpest picture your graphics card needs **OpenGL 3.2**; without it, the game still runs, plainly scaled. A keyboard is enough. Any game controller your system recognises works too (Xbox, PlayStation and most others).

There's nothing to install. Everything the game needs is inside the one program.

THE FIRST TIME YOU START IT

The game isn't signed with a paid certificate, so your system may be wary of it the first time:

- **Windows:** if SmartScreen warns you, choose *More info*, then *Run anyway*.
- **macOS:** open it once and click *Done*, then go to *System Settings* → *Privacy & Security* and click *Open Anyway*. (On macOS 14 and earlier, Control-click the app and choose *Open*.)

WHAT'S IN THE DOWNLOAD

The game itself (graphics, music and all 77 rooms are packed inside it), and a *README* with the essentials from this manual. Put the folder wherever you like.

UPDATING

Replace the old folder with the new one. Your settings and saves live elsewhere (page 19), so they stay put.

REMOVING

Delete the game's folder. To remove your settings and saves as well, delete the folder listed on page 19.

CURTAIN UP!



The game starts fullscreen. Press **F11** (or **ALT** + **ENTER**) to switch between fullscreen and a window at any time.

On the title screen, press fire (**SPACE**, or **A** on a controller) to start a new game, or **ESC** to leave. The music strikes up, and Seymour is on his way.

Want to carry on from last time? Start a game, press **ESC** for the pause menu and choose *Load*, or press **F8** for the quick save.

YOUR FIRST FEW MINUTES

- ★ Have a stroll up and down the street. Get the feel of walking and jumping.
- ★ Read the room name on the panel. Start that map!
- ★ Say hello to the doorman. He may not be very welcoming.
- ★ Anything lying about? Stand on it and press action.
- ★ Found a door? Stand at it and press action.

CONTROLS

Seymour walks left and right and jumps. One more button, **action** (the original called it *fire*), does everything else: picks up, drops, uses, talks, and moves the conversation along.

MENU PHOTO



SAVE LOAD



FULL



JUMP



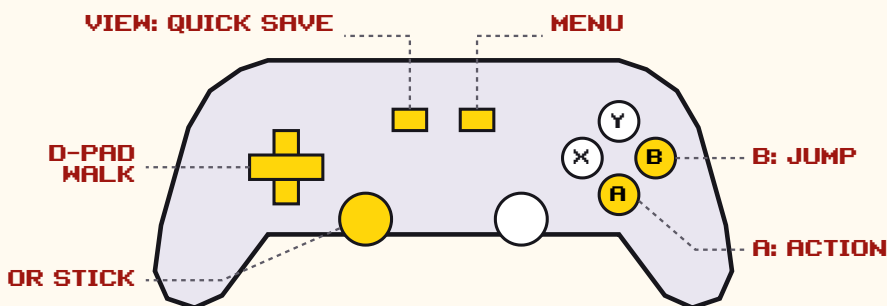
ACTION: PICK UP, DROP, USE, TALK
ALT + ENTER: FULLSCREEN

WALK

	KEYBOARD	CONTROLLER
Walk		D-pad or left stick
Jump		
Down (lifts)		D-pad or left stick
Action: pick up, drop, use, talk		
Pause menu		(Start)
Quick save		(Back)
Quick load		—
Screenshot		—
Fullscreen / window	or +	—

CONTROLLERS

Any game controller your system recognises will do: Xbox, PlayStation and most others. Plug it in before you start or while you play, and use it alongside the keyboard if you like. Buttons are named the Xbox way; on a PlayStation pad, (A) is × and (B) is ○.



On a controller, (B) also counts as fire on the title screen and in speech bubbles, so you can keep your thumb where it is.

JUMPING

Jump while walking to leap left or right; jump standing still to go straight up. Once Seymour is in the air there's no steering, so line up your leap before you take it!

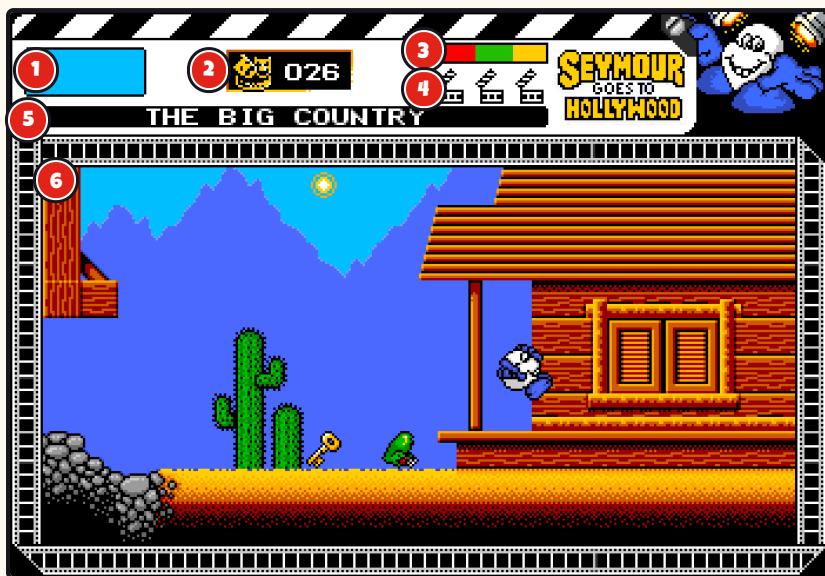
IN THE MENUS

The arrows (or the D-pad, or the stick) move, **ENTER** or (A) chooses, **ESC** or (B) goes back.

Every key and button except the menu ones can be changed in *Settings* (page 18). In 1991 it was **Z**, **X**, **RIGHT SHIFT** and **RETURN**. Times change!

THE SCREEN

The picture is the room Seymour is in. Above it, the panel keeps you up to date.



- 1 Inventory.** What Seymour is carrying (nothing, here): up to three things, the newest on the left.
- 2 Score.** It goes up for every new thing you find and every problem you solve, so it shows how far you've got.
- 3 Energy.** The bar shrinks when Seymour gets hurt. When it's gone, so is a life.
- 4 Lives.** One clapperboard per life. Seymour starts with three.
- 5 Room name.** Every room has one. Handy for your map!
- 6 The room.** Walk off an edge and the picture flips to the next room.

SPEECH BUBBLES

HELLO MR SEYMOUR
SIR, CAN I HAVE
YOUR AUTOGRAPH??

When somebody speaks, or Seymour finds something, the game shows a bubble and waits. Read it, then press **action** to carry on. Each bubble needs its own press.

HOW TO PLAY

Move Seymour around the various parts of the map by walking left and right and jumping. Collect the objects and solve the puzzles. A puzzle is solved by standing next to it and using, or giving, the correct object.

GETTING AROUND

ROOMS

Most rooms join their neighbours left, right, up and down: walk off the edge and the screen flips. Some edges and doors lead somewhere further away, so keep your eyes on the room name.

PLATFORMS

Thin platforms (planks, branches, girders) are solid from above and open from below: **jump up through them** and land on top. Brick walls and floors are solid all round.

DOORS

Doors are not walked through. **Stand at a door and press action.** That goes for the studio's doors, the huts in the trees, the doors onto the film sets, and Seymour's car.

LIFTS

Stand in the middle of a lift's platform and press  or  once: it travels to the next stop and waits there. Some lifts won't go at all until something has been done about them...

TALKING

Walk up to someone to talk to them, and press action beside them if nothing happens. Talk to everybody, and listen: nobody on this lot gives anything for nothing. Most people want something first, and they'll tell you so, though perhaps not in so many words.

OI! WE ONLY LET
MOVIE STARS IN
HERE!!

The doorman, to a star he doesn't recognise

CARRYING THINGS

PICKING UP

Stand at a thing and press **action**. The first time, Seymour names it in a bubble ("GOSH ITS A ...") and your score goes up.

- Seymour's reach is generous: things a little to his left, right, above or below are in reach. If two are in reach at once, he takes the one on top. Step away from the one you don't want.
- Things hanging high on a ledge or a wall can often be grabbed **at the top of a jump**: jump, and press action in the air.
- **Some scenery can be picked up too**: a barrel, a plant pot, a packing case. And there may be something underneath!

THE INVENTORY WORKS LIKE A QUEUE

Seymour carries at most **three things**. A new thing goes into the first slot and pushes the others along:



Press **action** away from everything to turn the inventory: if the third slot is empty, everything moves one slot along; if it isn't, the third thing is put down at Seymour's feet. So to put down one particular thing, press action until it is third, then once more.

Planning a long errand? Think about the order you pick things up in. The first thing you picked up is the first to go.

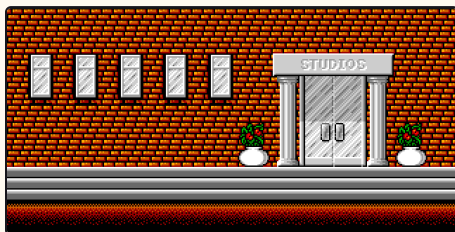
ENERGY AND LIVES

Traffic, flames, spikes, creatures on patrol and things thrown at Seymour all take energy while he touches them, and a few take the lot at once. **Energy doesn't come back** by itself. When it runs out, a life goes and Seymour starts again, full of energy, from the last safe place he stood after entering the room.

Lives don't come back either. When the last one goes, it's **GAME OVER**, so quick save (F5) before anything risky!

THE STUDIO LOT

Seventy-seven rooms of studio, backlot and film set. Here's a peek at where Seymour is headed. The rest you'll have to find for yourself!



HOLLYWOOD BOULEVARD

Early morning. Seymour's car, the main road, a café, and the studio's front door with its doorman.



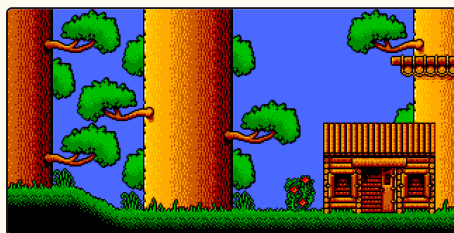
THE STUDIO BUILDING

Reception, a lift that has seen better days, make-up, props, special effects, and the boss's big red door at the very top.



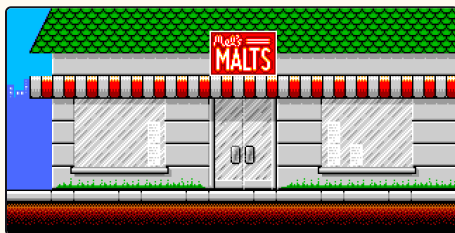
A MAZE OF STUDIOS

Behind the building, backlots that all look alike, each with a locked door onto a film set. Bring the right key.



THE JUNGLE

Tarzan's backlot: a village, tree huts high in the branches, and a river nobody swims in.



GREASE

A fifties high school, a biker, and a malt shop where somebody is crying.



THE BIG COUNTRY

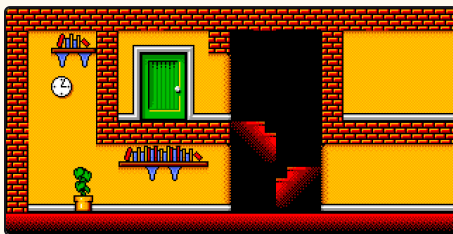
The Wild West: Sal's saloon, a staircase, and a cowboy standing on it.

THE FILM SETS



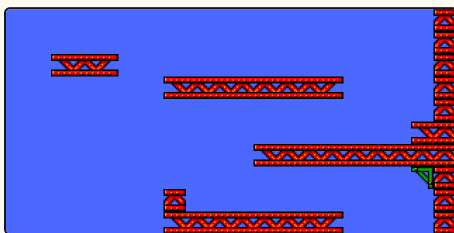
SHERLOCK BONES

Fog, gaslight, and a library where something isn't right.



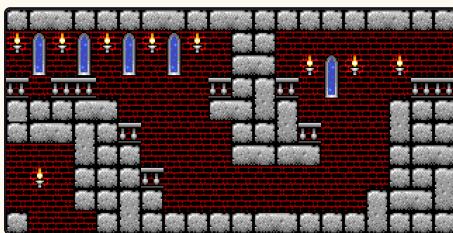
RICK BRACY

A hard-boiled detective's office and a police station with a lift of its own.



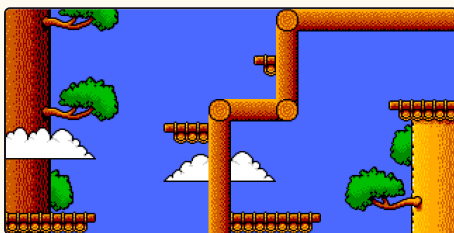
KING KONG

A skyscraper, girders, and a very big ape at the very top.



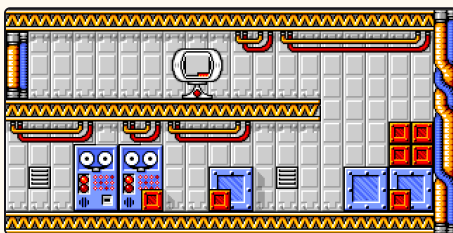
FRANK EINSTEIN

A mad scientist's laboratory, an operating theatre and a dog.



THE WIZARD OF OZ

The yellow brick road, Munchkin Valley, and a castle somewhere over the rainbow.



FLASH BOREDOM

A space opera with a strange machine, and Ming not far away.

Lost already? The backlots are built to confuse. Draw a map as you go: there's a page for it at the back of this manual.

THE CAST

A few of the stars, extras and odd characters you'll meet on the lot. Every one of them wants something.



THE DOORMAN

Guards the studio's front door. Only film stars get in, and he judges them by their looks.



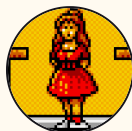
PIPPA

The secretary at reception. She knows where everything is, but she isn't in the mood.



TARZAN

Guards the way into the jungle. Me Tarzan, you... well, he doesn't speak a word of English.



SINDY

A cheerleader in the malt shop, and very unhappy about something.



SAL

Runs the saloon in The Big Country, and has been thinking of settling down.



RICK BRACY

A hard-boiled detective with a case to crack, and a lonely soul in need of true love.



KING KONG

At the top of his skyscraper, throwing barrels at anyone who climbs. Big. Grumpy. Hungry?



LIL

Runs Greasy Lil's café, out beyond the main road. Nothing on her menu is free.



DOROTHY

A long way from Kansas, and her three friends are feeling rather low.



MING THE MERCILESS

Rules the space base, and doesn't like the look of Seymour one bit.



THE BIKER

Hangs around the Grease set. Somebody has walked off with his clothes.



THE PIRATE

Stands guard in a jungle tree hut. "AND WHERE MIGHT YOU BE GOIN??"

...plus a parrot, a cowboy, a scientist, a dog, and a body in the library. Is it really a body?

THE PAUSE MENU

Press **ESC** (or **MENU** on a controller) at any time during play. The game stops, the room dims, and the menu appears. Nothing moves until you leave it.



RESUME

Back to the game. **ESC** does the same.

SAVE

Save into one of eight slots.

LOAD

Carry on from a slot or the quick save.

SETTINGS

Picture, sound and controls.

CHEATS

QUIT

See the next pages.

FINDING YOUR WAY AROUND THE MENUS



Choose a line



Change a setting, or pick Yes / No



Confirm



Go back (from the first menu: back to the game)



Straight back to the game, from anywhere

The line at the bottom of each menu reminds you which buttons do what.

SAVE AND LOAD

The film business is risky. Save often!

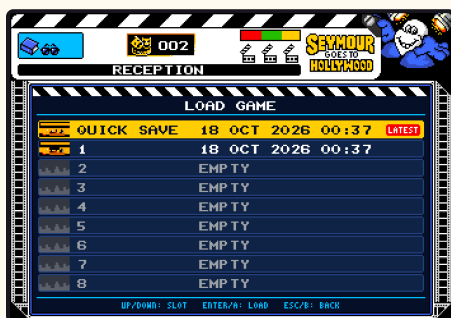
SAVE



Eight slots, each with a little picture of where you were and the date and time it was saved. Saving over a slot asks you first.

You can't save while a speech bubble is up: read it to the end first.

LOAD



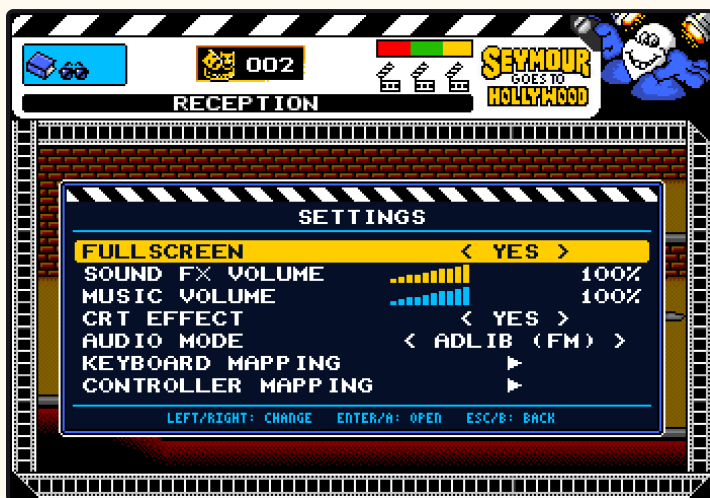
The quick save and the eight slots. The newest one is marked **LATEST** and is already selected, so **ENTER** takes you straight back.

Slots that are still empty are greyed out.

QUICK SAVE AND QUICK LOAD

F5 (or **VIEW**) saves at once, no questions asked, into the quick save: one slot of its own, kept apart from the eight. **F8** asks before loading it, in case your finger slipped.

SETTINGS



SETTING	WHAT IT DOES
Fullscreen	Fullscreen or a window. F11 does the same during play.
Sound FX volume	How loud the game's sound effects are.
Music volume	How loud the music is.
CRT effect	The look of an old monitor: a curved picture, scanlines and glow. Off, the pixels stay sharp and square.
Audio mode	AdLib (FM) , the sound card music of 1993, or PC Speaker , the beeper inside every PC. Both are the original's own drivers, faithfully reproduced.
Keyboard mapping	Change the key for any action (below).
Controller mapping	Change the controller buttons (below).

Settings take effect at once and are remembered next time.

KEYS AND CHEATS

CHANGING KEYS AND BUTTONS



Choose an action, press **ENTER**, then press the new key (**ESC** cancels). If another action had that key, the two swap.

On a controller, walking is always the D-pad or left stick; jump, action, quick save, quick load and screenshot can go on any button (**MENU** cancels).

ESC, **ENTER**, **F11** and the controller's **MENU** button are fixed, so you can always get back to the menu. **Restore defaults** puts everything back.

CHEATS

Finding it a bit tough? The *Cheats* menu has two switches: **infinite lives** and **infinite energy**. Turn them on with **←** **→**. They're off again every time the game starts, so nobody need ever know.

QUIT

Takes you back to the title screen, after asking first. Anything you haven't saved is lost. To leave the game altogether, press **ESC** on the title screen.

SCREENSHOTS

Press **F1** to keep a picture of the screen. It goes into the *screenshots* folder (page 19), and the window's title bar shows the file's name for a moment.

SAVES AND YOUR FILES

Your settings, saves and screenshots are kept in a folder of their own in your user account, so they survive when you update the game:

SYSTEM	FOLDER
Windows	%APPDATA%\Seymour\SeymourGoesToHollywood\
macOS	~/Library/Application Support/Seymour/SeymourGoesToHollywood/
Linux	~/ .local/share/Seymour/SeymourGoesToHollywood/

FILE	WHAT IT IS
settings.json	Your settings and key mappings
quicksave.json	The quick save (F5)
saves/slot_1.json ... slot_8.json	The eight slots, each with a .png picture
screenshots/	Your screenshots (F1)

How saves work. A save doesn't store the game itself: it stores every key you pressed since *New game*. Loading plays them all back, very fast, and you're exactly where you were. That's why saves are tiny, and why a saved game always plays out just as the original would.



The way it was: the studio entrance as the 1993 original drew it, with its own panel. The remake draws exactly the same picture, then puts it in the new frame.

HINTS AND TIPS

From the original cassette inlay, with a few more for good measure.

- ★ **Avoid jumping into fans.**
- ★ **Pippa the secretary can help you.**
- ★ **Try opening all the doors.** Doors open with the action button, not by walking into them.
- ★ **Draw a map of the studio** to stop yourself getting lost. The room names are there to help.
- ★ **Talk to everyone.** What they say is usually a clue to what they want.
- ★ **Look under things.** If a barrel, a pot or a crate can be picked up, see what was beneath it.
- ★ **Jump for it.** Things out of reach can often be grabbed at the top of a jump.
- ★ **Mind the queue.** Seymour carries three things, and the oldest goes first. Pick things up in the order you'll need them.
- ★ **Save before you leap.** **F5** before anything that looks dangerous; **F8** if it was.
- ★ **Come back later.** Some characters need a little time before they're ready to talk business.

THE HELP LINE

In 1991 you could phone the Codemasters hint line for *Seymour Goes to Hollywood* on 0891 555 010, at 36p a minute off-peak, *"after getting permission from the person who pays the phone bill first!"*

That line has long gone quiet. Today, the game's website has hints one nudge at a time, and a full walkthrough if you're really stuck. It's free, and nobody needs to ask permission:
seymour.tape-drive.xyz/hollywood

TROUBLESHOOTING

THERE'S NO CRT EFFECT, OR THE PICTURE LOOKS PLAINLY SCALED

The CRT look and the sharp scaling need OpenGL 3.2. Without it the game runs with plain scaling. Updating your graphics driver usually helps.

THE GAME OPENS FULLSCREEN AND I'D RATHER IT DIDN'T

Press **F11** or **ALT + ENTER**, or turn *Fullscreen* off in *Settings*. The game remembers.

MY CONTROLLER DOES NOTHING

Check that your system sees the controller, then look at *Settings* → *Controller mapping*. *Restore defaults* puts it back as it came. Controllers can be plugged in while the game is running.

I CHANGED A KEY AND NOW I CAN'T PLAY

ESC always opens the menu, and the arrows and **ENTER** always work there. Go to *Settings* → *Keyboard mapping* → *Restore defaults*.

THE MENU SAYS "CANNOT SAVE NOW"

A speech bubble is still on the screen. Press action until it's gone, then save.

A SAVE SLOT SAYS "UNREADABLE"

The file in that slot is damaged, or isn't a save. Save over it to use the slot again.

MY SYSTEM WON'T OPEN THE GAME

See *The first time you start it* on page 5; the download page of the game's website has every step for each system. On Linux, if nothing happens, make the program executable: `chmod +x seymour`.

NO SOUND

Check both volumes in *Settings*, and that your system's sound output is the one you're listening to. Try the other *Audio mode*, too.

SOMETHING'S ODD ABOUT A ROOM, OR A CHARACTER

It may well be the original! The remake reproduces the 1993 game's little quirks on purpose, because they're part of how it plays.

CREDITS

SEYMOUR GOES TO HOLLYWOOD

© Codemasters. Designed by Big Red Software, published by Codemasters in 1991 for the ZX Spectrum and Amstrad CPC, then the Commodore 64, Amiga, Atari ST and PC.

THE PC (DOS) VERSION, 1993

Written by David Spicer

Graphics by Brian Hartley

Music by Gerard Gourley

THE ORIGINAL, AS CREDITED ON THE CASSETTE INLAY

Game design Big Red Software

Coding Andy Torkington

Graphics Peter Ranson

Project director Paul Ranson

Production Stewart Regan and Pat Stanley

Art manager Shân Savage

THIS REMAKE

Remake by Enthusiast Guy, 2026

Version 1.0.0

SOFTWARE USED BY THE REMAKE

SDL2 (zlib licence): window, input, controllers and sound · ymfm (BSD-3-Clause): the AdLib's OPL2 sound chip · lodepng (zlib licence): images · nlohmann/json (MIT licence): settings and saves · zfast_crt_curvature by Greg Hogan (SoltanGris42), from the libretro shaders (GPL-2.0-or-later): the CRT effect.

THIS MANUAL

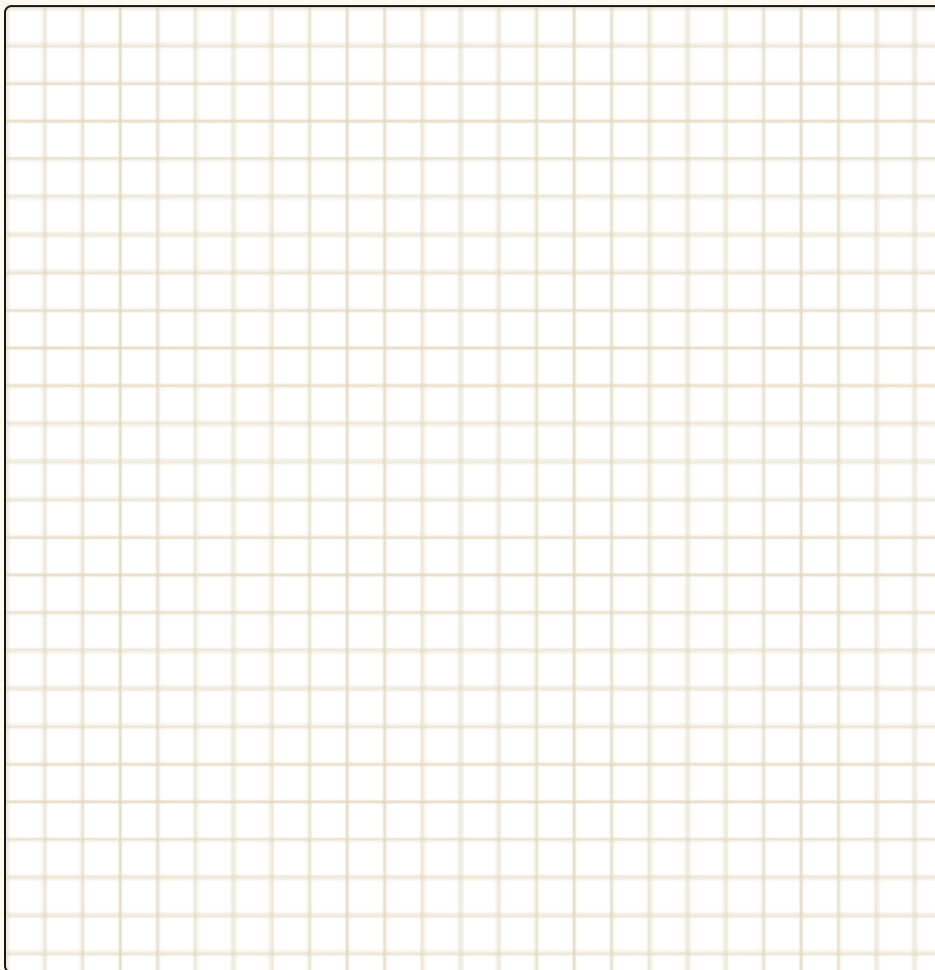
Set in Luckiest Guy by Astigmatic (Apache License 2.0) and Cabin by Pablo Impallari and Iginio Marini (SIL Open Font License 1.1), with the game's own 8×8 font. Story and hints adapted from the original Codemasters inlay.

An unofficial fan-game remake. This remake is not affiliated with, endorsed by or connected to Codemasters. It is made for love of the original and given away free of charge. All trademarks belong to their owners.

If you enjoyed this game, look out for more great Seymour film adventures. Also in the series: *Super Seymour Saves the Planet*, *Seymour: Take One!*, *Stuntman Seymour*, *Sergeant Seymour Robot Cop* and *Wild West Seymour*.

MAP NOTES

"Draw a map of the Studio to stop yourself getting lost." Good advice in 1991; good advice now. Start at the studio entrance and work outwards: one box per room, with its name.



Need more paper? Print this page again.

JOIN SUPERSTAR SEYMOUR IN HIS HOLLYWOOD DEBUT!

Make it in the movies. Meet frightening Frankenstein and Ming the Merciless, calm the big King Kong, and help Rick Bracy find his true love. But first, find that script!

**77 ROOMS!
8 FILM SETS!**

**NOW WITH
SAVE SLOTS!**

"Seymour is completely brilliant. It's packed with great graphics, it's got a kickin' sound track and it's very, very playable."
Your Sinclair, 90%



WINDOWS

MACOS

LINUX