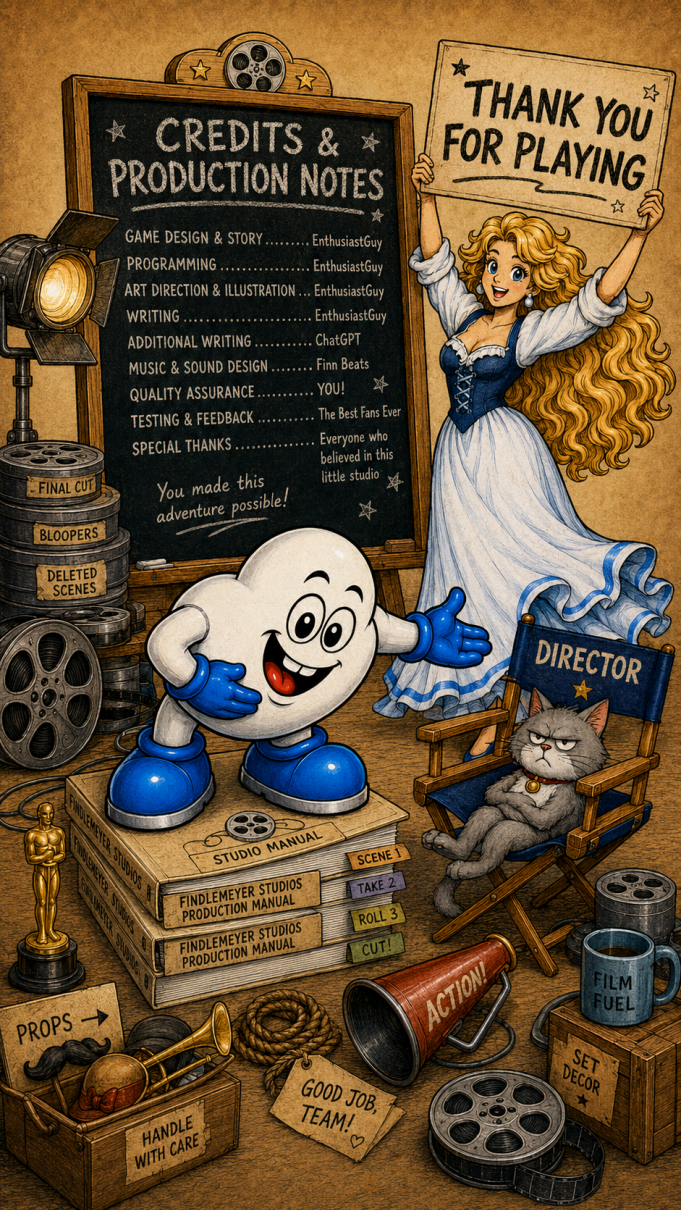

SEYMOUR!
TAKE ONE!!
PC, Mac, Linux, Steam Deck
2026
Code Masters
Remake by
Enthusiast Guy
BIG RED SOFTWARE




# Credits & Production Notes

Seymour! Take One!! began life as a classic screen adventure and returns here as a modern remake made with affection, care, and a suspicious quantity of props.

**Seymour Take One** was originally created by Big Red Software and published by Codemasters.

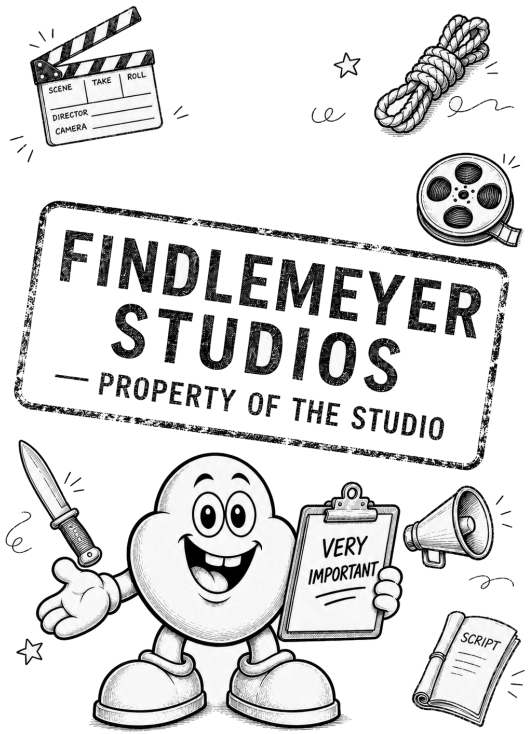
Remake design, programming, manual concept, and illustration: **Enthusiast Guy**

**Platforms:** Windows, macOS, Linux, Steam Deck

**Format:** Mini-DVD collector release and digital package.

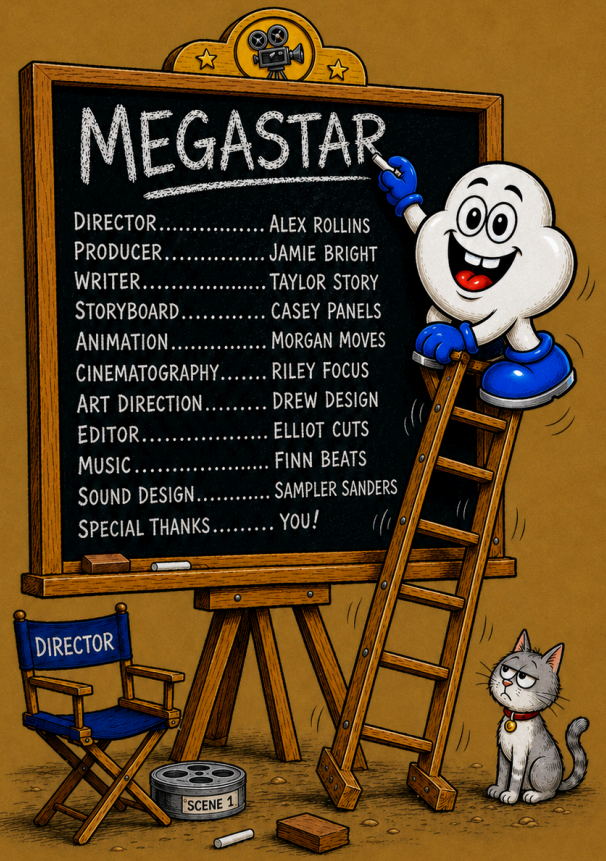
This remake is a tribute to the spirit of early-1990s British arcade adventures: compact worlds, odd objects, expressive characters, and puzzles that make perfect sense several minutes after they have defeated you.

Keep the disc safe. Keep the manual nearby. Keep Seymour away from electrical equipment older than the director.




**FINDLEMEYER STUDIOS — PRODUCTION COPY**

**Do not lose this manual.** It contains everything required to turn a mild studio disaster into a motionpicture masterpiece. If found, please return to Seymour, odd-job man, stand-in hero, temporary director, acting editor, emergency stunt coordinator, and very nearly a household name.




**Designed, Programmed & Illustrated:** EnthusiastGuy
**Platform:** PC-Windows, macOS, Linux, Steam Deck
**Format:** Mini-DVD collector release

**Special thanks:** the keepers of the Yolkfolk flame, old tape loaders, rubber keys, CRT glow, and everyone who ever tried to solve an adventure puzzle by offering that weird item to the wrong person.




# The Story So Far

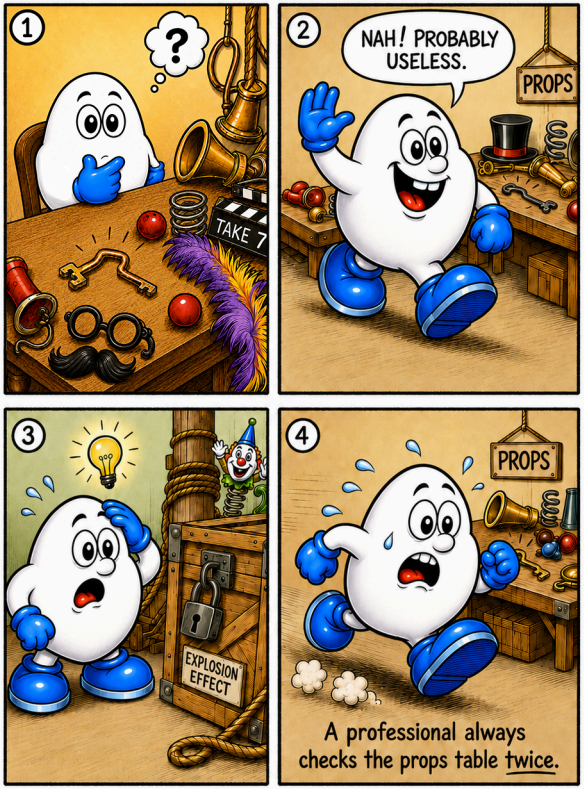
“Seymour” - a household name now perhaps - but where did this megastar come from?

Here’s Seymour: friendly odd-job man at Findelmeyer Studios. He polishes lamps, shifts scenery, carries props, fixes doors, fetches tea, and does all the jobs nobody in a hat wants to do.

Today, due to a mis-typed memo, the entire film crew has gone to a non-existent location shoot. The studio is nearly empty. The last scene of the big movie is unfinished. The sets are still standing. The props are still scattered everywhere. The train is still warm. The camera is waiting.

This is Seymour’s chance.

If he can stand in for the hero, the director, and the editor - and if he can solve the studio’s many little problems before everything collapses into a heap of unpaid invoices - then he might just make it to megastardom.




# What sort of game is this?

**Seymour! Take One!!** is a classic-style arcade adventure.

**That means you will:**
- Explore connected screens
- Jump, climb, swim, dodge, and investigate
- Pick up objects and carry them in the inventory
- Use items in the right places to solve puzzles
- Speak to characters and pay attention to clues
- Return to earlier places when a new object suddenly makes an old problem obvious

This is not a game about rushing blindly from left to right. It is a game about looking carefully, trying things, remembering odd details, and feeling very clever when a ridiculous object finally proves useful.

**The studio rules:**
- If something looks useless, it is probably important
- If something looks important, you probably cannot use it yet
- If something talks, listen
- If something sparkles, pick it up
- If something looks **dangerous** it probably is

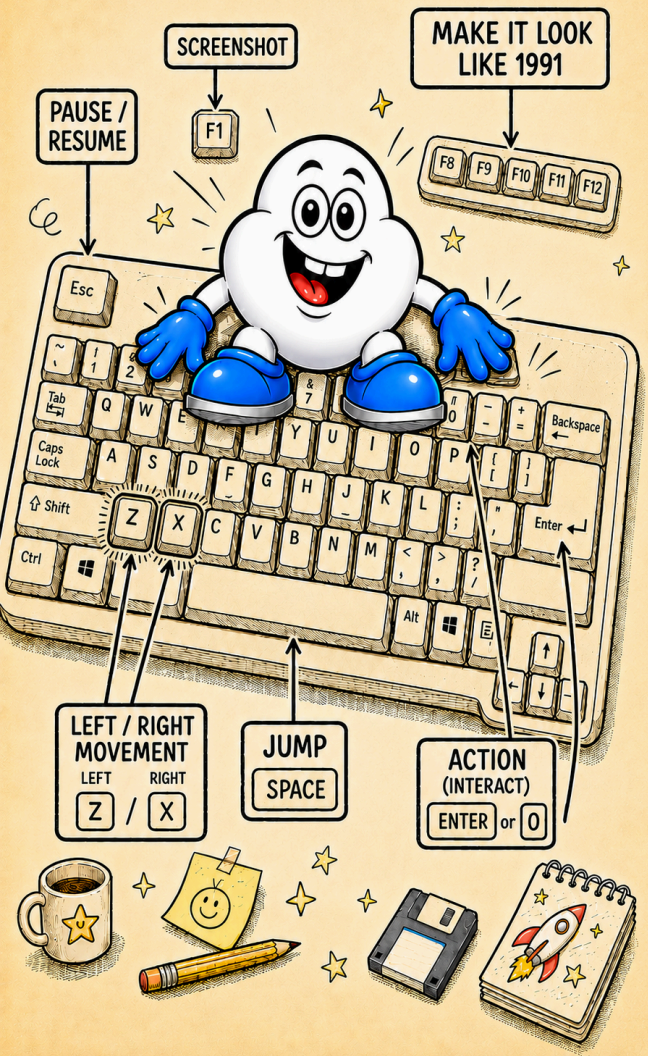



# Quick Start: Roll Camera!

1. Insert the Mini-DVD or copy the game folder to your computer.
2. Open the Windows, macOS, Linux, or Steam Deck version for your system.
3. Start the game from the launcher or executable.
4. Choose your display preference.
5. Press **Enter** to begin.
6. Move Seymour with the keyboard or a compatible gamepad.
7. Explore the studio and collect anything that looks suspiciously useful.

**First five minutes checklist:**

- ☐ Walk left and right.
- ☐ Jump onto something safe.
- ☐ Try interacting with a prop.
- ☐ Open the pause menu.
- ☐ Take a screenshot for the scrapbook.
- ☐ Say “I meant to do that” after your first accident.




# Keyboard Controls

## Move Left / Right

← → or Z X

## Jump

SPACE or ↑

## Interact / Pick Up / Drop / Talk / Activate / Advance dialogue

0 or ENTER

## Move Up / Down

in menus/dialogue, on ladders, or while swimming

↑ ↓

## Pause / Menu

Esc

## Toggle borderless fullscreen/window

ALT + ENTER




# Screen Magic

The remake includes display options for different flavours of nostalgia.



**Clean**
For the wild radicals who want their pixels exactly where they put them, completely untampered with.



**Green Monitor Effect** F8
For those who believe every adventure improves when it looks like it came from a mysterious old terminal.



**Scale2x Upscaling** F9
A sharper enlarged pixel look.



**CRT Effect** F10
For rounded-screen warmth and retro glow.



**Phosphor Decay** F11
A lingering display effect for extra old-monitor atmosphere.



**VHS Effect** F12
For players who want the game to look as if it was taped off late-night television and found in a drawer.

Try them all. The best setting is the one that makes you grin.




# Screenshots & Souvenirs

Press F1 to take a screenshot.

The game saves it as a PNG in the screenshots directory.

Use screenshots to:

- Remember where an item was.
- Keep a record of solved puzzles.
- Capture a favourite scene.
- Prove that the train definitely moved first.
- Make your own studio scrapbook.

**Scrapbook idea:** Print your best screenshots as tiny contact sheets and tuck them inside the box behind the manual.




# Gamepad Controls

Compatible gamepads are supported.
Because controllers differ, check them during gameplay for your exact button layout. The usual production shorthand is:

**D-Pad / Left Stick** — Move Seymour

**Bottom Face Button** — Jump

**Right Face Button** — Interact / Talk / Pick Up

**Left Face Button or Shoulder Button** — Drop top inventory item

**Start / Menu** — Pause

**D-Pad Up / Down** — Menus, ladders, swimming

**Director's note:** A gamepad is excellent for relaxed sofa exploration. The keyboard is excellent for authentic "my hands remember this from somewhere" energy.



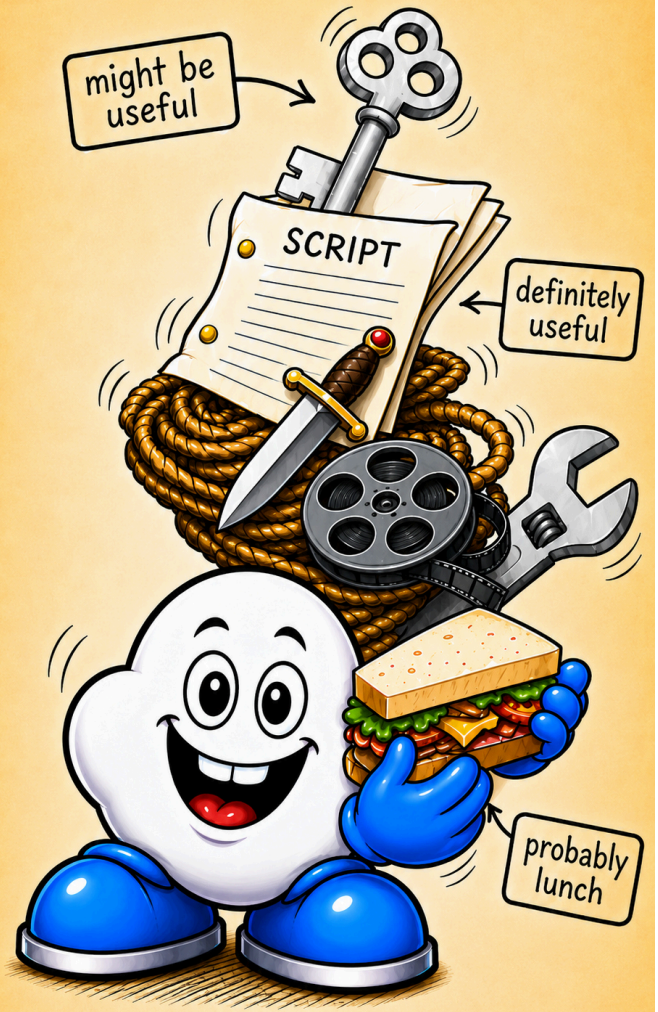

# Reading the Screen

Every screen in the studio is a little stage.

Look for:

**Exits -** doors, ladders, openings, teleports, edges of the set.
**Props -** objects Seymour can pick up, use, or puzzle over.
**Characters -** anyone still hanging around may know something.
**Hazards -** water, drops, moving dangers, suspicious machinery, and anything that looks like it was built on a film budget.
**Clues -** signs, labels, dialogue, background details, and jokes pretending not to be hints.

Take your time. If a scene seems empty, walk through it again and look at it like a set designer. The answer is often visible before it is useful.




# Inventory & Props

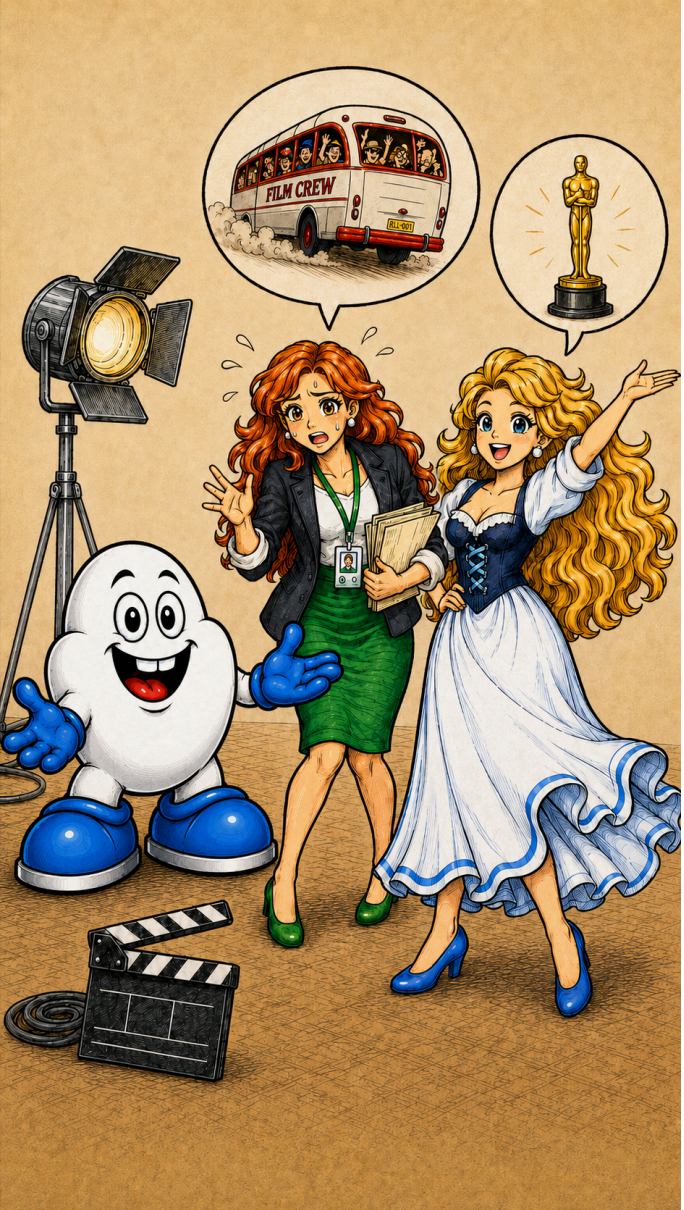
Seymour is an odd-job man, which means everyone expects him to carry things.

When you find a useful object, press **Interact** to pick it up. Objects stack in your inventory. The most recently collected item is the one you can drop first.

Use **Drop Top Inventory Item** when you need to put something down, make room, or test whether a prop belongs nearby.

**Good prop-handling habits:**
- Keep track of where you found each item.
- Notice who asked for what.
- If an object does nothing now, save it for later.
- Try logical combinations first.
- Try silly combinations second.
- Never underestimate a studio prop.

**Production warning:** Dropping the wrong item in the wrong place is usually not failure. It is research.




# Talking to the Cast

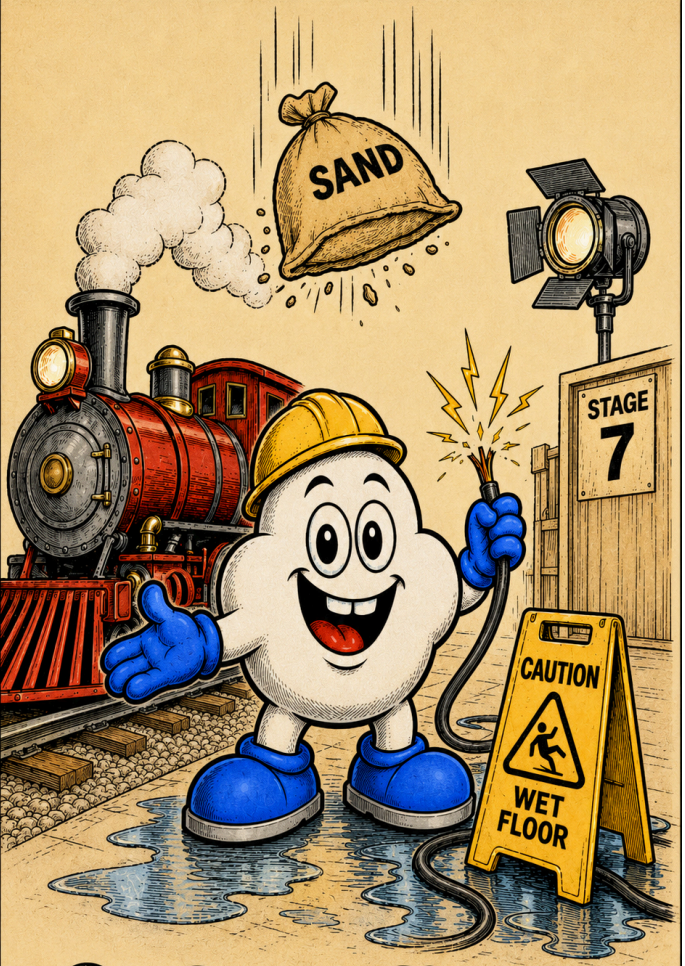
Not everyone has left the studio. A few actors, staff, or suspicious persons **may** still be around.

Press **Interact** near a character to talk.

Dialogue can:
• Tell you what someone wants.
• Explain why a route is blocked.
• Reveal a joke that is secretly a clue.
• Confirm that you are carrying the right object.
• Waste Seymour's time in a historically accurate manner.

Read carefully. If a character repeats a line, it is probably important - or they are waiting for their cue.

**Actor's rule:** If someone seems unreasonable, they may simply be missing a prop, a script, a costume piece, or common sense.




# Studio Safety Notice

Findelmeyer Studios accepts no responsibility for injury caused by:

- Falling scenery.
- Moving trains.
- Questionable ladders.
- Overenthusiastic stunt work.
- Water features labelled “decorative”.
- Electrical equipment older than the director.
- Props that should never have been approved.

Seymour is brave, but not indestructible. Watch enemy movement, platform timing, water routes, and the distance between a heroic leap and an embarrassing drop.
When in doubt, stop and observe. Most hazards have a rhythm. Even chaos keeps time in a proper production.




# The pause menu: calling "CUT!"

Even megastars occasionally need to stop, breathe, and check whether the scenery is actually meant to be on fire.

Press **Escape** during play to open the production menu. From here you can:

**Resume**: Return to the action and pretend you knew what you were doing.

**Save**: Record Seymour's current progress before attempting anything brave, foolish, or both.

**Load**: Return to a previous production take.

**Settings**: Adjust sound, effects, and language.

**Restart**: Begin the picture again from the start. Use with care. The studio will not fill out the insurance forms twice.

**Exit**: Leave the game and return to the real world, where props are less useful and trains are usually discouraged indoors.

**Director's note**: If you are about to jump across something wet, moving, sparking, suspicious, or train-shaped, save first. That is not cowardice. That is continuity.




# Saving Your Progress

Findelmeyer Studios uses the latest in highly advanced continuity technology: remembering where Seymour was before everything went wrong.

Open the pause menu and choose **Save**.

You will see several save slots. A used slot shows how long that take has been running. An empty slot is waiting for its big break.

Choose a slot to save the current state of the adventure.

Good times to save:

- Before trying a dangerous jump.
- Before entering a new area.
- Before using a prop that feels important.
- After solving a puzzle.
- After hearing a clue you do not wish to forget.
- Whenever Seymour is standing somewhere safe and looking smug.
- When folks in your household have had it with you being unresponsive.

You may save over an old slot. This is called "editing". It is also called "being very sure".

**Continuity warning:** Keep more than one save if you are experimenting. Future-you may appreciate a clean earlier take after present-you has dropped something somewhere deeply theatrical.




# Loading a Take

Not every stunt goes perfectly first time. Some do not go perfectly the ninth time either, but that is why the editor has tea.

Open the pause menu and choose **Load**.

Select a saved slot to continue from that point in the adventure. The game will return Seymour to the recorded take, with progress, props, and solved problems as they were when the save was made.

Use Load when:

- A stunt has become more “educational” than successful.
- You want to return to an earlier idea.
- You saved before a puzzle and now wish to test another theory.
- You accidentally proved that gravity still works.

Empty slots cannot be loaded. They contain only potential, dust, and a faint smell of unfilmed cinema.

**Editor’s rule:** Loading is not failure. Loading is simply choosing the better take.




# Settings

The Settings menu lets you adjust the presentation without climbing into the projector. This is safer for everyone, especially the projector.

You can change:

**Music**

Adjust the music volume. Set it high for full studio atmosphere, or lower it if the orchestra is drowning out your thinking.

**SFX**

Adjust sound effects. Useful if jumps, splashes, doors, trains, and other production incidents are being too enthusiastic.

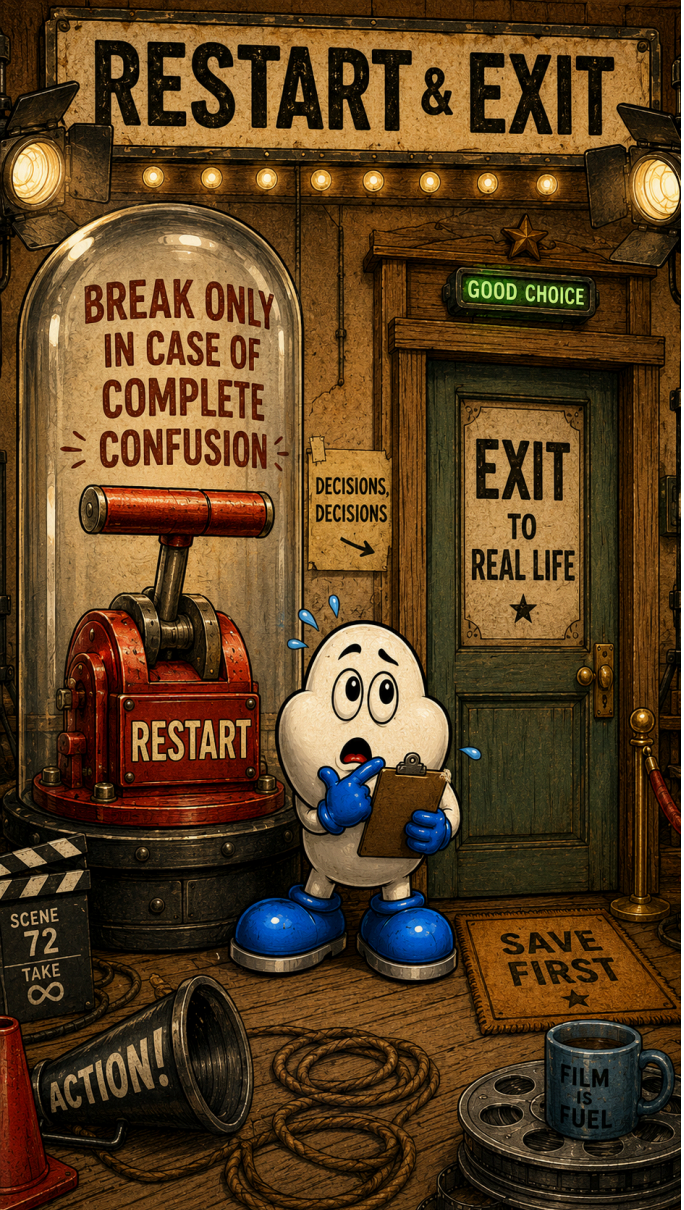
**Language**

Choose the language used for game text from: English, French, German, Spanish or Italian.

**Back**

Return to the previous menu without touching anything else, which is sometimes the most professional decision.

**Projectionist's note:** If a puzzle seems impossible, changing the settings probably will not solve it. But reducing the music may help you hear yourself mutter, "Hang on, what did that guard say?"




# Restart & Exit

Two menu choices are powerful enough to deserve their own warning label.

Restart begins the adventure again from the opening. It is useful if you want a fresh run, a cleaner route, or the authentic feeling of shouting “Take two!” at your own decisions.

Before restarting, consider saving your current progress in a spare slot. The version of Seymour who has already done the hard work may object to being erased.

Exit closes the production and returns you to your desktop. Save first if you want to continue later.

Use **Restart** when:
• You want to replay from the beginning.
• You have become emotionally attached to doing everything properly.

Use **Exit** when:
• The kettle has boiled.
• You have solved three puzzles and should probably preserve the feeling.
• You need to sleep before the props start appearing in dreams.

Studio warning: Never exit during a moment of great personal triumph without saving. Future archaeologists may never believe you.




# Seymour at the Vanishing Point

## A Superstar's Adventure

They say some movies live forever. But if you aren't careful, some might just fade away entirely.

Seymour thought his days of "Lights, Camera, Action!" were replaced by "Sun, Sand, and Soda" at his private beach retreat. But a cryptic memo from Findelmeyer Studios pulls him back to the lot. The horror story awaiting him is one no scriptwriter would dare pen: Actors are vanishing directly out of the finished films! Iconic scenes have become empty frames, replaced by static and silence.

To save his friends and his legacy, Seymour must board a secret subterranean locomotive tunneling through the forgotten ley lines of cinema history. From the blizzard-choked peaks of Fogpeak Village to the reality-warping glitches of Clocktower Metropolis, a dark shadow is watching.

This Christmas, the ultimate frame-by-frame adventure begins. Don't lose focus, or you might vanish from the credits entirely!

**Director's Note**: Stay tuned! Enthusiast Guy is bringing you a true MEGAGAME experience!

