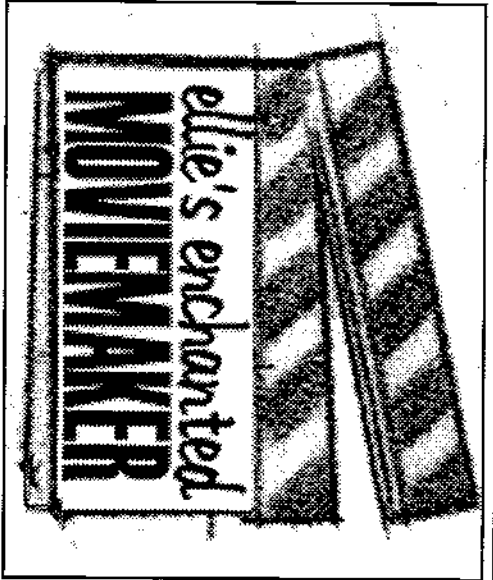


MM2K_DRAMA VARIANT

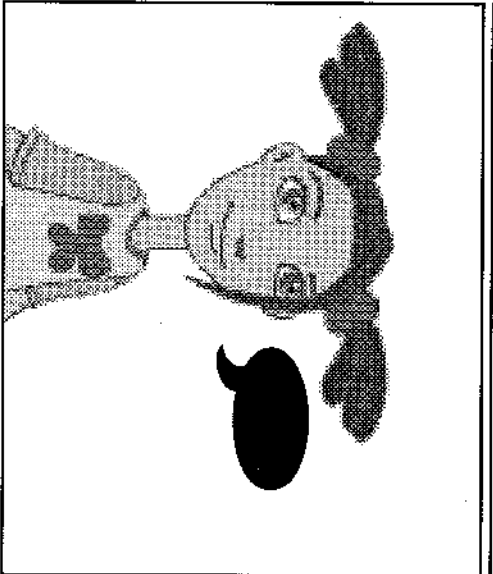
Notes from the user 9.2.99

1. GAME INTRODUCTION



title screen & intro movie w/ backstory and visual instructions.

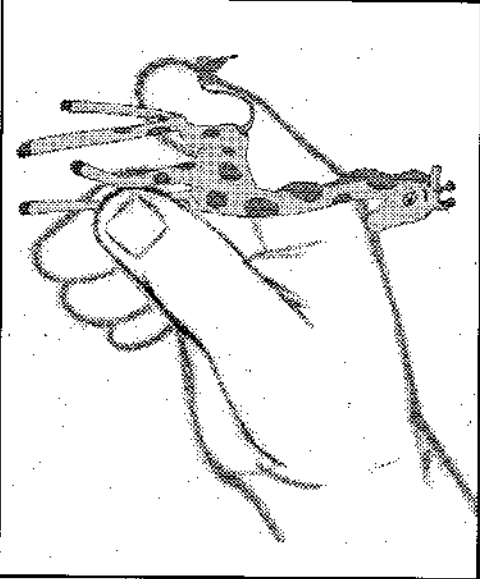
2. CHARACTER INTRODUCTION



CUT to close-up of Ellie: "Hi, let's put on a play today. Lily is the drama queen so put her on the stump to start playing the dramatic version of the game." Each character has a favorite activity: Ellie's is free play, Bingo's is music video, Lily's is drama.

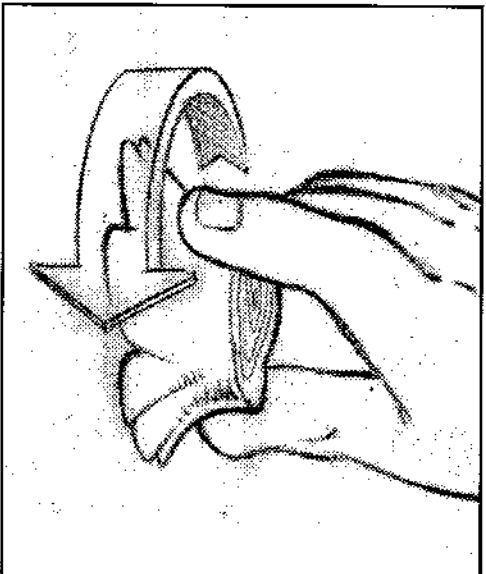
When character
w/ mouse
on drama,
the story?
music?

3. DRAMA VARIATION TRIGGER



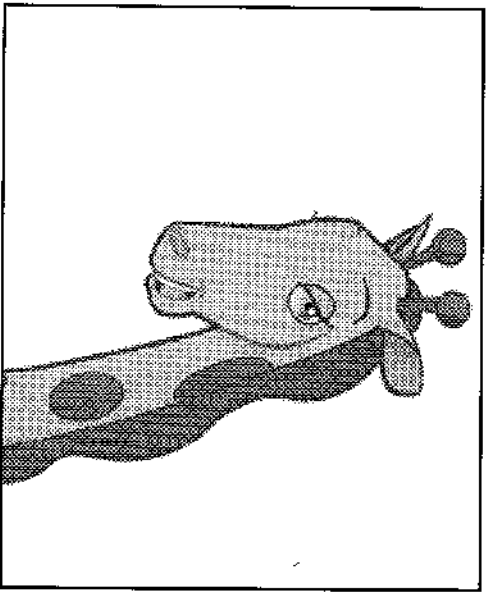
PLACE LILY on the TREE STUMP to trigger the DRAMA game variation.

4. SELECT SCRIPT



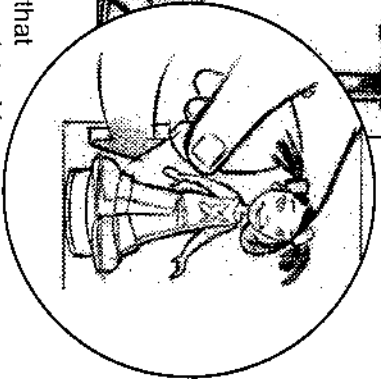
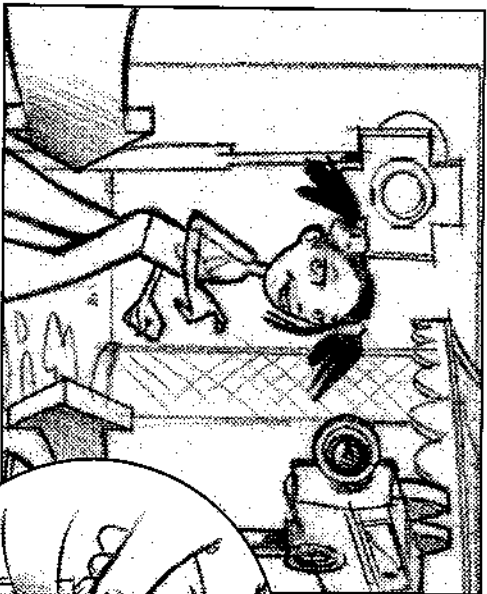
TURN the TREE STUMP to select the script you want to use. 1: Streetcar Named Desire, 2: Romeo & Juliet, 3: etc.

5. DRAMA VARIATION INTRO



LILY introduces the game: "You picked the balcony scene from Romeo & Juliet. Now you get to pick the actors, costumes, set, lighting and camera. Use the Director for help and hints. When you're ready to start filming, just say 'ACTION'"

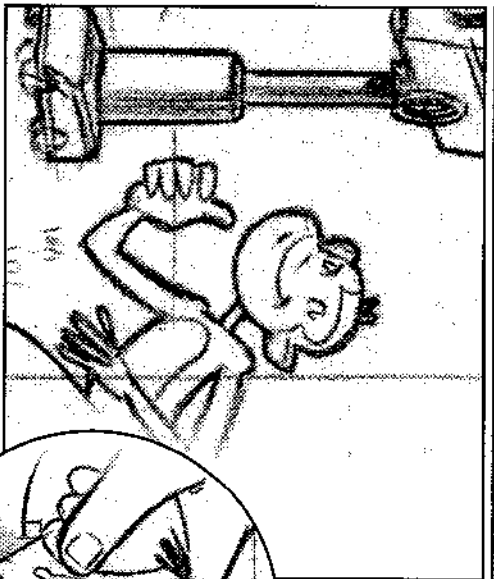
7. CHOOSE THE ACTORS' WARDROBES



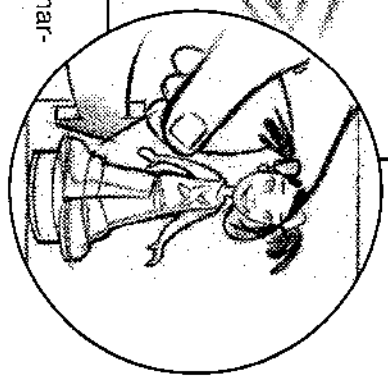
PUT the actors into the GAZEBO to choose different outfits. Pick the one that best fits the scene or go for a far-out update. You decide.

*car wardrobe was
if Gazebo w/
wardrobe choices
3 icons: suggestions*

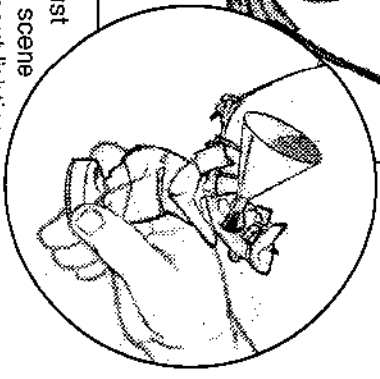
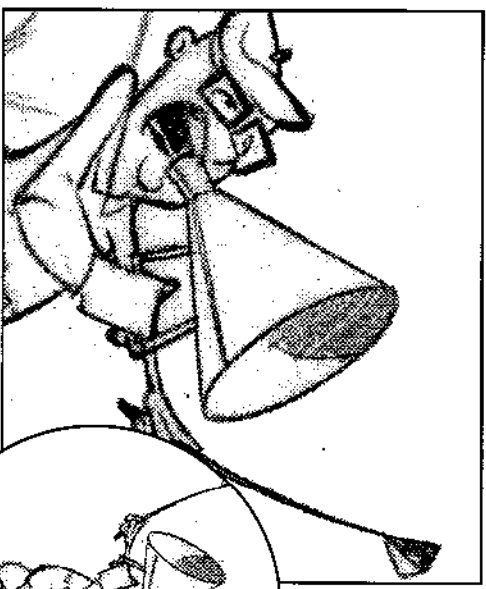
6. PICK THE ACTORS



PICK the actors you want in your drama: Ellie & Bingo to play the characters of Romeo & Juliet



8. DIRECTOR CAN HELP!

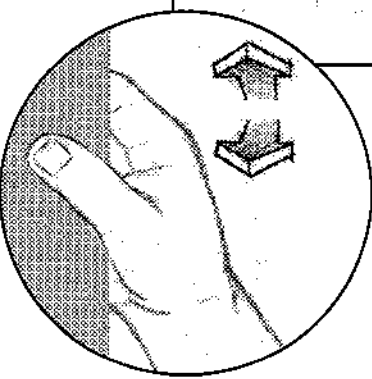


IF you need help along the way, just put the DIRECTOR on the playset scene and he'll provide hints and cues about lighting, camera angles, costumes, etc.

9. CHOOSE THE SET LOCATION



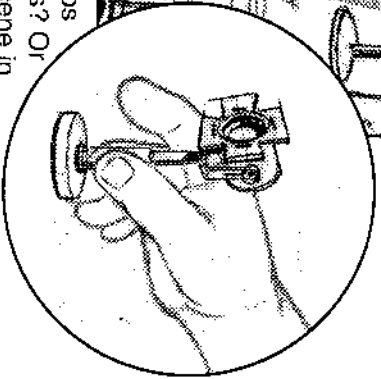
MOVE the backdrop SLIDER to change your set location or venue. TRANSFORM from an Elizabethan stage to a Paris street scene. PICK the best backdrop for your scene. Romeo & Juliet at the Globe theater or updated to modern Paris backdrop?



10. LIGHTING

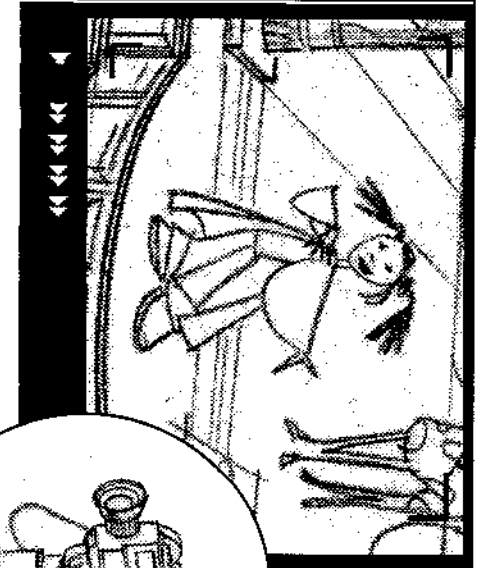


CHOOSE the set LIGHTING. Perhaps a dramatic spotlight on the characters? Or maybe subtle mood lighting? This scene in Romeo & Juliet takes place at night.

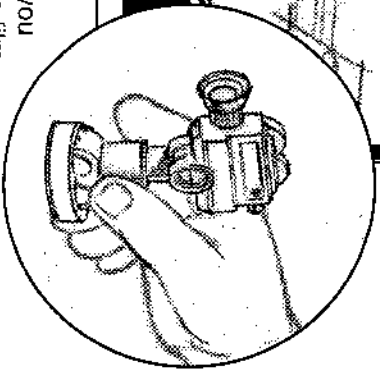


*Lucy
Pete & Stuart*

11. SET CAMERA VIEW



the CAMERA object shows your scene through the viewfinder, so you know just how the shot will look on film.



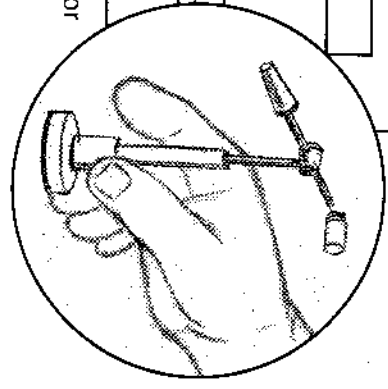
20. TRIGGER ACTOR'S LINES

1. Yo, Adrian.

2. What light on yonder

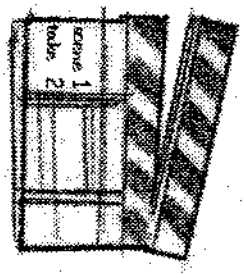
3. I coulda been a contenda.

USE the BOOM MIKE next to the actor to trigger their lines. Lines appear on screen as text.

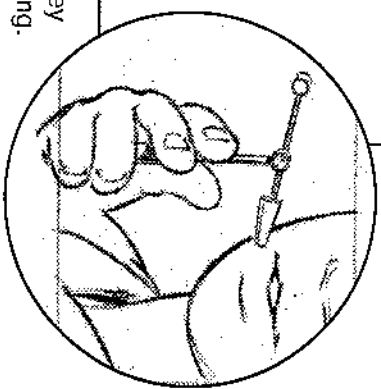


22. STOPPING FILMING

"CUT!"



DID the ACTORS get it right? did they screw it up? Say "CUT" to stop filming.



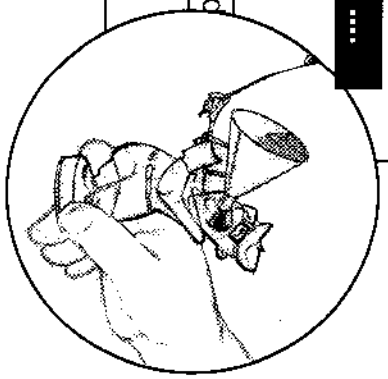
21. PICK THE LINE YOU WANT THE CHARACTER TO SAY

1. Yo, Adrian.

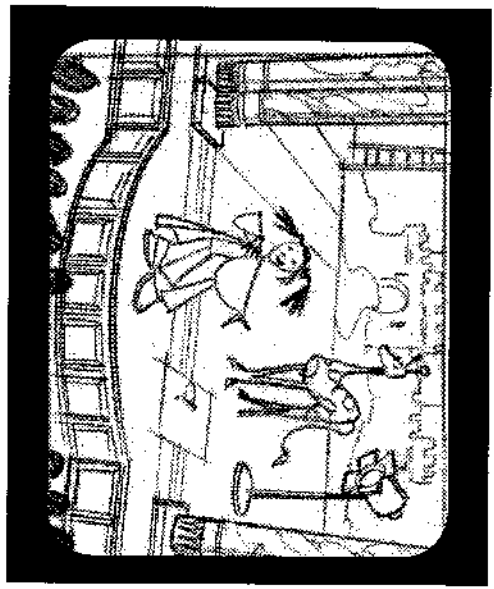
2. What light on yonder

3. I coulda been a contenda.

USE the director to choose which line you want them to say

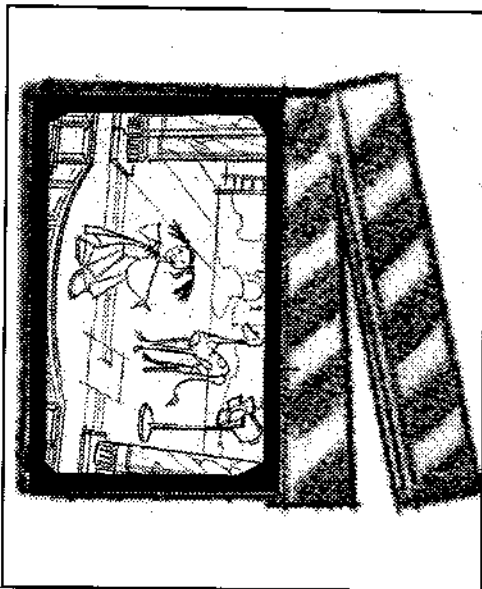


23. INSTANT RE-PLAY



Default to INSTANT RE-PLAY where the scene is replayed using your camera angles and chosen dialog. Do you want to RE-DO or SAVE your scene?

24. SAVING YOUR MOVIE



Your **MOVIE** is automatically saved and named. In the game, it is represented by the clapper icon with a one-frame still showing the movie you just made.

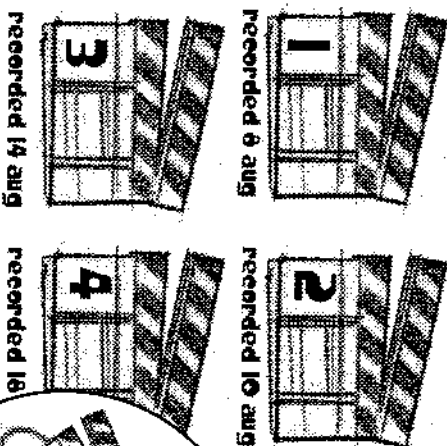
26a. VALUE-ADDED PLAYBACK



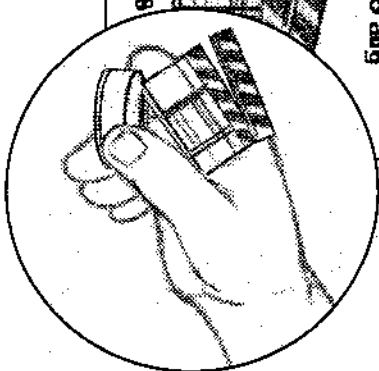
intro credits

input @ home & return to previous menu screen...

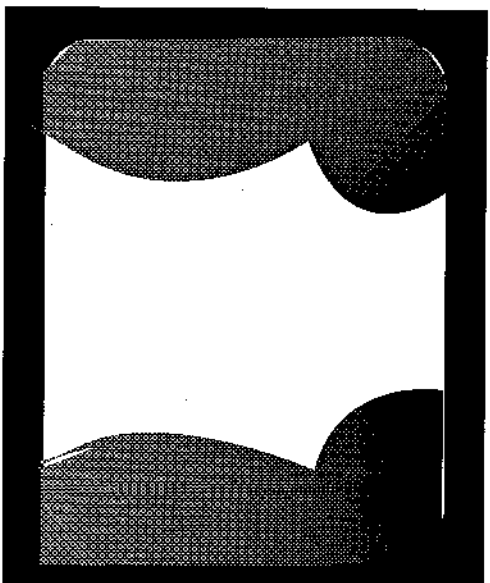
25. SELECTING MOVIES FOR PLAYBACK



USE the **CLAPPER** to select the **MOVIE** you want to playback.



26b. PLAYBACK



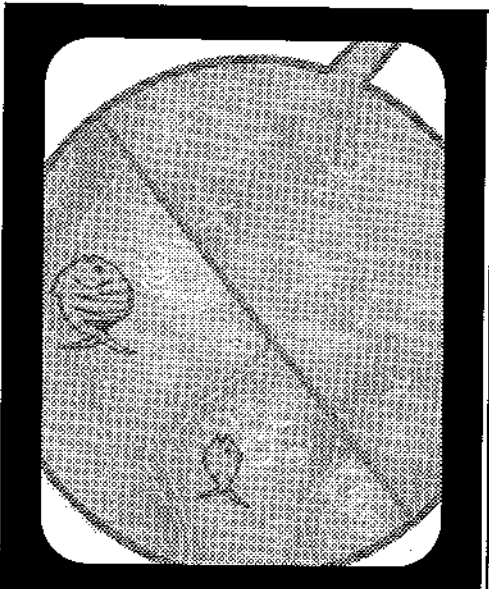
curtains open, stage lights come up, start background music.

26a. PLAYBACK



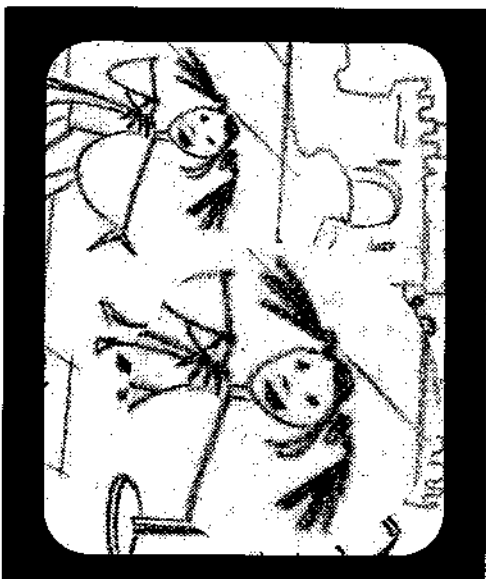
ACTORS say the LINES that you picked for them while filming.

26a. PLAYBACK



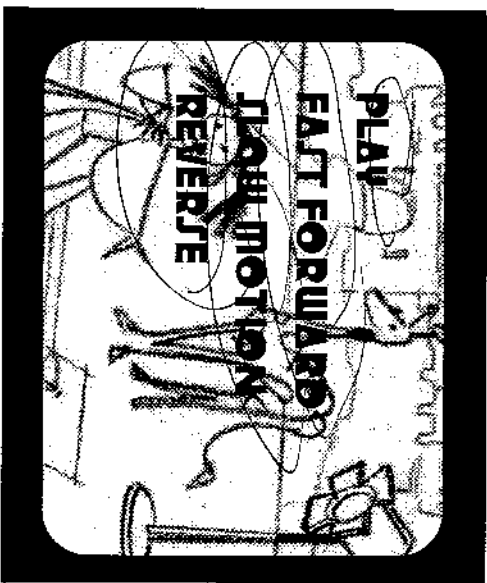
MOOD lighting and voice overs are added, enhancing the experience, as well as different SFX as appropriate, laugh track for example.

26b. PLAYBACK



CAMERA zooms and pans the way you filmed it.

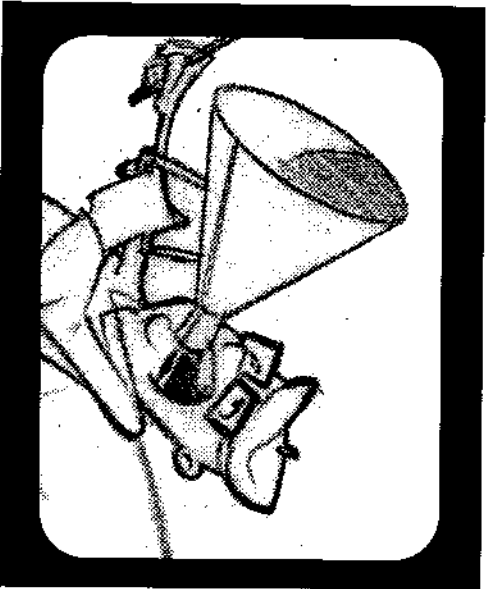
27. PLAYBACK OPTIONS



CONTROL different PLAYBACK modes: Fast Forward, Slow-Motion, Backwards, Normal

Stamp?

29. DIRECTOR'S REVIEW



At the end of the movie playback, the DIRECTOR gives his review of your movie, depending on how closely you followed the script. "I'll do well...at the Angelica" for example.

