

Movie Studio Boss: The Sequel Activation Code [portable]



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About This Game



You have just been appointed the head of a new Movie Studio and have been given 10 (now 50) years to make it the most successful studio around. You are up against seven other computer controlled Studios all trying to be the best Studio in the

world. You are judged in three ways - most turnover, most profit and most awards.

As the Studio Boss you have lots of decisions to make, including: controlling the budget, deciding what type of film you are going to make, hiring a scriptwriter, getting the best director, trying to get the screenplay right, negotiating with the stars, handling problems on set, getting the post-production right and that's all before you worry about the cinema release. You've got marketing costs, web publicity, test screenings, how many screens to show the film on, when to hit the International markets, when to sell it to TV, how long before you put it on DVD and much, much more!

FEATURES

- Turn based (each turn represents a week), yet has time pressure. Players have around 10 minutes to make all their decisions each turn and can end the week early if they want.
- More than one way to win. Bosses can win by being the best at making high turnover, profitable or classic award-winning films.
- Each section of the game is designed as a 'mini-game' in itself.
- Success is firmly in the hands of the player. Decisions they make (and they have many to consider) always affect their box office.
- Covers pretty much the entire movie making experience.
- You are up against seven other computer-controlled players.
- We keep the numbers sensible - you do not see \$1,067,345 ever in our game. Just \$1M. This helps to keep the game from looking too much like a spreadsheet.

THE GAME'S HISTORY

Back in the late 90s I thought it would be fun to create a game about running a Movie Studio in the style of a soccer management game. This genre is one I know well having worked on Atari ST/Amiga games like Kenny Dalglish Soccer Manager and Gazza's Super Soccer – it's hard to believe that these titles are now over 25 years old! So Movie Studio Boss was born and released around 2001 on our experimental website/shop PlaceforGames.

Jump forward to 2014 and I thought it would be fun to get back into writing games again. So what to do first? I thought it would be sensible to update some of my old titles and as Movie Studio Boss was always a favourite I thought I'd start with that one. Movie Studio Boss is certainly showing it's age – I'm pretty sure Hollywood doesn't release too many titles on video now! Plus technically it's screen resolution was fixed at 800 x 600 – which looks like a postage stamp on modern computer screens. So MSB The Sequel it is. My old artist friend Gary agreed to collaborate and Movie Studio Boss has been updated.

Besides giving me the chance to get it to run on screens which have larger resolutions there's lots of technical benefits including improved audio (players of the old game will be pleased to note that the tunes I wrote have been replaced with a great score from some new friends Guy, Tim & Bradley) and the ability to have more people on screen. In MSBTS every film has a Production Assistant who will dress in a costume relevant to the film and will walk around the Studio letting you know what stage of production the film is in.

As well as updating the gameplay – introducing Blu-ray and updating the financial model – and pretty much all the graphics I got the chance to add in new features; animated films, musicals, age rating, personnel profiles, more detailed film credits, more reports, notification icons and more.

Thanks For Your Time.

Edward

Title: Movie Studio Boss: The Sequel
Genre: Casual, Indie, Simulation
Developer:
Eddy & Gary & Friends
Release Date: 17 Dec, 2014

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English







Read the reviews, and i said it couldnt possibly be that bad. So i gave it a chance, i really did... But this game is just bad!

The idea of running a movie studio is great but this game does everything wrong and is not fun at all.

All this game succeeds in doing is getting you\u2665\u2665\u2665\u2665\u2665\u2665off.. I like it. Though as others have said the game is kind of clunky.

Also I think it would be cool if the game creators did something like Game Dev did and allow mods to the game.

Still pretty cool game. Just need to figure out how to consistantly make money.. Probably not the cherry on the cake this game aims to be. Overall repetitive gameplay with little known graphics and horrible mechanics. The interactivity on this game aims to be reminiscent to Game Dev Tycoon but a telltale remix. A Definite NOT to buy game. It's sort of fun at first then it get you bored after a while.

4.5/10 (being generous). *UPDATE*

Thinking about it now, I'm not sure why I bought this. It was very late and it sounded like fun. Plus it was cheap. I like management games but this one needs more development. I don't want to give it thumbs down just yet but I'd say you should hold off on buying it and see if it gets updates. If not, only pick it up if you get it super cheap or part of a bundle. Too many developers just dump games on Steam and walk away from them.

Remember that game The Movies? That Peter Molyneux game that was going to be the most amazing thing ever but never lived up to its potential? (Kind of like every Peter Molyneux game?) I got a lot of enjoyment out of that game even though portions of it never worked right. Nobody has done a game quite like it since.

Well Movie Studio Boss The Sequel (was there a first one?) is a bit like The Movies but you take out all the micromanagement like lot building or keeping your stars happy. You're just basically making a bunch of decisions. And as far as that goes, Movie Studio Boss is more detailed. There are a lot of different stages and people that you have to hire to get your movie made. So it is a bit more realistic in that respect. If lots of menu screens are your thing and you don't expect some sort of update to The Movies, you might like it. It exists somewhere between The Movies and Game Dev Tycoon but not as polished as either. It needs some work. I hope the developers realize this. Some of the options are not explained very well and I can't exactly figure out the whole marketing and releasing part as of yet. Plus there's no real reaction when your movie does come out. No reviews or goofy, nonsensical movie to watch. There needs to be more incentive to keep playing.. Well, I regret buying this game to be honest. It had so much potential at first, but falls short with the annoying interface, and overall poor gameplay functionalities. The game sure introduces you to its mechanics the first time you play, but it just gets too repetitive too soon.

This might be a good choice for some, I assume it would be best for those who like to create their own stories while they play (that being, challenging yourself because let's be honest... you do talk to yourself), but it's not for me.

If you want to spend money on something you'll get bored with rather quickly and just toss aside, then go ahead.. I read the reviews and decided to give it a try myself.

Perhaps, I should have listened to the previous reviews.

This game is nearly unplayable.

Just buy/download an old copy of The Movies by Lionhead Studios.. ** Video Review Link Below **

UPDATE: I feel bad for giving this game a bad review and such a low score. I played it again, I did the tutorial to read everything and make sure I was doing it all correctly in hopes that somehow or some way the 2nd time would be more fun and engaging. .Sadly that didn't happen and my score of the game hasn't changed and as much as I want to like this game, it just isn't "fun" to me.

I gotta be honest in my reviews, I'm just not the type to give it a thumbs up and say something witty like "The sexiest actress told me NO to any amount of money 10/10". That's the kind of lame review that I know lots of people love here, but that's not honest, informative, or helpful to people genuinely trying to decide if this game is a wise purchase for them.

<https://www.youtube.com/watch?v=br82NF1rIew&feature=youtu.be>

[Don't let my negative review turn you off of this game if you like games that are 100% strategy and numbers games. As far as numbers and strategy goes, this game very well could be great. My review and score below is MY opinion of the game and my likelihood to play it again after my first 45 minute long first look.](#)

[The problem for me with this game is it really offered nothing to reward me or fault me based on my decisions and my choices. I think I would have liked to hear actors talking in the background or see a newspaper spin onto the screen saying what movie made the most money on its release, or how bad my movie did at the movies, or something.](#)

[Instead, it's just adjusting numbers and hiring actors with point and clicks but no sound effects, no screen dazzle, just leaves it feeling kinda "blah" to me.](#)

[The background graphics are plenty well done, and honestly don't need to even be nearly as good as they are. I think that I was just looking for something more in the sounds, updates, or voices, or SOMETHING to make me feel and see easier how I was progressing rather than just requiring to me look at data on a chart on the screen.](#)

[I'm not asking for a lot. Just basic musical sounds or gongs or something would help a lot. And it just doesn't give you any kind of musical or graphical rewards in any way, shape, or form. I guess just seeing the numbers about if your movies are making money is supposed to be all that you need to keep playing. I dunno.](#)

[A big thumbs down for me, because I knew what kind of game I was buying, I knew it wasn't going to be a big graphics action game. I love strategy games. But this game just didn't inspire me in any way, shape or form to keep playing.](#)

[My score is a 15 out of 100.](#)

[PS - For those of you looking for a game similar to "The Movies" from back around 2006 or so, this game is nothing like that and will likely leave you very disappointed.. Boring game. I thought this would be like The Movies but it's not. I'm disappointed. I actually really enjoyed this game. It pretty much does what it says on the tin and is very playable. I found that with simple common sense it all fits together quite nicely. I had to re-visit the introduction because the marketing needed some better understanding. I felt that this game actually required a little more simple depth such as the ability to form a more specific type of movie to be made, create relationships with directors/producers and actors. Also pay to keep actors on a retainer to stop your stars being taken by other studios. I thought that it needed some kind of content editor to allow you to develop new stars from the real world into your own movies. It would've also been good to have access to amateurs and develop them through your studio as 'extras' and take them into starring roles.](#)

[If the developers are thinking of taking this game to a new level i'd not only be happy to test it for them but also help them develop it to ensure it's the best game they can produce for sale.. Whilst the idea behind Movie Studio Boss is incredibly interesting, the actual execution is incredibly lackluster when one compares it to its aspirations. Whilst certain features are certainly interesting, the actual fun in production is completely lost, and its contents are limited to simple text windows, which](#)

are all handled by algorithms that are simply boring to handle.

Think of Movie Studio Boss: The Sequel as a successor to the movies, only with all of the actual fun from The Movies removed, and one or two features added that mean little to nothing to the product as a whole.. STAY FAR A WAY FROM THIS GAME.. Dissapointing if you played "The Movies" back in the days. Really don't understand why they can't make a game like that anymore. This looks like a game on your phone. It sucks!. I personally liked this game. But there are problems with it obviously so....

Updated:

This game is unique one at best. In my personal opinion, it's enjoyable to a point. There are problems with the game.

Problems:

1. It somewhat a confusing system to operate and well one of the people don't want to work together which could cause you problems or shelling out imaginary money to get one actor that will fly to the tibets and screw you picture up.
 2. Other studios will beat you to the best actors and directors and everyone. Which makes it impossible to make a picture that is going get you money.
 3. It's an average looking game.
- End of list for this update.

The main\u2665\u2665\u2665\u2665\u2665of my problems are gameplay related. HOWEVER I really enjoy the game.. Just don't.. This game has a good tutorial in the begining, but when it came to how to release the movie it\u2665\u2665\u2665\u2665\u2665the bed, it really did not tell you how to do anything when it came to releasing

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