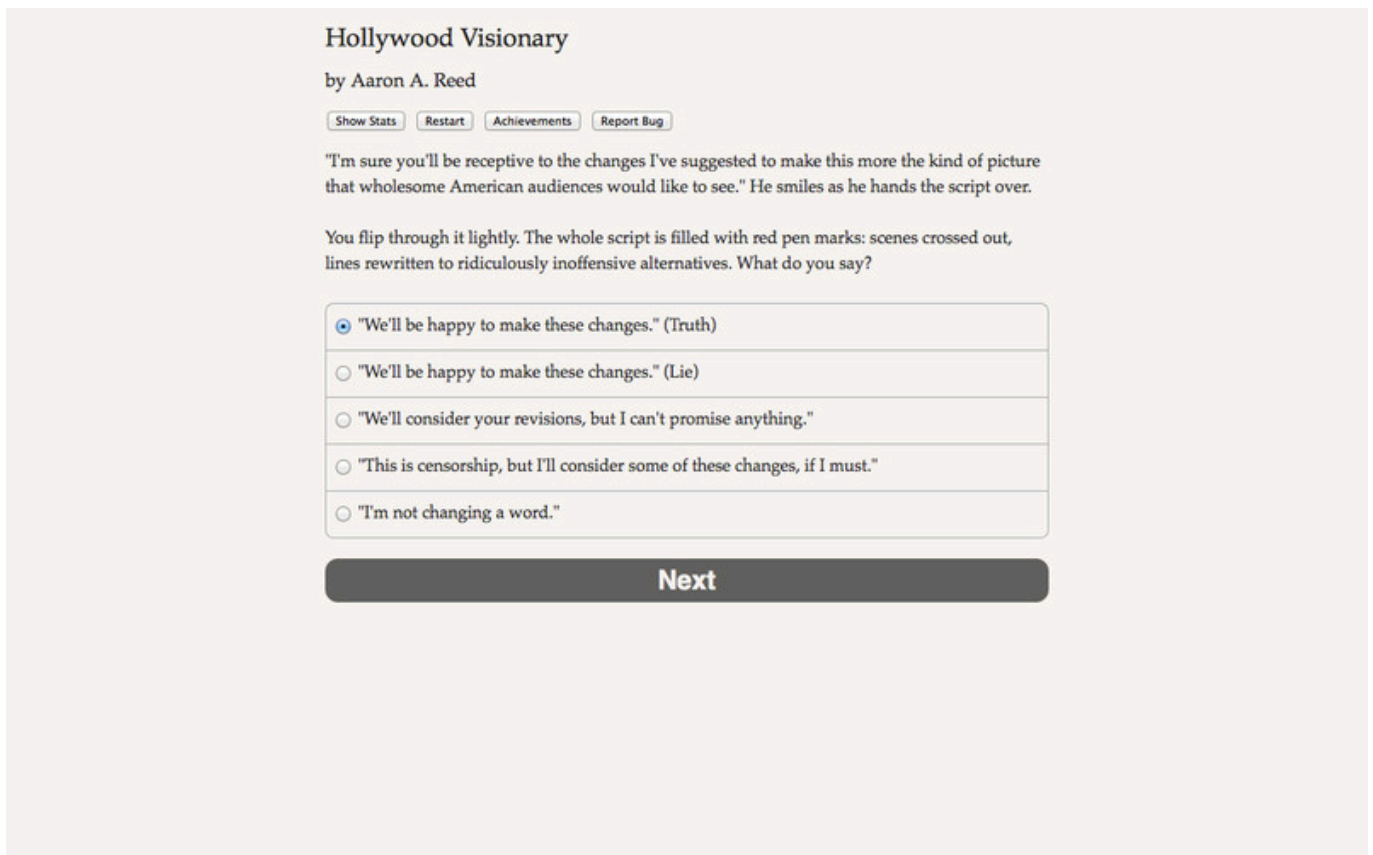

Hollywood Visionary Download] [pack]



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About This Game

Make the movie of your dreams amid the glamor and romance of 1950s Hollywood!

"Hollywood Visionary" is a 150,000-word interactive novel by Aaron A. Reed, where your choices control the story. It's entirely text-based--without graphics or sound effects--and fueled by the vast, unstoppable power of your imagination.

As head of your own movie studio, you call the shots: hire Hitchcock, seduce Garbo, build your studio into an Oscar-winning powerhouse or star in a B-movie train wreck. Control everything about your production, from genre to casting to building up buzz.

Do you have what it takes to become a Hollywood visionary?

- Conquer the movie biz as a writer, director, producer, actor, or editor
- Banter with Hollywood royalty like Orson Welles and Greta Garbo
- Choose from dozens of genres and modifiers to make your film unique

-
- Five possible endings to discover
 - Find love or throw yourself into your art: extensive but optional romance plots
 - Win an Oscar, create a cult classic, or languish in film obscurity
 - Will you name names for the blacklist, or risk everything to uphold your artistic ideals?
 - 150,000 words of content
 - Flexible gender presentation: independently control your pronouns, appearance, titles, and romance options

Title: Hollywood Visionary
Genre: Indie, RPG
Developer:
Choice of Games
Publisher:
Choice of Games
Release Date: 1 May, 2015

a09c17d780

English

Hollywood Visionary

by Aaron A. Reed

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For the role of the cunning bandit, you've decided on a big-name star: though expensive, it guarantees instant recognition. After thinking it through, you offered the role to...

- John Wayne (known for westerns and adventure roles).
- Sidney Poitier (known for dramatic roles).
- Frank Sinatra (known for musical and drama roles).
- Vincent Price (known for horror and suspense roles).
- Show me more stars.
- Actually, even though the character's male, you'd like to consider a woman for this part.
- Maybe a big star isn't what the picture needs, after all.

Next

Hollywood Visionary

by Aaron A. Reed

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"Well, sir, it's also a science fiction picture," you say, "something to light the imagination on fire."

Your movie is a science fiction musical, but you need to let the studio boss know it's also...

An epic.

In 3-D!

Set in the past.

Religious.

Controversial.

An adaptation.

Experimental.

Dark.

Racy.

Next

Hollywood Visionary

by Aaron A. Reed

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"Look, River...I know better than anyone how important this work is to you. I know Starlight Productions needs you. But I need you too." She tightens her jaw. "If there's any chance of this thing between us going anywhere but in circles...need to know I'm important to you."

- "You are. My darling, you are."
- "I've made my choices. I'll live with my mistakes."
- "Nothing's as important to me as my dreams. Nothing."

Next

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Amazing text-based game, without a doubt one of my favorite from this developer. Story is really good at it's own, but in addition to that, this game is an actual movie maker simulator. You truly feel like you have control over your project and have so much freedom in terms of genre, style, characters, director and scenario that it's beyond awesome. Many choices, many variations, lots of fun. Try it out.. It's a great concept and a decent format but there are plenty of times where the game clinches you into a certain decision point irrespective of your previous choices. It would be more interesting to see your earlier choices lead to more diverse outcomes. But all told, not a bad story.. Supported communism, told off it's haters, got blacklisted, and still got an Oscar winning movie.

12V10. Won an academy award for my rookie debut. End the game dating a hunk actor named Antwon. Decided to see what happens when you snitch. Exactly what you would expect. Everyone hates you. Can't say that I liked my rival.

Long story short this game is a solid 10V10. Throughout the entire game I was afraid of making big mistakes. Somehow a controversial comedy musical can win big. I directed and wrote my movie titled "Everyday Street Gangstas".

Just buy the game. It's the first time I've enjoyed reading since I was given a copy of the Seventh Seal (1957 Swedish film) back in 2013.. Solid game but it gives you a lot to take care of. I'd like to see something along these lines but with writing a book instead of making a movie.. Loved this game.

Kept me captivated until the early hours of Monday morning.

Bravo to Choice Of Games.

10V10. Became a gay communist sympathizing writer who fought the law and won. Oh, and maybe made some movie about a cyborg athlete as well.. Got me hooked and i loved every minute of it.. I've just completed my first playthrough, and I must say I enjoyed it immensely: the writing was truly engaging at all stages and actually quite affecting in some specific scenes, the stat-based mechanics constantly keeping the pressure on, making the balancing of the development of the movie and maintaining the more story-involved character relationships precarious at best. Although the game sells itself as a 'Be a Hollywood movie-maker!' type of story, it actually goes in-depth about the atmosphere of fear and paranoia surrounding the McCarthy witch-hunts that happened around that time, lending an unexpectedly serious tone to an otherwise fairly light-hearted piece. That isn't to say that the part of the story to do with the film itself is unremarkable: the writer clearly has a great love and knowledge of the old way of making films and manages to capture quite a few moments of that old movie magic in a couple of scenes, especially in the super-dramatic and witty conversations. They just don't make 'em like they used to.

And what happened on my first playthrough with Johnny Wheeler of the company Wheeler's Reelers? I played according to my conscience: honesty, loyalty, and above all, integrity. Although holding true to his convictions got Johnny blacklisted and forced him to make movies abroad or otherwise in secret, years later after the fear of Communism fades Johnny's films are discovered by a new generation, his faith in humanity upheld as they recognise his work and his bravery with a Lifetime Achievement Award - plus Johnny gets to hook up with the secretary, for whom I was secretly gunning since the beginning. Best. Ending. Ever.

Looking back on it now, I must say the story reminded me a lot of The Crucible. Only with a happy ending, in my case.. Just finished playing it, and it easily became of my favorites. (it resonated pretty deeply within me given my passion for art including cinema and my far-left political tendencies). I feel it managed to strike a great balance between the production/film and social/political aspects my only criticism being that it could have used just a little bit more time for interaction with some characters.

An excellent game overall and handles the atmosphere of the era pretty well, I am glad it does not gloss over its dark side (the paranoia and persecutions).

The game is excellently written (As I've come to expect from Choice of Games' authors), the storyline is interesting and the choices are varied enough to entertain you for several playthroughs, though it is cut short when it had the potential to get truly interesting.

I've played several Choice of Games (7) and this is one of the best written ones, though it isn't quite at the level of Choice of Robots in my humble opinion. It is, however, as engaging, perhaps because of the subject matter which I'm very interested in!

Saying it is short would be unfair, but compared to Choice of Robots it falls into the shorter end of the spectrum.

But honestly, for \$3 at launch (or a bit more afterwards) you'll get at least 3 hours of very entertaining writing, and if you compare that to the prices of triple A games that leave you disappointed, or to a \$30 cinema evening, there is A LOT of value here, just like there is in most of these games.

Definitely one of the more successfully written CYOAVInteractive novels that have come out recently, and it is more than worth your time!

8/10. I like the game, but there's a glitch with the name-formatting of the grip, for one - I can insert any last name I want, but it'll still inevitably say 'there's already a character with this last name' unless I pick a pre-determined one.

This bug has been around since launch (I originally got it on another platform), and I'm surprised it hasn't been fixed yet.. Bad writing. Indistinctive, unlikeable characters that are impossible to get attached to, besides maybe your niece, but your relationship with her is cheesy and unrealistic, bonding much too quickly. No clues to possibly know about "the twist", there needs to be atleast a bit of subtle foreshadowing, not to notice in the moment, but to notice when replaying as a clever subtle detail, and I've found many of those in tons of other choice of games. I usually love these interactive novels, and I've played quite a few of choice of games, but I just couldn't get into this one unlike the others. Choice of Robots and Zombie Exodus: Safe Haven were my favorites if you want a better one than this. I mean, seriously, the actress/vector you meet at the resturant and the grip barely have any personality differences. No contrast, no side by side display of their personalities by having to side with one in a crisis, nothing! Very poor character development overall. Don't waste your brain cells on this game. It's trash.. Hollywood Visionary is one of my favourite entries from the Choice of Games brand. For those unfamiliar with Choice of Games, they are a series of interactive stories inspired by the old 'choose your own adventure' books. The format has been improved upon, and the presentation is both slick and intuitive.

I went into this game a fan of the brand, but not expecting to be particularly enthralled with this story or setting. I was wrong. The premise is that you have a dream movie you wish to create, and the story that follows explores whether or not you can achieve this dream, and the ups and downs you experience on your journey to this end goal. These games tend to give a nice perspective of life, but I think this one was a standout.

If you are interested, I have a video discussing Choice of Games, and some of the entries within their series.

https://www.youtube.com/watch?v=22wAYzW_CdM. Greta Garbo nearly ruined my sci-fi horror flick, got friendzoned by everyone, and ratted on Commies to survive long enough to win an oscar. 10/10 would read again.

In all seriousness, though, the game is all reading. It's a Choose Your Own Adventure story only with fewer options that end in your death. If you can handle two hours of black text on a white screen, it really is an amazing story. Though divided into several chapters that stay roughly the same regardless of your choices, the events within the chapters do have a lot of room for change. The story is very well-written and engaging; I felt my heart rate go up every time my picture started to fall apart. Definitely has some replay value, though you'll find yourself skimming text once you've read it a few times. All in all a great buy at \$5.. It was that time of year when a young woman forgets she has more important things to buy and instead buys a bunch of games from Steam. It was the Steam summer sale and I picked up this "game" for a fairly cheap price. It is a book, a grown up electronic choose your own adventure one.

I have very much enjoy this book. This book has the reader be a 1950s wanna be movie maker! It was very entertaining. On the first run through, my movie flopped but I ended up with two boy friends. I have "play" this for roughly six hours trying to get the different ending. I still haven't seen all this book has to offer.

[There is one part in the book that I don't care how it is set up and that is the post production party. I have ran through the game several times and that is the point that drags, where nothing new is uncovered.](#)

[Did I like this book? Very much so. I am going to try Aaron A. Reed other book and poke my nose around the Choice of Games section in Amazon and Steam for some more of these gems.](#)

[If you are a reader, take a chance on Hollywood Visionary!](#)

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