



HOLLYYWORLD™

Acting...it's not just a job, it's an Adventure...

The phone rings. It's Bernie, my agent. "Hey baby, got you some work! Remember that script I showed you?" Bernie never shows me scripts, and he knows it. "Yeah...of course I do. Which one?"

"Action adventure," he says, "you're the brother of the famous police detective, and the Mafia wants to send him a message. It starts with you in a cafe, reading the morning paper..." I interrupt him. "I **am** in a cafe, reading the morning paper."

"Hey, life's full of coincidences. Anyway, you look up from your paper to see a black limo turn the corner, the window rolls down and bammo! Bullets everywhere! Gotta go! Thank me later! Ciao, baby." The line goes dead.

I look up from the paper. A black limo is turning the corner...

What is Hollyworld?

Hollyworld is a fast and cheap little role-playing game of "Hollywood reality", where the world *really* does act like it does in the movies.

This *isn't* like **The Last Action Hero** (fun movie, by the way), where people live in a movie reality and *don't* realize it. In **Hollyworld**, everyone is either an actor or a consumer, consumers being out-of-work actors. So, I guess *everyone* is actors. Except maybe cameramen. But who knows what *they* do in their spare time?

Everyone wants to be rich, everyone wants to be famous, and everyone has a subtlety to their motivations that would do a six-year old proud. And since everyone is only capable of detecting this amount of subtlety, things work out just fine.

Anyway, all the stuff that happens in the movies now happens in real life, and people have different parts to play. The studios run everything, and anything and everything can be caught on film. Why? That's just the way it is (see **The Laws of Nature**). Crimes are still committed, so you still need cops. It's just that *everyone* is trying to look good and get that lucky break, and will take whatever work presents itself, so one week you may be a cop, the next week a creep. Wierd stuff happens. Evil villains like to plot mayhem, so you still need heroes. The bad guys know that they usually won't win, but they can always get a chance to knock off a few annoying good guys, and if their defeat is entertaining enough, they'll make enough on merchandising and comic books to rebuild their supposedly impenetrable fortress, hire some new goons and still have a tidy bit for retirement and that *next* plot to take over the world...

How you play

Live fast, die young, leave a beautiful corpse. **Hollyworld** is a role-playing game, but you knew that when you bought it. Because everything in **Hollyworld** has an air of glamour to it, you don't play characters, you have **Actors**. Likewise, the gamemaster isn't the gamemaster, they're the **Producer**.

Things have been the way they are for as long as anyone can remember. But since people in **Hollyworld** have notoriously short memories sometimes, this could be anywhere from two weeks to two hundred years. You don't know, and to be honest, you don't care.

*It's more important to look good than to feel good. And darling, you **look** marvelous.*



You're looking for work, *any* work. The higher the profile, the better. If someone needs a nuclear scientist, you can *be* a nuclear scientist. If someone needs a *real* nuclear scientist, you can be a *real* nuclear scientist. Got it? Even the *real* nuclear scientists are probably faking it. Hey, who is there in Hollyworld to find them out?

Dateline - August 7, 1999

Movie attendance figures for the past weekend dropped sharply. Top media analysts blame the declining figures on "changing demographics".

In unrelated news, scientists have expressed alarm at the recent disappearance of nearly six billion of Earth's inhabitants.

We'll have an in-depth look at those movie figures at 11, along with other important industry news...

Just remember that *reality is flexible*, and so is the **Plot**. **Actors** are *expected* to contribute to a **Plot** in unforeseen ways. **Producers** are *expected* to go along with it, and if successful, pretend it was their idea all along...

Characters

You're all Actors, because that's the way things are. You only wait tables in your spare time... Your agent, who is *always* looking out for your best interests, is hard at work finding you good roles. He's so busy in fact, that he might not have time to tell you about them until they actually begin shooting...figuratively and literally.

More on that later. For now, it's time to make up an **Actor**. Make a copy of the character sheet. See that line below "Name"? All Actors will have a **Distinguishing Characteristic**. Roll 2d6 and see what type of Actor you are:

