

THE POWERBABE GAME

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Your sizzling 4 month
winter sex plan!
Make mile-high miles better!

How to reach the perfect
CLIMAX
WE SHOW YOU HOW!

How to be a
POPSTAR

FIVE
Fantastic
USP's



NOVEMBER
2003

For Business Related Questions

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Multiplayer Online:

- * Mission based adventures for two to ten girls at a time that end with a fantastic 'photo story' animation.
- * Emphasis on creative pastimes as well as standard competitive activities.
- * Make friends across the world and form a personal address book of new friends.
- * Leave messages on special contact message boards where items can be traded as well as gossip and chitchat exchanged.
- * Form close alliances and create your own gang of powerbabes with their own identity and gang name.
- * Level based entry to certain areas will keep the play balanced and rewarding. SMS and mobile phones support, it can be vital to keep your allies in close contact in the popularity war, by selecting to send a private message you can text a friend and tip them off as to your next move.
- * A predictive text/keyword system will encourage easy communication between players or friends made online.

PSP pocket powerbabes:

- * A simplified version of the full powerbabes game, which can support full link up with your Playstation 2.
- * Download your character and take her with you wherever you go.
- * Unlock items and accessories that are unavailable in other versions of the game then upload them into your own single player game to be the envy of Babesville.
- * Link up between two or more PSP consoles for a rewarding mission based version of the game that you can take anywhere and play with anyone. Items and accessories gained in link up mode can be uploaded to your single player game.

Vision Statement



'Powerbabes' is a unique genre busting interactive console game aimed at girls aged from 12-22. This game will reach out to new users and offer a new style of videogame entertainment focusing on humor, communication, and creativity.

Taking it's focus from the massively popular scandal magazines like Heat or The National Enquirer, and aspirational reality TV shows such as Popstars and Pop Idol, Powerbabes uses simple and addictive turn based game mechanics and adds real time mini games together with a unique focus on communication and creativity.

Using the latest technology 'Powerbabes' will allow friends to be made both real and artificial whenever and wherever the player may be.

Features

- * **A new game for a new type of customer** a game like no other 'Powerbabes' will reach out and empower its audience to communicate and create together in an inspiring 3d environment.
- * **Unique interactive social world** a stylish and funky cartoon shaded 3d environments will strike a chord with any girl in the target audience, more than just a gaming arena 'Poptown USA' is the town, which put the 'Kitsch' in the phrase 'Oh my god that's kitsch!'
- * **Multi media/Cross platform** this is the sort of a game that does not stop at the end of the joy pad, with innovative use of the Internet, mobile communications and PSP link up capability this is a gaming experience that you take with you and share.
- * **Focus on creative play** from the first second that 'Powerbabes' is booted up the player can personalise every aspect of their character and their characters surroundings. Creating a look, collecting and swapping various items, and setting your own agenda are all integral to the Powerbabes experience.
- * **Real world marketing opportunities** the game requires the player to continually customise and collect various items in order to become as popular as possible, to do this the character will need to earn money in order to spend at variety of virtual shops. These shops should be tied in as closely as possible to the real world counterparts, Unlocking special discounts for stores like Wal-Mart will help attract a lot of interest in the game from girls magazines and media.

By hanging out we mean taking part in activities that are non-essential but useful and fun. These activities are used to develop trust between characters and often lead to you as the player learning secrets and rumours that no character would divulge without first being made truly comfortable. The most important aspect of activities is that they focus less on strict competition and more on creative endeavours and shared experiences.

Hanging out and finding out more about the virtual characters in the game is the best way to advance your social standings and that all-important status level.

Simple Spells

Finding the ingredients for a love potion can be difficult as they are often hidden in unusual places in the game world, sometimes you will need to perform errands or favours for other characters who have the ingredients that your spell requires. After casting such a spell you will get a modifier on your interactions with a boy, this can mean the difference between pulling a hunk and running away from the geeky kid in class. It doesn't just stop at love potions either there are curses to cast on the school bitch, and luck to be gained in games of chance. Many girls' magazines feature articles about simple spells and the Harry Potter phenomenon should ensure that the next few years should see an increase rather than a decrease in this sort of pastime.

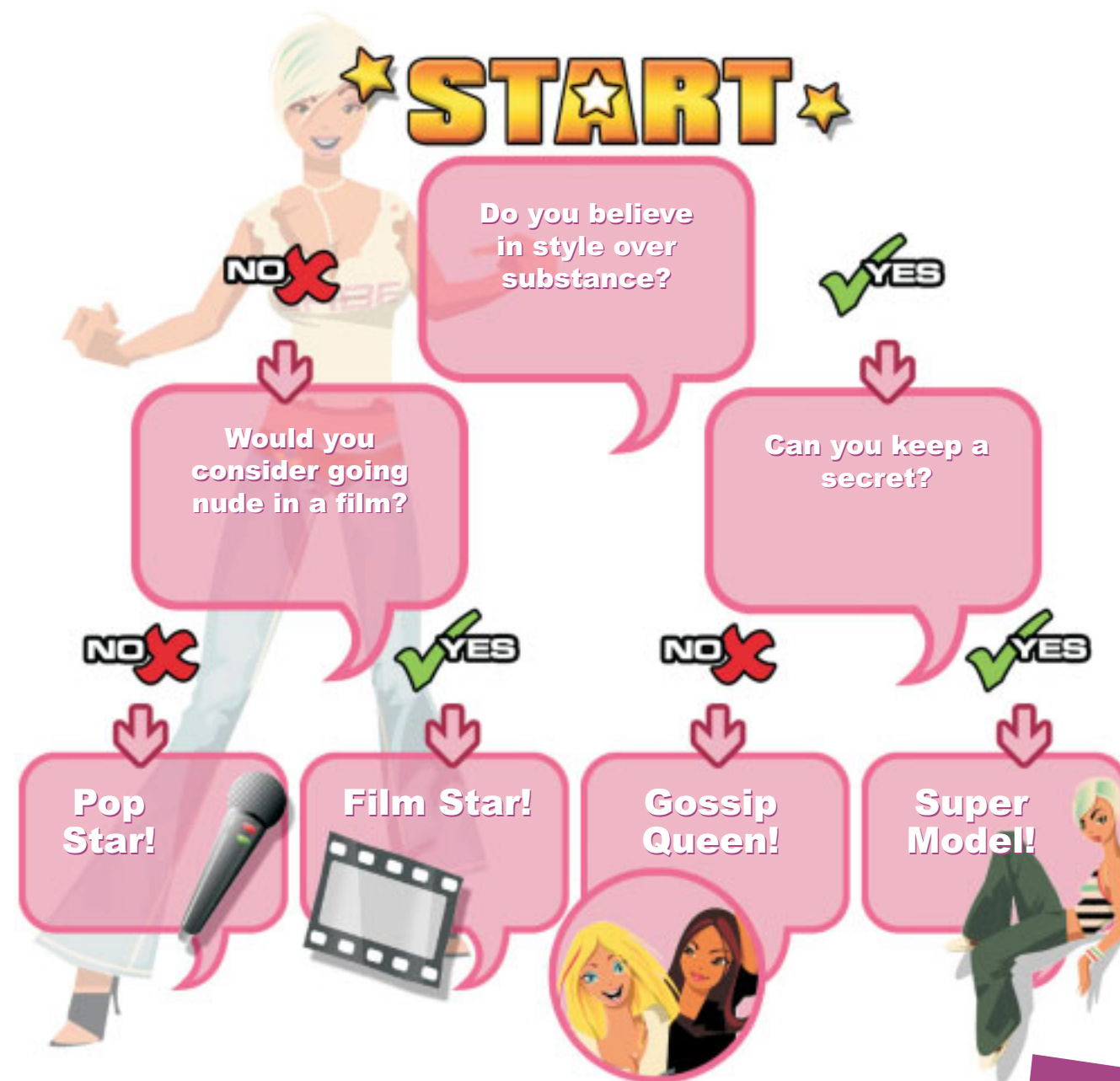
Snap Happy!

When the player has enough money they can buy a picture phone, there will be lots of people in 'Poptown' who are keen to get hold of well-taken photographs. A good photo can give you a great blackmailing opportunity too. If you pay close attention to what people say then you can follow their clues to catch a character red handed kissing a boy, wearing terrible clothes, or being caught hanging out with the wrong crowd. If you capture a good shot you can use the resulting photo as a blackmail card in a popularity war. Some less malicious photos can also be traded with other characters providing they are well framed, some characters collect photographs of birds, pets or sunsets. Another way to use the camera is simply to take and save photos that you can then e-mail to other players.

Starting off as a nobody in their last year in college you are about to make the break for superstardom but you have to start at the bottom like everyone else.

The first date you find in your diary is to visit your friend Marcie before she moves away to attend college on the East coast, Marcie will introduce the player to the turn based 'popularity war' in the school playground before you both get to spend some quality time together hanging out at your new apartment, all through the game regular e-mails and letters from Marcie will offer game clues and guidance.

In the apartment Marcie suggests you take a truth map questionnaire to decide in which direction your career path lies. Truth maps are a mainstay for many girl magazines and in the game they can be used as a simple way to choose which path the player takes.



In game help & story prompts

As the player progresses through the story they will have a lot of things to think about, it is important that they receive help and encouragement all the way along.

Below we list a few examples of how we can nudge the player in the right direction without breaking the immersion into the game world.

The Diary

Your horoscope diary is an ever-present game tool, it not only keeps track and reminds you of your appointments but it also gives you a daily horoscope, which will offer a teasing clue for the player. An example of this type of clue might be:

“Today is a good day to start fresh challenges look out for a stranger in a red hat. Destiny lies with the letter M and the number seven.”

These daily clues will help players keep track of their game and add to the ambience of the game world - when has a horoscope ever been so eerily accurate!

Marcie

Your first appointment in the game is to say goodbye to your best friend Marcie before she heads off to college. During your brief time together she passes on the rudiments of the pop war and gives you some career advice. At regular points of the game Marcie will call, write or text clues and valuable pieces of information back to the player. Marcie returning home to congratulate the player on becoming the ultimate diva will mark the climax of the game.

Everyday People

In powerbabes we are going to create a mini society with a multitude of colourful characters, each with their own opinion. By talking to the various characters you will be able to find out fresh information on all manner of subjects. The garbage man may seem a million miles away from the film star but if you think about it he is in a great place to really go through their trash! Soon the player will learn that simply interacting with people is a great way to find answers.

Media

This is a game about fame and how can you be famous without newspapers, TV, and radio? By picking up a paper or turning on your TV at the apartment you can begin to gauge just how famous you are becoming. The characters that populate the world will react to stories in the media and you may find yourself cheered or jeered on the street dependant on scandal that has broken. The paper will also feature a listings section outlining when Karaoke competitions etc are due to take place as well as an employment section which details where to go for a job interview. Keeping a close eye on the media will ensure you stay trendy in the eyes of the game world and never miss a trick.

You get by with a little help from your friends

Working for Mr. Big at the recording studio is a great start but if you are going to get the break you deserve then you will need to find some friends to back you up.

Go for this, go for that... Armed with a sturdy pair of roller blades you are sent delivering packages and demo tapes all over town against the clock.

Keep your eyes peeled while you work - you may find many different items of interest, why would Penny Dopez be ordering BOTOX? Keep that gossip card close to your chest girl!



After a successful days delivery duty you feel the time is right to talk to Mr. Big about his new project...

The next big thing? Mr. Bigs label is looking for fresh talent, the svengali is putting together an all girl three piece band! If you could find the right girls to join you then you might just get a shot at fame! Mr. Big tells you to go out and find some talent!

Your horoscope diary will point you in the right direction - follow the clues and you will know who is the right girl to join your band. Now all you have to do is convince them to join!

Convince your compadres! Once you have found a girl that can dance and a girl that plays guitar all you need to do is win them over and then invest some time getting to know them.

There is a way to everyones heart and by paying close attention to the likes and dislikes of your potential band mates you can find the best way to get them on side!



Once the girls are on side a little harmony practice down at the Blue Lantern could help you win over Mr. Big and help you bond as a group.

Do you have the X-factor? After some careful practice the three of you get a chance to harmonise in front of Mr. Big - did that practise at the Karaoke club pay off?



Trump Cards

There are many areas to explore, jobs to do and people to meet in the game, sometimes they can offer an unexpected bonus to the player by revealing a trump card that will all but ensure success against a specific foe in a pop war.

There are four types of trump card in the game:

- * **Gossip cards** Few things are more readily believed than unsubstantiated gossip, these cards can be very effective but they can be overturned with the appropriate truth card.
- * **Scandal cards** These are lewd stories with a basis in fact that are often discovered as a result of a pop war.
- * **Fame cards** If during the course of a pop war or activity you manage to impress one of the local journalists then you may win a fame card, they can be used to impress other characters in game and feature titles like 'Do you know who I am?'
- * **Truth cards** Be it a photo or a sworn statement there is no come back on a truth card, these are gained by investigation and detective work and are especially useful to the Gossip queen career.

1 ROUND

CHERRY STYLE 8 DRESS 35 STATUS 10	MILLA STYLE 8 DRESS 45 STATUS 8	JULIE STYLE 6 DRESS 30 STATUS 9
BITCH 5pts FLATTER 0pts POUT 3pts CARD ACCESSORY	BITCH 5pts FLATTER 0pts POUT 3pts CARD ACCESSORY	BITCH 5pts FLATTER 0pts POUT 3pts CARD ACCESSORY
Match!	SILVER DIAMANTE HOOP EARRINGS	Match!

Julie has pouted just as Cherry flattered, this means Julie and Cherry have matched up and totally ignored Millas hoops.

2 ROUND

CHERRY STYLE 8 DRESS 35 STATUS 12 (+2)	MILLA STYLE 8 DRESS 45 STATUS 4 (-4)	JULIE STYLE 6 DRESS 30 STATUS 12 (+2)
BITCH 5pts FLATTER 0pts POUT 3pts CARD ACCESSORY	BITCH 5pts FLATTER 0pts POUT 3pts CARD ACCESSORY	BITCH 5pts FLATTER 0pts POUT 3pts CARD ACCESSORY
Bitch HAIR DRESS SENSE BLING REPUTATION SEX APPEAL	Gossip - MIKO - @ Robs Crib - JULIE - BK Uniform - SUSAN - Cold Sore!	No Match! :-(

How the tables can turn! Milla has a gossip card on Julie, her attempt to copy has backfired as Cherry bitches about her hair and Milla flashes that embarrassing photo for 3 points status damage.

MILLA Calls CHERRY on SMS

Julie is on zero points - Milla knows that Julie cant afford to do anything but flatter so she phones up Cherry to ask if they can gang up on her. If they both bitch then there will be no escape for Julie...

3 ROUND

CHERRY STYLE 8 DRESS 35 STATUS 17 (+5)	MILLA STYLE 8 DRESS 45 STATUS 7 (+3)	JULIE STYLE 6 DRESS 30 STATUS 0 (-12)
BITCH 5pts FLATTER 0pts POUT 3pts CARD ACCESSORY	BITCH 5pts FLATTER 0pts POUT 3pts CARD ACCESSORY	BITCH 5pts FLATTER 0pts POUT 3pts CARD ACCESSORY
Bitch HAIR DRESS SENSE BLING REPUTATION SEX APPEAL	Bitch HAIR DRESS SENSE BLING REPUTATION SEX APPEAL	No Match! :-(

Julie is in trouble and in a last ditch effort to creep her way out of trouble she flatters, but Milla and Cherry know she has no points so they go in for the kill and bitch, this will leave Julie a poor third totally bankrupt of status points - in the animation she runs to the toilets in tears!

Dance yourself Dizzy!

With the record out and selling well its time to finally ditch that job in the Blue Lantern and concetrate on making a big splash on top of the pops!

The new dance craze...
You are now mixing at show biz haunts and celebrity openings but you need to find a choreographer double quick! With that big TV appearance looming large in the diary you need to hook up with the hot stepper.

With all the contacts you now have its worth asking around for best choreographer available. It is important to keep in touch with all your friends they might be able to help.

Are you still from the block?
The best moves come from street level - pick up tips and pointers from your old friends to show the choreographer - if you don't make the effort to keep in touch however you may have to invest some time building bridges.

At this stage in the game your diary is an assault course! Somehow you must keep up regular practises with the band, keep in favour with your old friends and smooze your way into the A-list by attending pop war premieres...

Pop war premiere
Getting close to choreographer Toni Dazzle will take some social climbing! By attending premieres and out blinging all comers you can work your way into Miss Dazzles entourage - can you convince her to work with you though?

With so many diiferent stars milling around the VIP lounge you will need to show plenty of variety in the pop war - remember everything you have learned!

Dazzle that dancer!
Once you have the attention of Miss Dazzle try out some of the strategies and moves learnt from the streets - she is sure to be impressed!

The stakes are high - with the single out and the top of the pops appearance imminent this could be the last chance you have to get that special combination dance move required to start a craze!

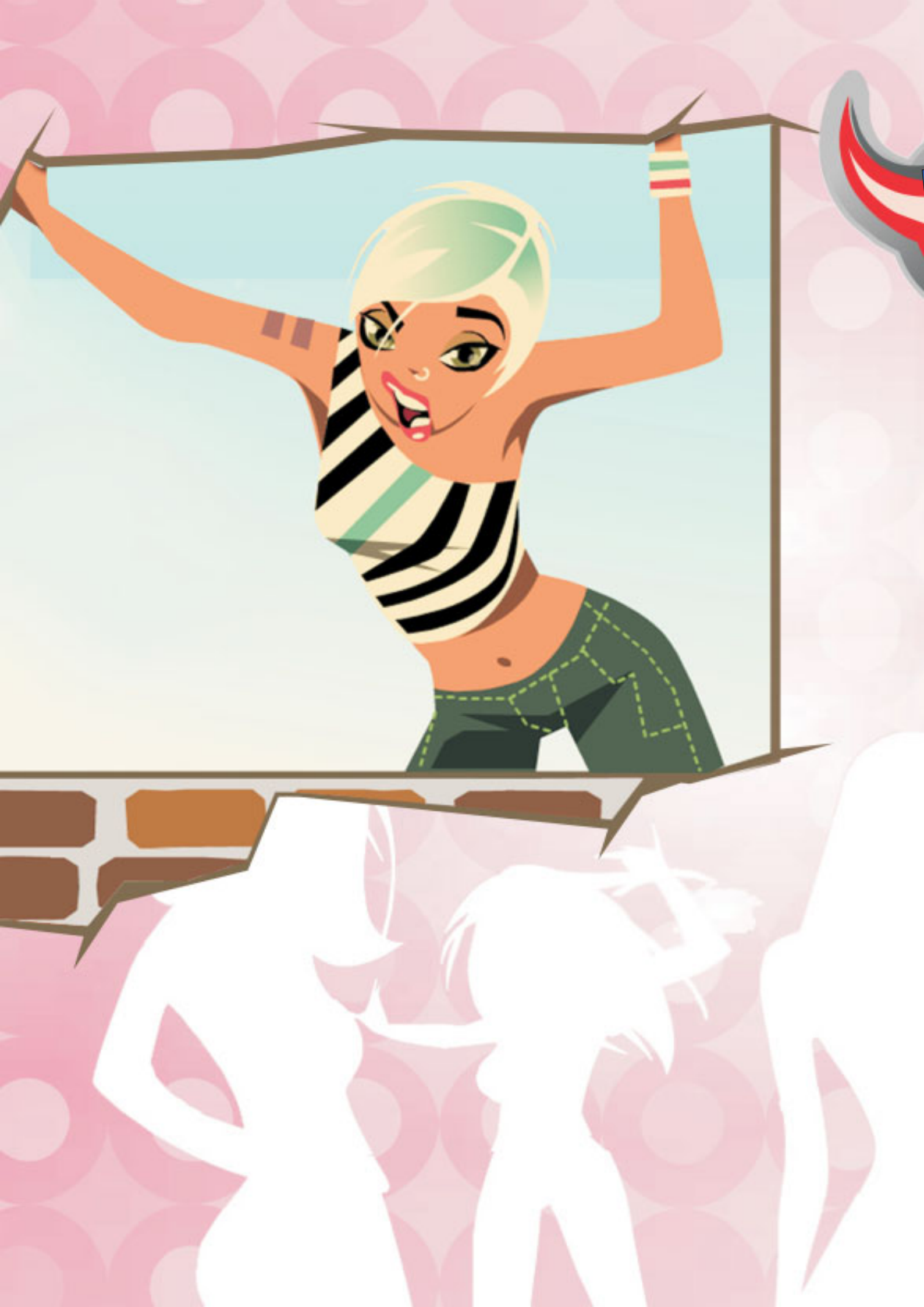
Photo story. The pop war is played out and you and your girls finally win the attention of Miss Toni Dazzle while other wannabes are shown the door.

With her expert advice ringing in your ears all that is left to do is practice those moves before the gig of your life live on TV.

Top of the pops
At last all the time and effort you have put in is about to pay off. Live to the nation, you and the girls perform the full routine, if the right notes are struck then the adulation of millions will be yours.

Now you are a bonifide pop star but only by diversifying into another career can you go higher still - are you good enough to become a triple A celebrity?

You wowed the TV audience and sent the single to the top with a rocket! Its official you have come from zero to hero!
POP STAR!



Interview With the Stars

Sarah Bain * Aquarius

Project manager at Climax. Previously worked for Gameplay Plc as an information architect and lead producer. Games worked on include Robot Wars,, SX Superstars, Serious Sam: Word to the Mothership and too many web, phone and interactive digital TV games to mention.

Interests include: Mobile phone gaming, issues surrounding games for women and girls, bellydancing!

Eamon Murtagh * Libra

Eamon is a Libra with Capricorn rising. He knows exactly what he wants and cares how he gets it. He is 33 and like all Libras, loves to embrace everything life has to offer. Artistic and forthright, Eamon has worked in computers, role playing games, event organisation and the music industry. A well balanced and outgoing person he believes in fair play and fun times for everyone.

Chris Hadley * Virgo

As Game Director, Chris is a stickler for details, loyal, energetic and passionate. With over 10 years experience in the games industry he has worked at varying levels from helpline advisor to Development Director in both publishing and development. Worked on games such as The Thing, Theme Park, Populous, Diablo and Extreme G

Vanessa Wells * Capricorn

Vanessa has worked in the games industry for four years as a character artist. Before that, she worked on a book with Roger McGough for the Ferens Art Gallery in Hull. She loves drawing, and in her spare time does an amateur comic. Games worked on include PowerPuff Girls, Call of Cathulu and Sudeki.



Nana Nielson * Pisces

Nana is a sensitive pisces with a vicious streak of viking in her. Feeling the need for a bigger pond to swim in she moved to England to work on her ambition - To become a cyber bard - telling stories that people play an active part in.

Chris Rundell * Aries

Came from the forest and grew to be a young budding graphic designer but really dreamt of being a rock star and hitting the US. Realising it was not to be he turned to his second love, video games... though he did finally break America with a little yellow sponge...



Will Baker * Aquarius

Will is no dough boy. His natural leadership qualities and a genuine interest in the colour pink have made him the big fish in this pond. Prior to 3.5 year experience at Climax he worked as a software engineer at GEC/Marconi.

Tim Round * Aquarius

I'm 34 years old and have been programming video games professionally for over 15 years .I actually started out as an artist, I didn't think I was good enough to be a programmer. I'm embarrassed my how many games I've worked on. Over 20 titles including Microsoft Train Sim 2, Geoff Crammond's Grand Prix 3 & 4, Dragon Riders of Pern, Alien 3, Queen: The Eye, Joe and Mac, R-type 2 and more.

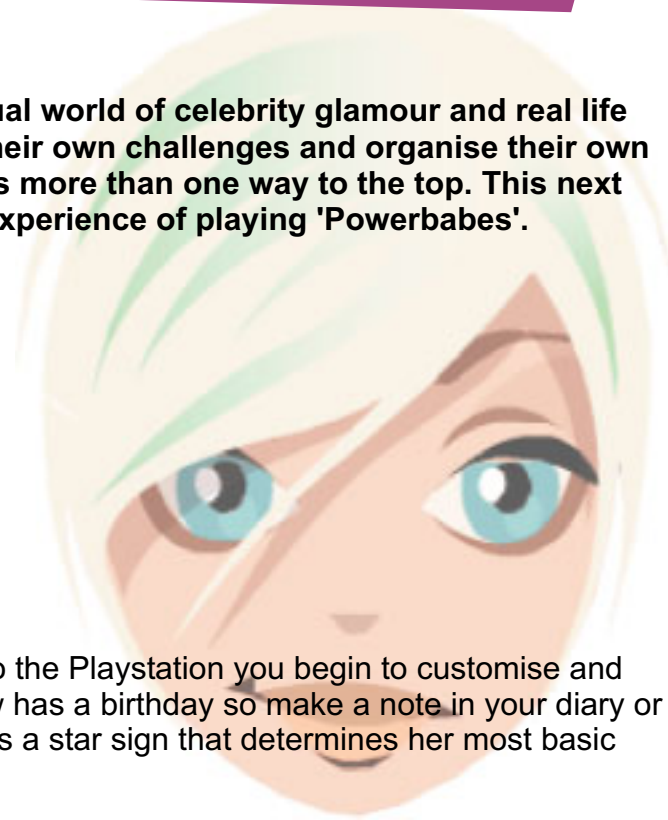
Damian Hammond * Leo

Damian is definitely king of his jungle. He loves drum & bass music and the noble art of programming. He has produced a number of diverse games from robot wars to football games. Quiet and confident he dreams of making the cutest role playing games from the most complicated of codework

Ewen Graham * Aries

Ewen lives life to the full, being an Aries, his fiery temper is kept under control by the soothing influence of music (DRIVERS.)
Games: Robot Wars: Arenas of Destruction, Robot Wars: Extreme Destruction, SX: Superstar

'Powerbabes' offers a unique virtual world of celebrity glamour and real life graft! It will allow the player to set their own challenges and organise their own time in game proving there is always more than one way to the top. This next section will guide you through the experience of playing 'Powerbabes'.



New kid in town

From the moment you insert the disc into the Playstation you begin to customise and create. Your character is 'born' she now has a birthday so make a note in your diary or you may get *dissed* next fall! She also gains a star sign that determines her most basic and underlying character traits.

You choose her name, face, body type, hair, face, eyes, everything! With a detailed character editor the player can really feel she has a personal stake in what happens to her in the game. You can also decide on her likes and dislikes (chosen from an extensive list) these choices will play a part in who and how you get to know people, lets not forget its not what you know but who you know in this business.

You are introduced to 'Poptown USA' and your very own apartment. Your room can be customised in just as much detail as your character and it doubles as your own private online chat room, where other players can be invited for private conversations and confessions. Your room has a TV for downloaded AVI's, a computer for games and e-mail, a sound system for the latest MP3's, (this also doubles as a Karaoke machine). All the fixtures and fittings are interchangeable and you can download all manner of wallpaper and furniture! The way you decorate your room will have a big impression on the virtual characters you invite in, spending time and impressing other folks in the 'Poptown' entertainment business is vitally important.

Once the game starts you need to get your social climbing high heels on and start filling up your diary, certain essential appointments are added from the start such as the birthday of the player and the character but is up to you to go out there and improve your social circle as fast as you can. The diary is the main way of driving on the game play each time you interact successfully with a character they will offer you an appointment to keep. Some of these are personal meetings aimed at creating friendships or alliances and some are cold hard business meetings, *most* however are a deadly cocktail of the two. Making and meeting appointments is the best way to forge friendships, and learn juicy gossip, these appointments can involve all sorts of activities, competitive and creative.

Sony Playstation 2

- * Design and create your character
- * Immerse yourself in the powerbabes world where you must earn money, socialise and curry favours in order to become Miss popularity with girls and boys alike.
- * Fantastic and detailed persistent virtual town to explore and enjoy featuring everything you would see in a real city such as schools, clubs, shops and private houses.
- * Thousands of items are available to collect and swap with your friends.
- * Dozens of fun filled mini games which all link together to further your aims in the powerbabes society.
- * Great use of PS2 peripherals including:
 - The eye toy** use this for waving at the right photographer at the premiere, picking costumes in the fashion show sub game and many others.
 - PSP link up** see below.
 - Dance mats** not only for dancing with any of the rhythm action style games can be used in conjunction with the dance mat.
 - Microphone carrying headsets** - that can be used to communicate and sing together with.
- * Great styling and funky presentation to attract any teenage girl.
- * Tie in's with the real world, from online shops to downloadable content including:
 - Unlock special discounts** at a number of High street shops.

Online applications to aid the playing experience:

Integral to the game is the idea of an almost limitless supply of content that remains fresh and relevant.

- * The online shops will get new stock in every few weeks and the characters in the game will remark on what is trendy or not at that point in the game. Collectable virtual items can be downloaded and swapped.
- * Link up to a girls magazine for moderated agony aunt/problem page forums.
- * Your room will double as your personal chat room where you can invite friends for private conversations, to watch a downloaded Avi's or Mpeg's, listen to the latest MP3's, or play emulators of vintage Playstation games.
- * SMS and mobile phones - download and design screensavers or ring tones.
- * A predictive text/keyword system will encourage easy communication between players or friends made online.

So you want to be a Popstar?

There are many different types of work you can do in the virtual town but the one most suited to the stated aim of becoming a pop star has to be waitressing in the Karaoke bar.

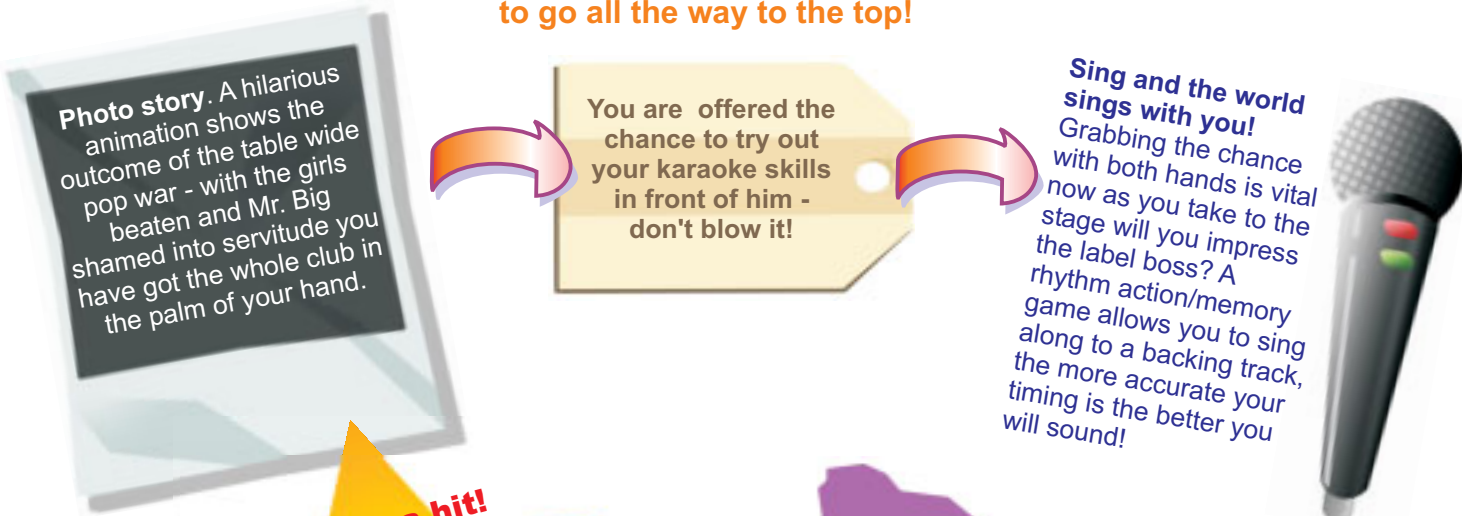
Your initial goal is to get out in the world make some contacts and get a job.



Working at the Blue Lantern is now a regular date in your diary and it offers more than just money to buy clothes - it gives you the chance to get noticed by a record label boss.



Dealing with the other girls is a piece of cake for you... and once Mr. Big sees your gossip card he is quick to suggest you might have what it takes to go all the way to the top!



You are a hit!
Mr. Big is blown away and the wannabe girls don't know where to look! You are offered a job as the studio 'gofer' starting tomorrow.

So now you have a regular income and the opportunity to get to know some of the movers and shakers in the music industry...

Pastimes & Activities

There are many activities in the game aside from the popularity war, some competitive, some creative, some optional and some that cannot be avoided.

The important thing to remember about these different activities is that they all work together to enable new areas of the main popularity war game to become unlocked.

Working for a Living

Part time jobs are the essential money making opportunities that can pay for all the clothes, event tickets, and accessories that you will need if you are to become the ultimate powerbabe. These pastimes are mainly single player mini-games through which you can make money, often these jobs start off as fairly difficult tasks for the inexperienced worker, but as time goes on and you become more experienced you will find the tools and skills you need to become more productive.

Fashion Show

The player gets the chance to help out in a fashion show she must pick out appropriate outfits as quickly as she can so that the models can get changed and hit the cat walk. The player is under constant time pressure as the designer barks out the type of look he wants for up to five models at a time. The player must run through the walk in wardrobe and find the right outfits before the clock ticks down. Extra points are awarded for successfully repeating the designers orders quickly as well as adding your own touches with accessories but don't get too carried away because if the designer spies a colour clash or a model wearing the wrong size the chances are heads will roll and your wages will be cut.

Dance Studio / Club / Kareoke!

Featuring dance mat and eye toy support the dance studio is sure to be incredibly popular among teenage girls. Here you don't just play out the standard type of dance/rhythm action games but you can also create and edit your own dance move combinations. These moves will be rated and scored when performed in the club but in the studio the emphasis is on creation. The dance studio can support a troop of dancers playing together online, and with the addition of microphone and head phones a fun Karaoke element can also be added.

It's all about the image.

You have two great backing singers and you have got the song but now you need to inject a little fashion sense, the record company are just not going to release a single by a group still wearing last years denim!

The fashion police are calling!

You are really going to need some help in the image department if you are going to get that record released! Spend some time with your band mates and choose your stylist.

Take the time to fill out a truth map with the other girls so that you know where your image is at.

Now you know your look.

See if you can get a job helping out at the fashion house! Alexander Mclean is the trendiest stylist in town but you are going to have to roll your sleeves up...



Fashion is a fast paced business and stylist Alexander Mclean demands his models are kitted out on time and with a little flourish - see if you can keep up with the pace of the catwalk at Mcleans fashion house!

Up on the catwalk

While Mclean shouts out the colours and sizes you must grab the gowns and get them on the models before its their turn to stroll down the catwalk. Extra points are given for matching accessories and good colour combinations.

Up your status points with the models as you play out the mini game - each time they get a standing ovation for their look you gain a bonus status mark in their eyes.

Welcome to the aftershow!

Once the show is over you receive an invite to the aftershow party! Now is your chance to climb up the social ladder and take a perch next to the stylist Mclean - if you can avoid being bitched out of town by the models then you may get the keys to the collection!

The catwalk is hard place to impress but if you have invested wisely in your own accessories and won over some of the supermodels from the show then you might just make the right impression.

Photo story. When the aftershow party plays out you will either end up in strips on the cutting floor or in the picture with Alexander Mclean stylist to the stars!

Get your girls into the aftershow party for some much needed back up in the pop war with the fashion models

Fast talk that fashion expert.

After pop warring your way to the top you are rewarded with the keys to the collection! Cut price haute couture is now at your finger tips and the record company will have to release that record now!

Signed and sealed!
With you image sorted nothing can stand in your way as the first single hits the streets, you picture is all across the media and you look good girl!

The final phase of this pop star life is about to begin. With the single out and the look 'down' you need to prepare for that all important TV special... but have you got the right



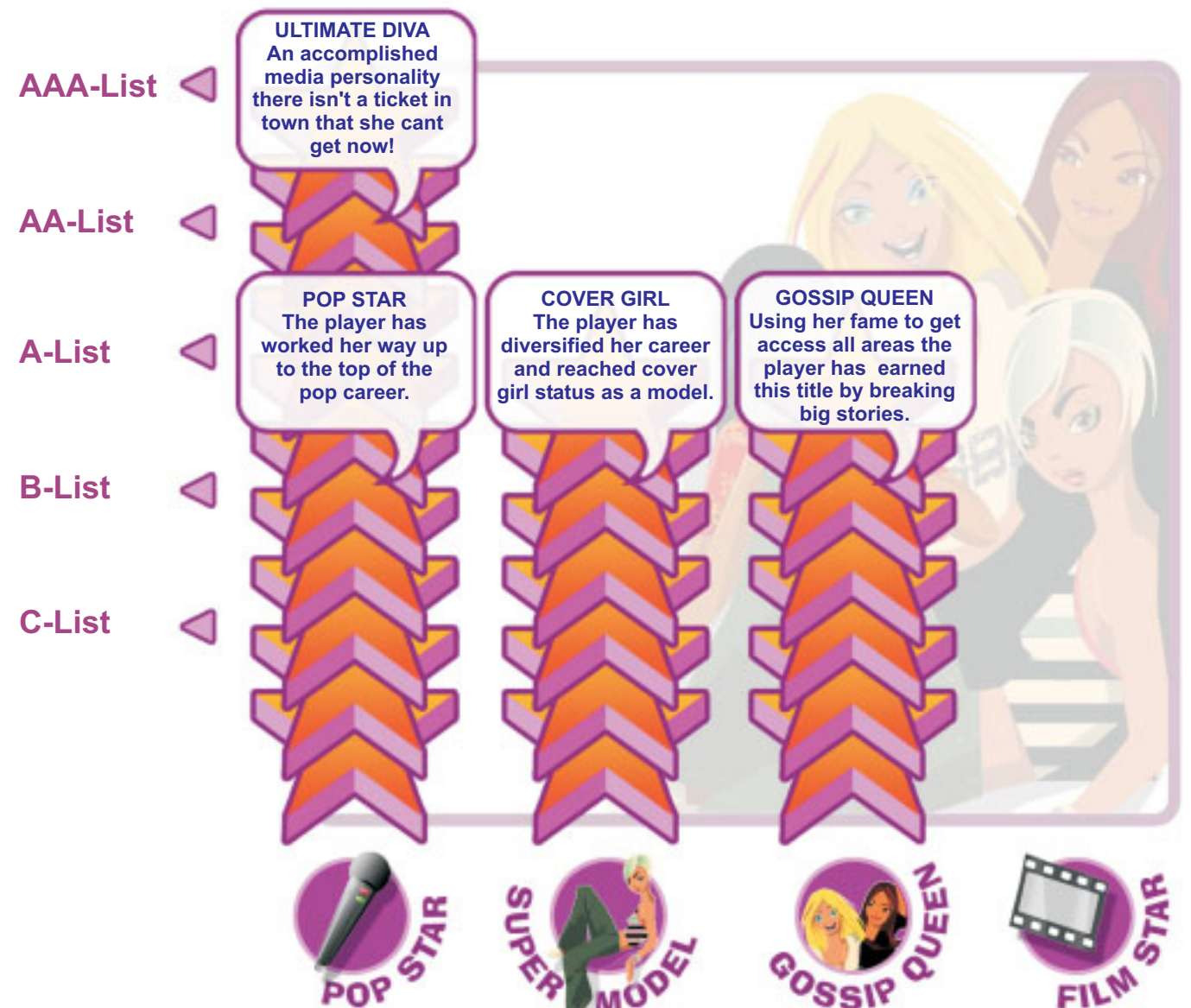
Career Stands

There are four career strands in the game to choose from, Pop star, Movie star, Super model or Gossip queen. Each career will take you on a different path through the game; you will play different mini games and meet different people.

Each career can be mastered individually and once you have mastered one you will need to branch out into two more in order to have a stab at becoming the ultimate diva.

You will need to keep your primary skills well practised in order to maintain your status even after you have diversified into another area. Essentially there are five skill levels in each discipline, completing the game requires you to have played a minimum of 12 'levels', but there is the option of playing through up to 21 'levels' for the more pragmatic players. This variation in career allows for a variety of game play opportunities as well as a great replay factor in story mode.

Pop star was our players primary career - after reaching number one she diversified into journalism and modelling, when she has attained a high enough rating in all three disciplines she earn the right to be called the Ultimate Diva.



More than the average Diva!

You have finally reached the top of the pop tree but where do you go from here? The only option is to diversify your career and move into another area of entertainment this is the only way to become the ultimate Diva!



Branching out into movies?

Follow in the footsteps of Madonna and Jenny Lopez by moving into acting!

Since your profile is already high you won't need to start right at the bottom but you will still need to work hard at your second profession if you are to be taken seriously.

Prove you are multi-talented star by making a movie!

In much the same way as you made it in the pop world you can begin to make a dent in the film industry - then you can add that second A to become a double A-list celeb!

After making a movie you become AA-List, but you can't ever rest on your laurels, you need to keep the pop career ticking over AND start a third and final career path if you are to attain ultimate diva status!



Dish the dirt!

With your impressive connections you can dish more dirt than most already but by choosing a third career path of gossip queen you can really put the cat among the pigeons!

Collect gossip cards and snap incriminating photographs of the rich and famous at every film premiere and charity ball you can - you are the gossip queen!

Queen of celebrity!

Only now you are officially recognized as a pop diva, film star and gossip queen can you finally lay claim to the title of ultimate diva! Triple A-List!

The most exclusive parties are now within your reach and with all that pulling power one final goal awaits - to land the ultimate hunk and go for the celebrity wedding of the year!



The final pop war it comes down to a face off between you and Mr. Big's other diamond diva Penny Dopez, but do you remember that BOTOX delivery gossip card from all that time ago?

The celebrity wedding photo story!

Are you going to be Posh and Becks or Ben and Jenny? Only the final photo story animation will show that you have finally become....

ULTIMATE DIVA!

AAA-List celebrity at last the world is your oyster... but don't you wonder what would have happened if you chose a modelling career from the start? Well you can always start again!



The popularity war & ingame modifiers

'Powerbabes' will utilise a simple set of turn based game mechanics similar to that of the Final Fantasy combat system but with much less emphasis on statistics, powerbabes should be instantly accessible but difficult to master.

The aim of a 'pop war' is to increase your status with any other non player character, by doing so you create allies that will support you in future battles. To begin with each character has a 'status' level and a set of simple moves such as bitch, flatter, or pout that they can use in a pop war against another girl. The style and presentation of this combat system is fun and funky with the subject matter made up from bitchy comments and glamorous accessories.

Using certain moves in a pop war will cost more status points than using others but they are also likely to reap greater rewards if they come off. By collecting new and exciting accessories you can get access to new moves in the game for example a Gucci clutch bag enables you to perform a 'sophisticated bling' which comes with its own mini animation that depicts you showily retrieving a compact from inside it while everyone with less money than you around the table gives you a status point each.

The key to success in a pop war is often in the form of effective back up, other characters that you have already won over will try to support you in any pop war you find yourself in. Remember though, friends can be fickle and you should ensure you keep every ally you have happy because you never know when you are going to need them.

By using private communications such as SMS text messages participants can plan to gang up against their victims. This bitchy element to the game is fundamental as it is only by developing trustworthy friends with good social skills can you win over the most influential characters in the game.

Each time a pop war is resolved the player earns an amusing animation of the final outcome, these are presented in the style of a photo story from a girl's magazine and can feature a variety of possible outcomes according to what events took place in the pop war.

You can think of it like Cleudo someone will commit the murder, in a location, with a weapon, but it could be one of many combinations, so will the animation show 'Milla in the hot tub with Melvin Gibston' or will it show 'Milla in the rain at the bus stop with Iain Kortis'?