



Flowplay™

Volume 1, Issue 47

From Revelry to Rivalry . . .

Designers Otto & Collette Face Off!

With their competition
hotter than ever, these two
want to settle the score!



Get a peek
at Xenon &
Honeydrop!

The pets that
took the
fight to
a new
level

Who's better?
YOU DECIDE!
vote at
www.flowplay.com

How'd We
Get Here,
Anyway?

Azia Kane
found the fun—
and took it with her!

The Starlight Lounge Opens!

Games! Chat! Dancing! Prizes!
We were there—
and you can be, too!





Looking Back:

THOUGH SHE'S NOW KNOWN FOR MANY INVENTIONS, IT'S THE REVISED CUFF THAT SET AZIA ON FIRE. "SHE ALWAYS SEEMED TO TAKE HER WORK ON IT PRETTY PERSONALLY," FRIEND CADEN TOLD SKYBLOG. "YOU'VE GOT TO WONDER IF WE'D EVEN BE HERE IF HER DAD HADN'T INVENTED THE FIRST ONE."

seaside resort, the three of you get some of the games working, and soon you're playing day and night.

Then it happens. Right in the middle of a particularly goofy round of Smash Monster, you notice your old Cuff feels oddly warm. You've made sure it's disconnected from the Borings' energy net, so what's the deal? By level 87 it's too hot to ignore. In fact, it's starting to vibrate!

You start experimenting with the device. By the time super gamer Emma's shouts of "Ha! Find that toe, loser boy!" ring out, you're pretty sure you've found a new source of energy—and it's definitely *not* boring!

Who knew? It turns out playing and working don't have to be so separate after all! The energy produced by people having fun is *ginormous*. With the help of your friends, you create a new kind of Cuff that harnesses this rich energy. Even fellow techy Caden is impressed. "Dude!" he says. "This could totally change the world!" And you know it's true.

But the world is run by the Council, and the Council doesn't like new ideas. "What we have is fine," they say when you take your discovery to them. "It works, and everyone is used to it." *Translation: Restructuring our whole society sounds like a lot of work. Go away.*

"I don't think you understand," you insist. "Life doesn't have to be so *boring*!" It's the strongest argument you can make, after all. But it's a no go. Furious and frustrated, you realize you have to take this idea as far as you can. No one else will.

Months pass. You develop a huge version of the collector, big enough for a city, then a generator to store and deliver the energy. Okay, so it's not perfect, and maybe from time to time the energy fluctuations have some slightly, well, alarming effects. But honestly, what difference does it really make if everyone just sings for a while?

How It All Began

by Zoë Paige, columnist

It's basic science: the human mind creates energy, or Flow, at all times. Harness that Flow, and you've got a fantastic power source. Scientists on the world below us did just that when they invented the Cuff to collect and process Flow a generation ago. But when it looked like being a veg produced the steadiest Flow, boredom and sameness became the ideal, and any research into other types of Flow was cut off. What a way to live!

Up here, we know the best way to get Flow is by having fun. The more fun you have, the more Flow you produce, plain and simple. That's good for us as people *and* as a society.

But to get us started, someone had to take a huge leap into the unknown.

Cut to the last decade. You're a disillusioned teen named Azia Kane, and you've set out to find a new way with your two best friends, Emma Wyath and Caden Green. When you discover an abandoned

Life everywhere else ticks on. Always looking to dampen creativity, the Borings are methodically converting old sites into exactly-to-spec ant houses. You find out your gaming escape is one of the places they plan to “bring to code,” and suddenly it all becomes very clear: Your world just isn’t somewhere you can stand to be anymore. And with what you’ve been working on, you don’t have to.

Soon, with the worst of the kinks worked out in your super-generator, you’re finally ready. You’ve spent your whole life wanting something more, and this is it. If it works, the three of you will have something even the Council can’t touch. If it doesn’t . . . well, you try not to think about that.

You’ve got Emma and Caden in the gaming network for extra power. Your post is at the Flow converters. You can’t help but be nervous as you watch them begin to hum, but that fades as your mind focuses on the thousands of delicate adjustments ahead and you begin your work. Finally, you take a deep breath and place your hand on the reader, not taking your eyes off the screens for a second. It seems to take an eternity for the readouts to stabilize at the right level. Then it’s time.


Closing your eyes, you press firmly.

You feel it before you can hear it. The buildings begin to tremble. Then the noise comes, deafening, but Emma and Caden are so into the game you’re not sure they even notice. The rumbling builds and builds, and then, just as you think the whole system will burn out, it happens.

The earth shudders, and with a phenomenal crack, the entire place—the pier, the boardwalk, and even the park—shakes free and begins to rise into the air. Higher and higher it rises, finally coming to rest beyond where you can even see the ground. You still feel it humming. You look up to find your friends, a big grin on your face.

You’ve done it. You’ve created a new world out of part of the old one, and this one will be different. In fact, it can be anything you want. Fun. Energetic. Creative. Expressive.

It turns out to be all those things, of course. As technology improves and you bring more people Up, the new world takes shape. Together, you keep making it better, and every newcomer adds their own flair. One thing never changes, though: It’s all about fun, friends, and being yourself—and what better legacy can you have than that?

Okay, so no one really knows the whole story. With the mysterious A off exploring now, you’ll have to allow us some creative license. And who knows? It could have happened just this way. 



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“DON’T BE AFRAID TO CATCH YOUR BREATH EVERY ONCE IN A WHILE,” SHE USED TO TELL NEW RECRUITS. “SOMETIMES, YOU’VE JUST GOTTA CHILL.”



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DAZZLED by Starlight



by Nil Riverton

Stars and fans alike turned out in record numbers at last week's premier of The Starlight Lounge, the latest and greatest Up-World gaming destination. The posh club has quickly become #1 on every must-play list and already has a rep as an exciting, fun place to play games, chat with friends, and people watch. So what's the word on the street? The building: inspired! The star factor: killer! The games: fun! And the prizes: FAN-freakin-TASTIC!

In true Up-World fashion, even before the club's official opening it was a hot spot for stargazing. The invitation-only pre-opening gala pulled celebs out of the woodwork, and the party's still going strong. People are more than happy to line up in hopes of spotting their favorites, and they're getting an eyeful. Artists, musicians, game gurus, fashion icons—everyone who's anyone has been there to check it out. Even the famously secretive fashion designer Otto has made an appearance—and considering the fallout, it's no surprise he doesn't do the public thing very often! (Check out our story on p. 6 for the full scoop!)

Hot on the fashion trail, we spotted several people wearing items from Otto's latest line. But don't fret, Sugarstars fans—your girl Collette was represented, too! Actually, we saw several designers' work being peacocked. Even Lady King showed up on a few partygoers, and although she's known more for structured style than get-down gear, they worked those pieces and the pieces worked for them.

Celeb alert!
Check out air-guitar hottie Griffin Sams, gamer Ria Rosa, and Jade Norton of the speechband Slur gearing up to get their game on.

Perched just one super-cool elevator ride above the Boardwalk, the Starlight revels in its to-die-for view of the sky and clouds around our island. The outside pavilion is a great place to chill even if you're not waiting for a friend. You can't miss the hot searchlights and organic shape of the structure, of course, and check out the cool designs worked into the platform itself! But it's the view inside that's got most people's attention. As one of Vernicia King's group put it: "Ooooh—it's like stepping into magic!"

When the elevator tube opens, the walls seem to disappear, and the bright, starry sky stretches out above you. The floor glows softly with a fantastical light, and there's just a hint of mist in the gorgeous twilight blues and purples. Moonlight and magic—where better to meet up with your friends or arrange to play one of the newest games?

And what games they are! Play is, of course, at the center of everything we do on our little skyland, and the Starlight Lounge game dome showcases all the best. The Searchers have brought in playables from all over, though even we couldn't get them to dish any details (typical Searcher style!). Tierin Fay, the public face of the Searcher group, would only say, "It's our job to Search out the best games. They need to be fun, varied, good at creating Flow—and, of course, have a little something special. That's what we do. Period." And they're so good at it that we don't mind a little hand-waving on the details.



Whatever kind of game you're into, you're sure to have a blast. Puzzle games, action games, card games, arcade games, and just plain goofy games all have their part here. There are always tons to choose from, and more are on the way!. So whether you're a Poker Superstar, a Mozaik maniac, or a Jungle Kid, here you're sure to be a player.


Of course, the games are cool—but the prizes are hot! All you have to do to win is play—with the brilliance of Flow technology, the fun you have playing games creates the energy we all use. But everyone should be rewarded for being a productive member of society, right? So as you play, you'll earn

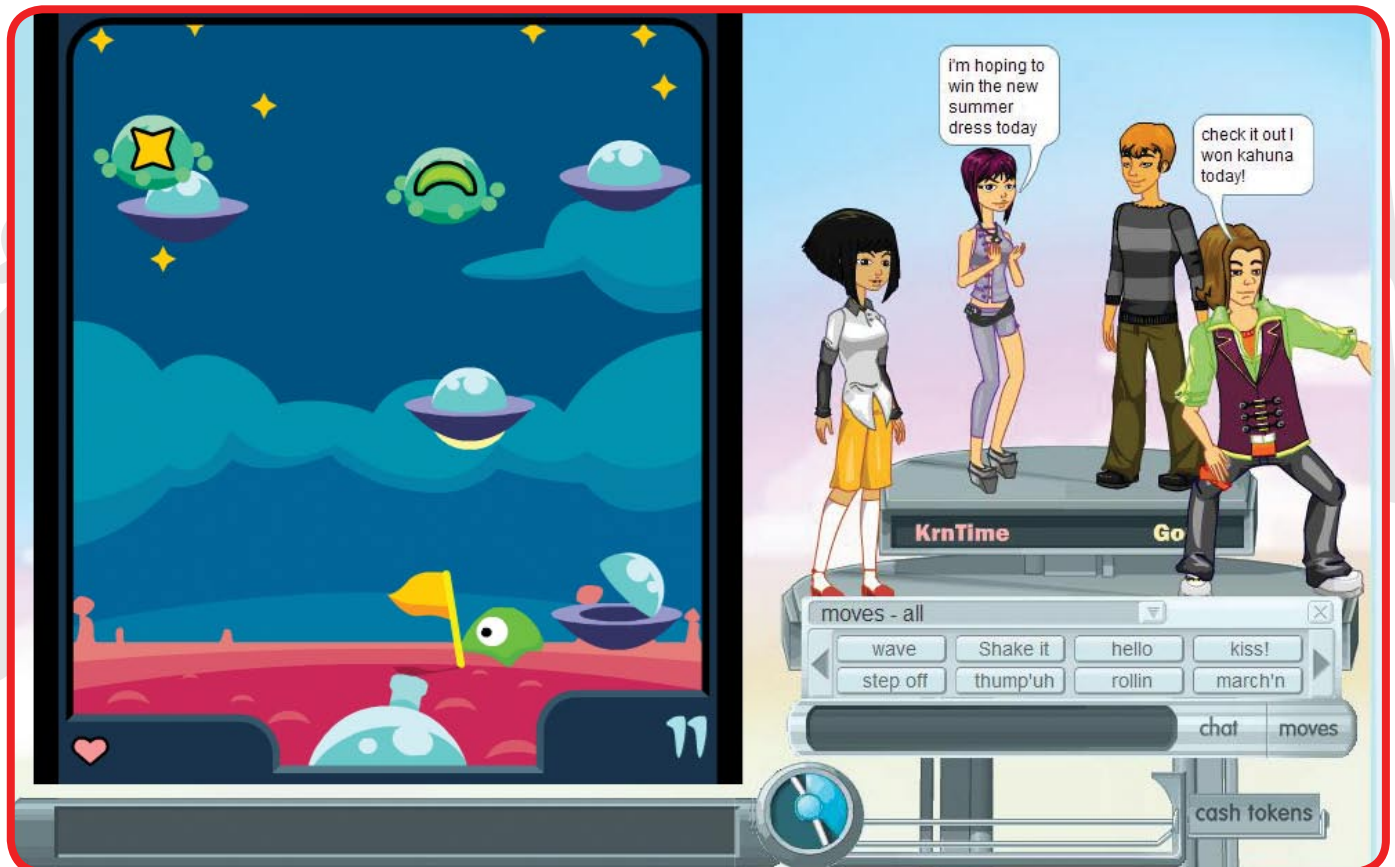
chances to win super-cool prizes. The more you play, the more you could win—but guessing when you'll get a shot is part of the fun!

You might win any number of things: tees, shoes, or other clothes; jewelry and accessories; even extra hairstyles! There are things in all the latest looks for girls and guys alike, and new ones are being added all the time. And if you get something you don't want, you can always trade with another gamer! You may even win extra Flow to buy your own items or save for later. (Word on the street is that prizes for your pets and your home pod are on the way, so keep playing!)

Once you're ready to boogie, you don't need to go far. The Starlight's dance floor turns twilight on its head with pulsing light. It's still an outdoors fantasy, but with a livelier vibe. It's the perfect spot to show off your latest moves and learn a few new ones from your friends.

Groovin', gamin', winnin', or hangin'—the Starlight Lounge is one fun place to be. A fab addition to our fun and energetic world, it fits right into the Boardwalk and adds that certain something. What more could we want?

According to Genius Schmenius, the go-getter team that made the new club happen, plenty. "There'll always be something cool to check out," promises team leader Binky Boo with a laugh. "Soon we'll have the pet store open, and after that . . . well, I don't want to give anything away. You wouldn't believe some of the crazy things we're working on!" Guess we'll just have to wait—and play—and see! 



Designer Throw Down!

Yes, our most reclusive designer and the media darling behind Sugarstars have agreed to meet in a one-of-a-kind designer showdown!

On one side, we have Otto, the mysterious cult favorite. His creations are bold, sleek, and carefully engineered, and his in-depth knowledge of Flow technology is always evident. He rarely appears in public—not even at his own shows, usually—but that hasn't stopped him from becoming a powerhouse of tech design!

On the other side, there's Collette, the youngest of our designers. Sweet, lovable, and oh-so-fun, she's taken the design world by storm. A pink, fluffy storm, but a storm nonetheless—she's now the fastest-selling designer in Up-World. And it doesn't look like she's slowing down anytime soon!



Sweetness & Funshine

Bottom Line: Wildly popular, Colette favors pretty pastels on frothy confections that are so yummy you could get a sugar buzz just by standing too close.

On her rival: “The poor guy’s probably a little off from all those tech fumes. Just look at his latest line. Who wants to wear appliances?”

Fellow designer Vernicia King: “She may be young, but Collette has a strong fashion voice and she knows how to use it. People will choose that over gadget-of-the-week anytime.”

Last word: “Of course I’ll win! I’ve got the eye, the creative drive, and the cutest clients. *Ever.* Otto’s got . . . goggles.”

The two have been trashing each other's work for months, and when they came face to face at the gala pre-opening of the Starlight Lounge, the stage was set for one fashionable blowout. What came out of that tussle promises to be the fashion event of the year!

What's more, the icon and the phenom have both agreed to let Up-Worlders vote on the fashion show. So make sure you're there to take part in history. Who will be Up-World's first heavyweight designer champion? Only time—and you—can decide, so vote today!

Blame it on the boogie?

It all started when Otto and Collette were both dancing at the Starlight Lounge's pre-opening party. Collette overheard one of Otto's people calling her latest line “poodlewear”—and it wasn't a compliment. When Otto laughed, Collette got in his face about controlling his “technosnakes.” Then her pet frimble, Honeydrop, bit Otto's sleek Xenon and all bets were off. Several witnesses swear the two were about to come to blows when quick-thinking Vernicia King brought up the idea of the fashion throw down. Bring it on!



It's Collette Vs. Otto!

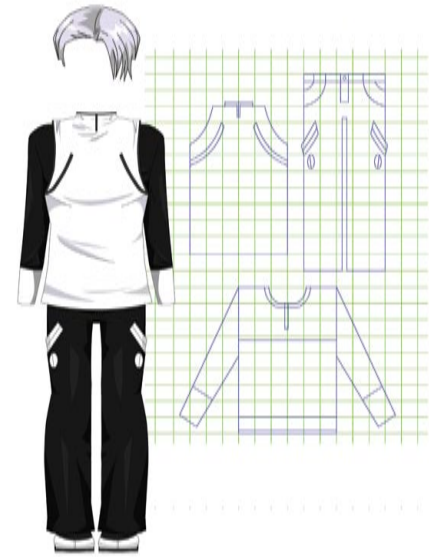
Sleek & Techno-Savvy

Bottom line: With his use of the latest Flow technology and a throwback sensibility worthy of his ancestor Annika Wertz's sleek transportation designs, Otto has a solid cult following.


On his rival: "She's obviously too young to be playing with scissors. But I suppose people who don't know any better need something to wear, too."

Fellow designer Niccolo Volla: "All the frou-frou in the world could never overcome Otto's clean-edged vibe. Collette's going down in a sea of satin, dude!"

Last word: "Real design takes real design knowledge, and we all know I'm the one who has that!"



Fashion Forecast

Otto and Collette don't seem to be the only ones spoiling for a fight this week. Collette's cutie-patootie lemon frimble, Honeydrop, has already expressed disapproval of Otto's specially bred brillik, Xenon. Who knows what lengths these two creatures will go to when it comes to the real show? There's no doubting both pets are fiercely loyal to their owners—and are two of the best-looking "accessories" we've seen. Our guess? Look for more fashionable "friends" to show up on (and off) the runways as the season goes on. This is one trend *everyone* will want to pick up! 

Beasties On the Boardwalk



NEW!
Check out the
newest colors
for frimbles!

Brilliks • Pyleens • Leilats
False-eyed Minches
Petwear • Advice • Supplies
& More!

Play in Our World™

On the average game website, you clock in,
play a game or two, and clock out.

On the average virtual world, you're dropped
into the middle of somewhere and left on
your own to figure out what to do.

At FlowPlay, we see another way.

A gaming website *rich* with the detail of a
virtual world, without the learning curve.
Where you win cool in-world *prizes* as you play
games we've hand-picked from all over the
world. Where *community* is rewarded and
excitement is built in.

