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# GETTING STARTED

## System Requirements

**Supported OS:** Windows Vista®/Windows® XP/2000 (only)

**Processor:** 1.5 GHz Pentium® 4 or AMD Athlon™ processor (2 GHz Pentium 4 or Athlon recommended)

**RAM:** 256 MB (512 MB recommended)

**Video Card:** 128 MB DirectX® 9–compliant video card (256 MB recommended) (see supported list\*)

**Sound Card:** DirectX 9–compliant sound card

**DirectX Version:** DirectX 9.0 (included on disc)

**CD-ROM:** 12x or faster CD-ROM drive

**Hard Drive Space:** 3 GB

**Peripherals Supported:** Windows-compatible mouse and keyboard

### \*Supported Video Cards at Time of Release

NVIDIA GeForce® 3/4/FX/6/7/8 series

ATI® RADEON® 7500/8500/9000-9800/X300-X1950/HD2400-2900

S3 Graphics Chrome S27

Laptop versions of these cards may work but are NOT supported. These chipsets are the only ones that will run this game. For the most up-to-date minimum requirement listings, please visit the FAQ for this game on our support website at: <http://support.ubi.com>.

**NOTICE:** This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

## Installation

### Installing Imagine™ Fashion Designer

1. Insert the CD-ROM into your computer.
2. Select Install from the Startup screen, then follow the instructions.
3. If your system does not include DirectX 9, you will be asked to install it.

**Important:** You must install DirectX 9 in order for the game to function.

The computer will automatically restart.  
To start the game once you have installed it:

1. Insert the CD-ROM into your computer.
2. Select Start in the window that appears. You can also start the game by clicking on Start/Programs/Ubisoft/Lexis Numérique/Imagine Fashion Designer/Launch The Game

## Uninstalling Imagine Fashion Designer

To uninstall, click on the Start menu and navigate to Imagine Fashion Designer, then select Uninstall.

## INTRODUCTION

It's your final year at the Fashion Academy, and you're going to train with a famous prêt-à-porter designer. Thanks to your talents as a designer, you were selected from your class to work at Sullivan's Style Factory, a fashion and cosmetics empire headed by the famous designer Nelson Sullivan. But rest assured, you are not alone. Your friend Carole is with you throughout the entire adventure. There's also Scott, Nelson's son; Kim, his mother-in-law; and Mr. MacAlister, your professor, who you can always depend on to teach you the tricks of the trade in the various activities:

- Design
- Skin and Nail Care
- Jewelry Creation
- Photography
- Fashion Shows

# CHARACTERS

## Clara Willard



A 17-year-old student in her last year at the Fashion Academy, she has been chosen by Mr. MacAlister out of all the best students at the Academy to work for Sullivan's Style Factory. She is the heroine in this adventure, and you'll be playing her.

## Scott Sullivan



Scott is Nelson Sullivan's son. An introvert, Scott appears to be very full of himself. However, Clara will learn to get to know and appreciate him. Scott doesn't get along with his father's new wife, Kim.

## Carole Springfield



A creative and dynamic 18-year-old who, like Clara, was chosen from the best students of the previous year. She has been working as Nelson Sullivan's assistant for several months. Carole is Steve's girlfriend.

## Steve Anderson



A 20-year-old actor, Steve is the new teenage idol. Despite his sudden celebrity, Steve has remained a simple and sweet young man. He is Carole's boyfriend and good friends with Nelson.

## Nelson Sullivan



Founder and managing director of Sullivan's Style Factory, a multinational company. He is charismatic, in addition to being a formidable businessman. He married Kim Doherty after his first wife's death two years before.

## Mr. MacAlister



The soon-to-be-retired design professor, a likeable and benevolent man. He was once a renowned fashion designer and will teach Clara the ins and outs of the job.

## Kim Doherty



Kim is Nelson's new wife. She is an ex-movie star who is now in fashion. She heads the cosmetics department at Sullivan's Style Factory.

## Mike Marshall



In charge of security for the Sullivan Tower, and Nelson's bodyguard.

# MAIN MENU



Here you can choose your game mode, continue a saved game, or configure the game options.

## Adventure

- **New Adventure:** Live exciting adventures as Clara Willard.
- **Load Adventure:** Continue the adventure from where you left off.

## Creative Workshops

- **New Workshop:** Freely access the workshops and let your imagination run wild. When you start a new workshop, enter the name of the session and choose a model.
- **Load Workshop:** Continue a Creative Workshop session that you already started.

## Options

On this page, you can change the game's graphic and sound settings.

## Quit

Click on Quit if you want to stop playing the game.

# ADVENTURE MODE

In Adventure mode, you are Clara, a young designer just starting off at Sullivan's Style Factory. You need to get your name out into the world of fashion by fulfilling the clients' requests. While working and chatting with your new friends, you quickly find out that mysterious happenings have been taking place at Sullivan's Style Factory. What could the Sullivan family's secret possibly be?

## Moving

Use the arrow keys on your keyboard to move and the Caps Lock key to run. You can also use your mouse: move the mouse to orient yourself and hold down the left mouse button to move forward. Hold down the left and right mouse buttons to run.

## Actions

When an action is possible, an icon appears in the upper right section of your screen. Press the Space Bar or the middle mouse button.



Speak to a character



Open a door and go in



Pick up an object



Activate a mechanism



Do a workshop

## Saving

Your session is automatically saved at specific times: the beginning of each month, week, and day.

You can also manually save using your Personal Digital Assistant (PDA). Open the Save section in your PDA by pressing F7, then enter the name of your session and confirm. You can also access the Game Save section from the PDA's main menu.

## Daily Schedule

Your days at Sullivan's Style Factory are divided into three separate sections during which you'll take part in three different kinds of activities:

- **Morning** is a free period of time during which you can go shopping, read up on things in the library, sign up for the afternoon's missions, stroll around the locale, and get to know your Style Factory colleagues a bit better.
- **Afternoon** is reserved for your professional duties. This is when all the workshops take place.
- **Evening** is the time for adventure. If nothing interesting happens, your day will end just after the afternoon workshop.

## Your Missions

Going from being a student to being a major fashion designer is not an easy task! To do so, you need to successfully complete several missions that Sullivan's Style Factory clients will entrust to you. Each successful mission will bring you money and fame, and sometimes even new items to use in the workshops. To move up in the world of fashion, you must accumulate as much fame as possible.

### Signing Up for a Mission

To sign up for a mission, activate the Mission screen in the ground floor lobby. Click on the mission you are interested in to show the details, including your objectives, deadlines, and rewards. To accept the mission, click on Confirm at the bottom of the screen.

You can only have one mission at a time. To change your mission, you must either complete or give up on the previous one.

### Completing a Mission

To complete a mission, you must successfully complete all the workshops in it by sticking to the specific objectives as closely as possible. Don't forget that you can only do one workshop a day. Thus, a mission made up of three workshops will take you at least three days to complete. To begin these workshops, you must enter the corresponding room.

**Hint:** To get faster access to the workshops, use the shortcuts (Begin button) in the Mission Journal in your PDA.

Each workshop is scored with stars, which appear at the top of your screen. The more stars you get, the better your work.

### The Mission Bar



The mission bar appears during each workshop. It gives you access to your objectives, your current score, and the opinions of the professionals, and it allows you to validate your workshop.

Your score corresponds to the number of pink stars. The stars outlined in blue indicate the minimum score you need to reach.

To obtain an evaluation of the work you are in the process of doing, you can ask for a professional opinion through the Objectives panel. One of the following will be displayed next to each of your objectives:

- A red X, indicating that your work is adequate.
- An orange circle, indicating that your work is average.
- A green checkmark, meaning that you perfectly adhered to what was asked of you.

But be careful, you can only ask for a limited number of evaluations.

To end your mission and validate your work, click on Confirm.

## Your Personal Digital Assistant



Your PDA has six sections:

- **Mission Journal:** You will find information on your current missions here (access it by pressing F1).
- **Quest Journal:** Here you will find the different steps to complete in order to move forward in the adventure (press F2).
- **Rank Page:** Check your status within the company on the rank page (press F3).
- **Style Factory Map:** You can quickly go to a different location by clicking on the map (press F4).
- **Inventory:** This is where objects that you find in the adventure are kept (press F5). To pick up an object, double-click on it. To combine two objects, slide the first one onto the second.
- **Telephone:** Use this to call the other characters. You access it from your PDA's main menu (press F6).

Access the PDA's main menu by pressing Esc or, if you're already in the PDA, click on the small button on the left.

You can quit the game from the PDA by clicking on Quit the Game at the bottom of the screen. To quit the PDA, click on the large button on the left.

## CREATIVE WORKSHOP MODE

In Creative Workshop mode, design and create while giving free rein to your imagination.

**Hint:** To gain access to all the clothes and accessories in the Creative Workshop, you must first complete Adventure mode.



In Creative Workshop mode, a navigation bar at the bottom of the screen enables you to move from one workshop to another. Access the Pause menu by clicking on the small X on the left. From this menu, you can save or quit the game, or continue a saved session.

## THE WORKSHOPS

### Using the Video Cameras



In each workshop, you'll see the controls for a video camera. The controls are used to move or orient the camera, or zoom in and out.

**Hint:** Move the camera using your keyboard's arrow buttons and zoom with the mouse wheel.

### Design Workshop

In this workshop, create an outfit from a large selection of clothing and accessories. You can choose the colors and pattern for the cloth, and add prints.

## Clothing



Click on the Clothing tab to access the Dressing screen. The different clothing types are displayed in the upper left-hand corner of the screen. Click on one of the sections to display the clothing selections on the left. To put a garment on the model, click on the garment's icon.

To delete a garment, click on it and slide it to the side.

## Alterations



Certain garments can be altered. To alter a garment, select it by clicking on it (a white outline will appear around it) and click on the Alterations tab. The different possible cuts are displayed on the right. To choose an altered garment, click on it. Note that some garments cannot be altered (in which case the Alterations tab is not available).

## Colors and Patterns



Once the model is dressed, choose the colors and pattern for the cloth. Select a garment the model is wearing by clicking on it and click on the Patterns tab to change the color and pattern. At the bottom of the tab, you will see the different possible patterns and, above, the color chart. To apply a pattern to a garment, select the item and click on the pattern of your choice.

The color chart is made up of two color circles: the outer circle corresponds to the range of colors, and the inner circle to the shades. Beneath the color chart are circles showing the colors of your pattern. To change one of the colors in the pattern, follow these steps:

1. Select a range of colors (outer circle).
2. Snag one of the shades in that range (inner circle).
3. Slide it onto one of the circles for the pattern (under the color chart).

To delete a pattern from a garment, click on the bin above the Patterns tab.

## Prints



To personalize your creations even more, you can add prints to your garments. To do so, click on the Prints tab, choose your print, click on it, and slide it to the place you would like it to appear on the garment.

You can put as many prints as you like onto a garment.

## Accessories



Click on the Accessories tab. To put on an accessory, first choose the category (in the upper left-hand corner of the screen), then click on the accessory of your choice. You can then choose the color on the right side of the screen.

To remove an accessory, click on it and slide it off the model.

## Beauty Workshop

In this workshop, you can do makeup and hair, and give manicures and tattoos to your model.

### Makeup



Click on the Makeup tab. You have access to foundation, blusher, eyeshadow, mascara, contact lenses, and sparkles, as well as stickers.

To apply makeup, select one of the tools on the left and a shade or design on the right. Then apply the product directly on the model's face by holding down the left mouse button. If you make a mistake, correction tools are available in the bottom left-hand corner of the screen.

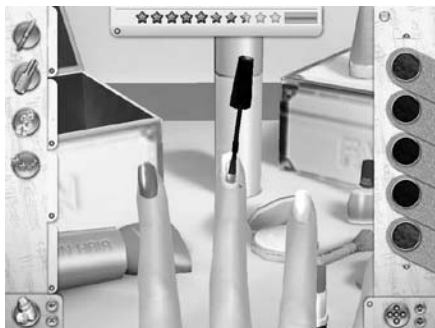
**Hint:** In Creative Workshop mode, you can activate the Auto function to apply makeup quickly.

## Hairstyling



Click on the Hairstyling tab. The hairstyles are displayed on the left and the colors on the right. Click on the cut and the color that you wish to use on your model.

## Manicure



Click on the Manicure tab. The manicure tools are on the left and the colors and designs are on the right. To file the model's nails, place the nail file above one of the nails and make small right-to-left movements while holding down the left mouse button.

Apply nail polish using the same technique you used for makeup.

## Tattoos



Click on the Tattoo tab. The tattoo categories are on the left and specific tattoos are on the right. To apply a tattoo, select the category, then select the tattoo, then slide the tattoo from the list on the right onto your model.

## Jewelry Workshop



In this workshop, you can create your own jewelry. Click on the Necklaces, Bracelets, or Earrings tab depending on which type of jewelry you would like to create.

Whatever the type of jewelry, you must first select a strand color on the left-hand side of the screen. To place the strand on the model, click on one or several locations that appear.

Now that you have placed the strand, you will be able to add beads. The beads are kept on the right of your screen. First choose the type of bead (costume, ethnic, princess, or classic) by selecting it on the corresponding tab. Next, choose the bead's shape by selecting one of the icons at the top of the tab, then click on one of the bead colors available just beneath. To place a bead that you've selected, click on one of the locations that appeared on the strand.



To remove a bead from the strand, select the Pliers/Tweezers tool in the bottom left-hand corner of the screen, then click on the elements you would like to remove.

## Photography Workshop

After preparing your models, you can take photos of them in the Photography workshop.

### Settings Screen



On the Settings screen, you can choose:

- The type of framing (up-left): portrait or landscape.
- A filter to change the color of the photos (the Filter tab).
- The background your model will pose in front of (the Background tab).

Once you have chosen your settings, press the Space Bar to go into Shoot mode and take photos. If you would like to change the settings during a shoot, you can return to the Settings screen by pressing the Space Bar.

### Photography Shoot



Use your keyboard's arrow keys to move the camera vertically and horizontally. To turn the camera, move your mouse.

To zoom in or out, use the mouse wheel. Finally, to take a photo, click the left mouse button.

During a photo shoot, the photos are taken in series of five (in Adventure mode) and series of 10 (in Creative Workshop mode). Once the shoot is over, you must select the best photos to be kept.

**Hint:** Make sure the blur indicator is turned off when you take a photo.

### Catwalk Workshop



In the Catwalk workshop, your models do a fashion show, displaying your creations. You don't direct your models firsthand, but you help them carry out poses. When the model prepares to pose, a sequence of keys appears in the upper left-hand corner of the screen. You must repeat the sequence using the arrow keys on your keyboard and following the pink circle.



You can take a photo of the model in a pose by pressing the Space Bar.

# ADDITIONAL ACTIVITIES

## The Book



In this workshop, you can file the photos that you took during photo shoots and fashion shows. You can use your free time in the mornings to work on your book. You will find it in Scott's office.

### Layout

To create a page in your book, begin by choosing the layout (size, number, and photo placement) by clicking on the Layout tab. The different possibilities are displayed on the right. To apply one of them, slide it onto the page in the book. White frames will appear on the page.

### Background Styles

You can add a background to your page. To do so, click on the Background Styles tab. Choose your theme from the bottom left, then your background on the left. To apply a background, slide the icon onto the page of your book.

### The Photos

To access your photos, click on the Photos tab and they will appear on the left side of the screen. To put a photo on a page, slide it into the frame you want to use. To remove it, slide it out of the frame. Permanently delete a photo by selecting it from the column on the left and sliding it onto the Erase button in the bottom left corner.

Be careful: a photo in portrait format can only be put into a vertical frame, and a landscape-formatted photo can only be placed in a horizontal frame.

#### Hints:

- To turn the page, use the arrows in the bottom right-hand corner.
- To reset a page, click on the small X in the bottom left-hand corner.

## The Library

The Library workshop is only available in Adventure mode and is in the interior garden, accessible through a computer. Here, you can learn things about the world of fashion, thanks to information cards on four different themes: materials, history of fashion, manufacturing techniques, and trends.

When you enter the Library workshop, you have the option to take a quiz. Read the questions and click Continue to access the information cards. Find the information requested by reading the cards. If you forgot a question, you can look at them again by clicking on Review in the bottom left. Once you are ready, click on Start the Quiz to answer the questions.

If you successfully complete the quiz, you will receive tokens.

If you want to disconnect, click on Disconnect at the bottom, to the right of the information card menu.

## Shopping

You win tokens (game currency) by successfully completing missions or quizzes. With the money you win, you can go shopping. You will then have more items to use for your creations. Use your mornings to do some shopping. To get there, take the limousine parked out in front of the building.

To buy an item, select the category of item that you wish to buy: accessories, clothing, beauty products, or jewelry.

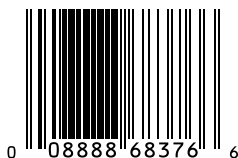
For example, to choose an accessory, you would choose Accessories from the top bar. In the second window, select the accessory that you would like to buy. Your item will appear in the bottom left-hand corner, with the price and your tokens beside it. To buy, click on Buy in the bottom right – or, to end your shopping session, click on End.

# Register this game now and stay in the know!

It's simple: Go to [www.ubireg.com](http://www.ubireg.com) and register your product, and you will receive a coupon code good for 10% off your next purchase at the Ubisoft online store. You can also get exclusive game updates, participate in surveys, and win cool prizes! Look for the details on [www.ubi.com](http://www.ubi.com)!

Thanks,  
The Ubisoft Team

**Imagine™ Fashion Designer**  
**Proof-of-Purchase**



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