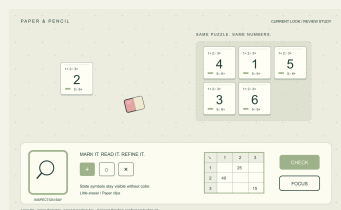


REARRANGEMENTS

CREATOR REVIEW / 19 OCTOBER 2026

A workbook, many materials.

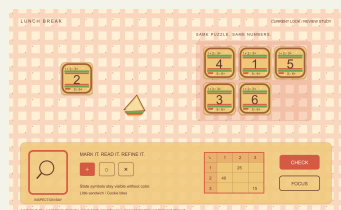
Nine playable looks and ten saved creator concepts. Four palettes stay quiet; material themes turn surfaces into things. Seven packs form the creator-selected finishing wave.



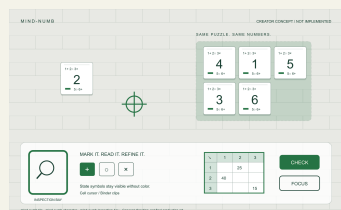
Paper & Pencil
SELECTED WAVE



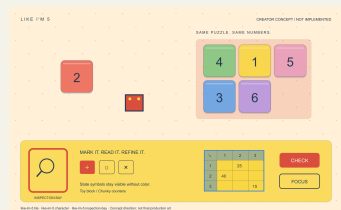
Floor Candy
CURRENT DRAFT



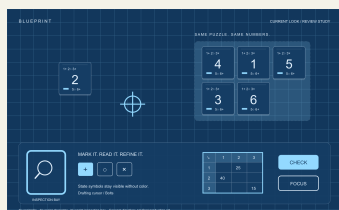
Lunch Break
SELECTED WAVE



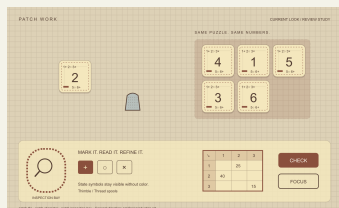
Mind-numb
CONCEPT



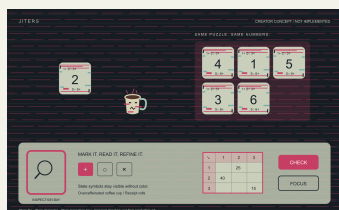
Like I'm 5
CONCEPT



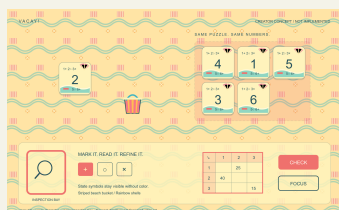
Blueprint
SELECTED WAVE



Patch Work
CURRENT DRAFT



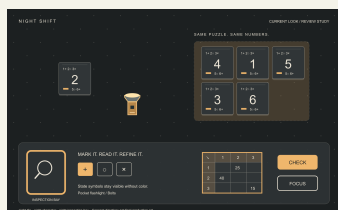
JITers
CONCEPT



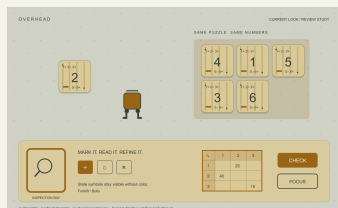
Vacay!
CONCEPT



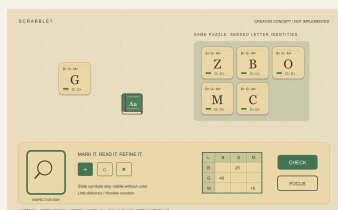
Blackout
CONCEPT



Night Shift
SELECTED WAVE



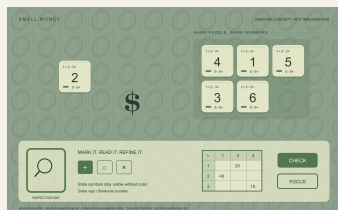
Overhead
SELECTED WAVE



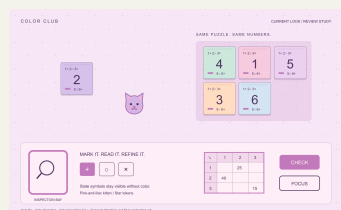
Scrabble?
CONCEPT



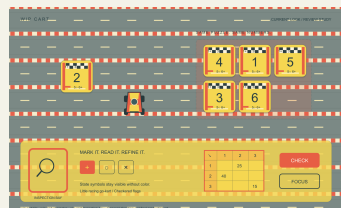
Well Oiled
CONCEPT



Smell Money
CONCEPT



Color Club
SELECTED WAVE



WIP Cart
SELECTED WAVE



ANTS!
CONCEPT



Jell-Oed!
CONCEPT

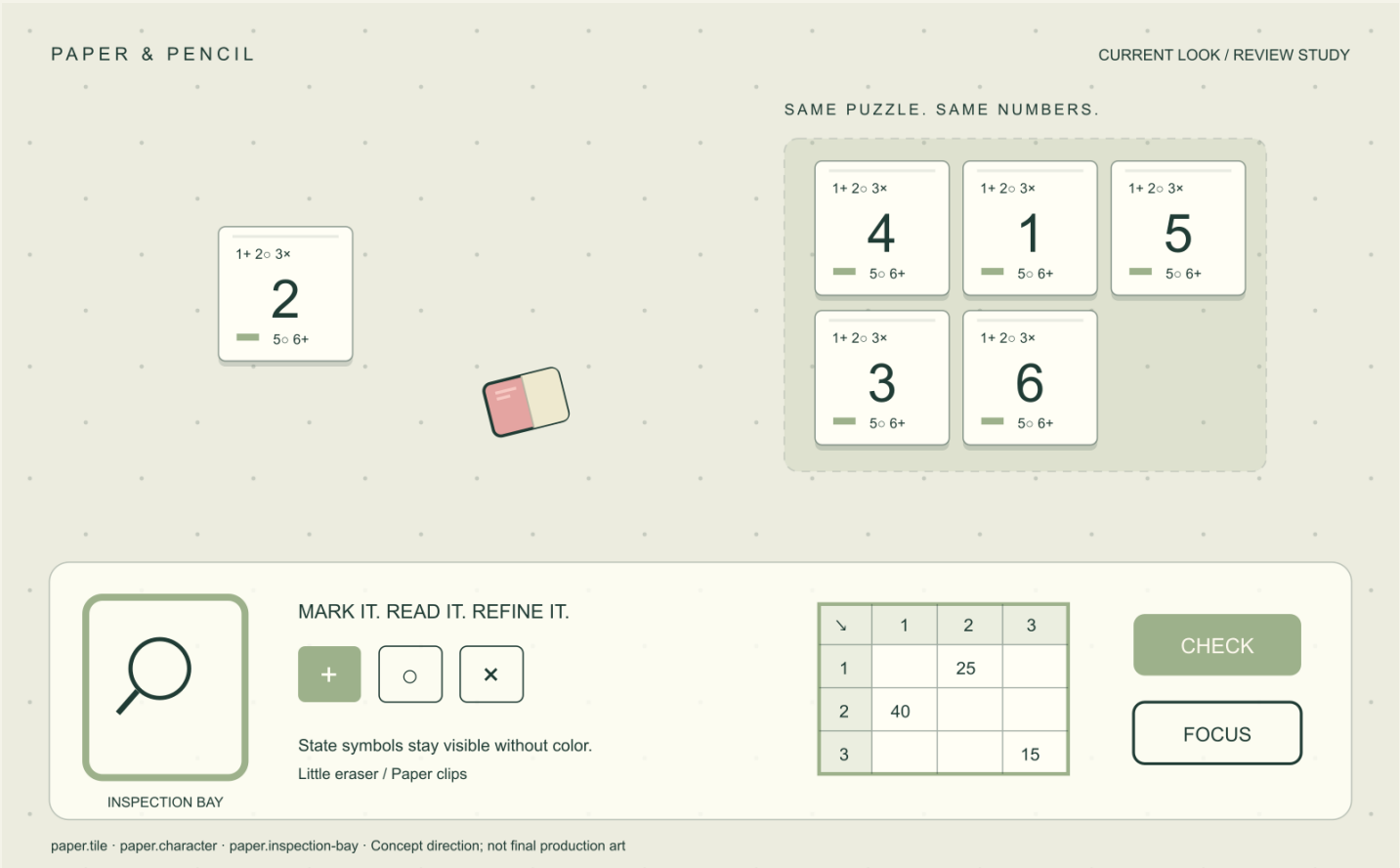
Selected finishing wave: four starters, Overhead, WIP Cart, Lunch Break. Floor Candy and Patch Work remain existing draft previews. Ten other concepts remain unselected.

REARRANGEMENTS

PLAYABLE FINISHING WAVE / SELECTED BY CREATOR

Paper & Pencil

Graph paper, soft graphite, and a small pink eraser. Keep this deliberately quiet.



paper.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

paper.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

paper.supply
Paper clips. Same numeric stash, rewards, and prices; no currency conversion.

paper.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

paper.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

paper.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

paper.character
Little eraser. Cosmetic identity preserves physical controls.

paper.inspection-bay
Penciled registration marks. Implemented treatment; enlarged notes retain their meaning.

paper.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

paper.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

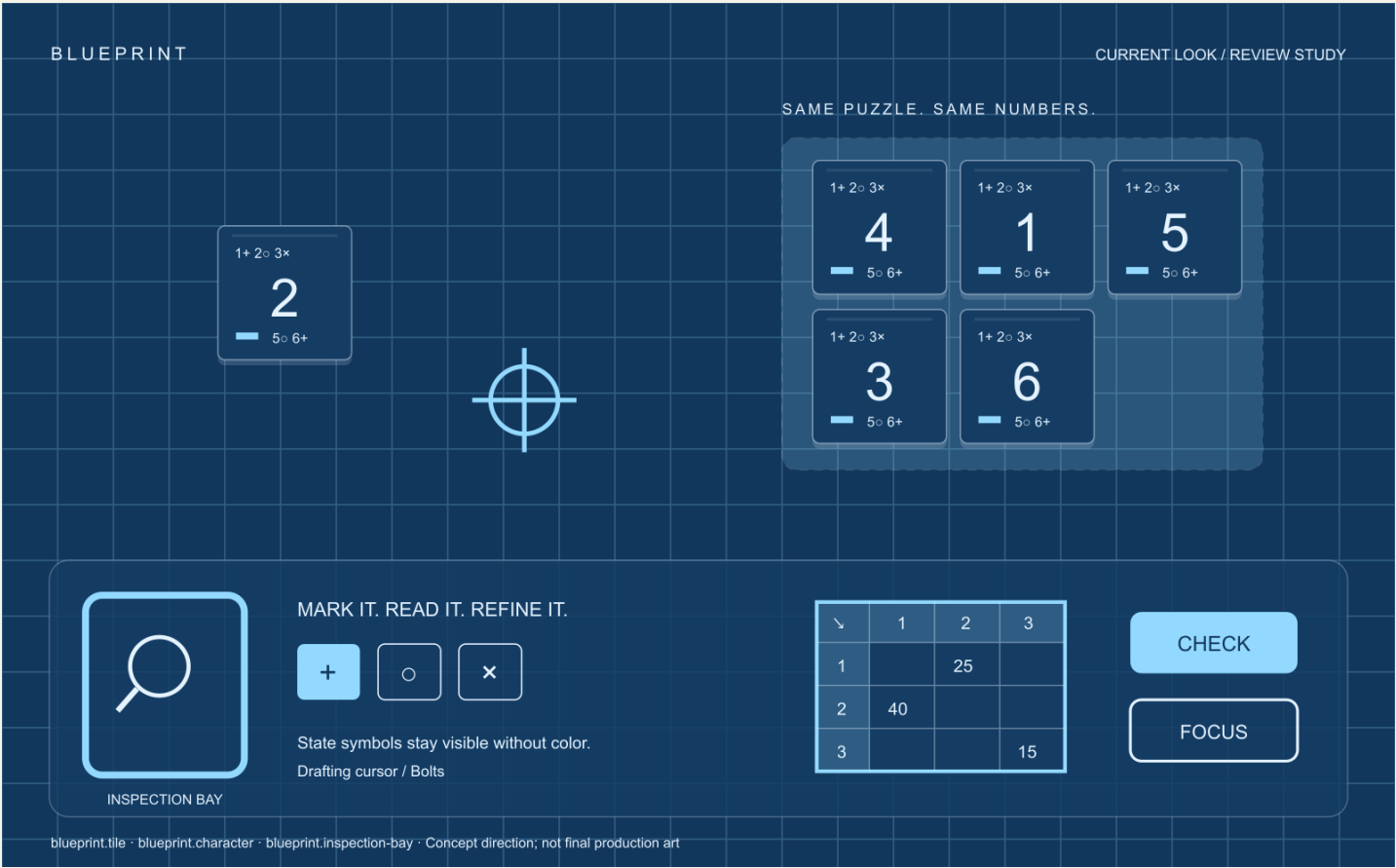
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

PLAYABLE FINISHING WAVE / SELECTED BY CREATOR

Blueprint

Fine technical rules and a limited blue/white palette.



blueprint.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

blueprint.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

blueprint.supply
Bolts. Same numeric stash, rewards, and prices; no currency conversion.

blueprint.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

blueprint.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

blueprint.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

blueprint.character
Drafting cursor. Cosmetic identity preserves physical controls.

blueprint.inspection-bay
Crosshair registration plate. Implemented treatment; enlarged notes retain their meaning.

blueprint.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

blueprint.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

PLAYABLE FINISHING WAVE / SELECTED BY CREATOR

Night Shift

Graphite and brass, with a small working flashlight and data brighter than decorative edges.



night.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

night.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

night.supply
Bolts. Same numeric stash, rewards, and prices; no currency conversion.

night.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

night.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

night.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

night.character
Pocket flashlight. Cosmetic identity preserves physical controls.

night.inspection-bay
Brass-edged inspection plate. Implemented treatment; enlarged notes retain their meaning.

night.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

night.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

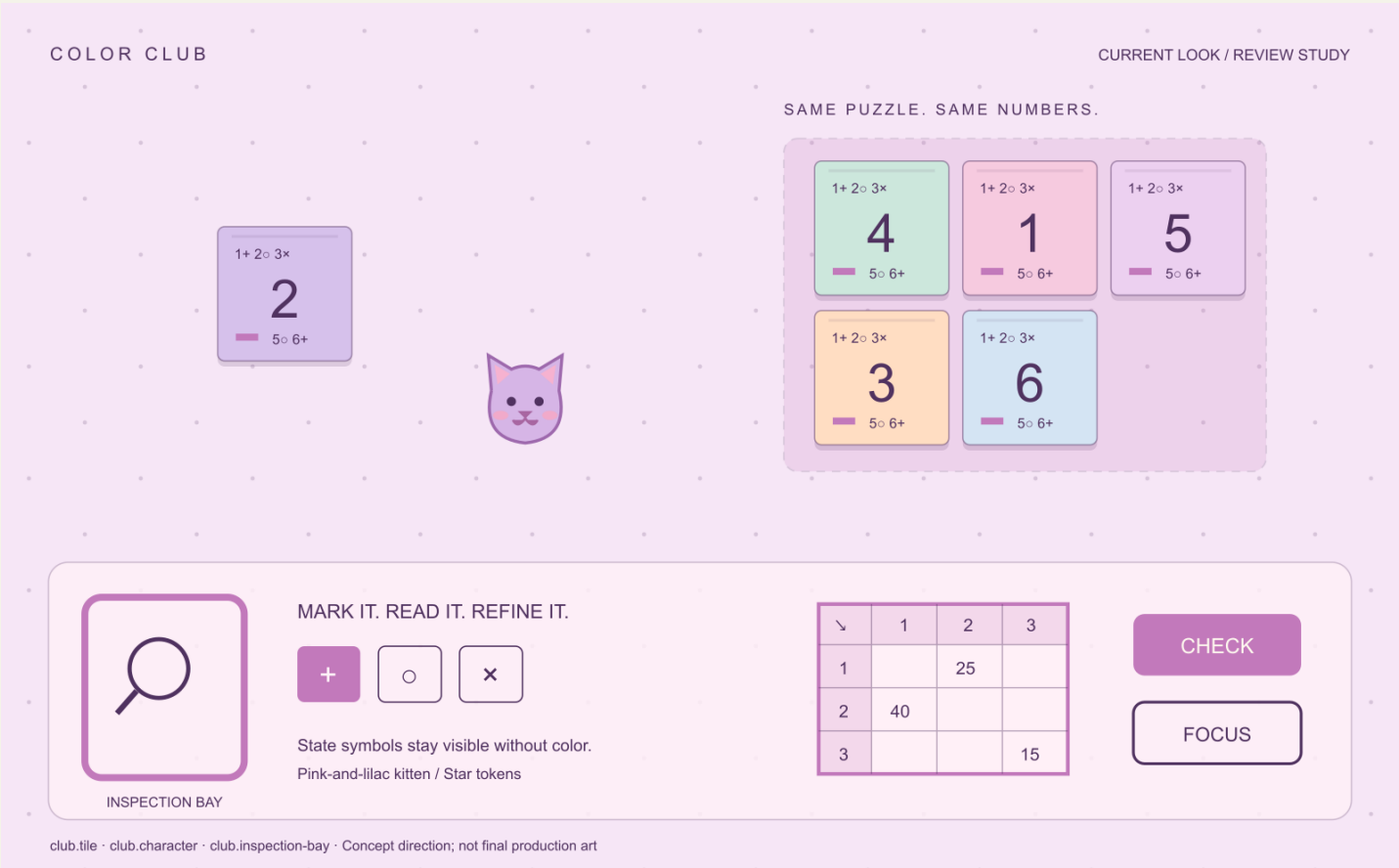
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

PLAYABLE FINISHING WAVE / SELECTED BY CREATOR

Color Club

Rose, lavender, peach, and mint pastels with a little pink-and-purple cat.



club.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

club.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

club.supply
Star tokens. Same numeric stash, rewards, and prices; no currency conversion.

club.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

club.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

club.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

club.character
Pink-and-lilac kitten. Cosmetic identity preserves physical controls.

club.inspection-bay
Chunky tabletop tray. Implemented treatment; enlarged notes retain their meaning.

club.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

club.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

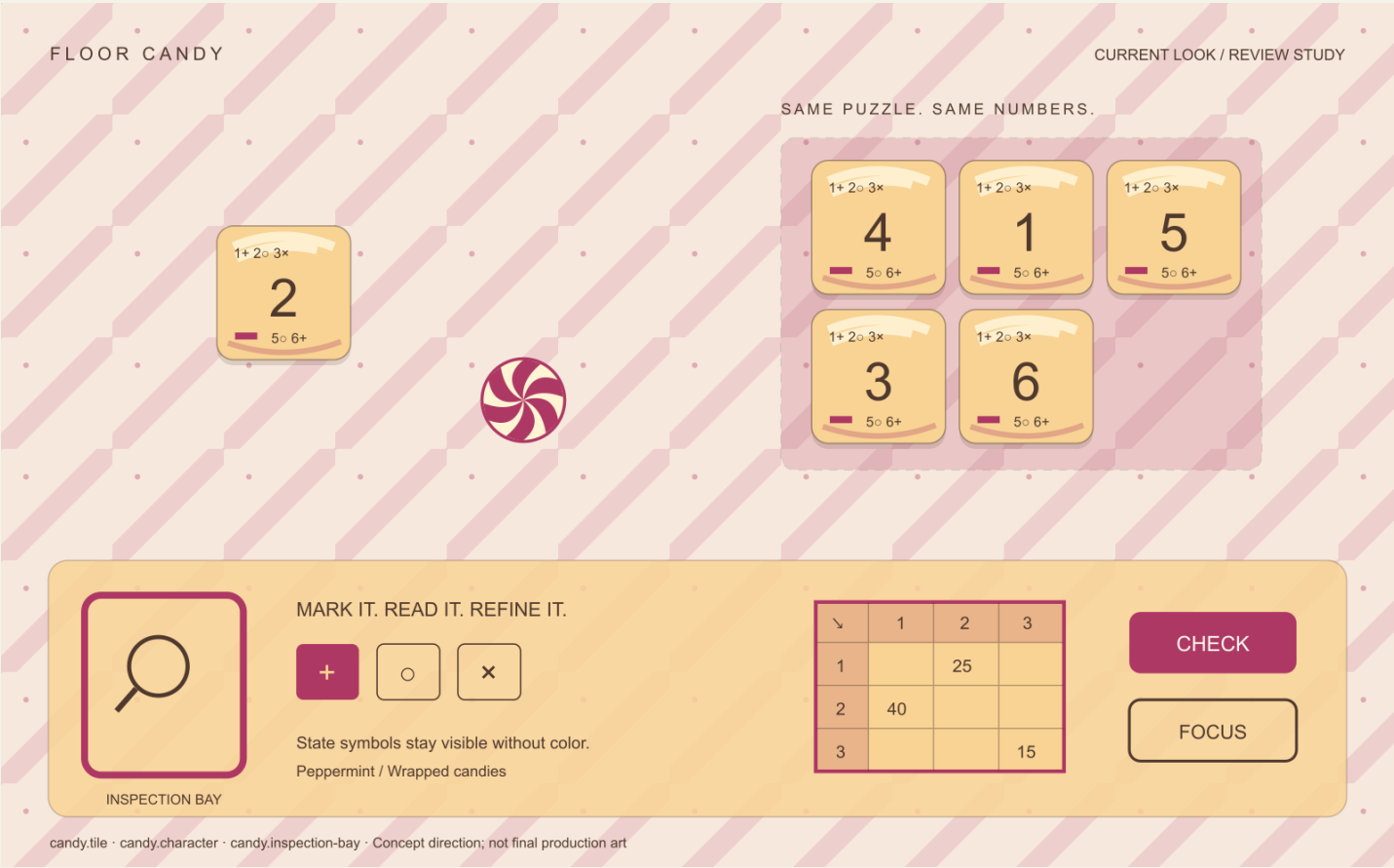
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CURRENT WEARABLE DRAFT / SELECTION PENDING

Floor Candy

Actual sugar, wrappers, boiled sweets, and a rolling peppermint.



candy.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

candy.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

candy.supply
Wrapped candies. Same numeric stash, rewards, and prices; no currency conversion.

candy.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

candy.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

candy.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

candy.character
Peppermint. Cosmetic identity preserves physical controls.

candy.inspection-bay
Candy mold inspection tray. Proposed finishing direction; enlarged notes retain their meaning.

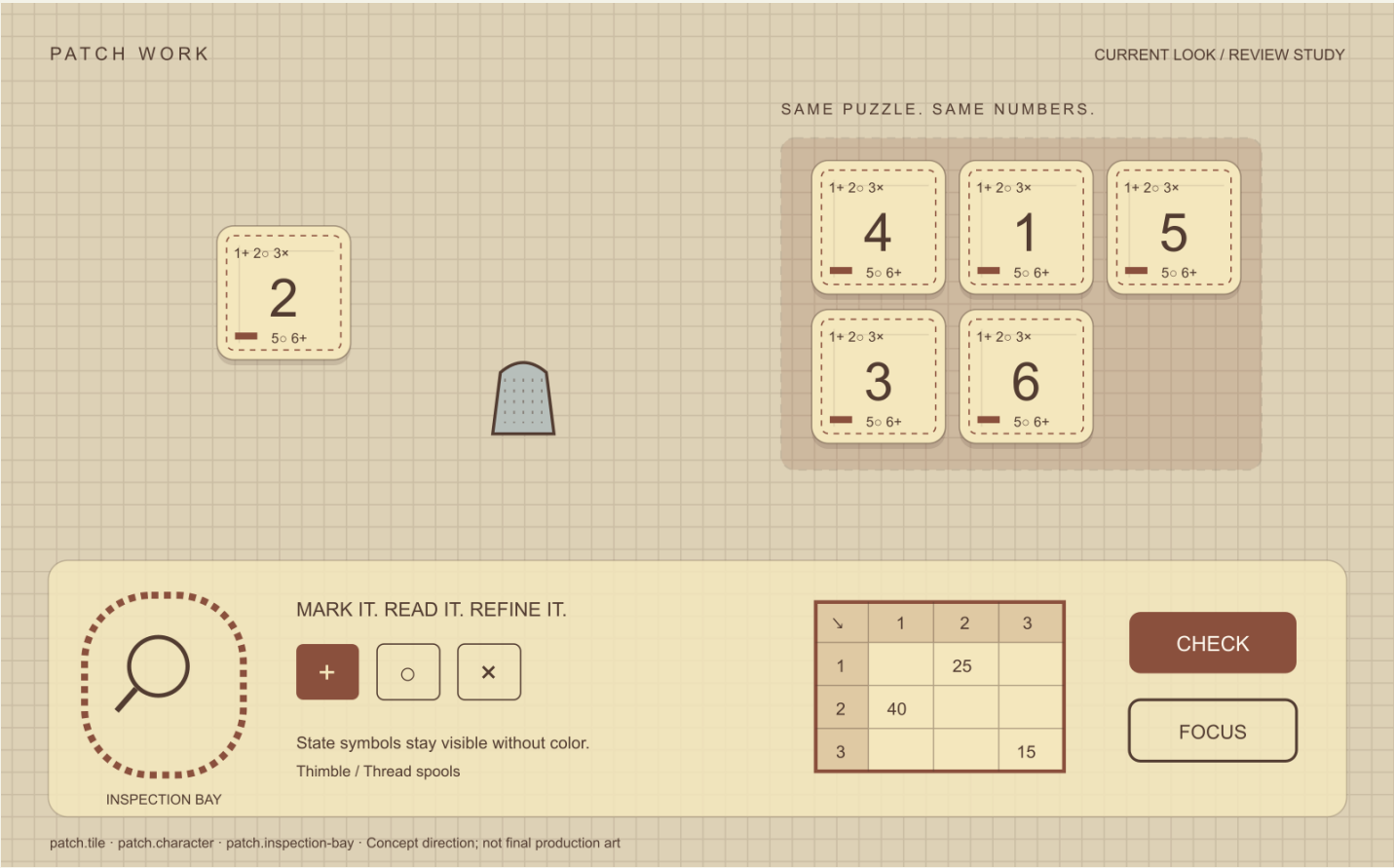
candy.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

candy.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

Scene = original direction study. Current game: open the live workbench in the HTML book.

Patch Work

Woven fibers, scrap swatches, stitched outlines, and metal tools.



patch.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

patch.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

patch.supply
Thread spools. Same numeric stash, rewards, and prices; no currency conversion.

patch.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

patch.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

patch.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

patch.character
Thimble. Cosmetic identity preserves physical controls.

patch.inspection-bay
Embroidery-hoop inspection frame. Proposed finishing direction; enlarged notes retain their meaning.

patch.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

patch.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

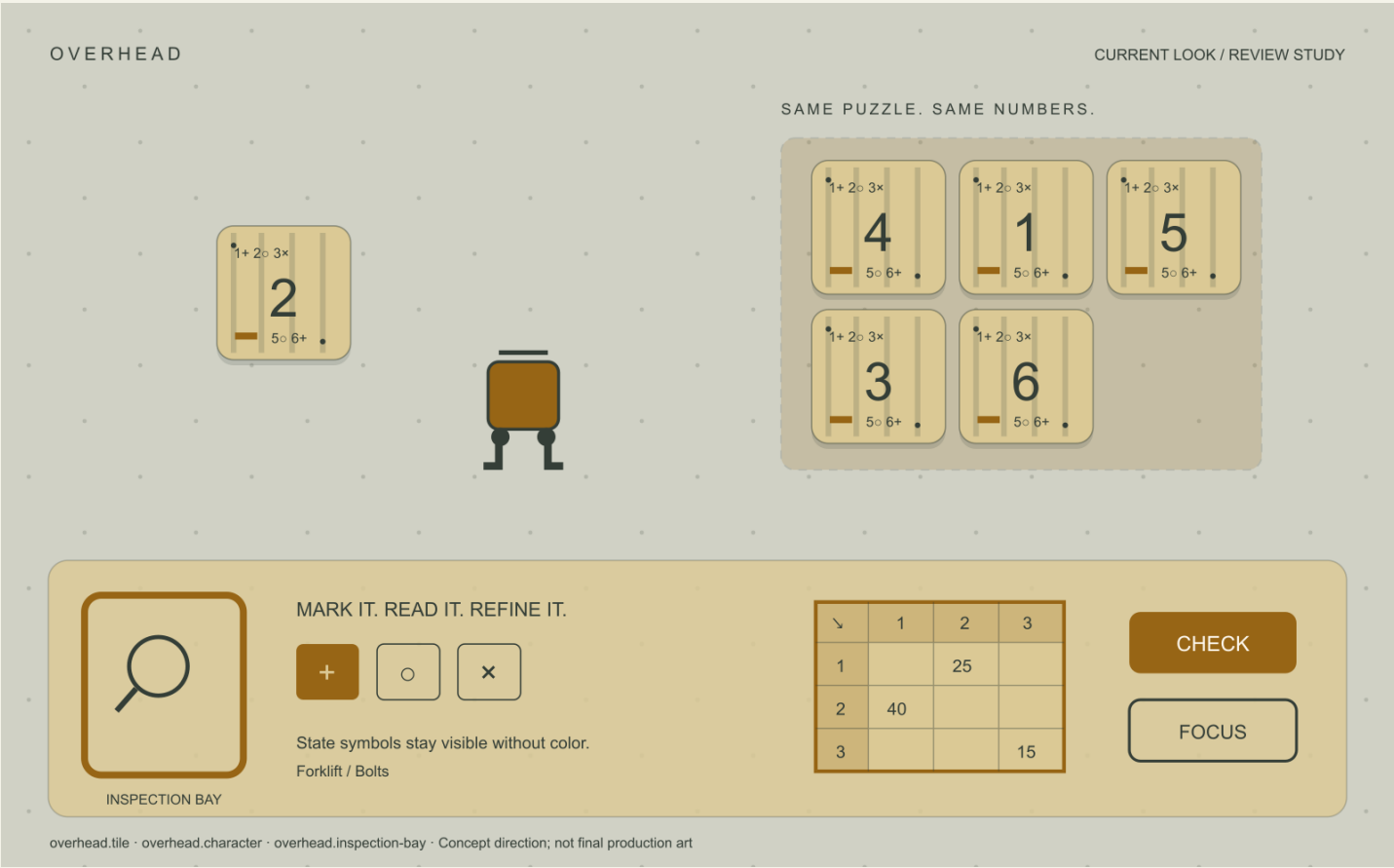
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

PLAYABLE FINISHING WAVE / SELECTED BY CREATOR

Overhead

Concrete, timber pallets, safety stripes, and worn equipment.



overhead.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

overhead.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

overhead.supply
Bolts. Same numeric stash, rewards, and prices; no currency conversion.

overhead.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

overhead.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

overhead.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

overhead.character
Forklift. Cosmetic identity preserves physical controls.

overhead.inspection-bay
Small loading-dock inspection bay. Implemented treatment; enlarged notes retain their meaning.

overhead.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

overhead.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

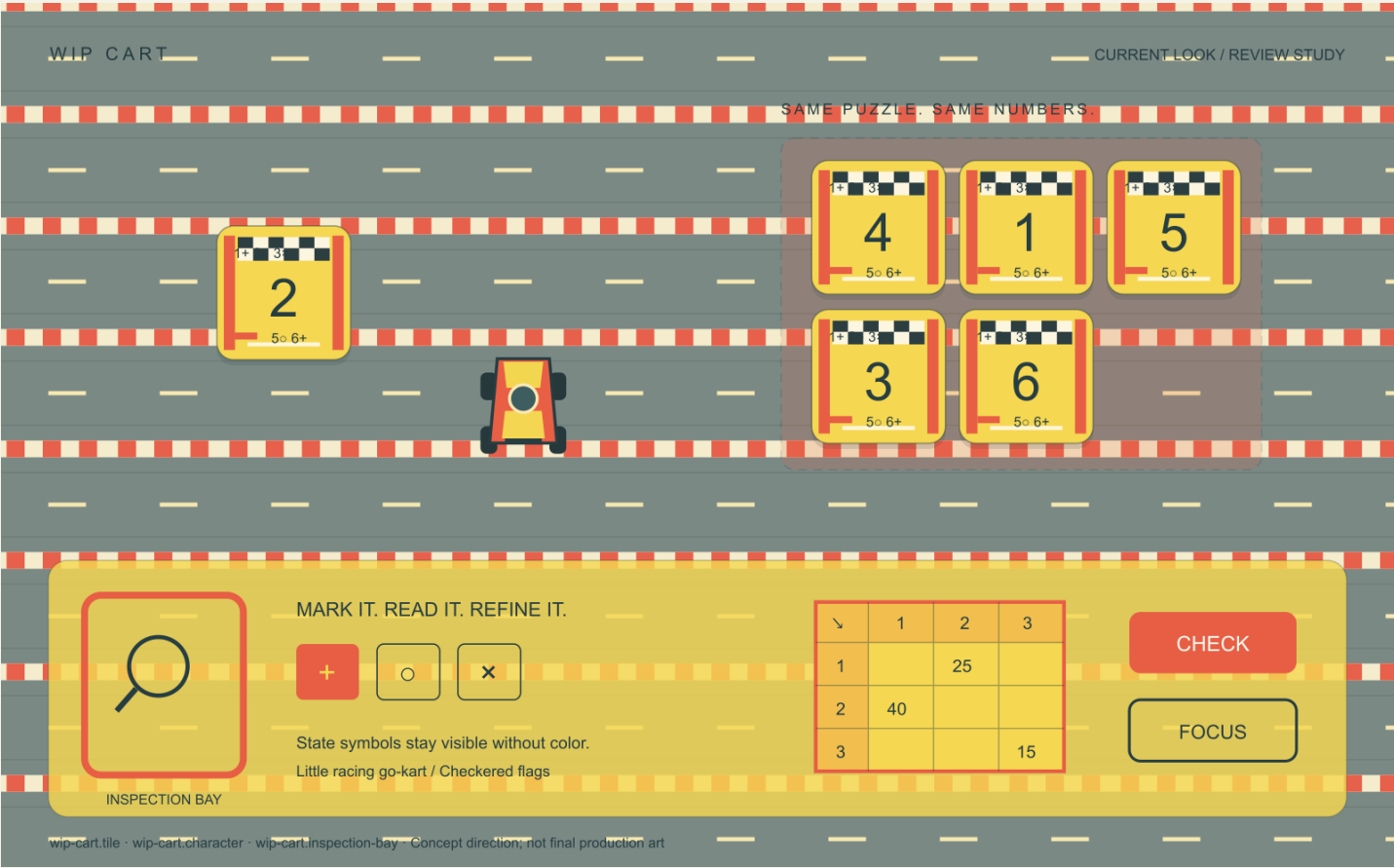
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

PLAYABLE FINISHING WAVE / SELECTED BY CREATOR

WIP Cart

A playful go-kart paddock: rubber tires, painted racing panels, checkered flags, curbs, and a pit-lane drafting surface.





wip-cart.floor

Quiet surface behind live data; decorative texture never competes with puzzle information.

wip-cart.notes

Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.



wip-cart.supply

Checkered flags. Same numeric stash, rewards, and prices; no currency conversion.

wip-cart.tools

Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

wip-cart.chrome

Home and circular OTJT path share this look, while retaining the simple layout.



wip-cart.tile

Numeric center remains unobstructed. Material treatment follows the scene above.

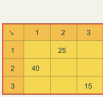


wip-cart.character

Little racing go-kart. Cosmetic identity preserves physical controls.

wip-cart.inspection-bay

Checkered pit box. Implemented treatment; enlarged notes retain their meaning.



wip-cart.table

Directional values, reviewed rows/columns, and changed outlines remain legible.

wip-cart.feedback

Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

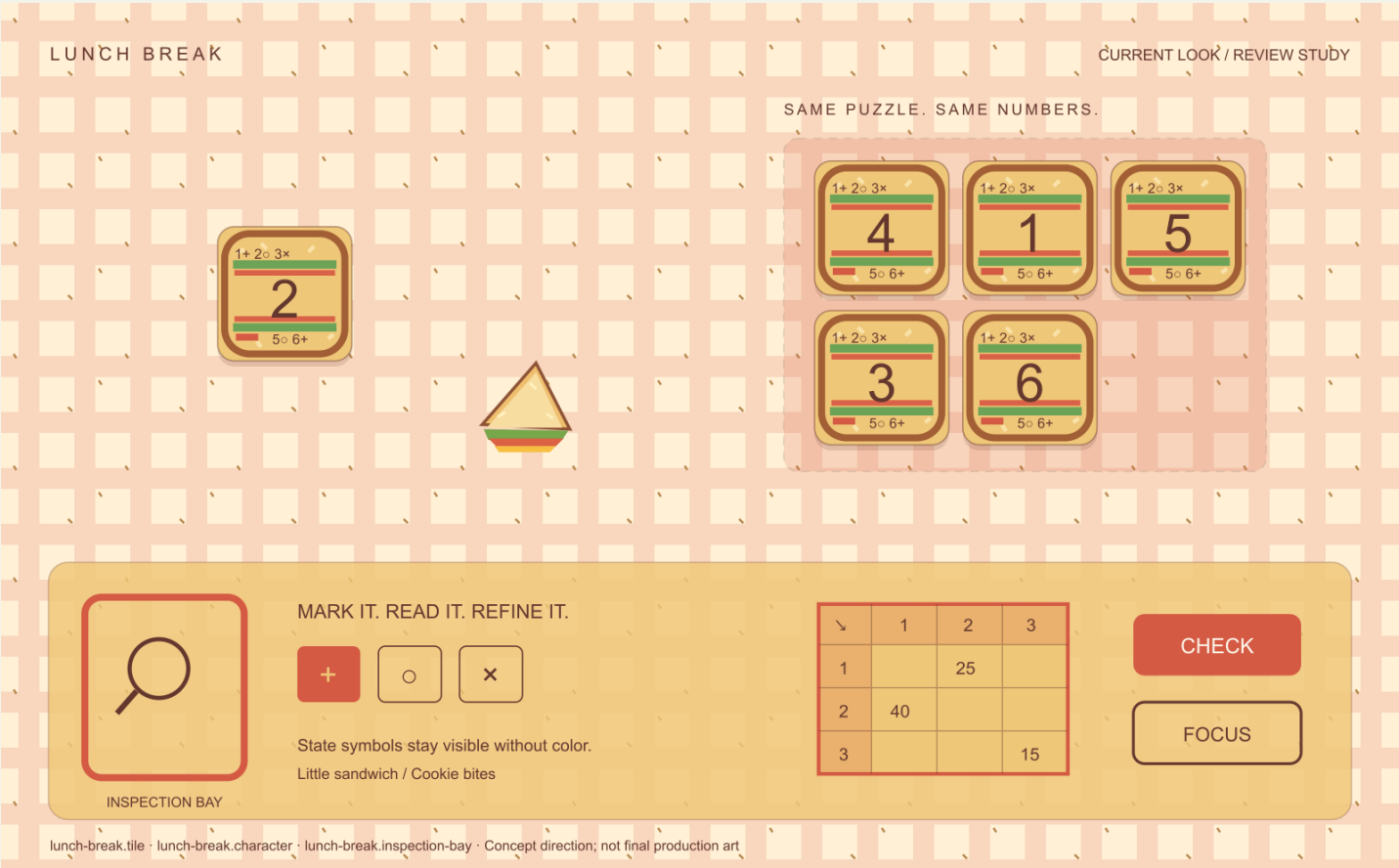
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

PLAYABLE FINISHING WAVE / SELECTED BY CREATOR

Lunch Break

An actual picnic lunch: toasted sandwich tiles, cheese, tomato, gingham, sesame seeds, fruit, and cookie-bite supplies.



lunch-break.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

lunch-break.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

lunch-break.supply
Cookie bites. Same numeric stash, rewards, and prices; no currency conversion.

lunch-break.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

lunch-break.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

lunch-break.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

lunch-break.character
Little sandwich. Cosmetic identity preserves physical controls.

lunch-break.inspection-bay
Picnic lunch tray. Implemented treatment; enlarged notes retain their meaning.

lunch-break.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

lunch-break.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

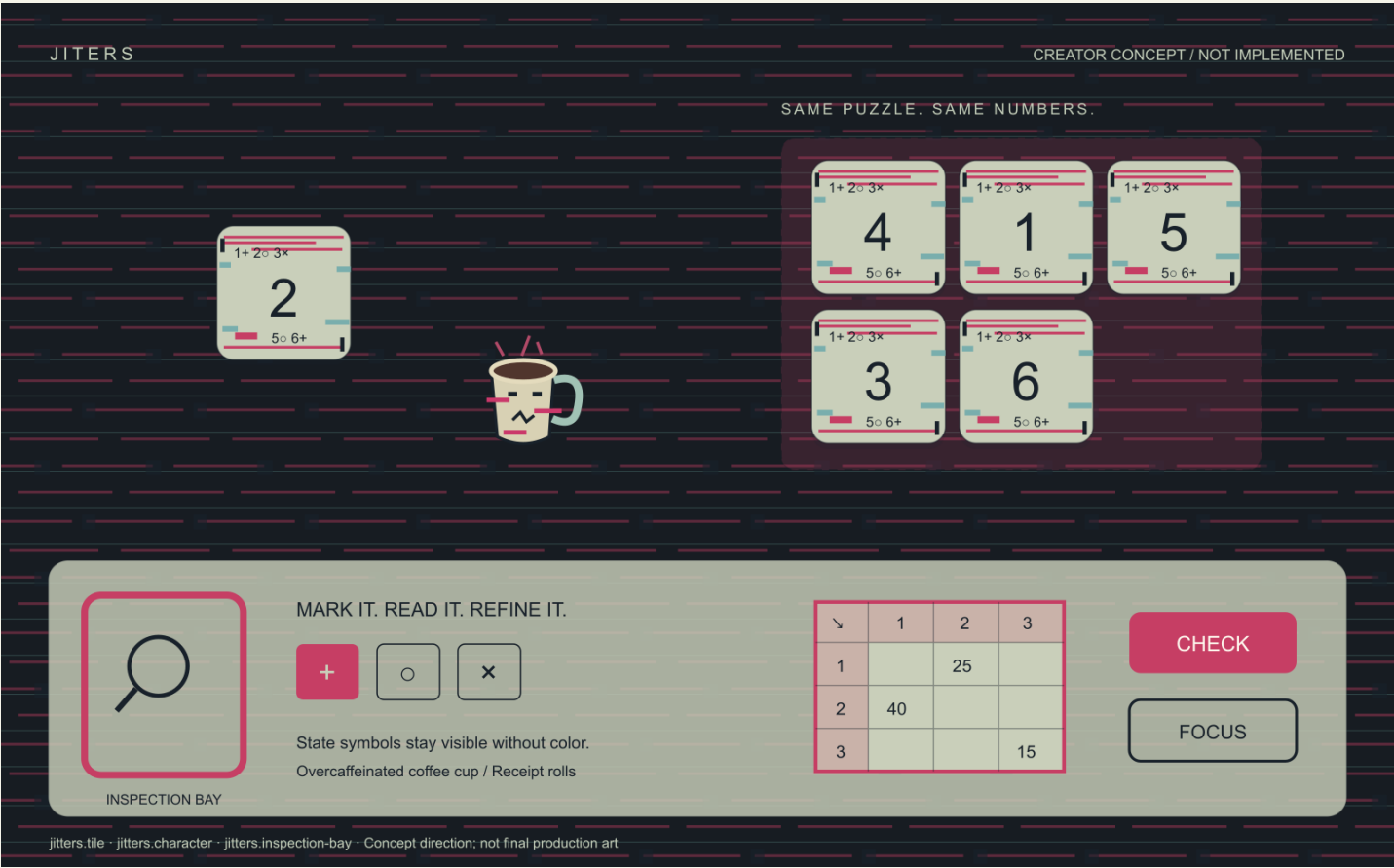
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CREATOR CONCEPT / NOT IMPLEMENTED / SELECTION PENDING

JITers

A deliberately unsettling spectacle: shivering coffee, skewed registration, broken scan lines, distortion, and corrupted edges. Reduced motion uses a still offset treatment.



jitters.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

jitters.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

jitters.supply
Receipt rolls. Same numeric stash, rewards, and prices; no currency conversion.

jitters.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

jitters.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

jitters.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

jitters.character
Overcaffeinated coffee cup. Intentional shivering and corruption in HTML; pause for a still view.

jitters.inspection-bay
Corrupted dispatch cradle. Proposed finishing direction; enlarged notes retain their meaning.

jitters.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

jitters.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

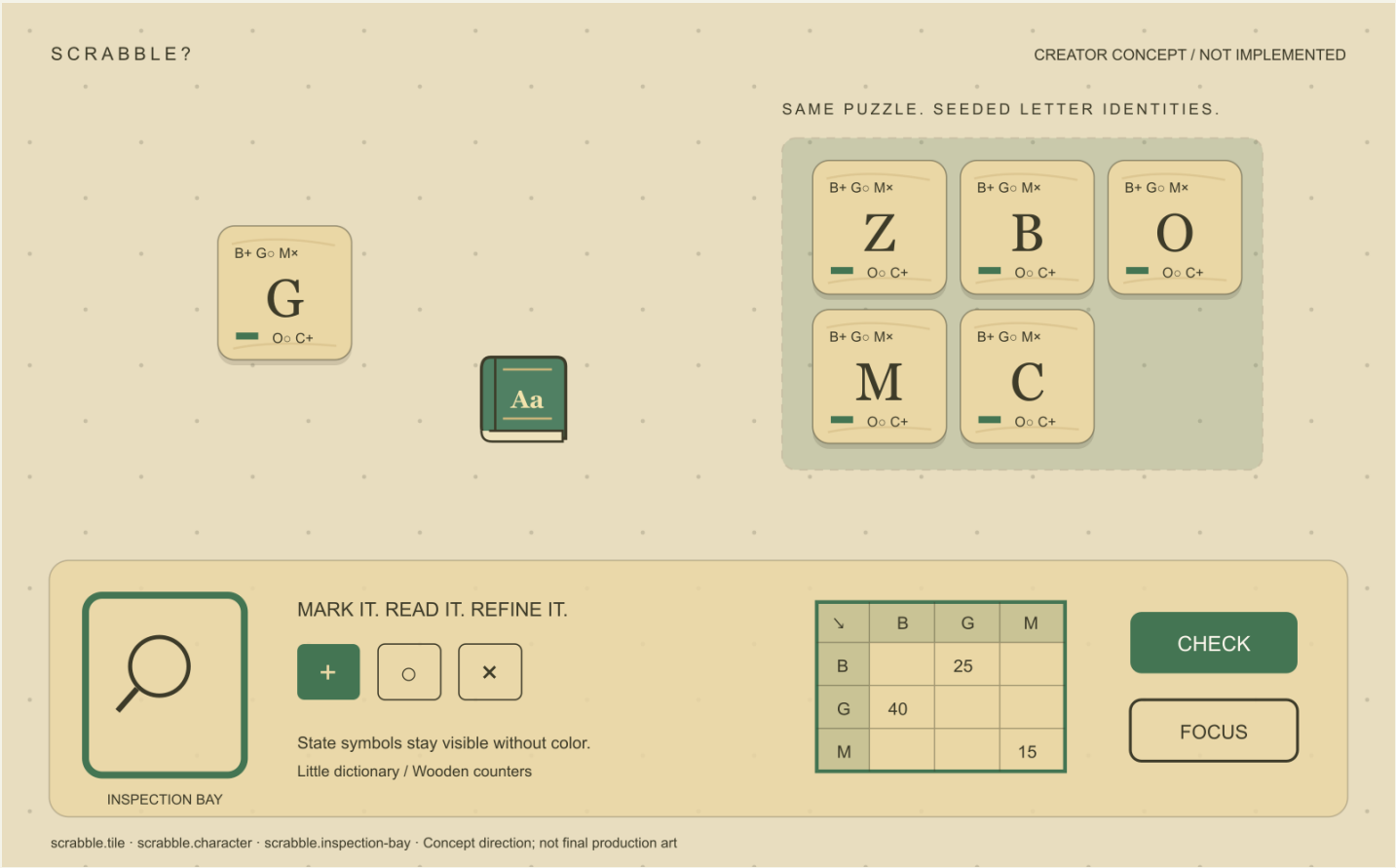
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CREATOR CONCEPT / NOT IMPLEMENTED / SELECTION PENDING

Scrabble?

Original wood letter tiles replace numeric identities with a reproducible seed-based letter mapping. The same tile always keeps its letter in the table and notes. Working title unresolved.



scrabble.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

scrabble.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

scrabble.supply
Wooden counters. Same numeric stash, rewards, and prices; no currency conversion.

scrabble.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

scrabble.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

scrabble.tile
Seeded letter identities agree with notes and table headers; numeric puzzle IDs remain underneath.

scrabble.character
Little dictionary. Cosmetic identity preserves physical controls.

scrabble.inspection-bay
Unbranded wooden rack. Proposed finishing direction; enlarged notes retain their meaning.

scrabble.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

scrabble.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

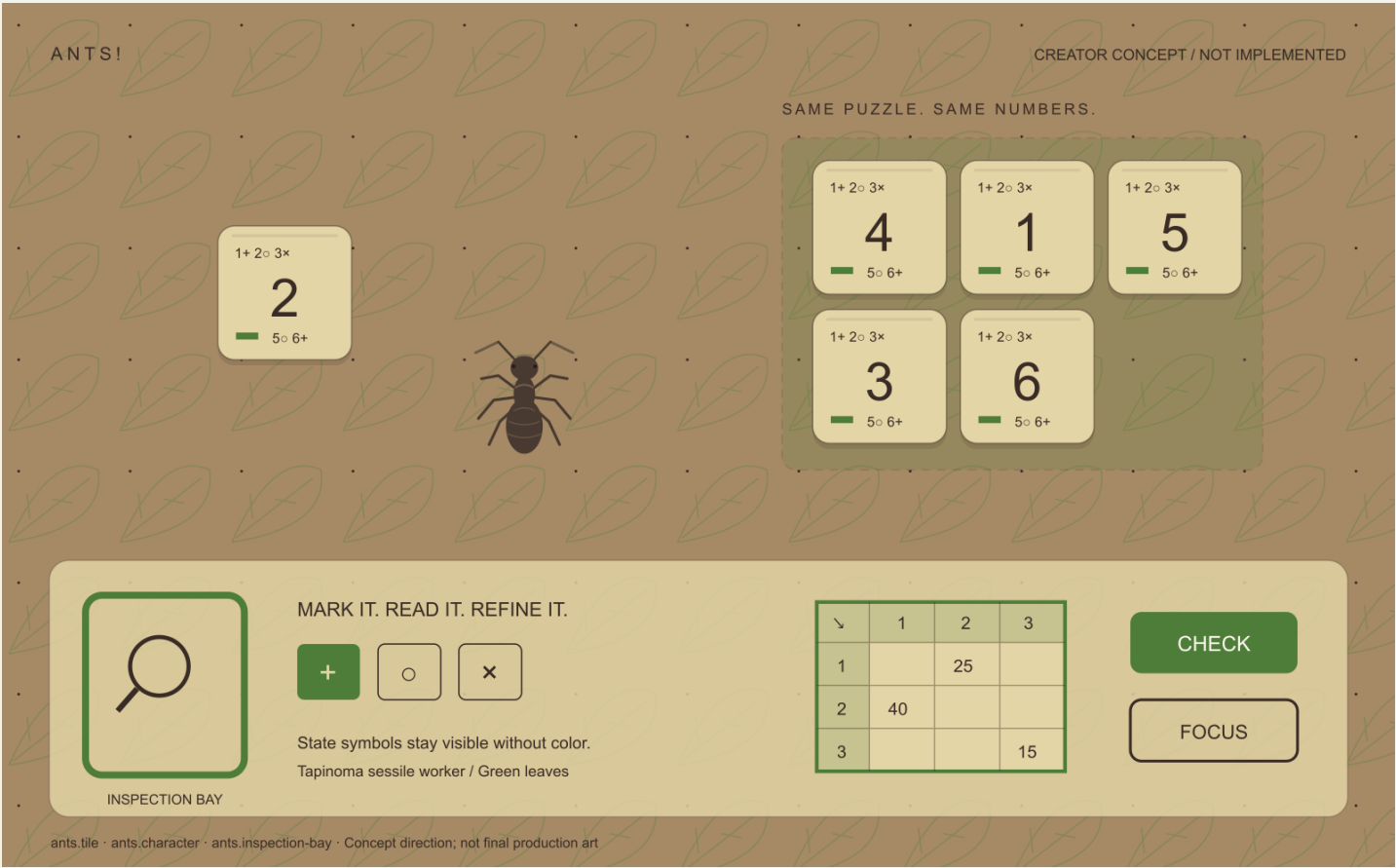
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CREATOR CONCEPT / NOT IMPLEMENTED / SELECTION PENDING

ANTS!

Odorous house ant worker: uniformly dull brown, twelve-segment antennae, six legs on the mesosoma, and a small flattened petiole hidden beneath the front of the gaster. No spines.





ants.floor

Quiet surface behind live data; decorative texture never competes with puzzle information.

ants.notes

Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.



ants.supply

Green leaves. Same numeric stash, rewards, and prices; no currency conversion.

ants.tools

Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

ants.chrome

Home and circular OTJT path share this look, while retaining the simple layout.



ants.tile

Numeric center remains unobstructed. Material treatment follows the scene above.

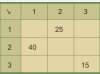


ants.character

Tapinoma sessile worker. Cosmetic identity preserves physical controls.

ants.inspection-bay

Leaf-lined clearing. Proposed finishing direction; enlarged notes retain their meaning.



ants.table

Directional values, reviewed rows/columns, and changed outlines remain legible.

ants.feedback

Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

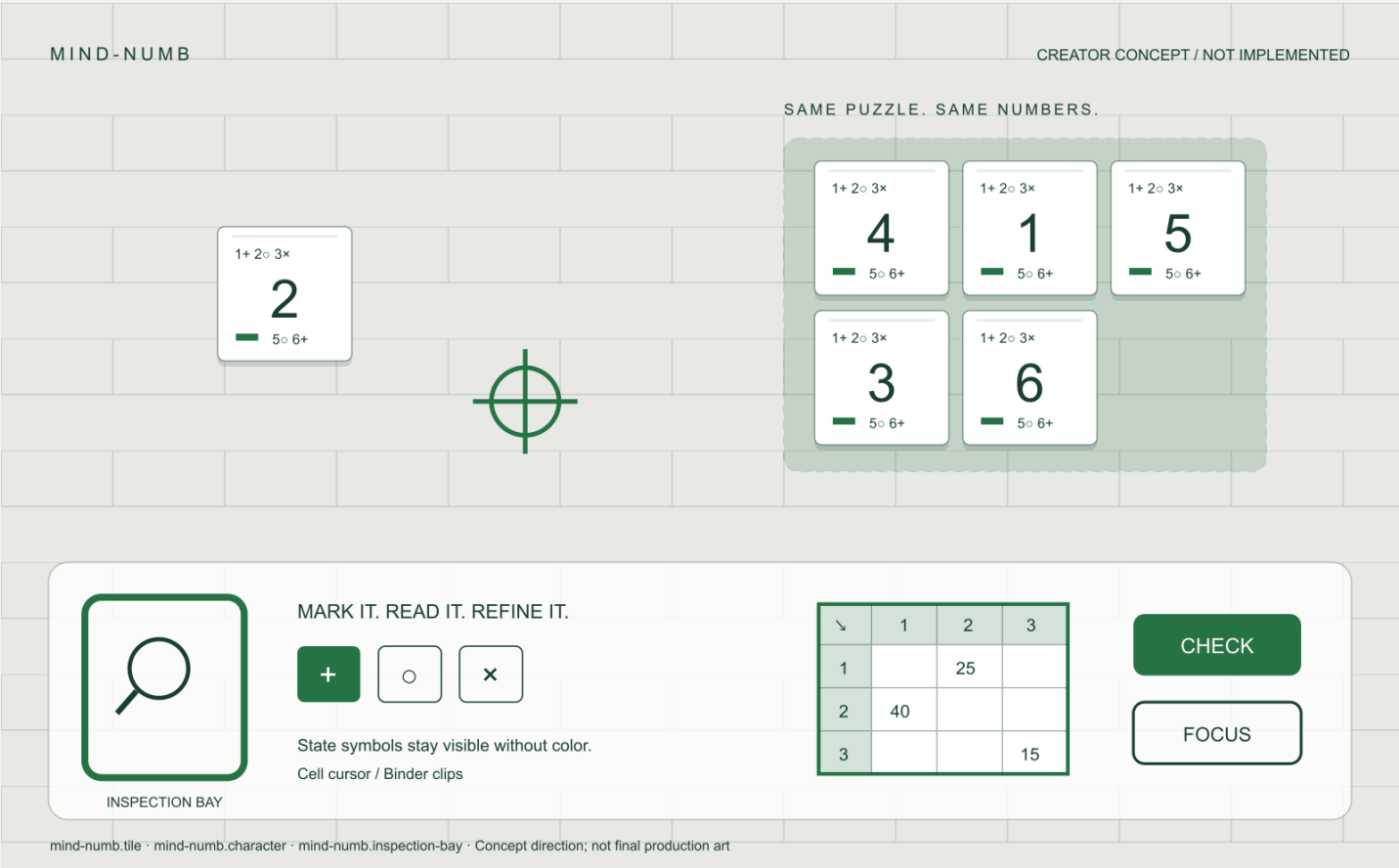
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CREATOR CONCEPT / NOT IMPLEMENTED / SELECTION PENDING

Mind-numb

Deliberately base-Excel boring: square rules, sensible spacing, a single green accent.



mind-numb.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

mind-numb.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

mind-numb.supply
Binder clips. Same numeric stash, rewards, and prices; no currency conversion.

mind-numb.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

mind-numb.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

mind-numb.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

mind-numb.character
Cell cursor. Cosmetic identity preserves physical controls.

mind-numb.inspection-bay
Spreadsheet cell frame. Proposed finishing direction; enlarged notes retain their meaning.

mind-numb.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

mind-numb.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

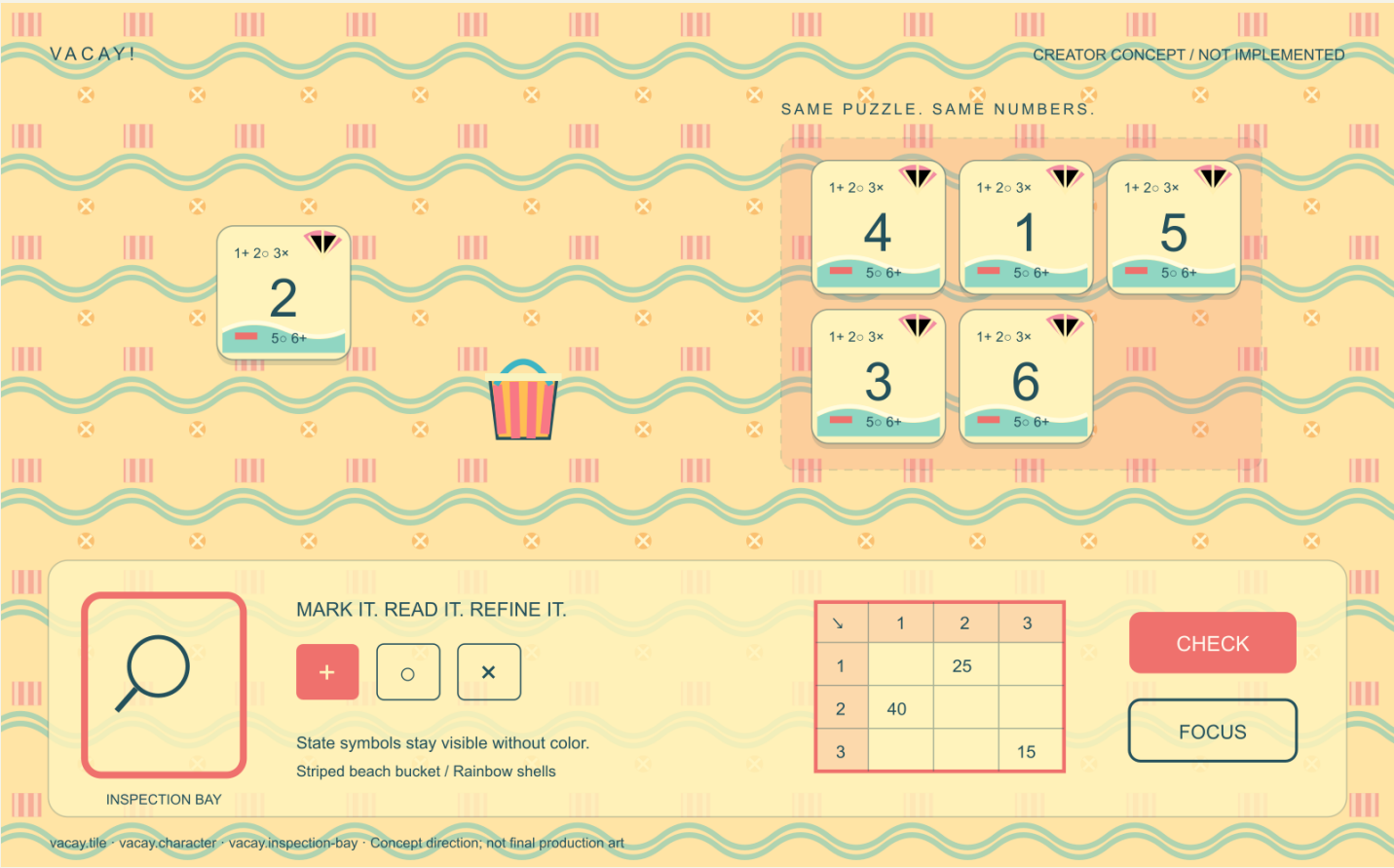
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CREATOR CONCEPT / NOT IMPLEMENTED / SELECTION PENDING

Vacay!

A bright holiday postcard: turquoise surf, coral and fuchsia umbrellas, citrus beach towels, striped buckets, and colorful sea glass.



vacay.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

vacay.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

vacay.supply
Rainbow shells. Same numeric stash, rewards, and prices; no currency conversion.

vacay.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

vacay.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

vacay.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

vacay.character
Striped beach bucket. Cosmetic identity preserves physical controls.

vacay.inspection-bay
Sand tray. Proposed finishing direction; enlarged notes retain their meaning.

vacay.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

vacay.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

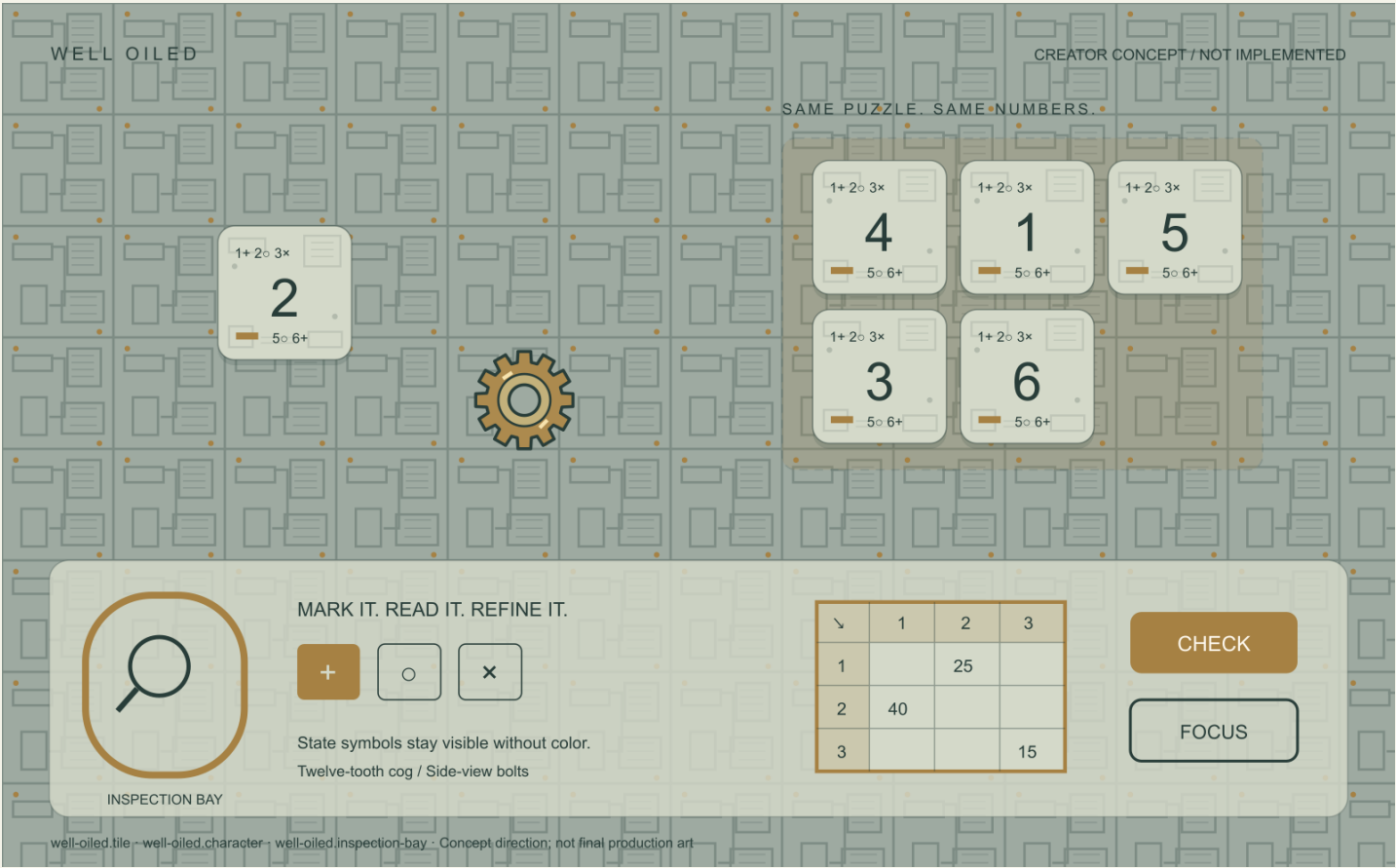
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CREATOR CONCEPT / NOT IMPLEMENTED / SELECTION PENDING

Well Oiled

Oiled steel panels, pipes, vents, fastening plates, and original machinery greebles. Tile detail is faint mechanical relief, with no decorative ring.



well-oiled.floor

Quiet surface behind live data; decorative texture never competes with puzzle information.

well-oiled.notes

Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.



well-oiled.supply

Side-view bolts. Same numeric stash, rewards, and prices; no currency conversion.

well-oiled.tools

Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

well-oiled.chrome

Home and circular OTJT path share this look, while retaining the simple layout.



well-oiled.tile

Numeric center remains unobstructed. Material treatment follows the scene above.



well-oiled.character

Twelve-tooth cog. Cosmetic identity preserves physical controls.

well-oiled.inspection-bay

Machined inspection cradle. Proposed finishing direction; enlarged notes retain their meaning.

↘	1	2	3
1		25	
2	40		
3			15

well-oiled.table

Directional values, reviewed rows/columns, and changed outlines remain legible.

well-oiled.feedback

Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

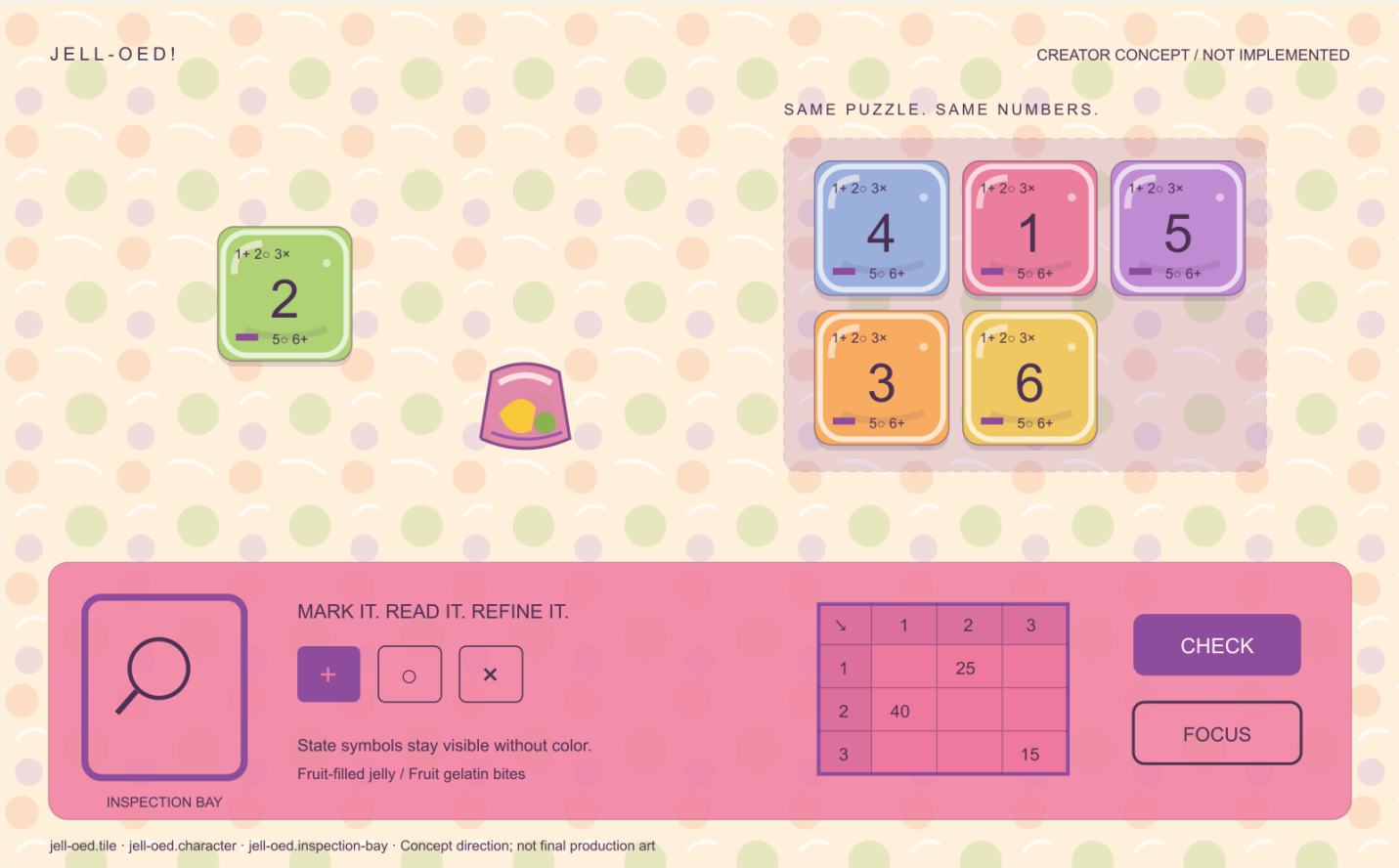
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CREATOR CONCEPT / NOT IMPLEMENTED / SELECTION PENDING

Jell-Oed!

Cherry, lime, orange, blueberry, and grape flavors. Translucent molded jelly tiles wobble gently; reduced motion keeps the glossy fruit-colored silhouette.



jell-oed.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

jell-oed.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

jell-oed.supply
Fruit gelatin bites. Same numeric stash, rewards, and prices; no currency conversion.

jell-oed.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

jell-oed.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

jell-oed.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

jell-oed.character
Fruit-filled jelly. Cosmetic identity preserves physical controls.

jell-oed.inspection-bay
Gelatin dessert tray. Proposed finishing direction; enlarged notes retain their meaning.

jell-oed.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

jell-oed.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

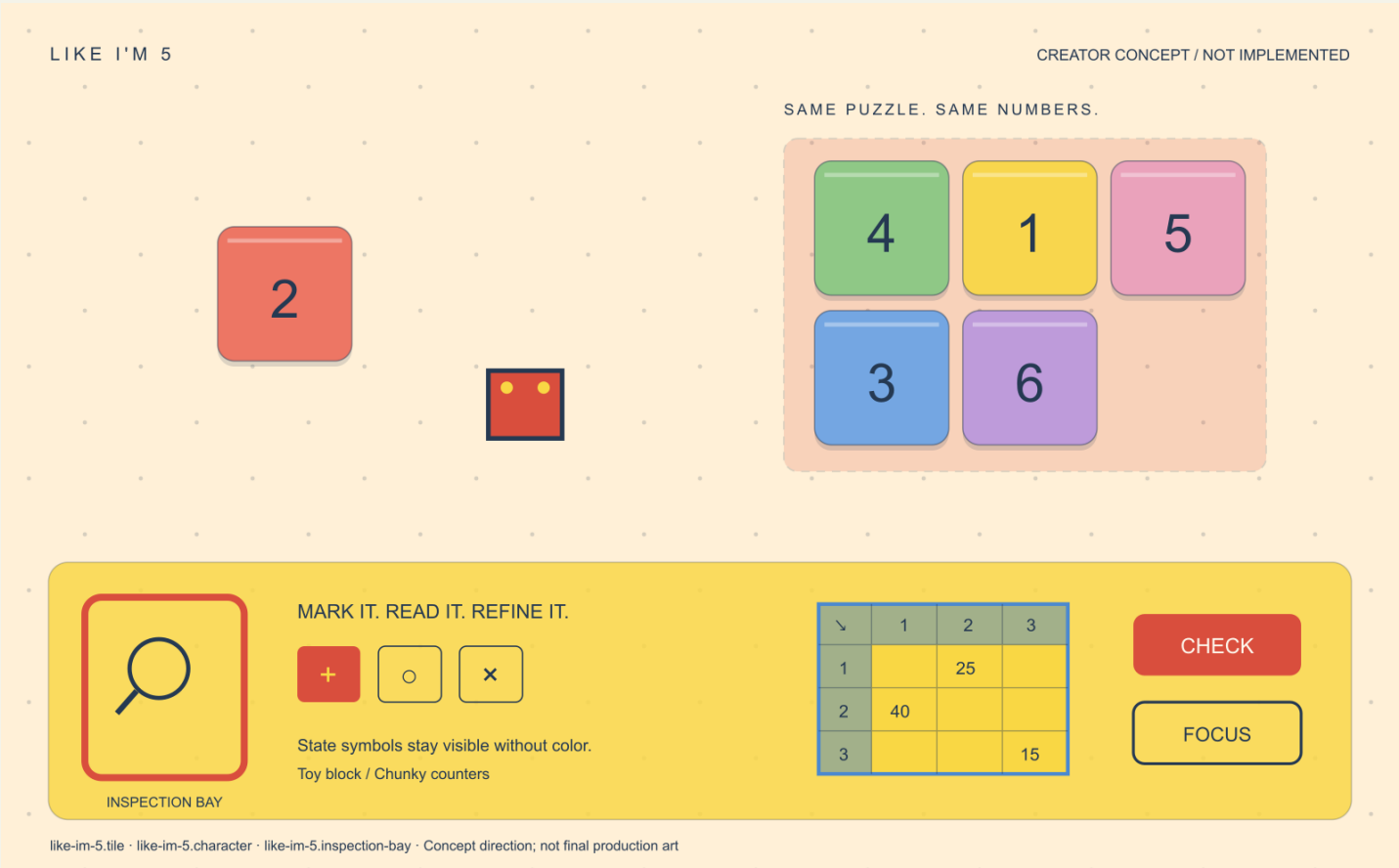
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CREATOR CONCEPT / NOT IMPLEMENTED / SELECTION PENDING

Like I'm 5

Simple solid-color toy blocks vary between red, yellow, blue, and green. A blue table frame keeps the broad shapes playful and legible.



like-im-5.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

like-im-5.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

like-im-5.supply
Chunky counters. Same numeric stash, rewards, and prices; no currency conversion.

like-im-5.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

like-im-5.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

like-im-5.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

like-im-5.character
Toy block. Cosmetic identity preserves physical controls.

like-im-5.inspection-bay
Shape-sorter inspection tray. Proposed finishing direction; enlarged notes retain their meaning.

like-im-5.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

like-im-5.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CREATOR CONCEPT / NOT IMPLEMENTED / SELECTION PENDING

Blackout

Lights out around a permanently readable workspace. A crossed-out Wi-Fi helper glows in the dark; essential puzzle data remains visible.



blackout.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

blackout.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

blackout.supply
Glow markers. Same numeric stash, rewards, and prices; no currency conversion.

blackout.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

blackout.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

blackout.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

blackout.character
No-Wi-Fi symbol. Cosmetic identity preserves physical controls.

blackout.inspection-bay
Light-pool inspection tray. Proposed finishing direction; enlarged notes retain their meaning.

blackout.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

blackout.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

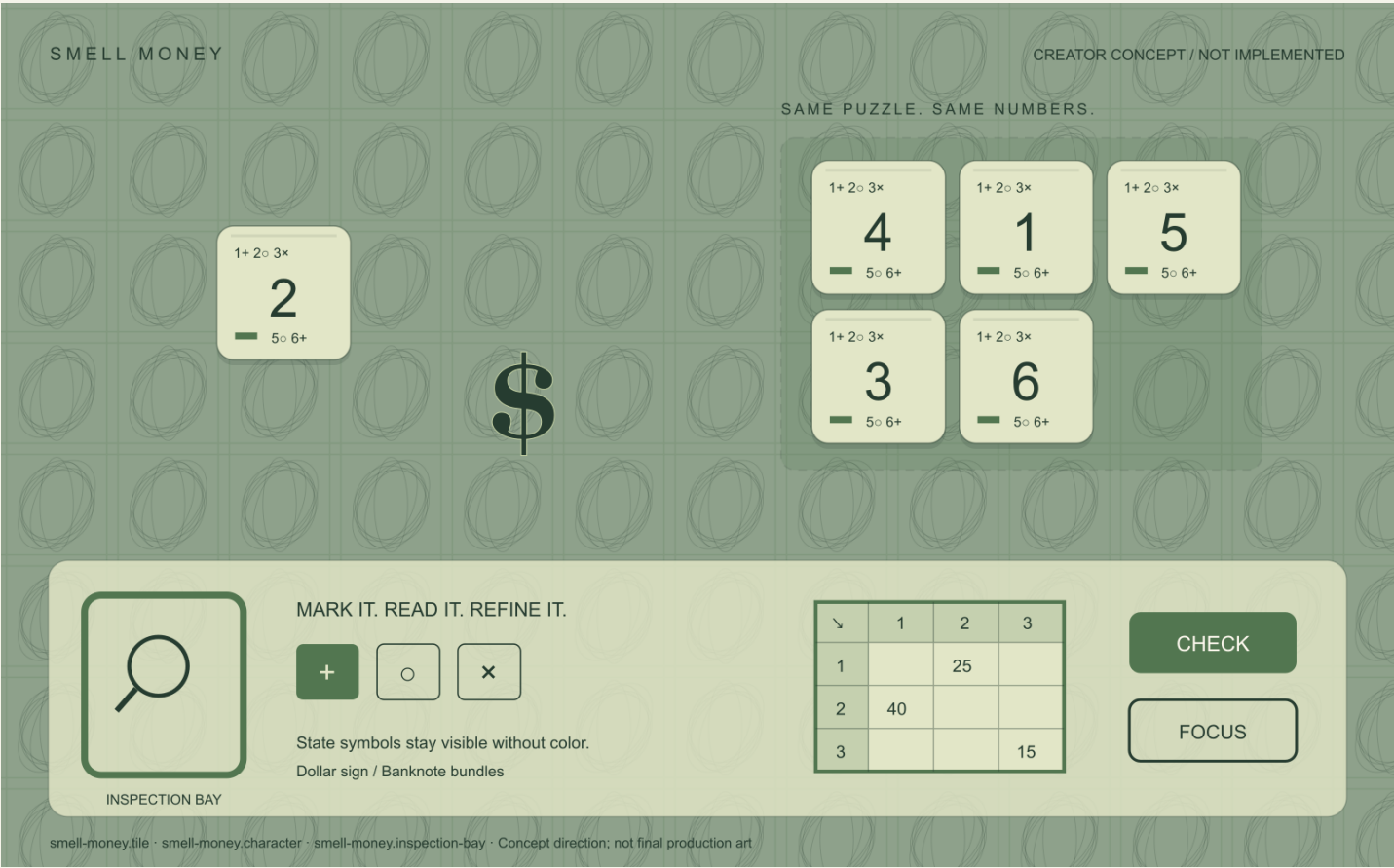
Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

CREATOR CONCEPT / NOT IMPLEMENTED / SELECTION PENDING

Smell Money

Rich banknote greens and original engraved guilloche. Bills, paper bands, ornamental borders, and a simple dollar-sign helper; no scanned currency artwork.



smell-money.floor
Quiet surface behind live data; decorative texture never competes with puzzle information.

smell-money.notes
Plus, circle, and cross remain distinct without red/green alone; empty and changed states differ.

smell-money.supply
Banknote bundles. Same numeric stash, rewards, and prices; no currency conversion.

smell-money.tools
Familiar silhouettes. Active has an outline/label; unavailable is explicitly labeled.

smell-money.chrome
Home and circular OTJT path share this look, while retaining the simple layout.

smell-money.tile
Numeric center remains unobstructed. Material treatment follows the scene above.

smell-money.character
Dollar sign. Cosmetic identity preserves physical controls.

smell-money.inspection-bay
Cash-drawer inspection tray. Proposed finishing direction; enlarged notes retain their meaning.

smell-money.table
Directional values, reviewed rows/columns, and changed outlines remain legible.

smell-money.feedback
Outline, symbol, and text accompany color. Motion can be paused in the HTML book.

Scene = original direction study. Current game: open the live workbench in the HTML book.

REARRANGEMENTS

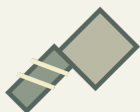
CREATOR REVIEW / 19 OCTOBER 2026

Every supply, illustrated.

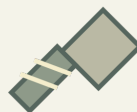
All 19 supply units appear here and on their individual component sheets. Current playable units use the actual game SVG assets; unregistered concepts remain proposals.



Paper & Pencil
Paper clips



Blueprint
Bolts



Night Shift
Bolts



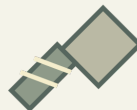
Color Club
Star tokens



Floor Candy
Wrapped candies



Patch Work
Thread spools



Overhead
Bolts



WIP Cart
Checkered flags



Lunch Break
Cookie bites



JITers
Receipt rolls



Scrabble?
Wooden counters



ANTS!
Green leaves



Mind-numb
Binder clips



Vacay!
Rainbow shells



Well Oiled
Side-view bolts



Jell-Oed!
Fruit gelatin bites



Like I'm 5
Chunky counters

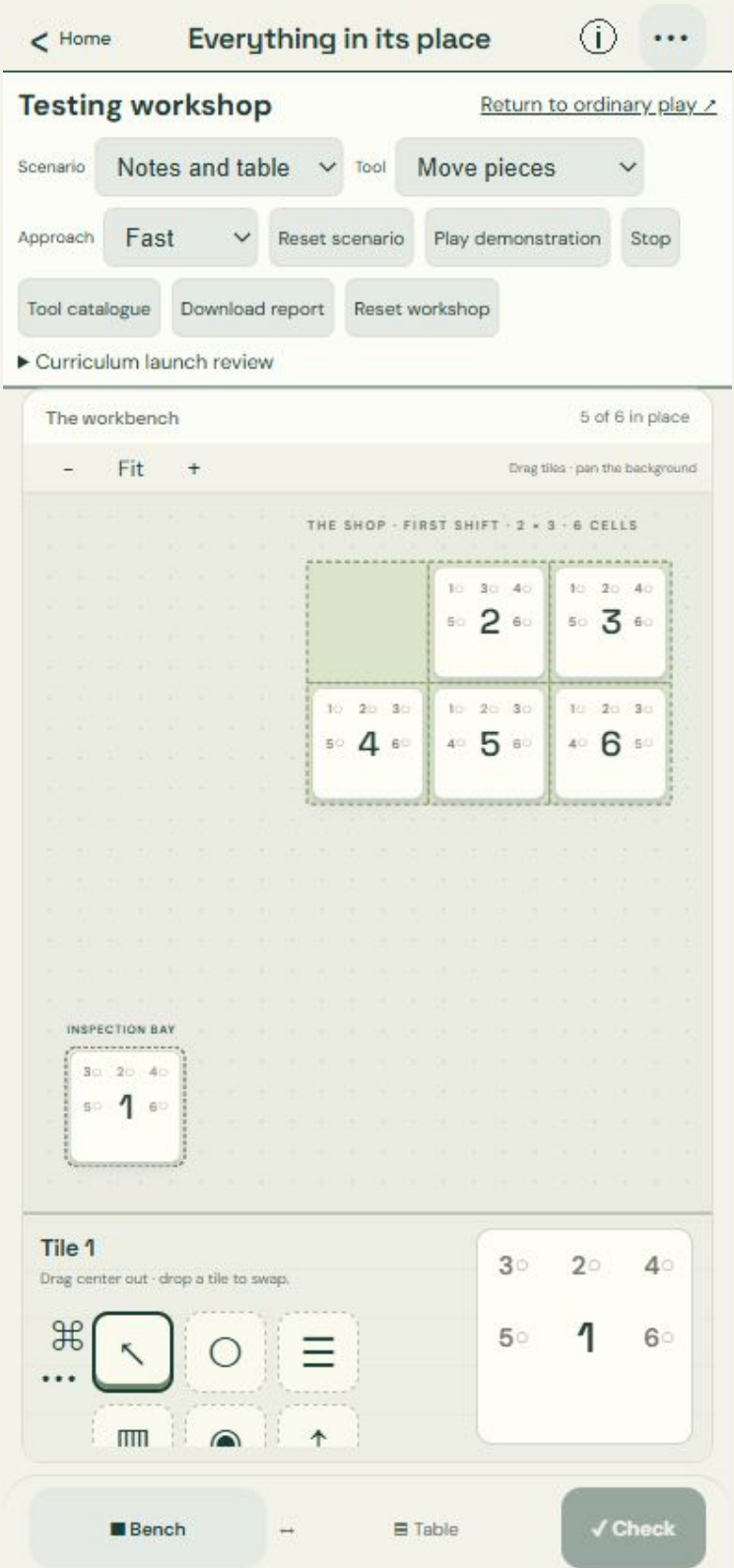


Blackout
Glow markers

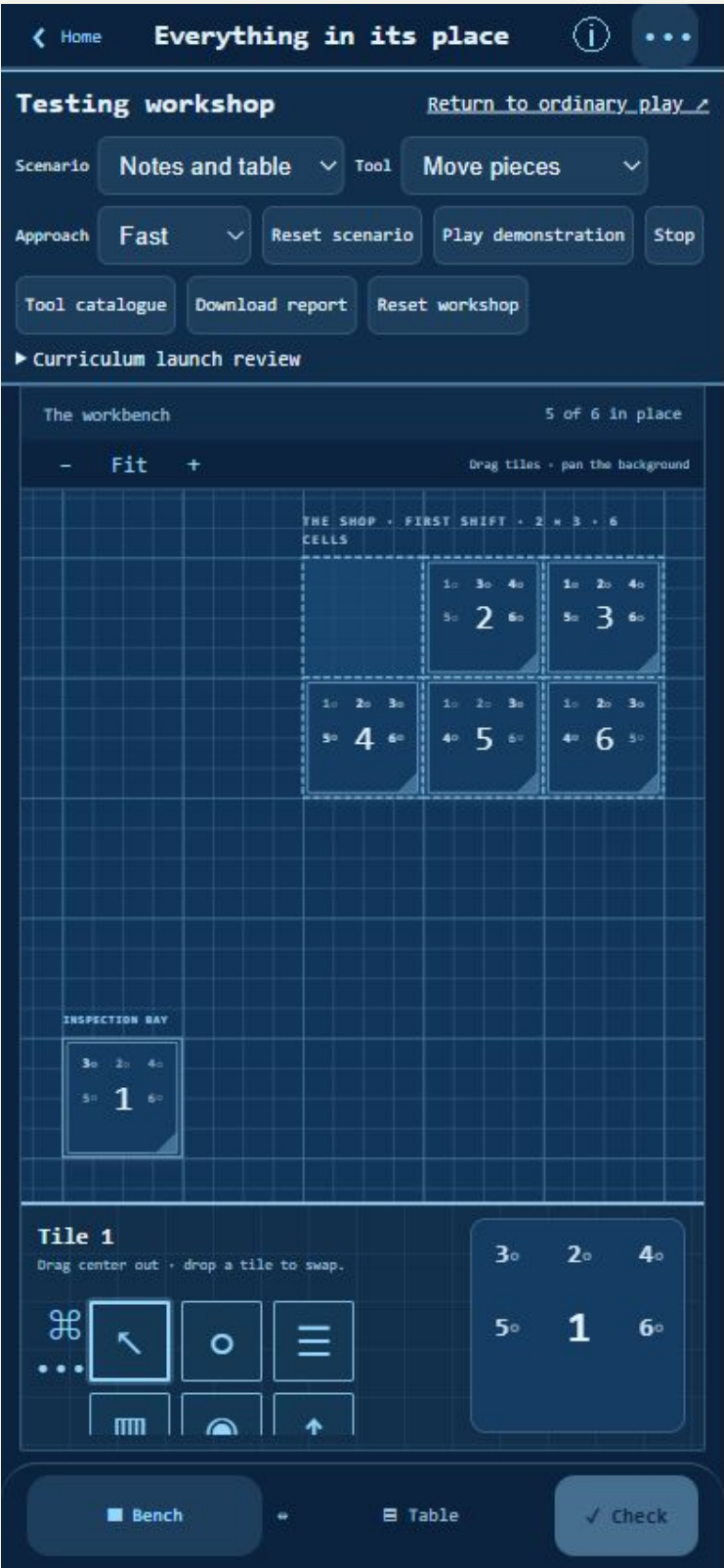


Smell Money
Banknote bundles

Paper & Pencil - actual game render



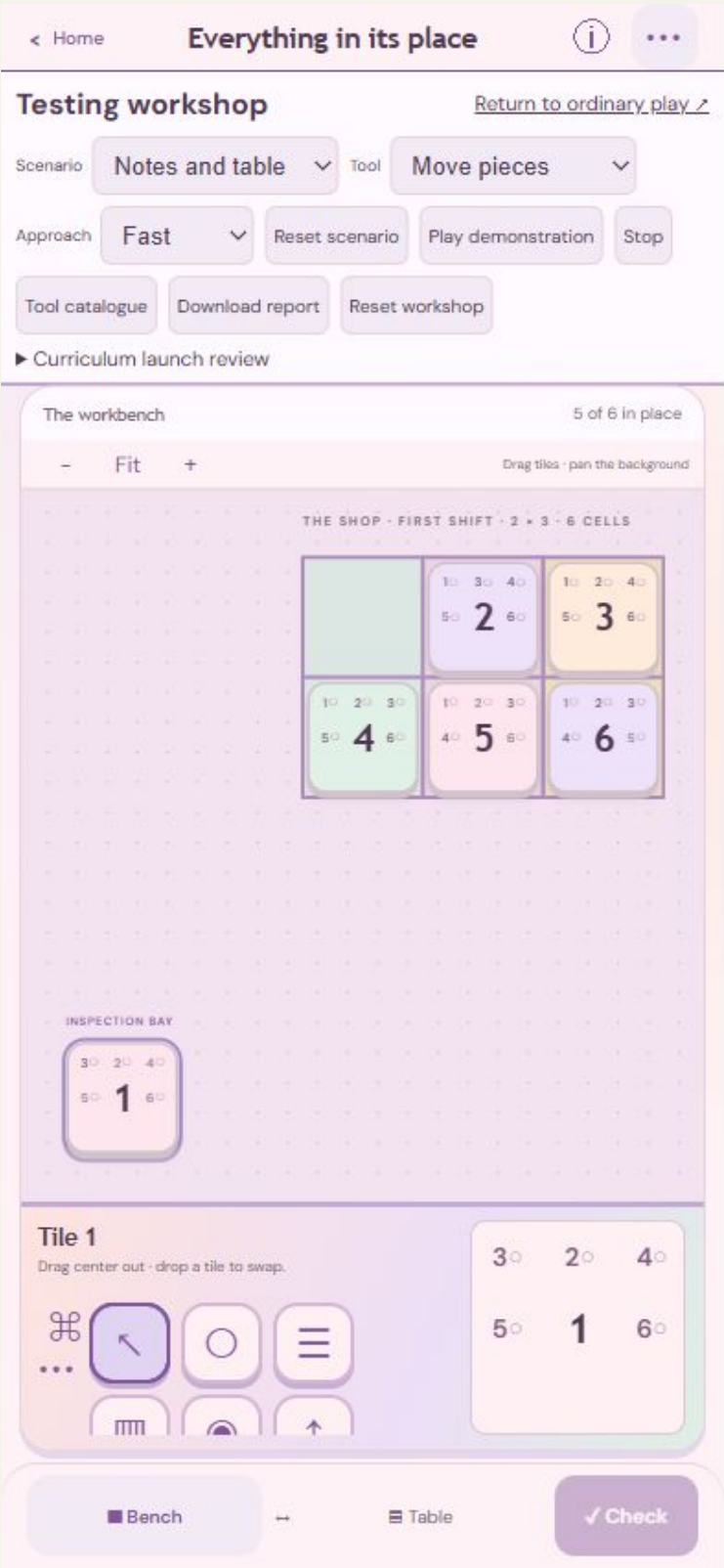
Blueprint - actual game render



Night Shift - actual game render



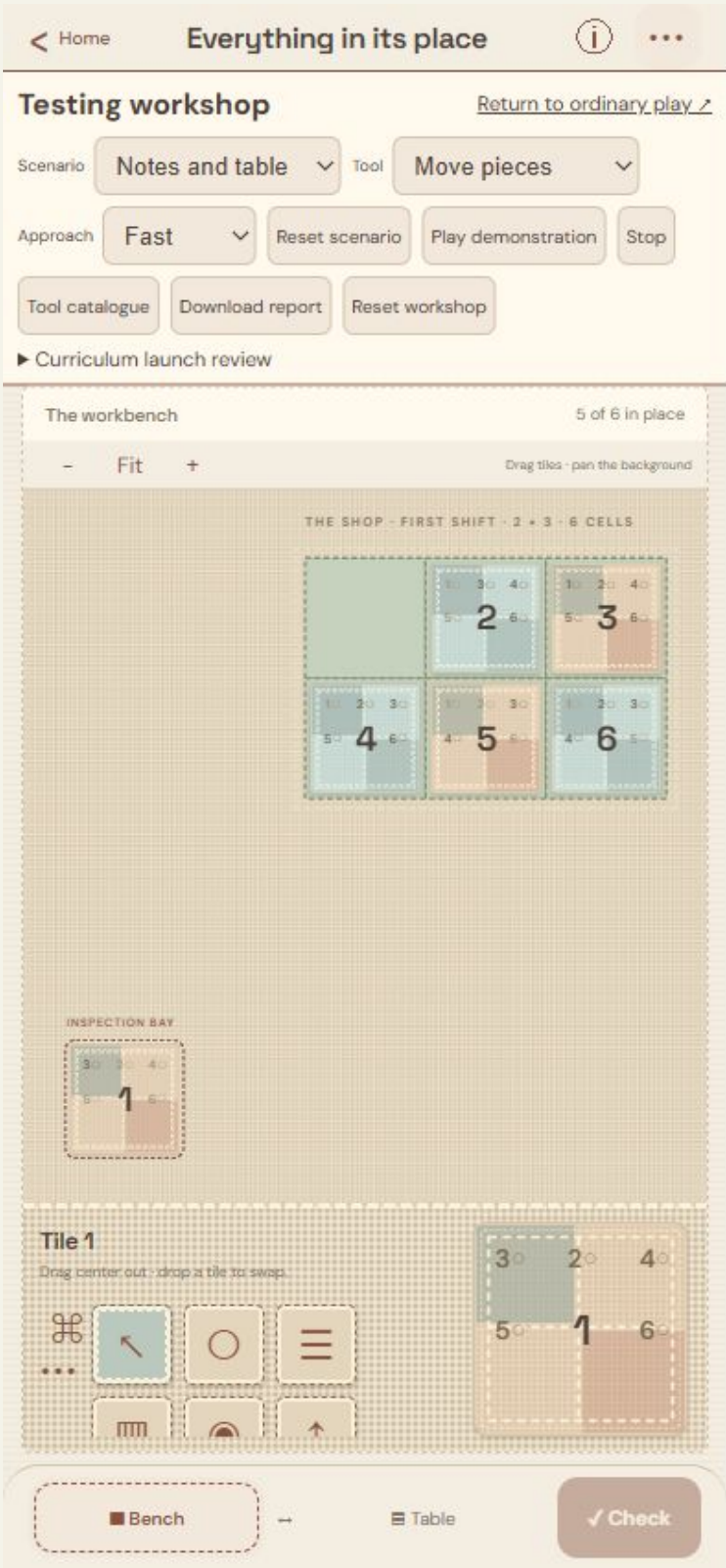
Color Club - actual game render



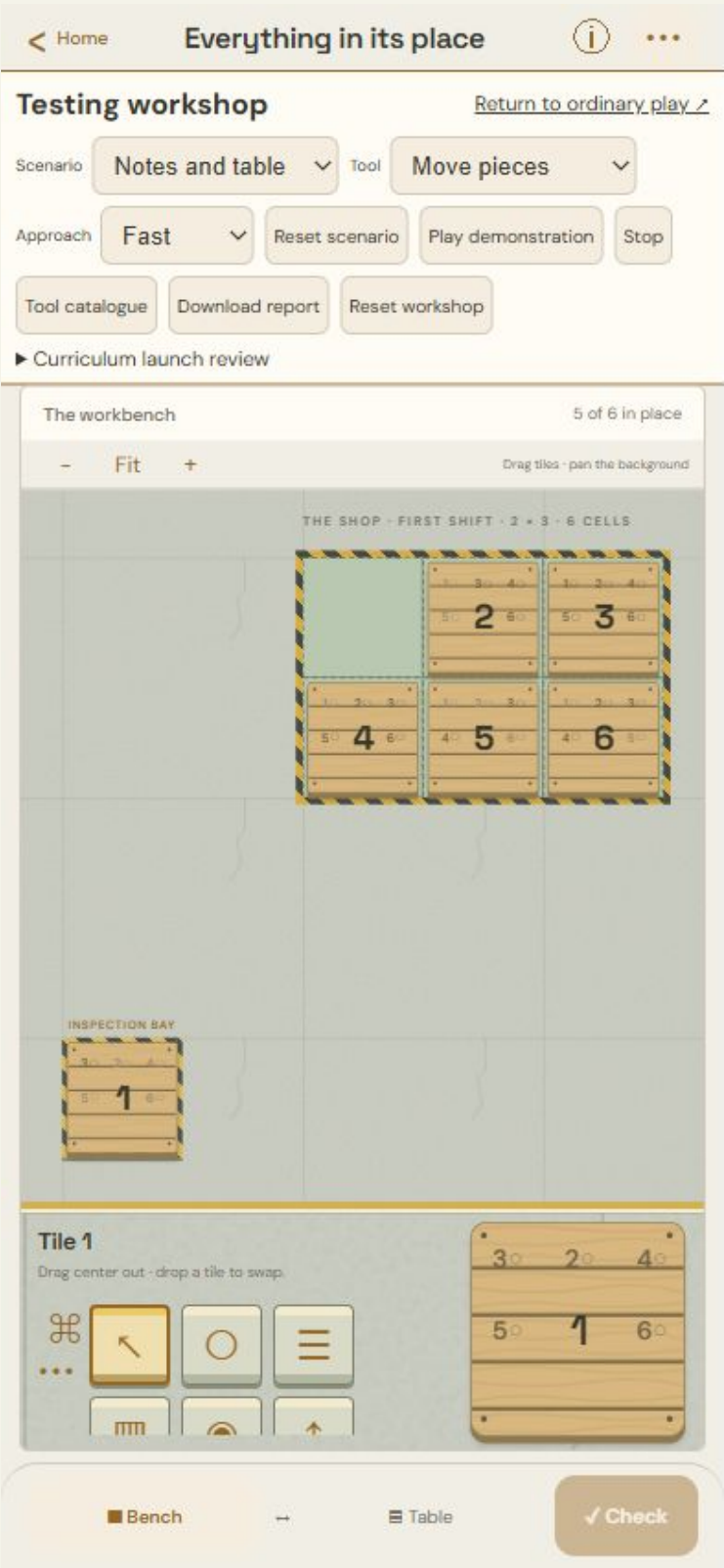
Floor Candy - actual game render



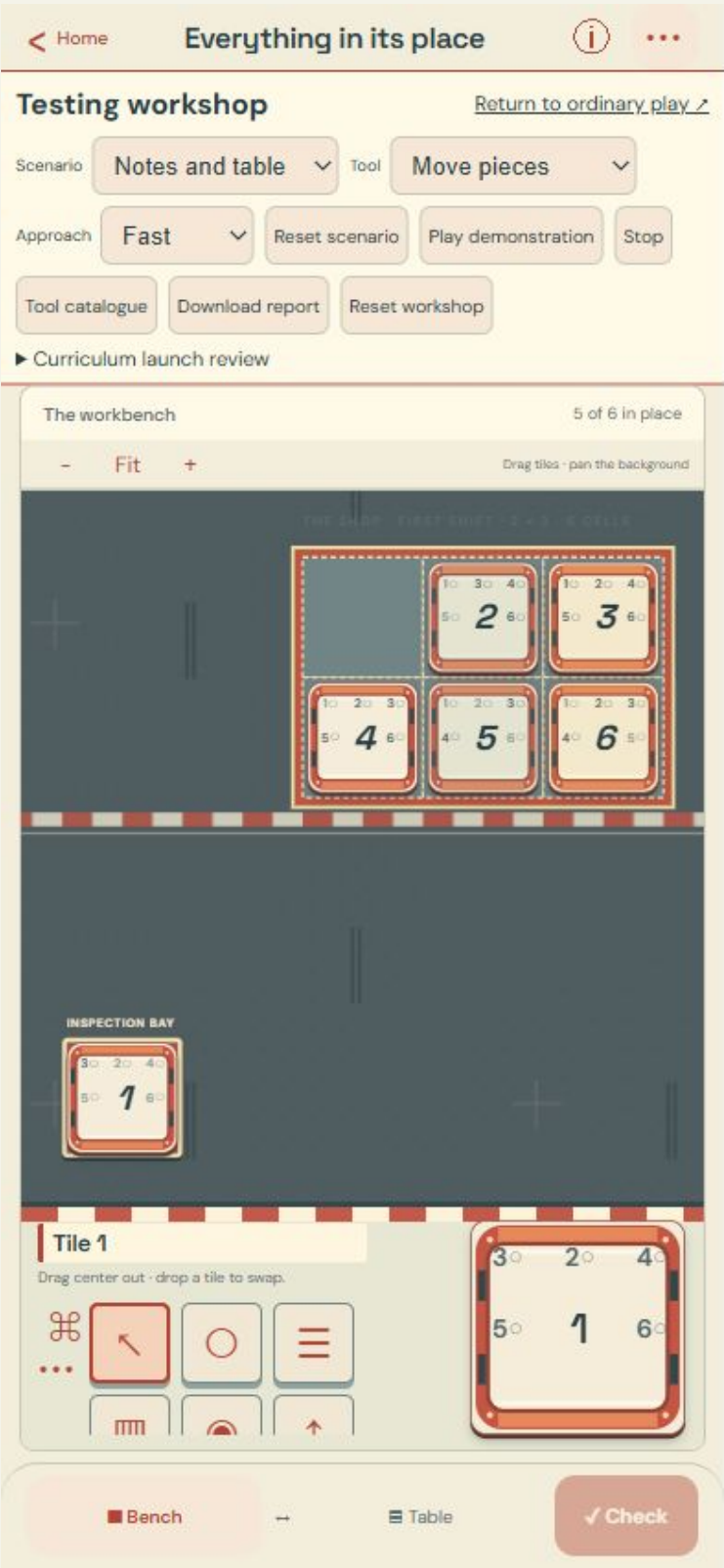
Patch Work - actual game render



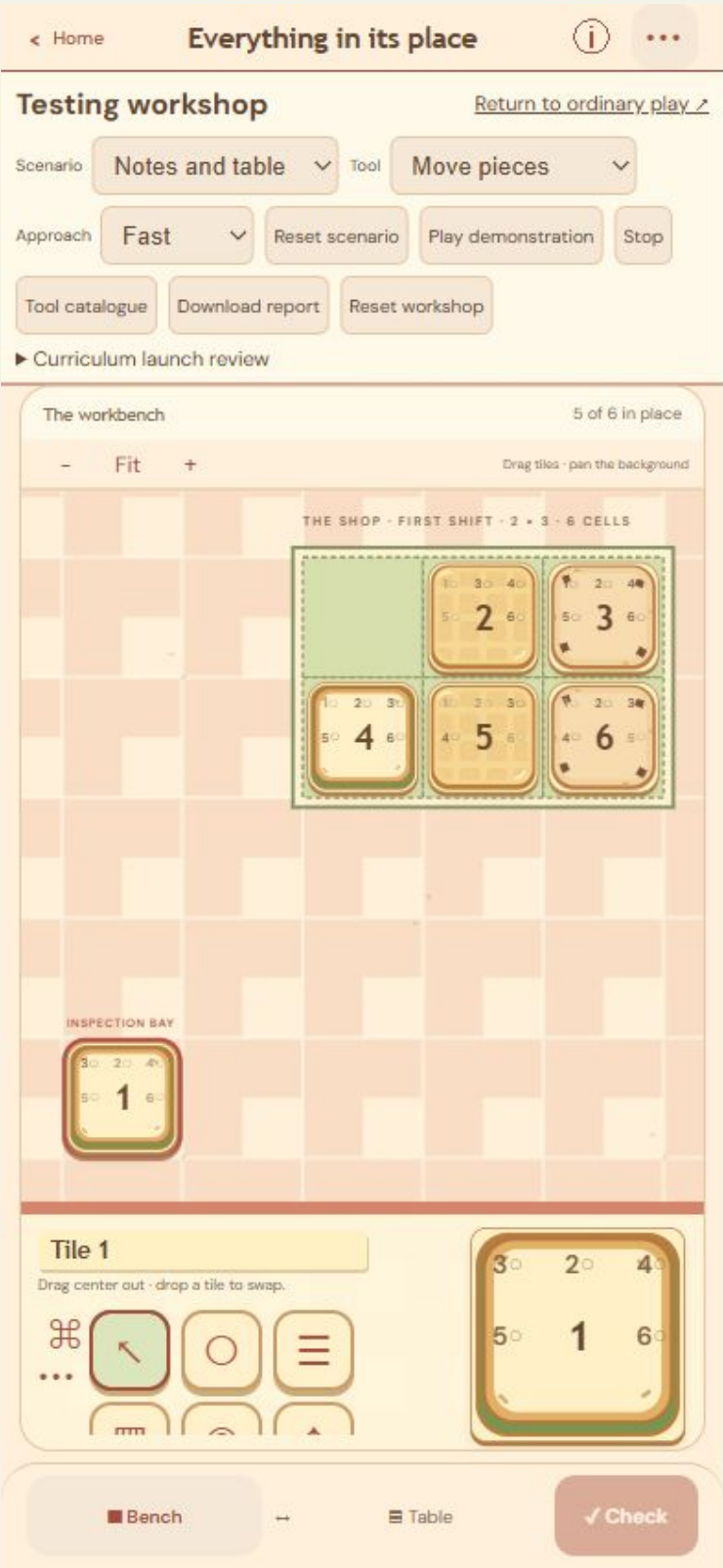
Overhead - actual game render



WIP Cart - actual game render



Lunch Break - actual game render



Review one piece at a time.

A response such as "candy.tile: stronger sugar-glass highlights" or "patch.inspection-bay: keep the hoop, finer stitching" identifies exactly what should change. Each pack has ten stable component references.

Selected finishing wave / seven playable treatments

Paper & Pencil, Blueprint, Night Shift, Color Club, Overhead, WIP Cart, Lunch Break. Dedicated bay, drafting, rack, table, feedback, and character treatments are implemented. Review individual components to refine them.

Existing previews / not selected for this wave

Floor Candy and Patch Work stay available in their current draft form. Their richer material directions are retained for a later creator selection.

Saved concepts / selection pending

JITers, Scrabble?, ANTS!, Mind-numb, Vacay!, Well Oiled, Jell-Oed!, Like I'm 5, Blackout, Smell Money. Proposed interpretations remain drafts; wanderers remain out of scope.

Faithfulness and access

Food packs use edible material themes. Scrabble? shows seeded letter identities over unchanged underlying IDs. Blackout uses a no-Wi-Fi helper. JITers deliberately shivers and distorts; Jell-Oed! wiggles. Both can be paused. Ant anatomy follows the Tapinoma sessile worker reference.

Sources and status

Saved creator catalogue: design-collation/COSMETICS.md, based on the 54-exchange transcript. The current nine entries and illustrated supplies come from the game registry; the selected finishing wave follows the creator choice. Character/supply/bay ideas for unselected concepts are proposals. Previous assistant-only additions are excluded.

Build with scripts/build-stylebook.mjs and scripts/build-stylebook-pdf.py. The PDF now preserves repeating textures and includes visible supply, tile, character, floor and table thumbnails. Motion demonstrations remain in the HTML book.