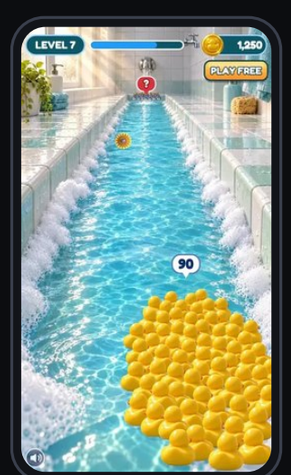
Seven playable ads, each from a one-paragraph brief.

Type a brief, get a store-ready playable for nine ad networks.



Moatline
TOWER DEFENSE



Duck Flood
CROWD RUNNER



Chalk Charge
LANE SHOOTER



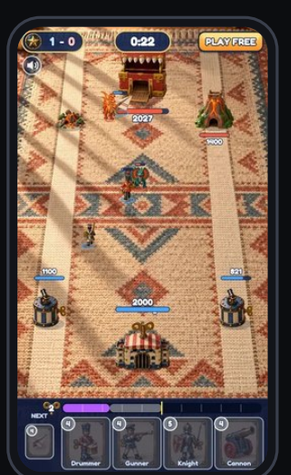
Inkwash Vigil
SURVIVOR



Tincture Tide
SORT PUZZLE



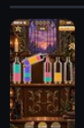
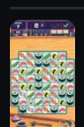
Riso Roll
MATCH-3



Rugfront
LANE BATTLE

Seven original games, one per genre preset

Each one plays in the page, ships as nine network packages and passed every check of the skill's QA. Sizes are the real files.

	GAME	THE VERB	CHECKS	META HTML	GOOGLE ZIP	ALL NINE	BUILT IN
	**Moatline** TOWER DEFENSE	Tap a pad to build or upgrade	67 of 67	936 KB	655 KB	5.76 MB	46 min
	**Duck Flood** CROWD RUNNER	Drag left and right to steer the flock	67 of 67	888 KB	619 KB	5.44 MB	31 min
	**Chalk Charge** LANE SHOOTER	Drag left and right to steer	67 of 67	944 KB	648 KB	5.70 MB	31 min
	**Inkwash Vigil** SURVIVOR	Tap where to move; the brush strikes on its own	67 of 67	957 KB	652 KB	5.74 MB	44 min
	**Tincture Tide** SORT PUZZLE	Tap a flask, then another, to pour	67 of 67	662 KB	442 KB	3.89 MB	60 min
	**Riso Roll** MATCH-3	Swap two neighbouring pieces to match 3	67 of 67	788 KB	531 KB	4.67 MB	32 min
	**Rugfront** LANE BATTLE	Pick a card, drop it on your half	67 of 67	1.13 MB	809 KB	7.11 MB	47 min

From a brief to nine packages

One agent per game follows the Scenario agent skill: the genre preset is the engine, Scenario MCP makes every picture and sound.

BRIEF TO VIDEO, MEDIAN

44 min

OVER 7 BUILDS

1	**Brief** 4 MIN	One paragraph: the world, the verb, the hook, the payoff, the ending. The agent writes the analysis the skill asks for, with the original-IP list: what the game must not share with the genre's best-known titles.
2	**Concept screens** 3 MIN	No recording exists for an original game, so the agent makes two 9:16 screens with Scenario: the calm first screen with every core element, and the payoff moment.
3	**Asset slots** 9 MIN	The preset lists its slots: plate, sheets, hero, logo, music, sound effects. Each slot is one Scenario job that takes the concept screens as references, and records them.
4	**Config and tuning** 1 MIN	The game is a config on the preset's engine. Two bots play it, a good one and a careless one, and tune.py moves the difficulty until the good one wins and the careless one falls just short.
5	**Build** UNDER 1 MIN	build.py writes the same game for nine networks: one head line and each network's CTA call differ, and each ZIP network gets its ZIP.
6	**QA** 14 MIN	qa.py runs every package in a stand-in of its network's container and checks the lifecycle, the CTA call, the mute, the sizes and the endings, then draws one storyboard board.
7	**Capture** 8 MIN	capture.py records the win and the near-fail at 1080 x 1920 with the game's own sound: the clips this page plays.

The same build, nine times

build.py changes one line in the head and the call the install button makes. Each ZIP network gets a ZIP; the others take the HTML file.

NETWORK	SHIPS AS	CAP	INSTALL BUTTON CALLS	LIFECYCLE
Meta	ZIP	5 MB, index.html 2 MB	`FbPlayableAd.onCTAClick()`	starts at once
Google	ZIP	5 MB	`ExitApi.exit()`	exitapi.js, portrait meta tag
AppLovin	HTML	5 MB	`mraid.open(store)`	waits for viewable; first tap held
Unity	HTML	5 MB	`mraid.open(store)`	waits for viewable; first tap held
Generic MRAID	HTML	5 MB	`mraid.open(store)`	waits for viewable; first tap held
Moloco	HTML	5 MB	`FbPlayableAd.onCTAClick()`	starts at once
Mintegral	HTML	5 MB	`install()`	gameReady, gameStart, gameEnd, gameRetry
Liftoff	ZIP	5 MB	`postMessage("download")`	"complete" at the end card
Pangle	ZIP	5 MB, with config.json	`openAppStore()`	playable SDK in the body

469 of 469 checks passed, in stand-in containers

qa.py runs each package in a stand-in copy of its network's container. That proves the wiring; each network's own review is a separate step.

CHECKED FOR EACH OF THE 7 GAMES

- ✓ No network request or console error; every package under its cap.
- ✓ The hook moves on its own; sound stays off until the first touch.
- ✓ The game never plays itself; an idle viewer reaches the end card.
- ✓ A good bot wins in 33 to 52 s; a careless bot loses.
- ✓ Each network's CTA call fires from the end card and the install button.
- ✓ AppLovin, Unity, MRAID: the first tap never opens the store.
- ✓ Nothing runs before viewable; play pauses when hidden, then resumes.
- ✓ Mintegral gets gameReady, gameEnd, gameRetry; Liftoff gets complete.

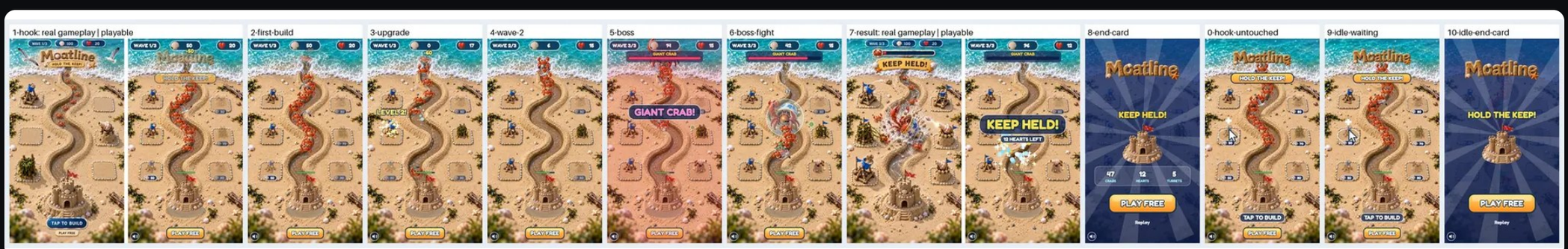
NETWORK TOOLS, SKILL TEMPLATE GAME

- ✓ 2 November 2026. AppLovin's playable preview, portrait: passed.
- ✓ Google's HTML5 validator, App Campaigns profile: passed.
- ✓ Meta's playable preview: took the ZIP, passed its spec checks, registered the CTA tap.

NOT DONE FOR THESE SEVEN BUILDS

- — No network's own tool, and no person on a phone, has played them yet.

THE QA BOARD OF MOATLINE: CONCEPT SCREENS AND THE PLAYABLE, BEAT BY BEAT



Moatline

Tap a pad to build or upgrade

THE BRIEF, AS TYPED

A sandcastle on a sunny beach, sculpted from real wet sand and seen as a tilt-shift miniature: carved turrets, shell mosaics, seaweed and driftwood. Crabs scuttle and seagulls swoop down a channel dug in the sand toward the castle keep. Tap the flat sand pads to build turrets: a bucket catapult that lobs wet sand, a shell cannon that fires at one target, a seaweed snare that slows the line. Every crab sent back to sea drops a shell to spend on upgrades. A giant hermit crab in a teacup shell comes last; a good player turns it back a few steps before the keep. Warm noon sun, sand grain, sea foam.

TUNED BY TWO BOTS

`difficulty.good 1.6` `difficulty.careless 1.0`

Tuned by tune.py.

MADE WITH SCENARIO

GPT Image 2.5 Sunburst	background plate, units sheet, towers sheet, logo
ElevenLabs Music v2.5	music loop
Mirelo SFX 2.0	8 sound effects

CONCEPT 1



CONCEPT 2



THE PLAYABLE



CHECKS	META HTML	GOOGLE ZIP	BUILT IN
67 of 67	936 KB	655 KB	46 min

ORIGINAL-IP CHECK

Pass: beach crabs, seagulls, a hermit crab in a teacup, a sandcastle keep, sand pads with pebble borders and beach-object turrets on a dug channel, with a code-drawn sea-blue HUD; nothing resembles a known tower defense.

Duck Flood

Drag left and right to steer the flock

THE BRIEF, AS TYPED

A bathtub river through a tiled bathroom, seen from just above the foam. Drag left and right to steer a flock of yellow rubber ducks. Soap-bubble gates add to the flock or multiply it, red ones pop ducks away; drain whirlpools and spinning scrub brushes take ducks out. At the end the flock floods a fleet of grumpy wind-up bath sharks guarding the tap: a big flock swamps them and the bath overflows. Glossy rubber, suds, wet tiles, morning window light.

TUNED BY TWO BOTS

`difficulty.good 0.7` `difficulty.careless 1.0`

Tuned by tune.py in 1 round.

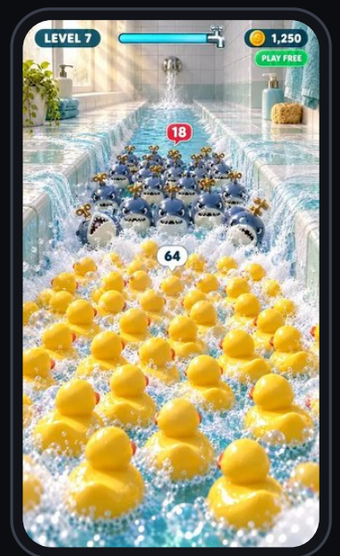
MADE WITH SCENARIO

GPT Image 2.5 Sunburst	background plate, characters sheet, props sheet, logo, hand pointer
ElevenLabs Music v2.5	music loop
Mirelo SFX 2.0	6 sound effects

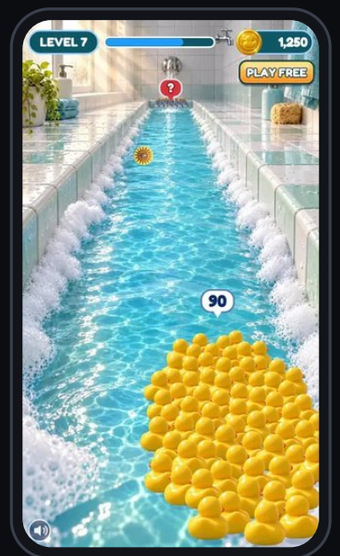
CONCEPT 1



CONCEPT 2



THE PLAYABLE



CHECKS	META HTML	GOOGLE ZIP	BUILT IN
67 of 67	888 KB	619 KB	31 min

ORIGINAL-IP CHECK

Original: rubber ducks, wind-up bath sharks, foam-framed soap-bubble gates and a bathtub channel share no character, piece shape, track, HUD look or name with the genre's best-known titles; a web search found no game named Duck Flood (4 November 2026).

Chalk Charge

Drag left and right to steer

THE BRIEF, AS TYPED

A school blackboard comes alive in coloured chalk. Drag left and right to steer a squad of chalk knights that fire chalk arrows on their own. Shoot the sums ahead to raise their value before you pass them, dodge the red minus sums, blast eraser smudges and chalk-dust crates. At the end of the board the Giant Duster rises; a strong squad shreds it. Pastel chalk on dark slate green, dust trails, hand-drawn lines, a wooden frame.

TUNED BY TWO BOTS

`difficulty.good 0.72` `difficulty.careless 1.62`

Tuned by tune.py in 2 rounds.

MADE WITH SCENARIO

GPT Image 2.5 Sunburst	background plate, characters sheet, props sheet, logo
ElevenLabs Music v2.5	music loop
Mirelo SFX 2.0	9 sound effects

CONCEPT 1



CONCEPT 2



THE PLAYABLE



CHECKS	META HTML	GOOGLE ZIP	BUILT IN
67 of 67	944 KB	648 KB	31 min

ORIGINAL-IP CHECK

Original: chalk knights, eraser smears and a wood-and-felt Giant Duster on a blackboard road; no soldiers, zombies, glass gates, desert road or borrowed HUD, and nothing on the contact sheet reads as a known game.

Inkwash Vigil

Tap where to move; the brush strikes on its own

THE BRIEF, AS TYPED

Sumi-e ink wash on rice paper. A fox monk holds a moonlit temple courtyard while ink spirits pour in from the edges. Tap where to move; the monk's brush strikes on its own. Spirits leave vermilion drops; fill the bar and pick one of three scroll cards (a spinning brush, ink orbs, a longer stroke). At the peak a vermilion seal stamps the ground and wipes every spirit away. An ink dragon closes the night; a strong monk dispels it. Black ink, grey washes, one accent of vermilion.

TUNED BY TWO BOTS

`difficulty.good 1.0` `difficulty.careless 0.625`

Tuned by tune.py in 1 round.

MADE WITH SCENARIO

GPT Image 2.5 Sunburst	background plate, hero, spirits sheet, boss, icons sheet, seal stamp, logo
ElevenLabs Music v2.5	music loop
Mirelo SFX 2.0	8 sound effects

CONCEPT 1



CONCEPT 2



THE PLAYABLE



CHECKS	META HTML	GOOGLE ZIP	BUILT IN
67 of 67	957 KB	652 KB	44 min

ORIGINAL-IP CHECK

Original: a fox monk, ink spirits, an ink dragon and an abstract seal drawn fresh in sumi-e; no pixel or gothic look, no zombie or city setting, no white wolf, no drawing mechanic; the name was not checked against store listings.

Tincture Tide

Tap a flask, then another, to pour

THE BRIEF, AS TYPED

An Art Nouveau apothecary shelf at dusk. Glass flasks hold layered tinctures in four colours. Tap a flask, then another, to pour its top layer onto the same colour or into an empty flask. Sort every flask to one colour to brew the elixir before the candle burns down, while a black cat familiar watches from the shelf. Brass, carved walnut, curling botanical frames, glowing liquids.

TUNED BY TWO BOTS

`difficulty.timeSpare 0.25`

Tuned by tune.py. The careless bot ends with 1 layer left.

MADE WITH SCENARIO

GPT Image 2.5 Sunburst	background plate, flask, mascot, props sheet, logo, hand pointer
ElevenLabs Music v2.5	music loop
Mirelo SFX 2.0	6 sound effects

CONCEPT 1



CONCEPT 2



THE PLAYABLE



CHECKS	META HTML	GOOGLE ZIP	BUILT IN
67 of 67	662 KB	442 KB	60 min

ORIGINAL-IP CHECK

Original: straight-sided Art Nouveau flasks with brass collar and foot, one row on a walnut shelf in a cabinet, a black cat as the only character, walnut and brass HUD, own name; no defects on the contact sheet, one hand take redone

Riso Roll

Swap two neighbouring pieces to match 3

THE BRIEF, AS TYPED

A late-night sushi counter printed in risograph: fluorescent pink, teal and sunflower-yellow inks, visible grain and a slightly misregistered overprint. Swap neighbouring pieces (salmon nigiri, tamago, cucumber maki, shrimp, edamame) to match three or more. Wipe the soy spills under the tiles and bring three lucky-cat figurines down to the counter before the moves run out. Four in a row slices a roll that clears a line; five makes a wasabi bomb that clears one kind. The night chef cheers you on.

TUNED BY TWO BOTS

`difficulty.good 0.65` `difficulty.careless 0.325`

Tuned by tune.py in 3 rounds. The good bot wins with 4 of 16 moves left; the careless bot ends one cat short.

MADE WITH SCENARIO

GPT Image 2.5 Sunburst	background plate, pieces sheet, items sheet, hero, logo
ElevenLabs Music v2.5	music loop
Mirelo SFX 2.0	10 sound effects

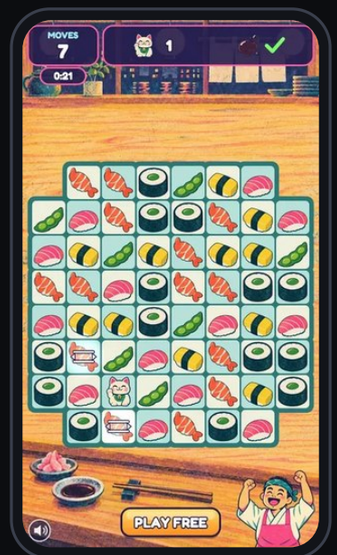
CONCEPT 1



CONCEPT 2



THE PLAYABLE



CHECKS	META HTML	GOOGLE ZIP	BUILT IN
67 of 67	788 KB	531 KB	32 min

ORIGINAL-IP CHECK

Pass: sushi pieces in three riso inks with no faces, no candies, gems, cookies or fruit; a wasabi dollop with a ribbon, not a ball; a human sushi chef, no king, butler or animal mascot; generic beckoning-cat figurines as items; board and HUD drawn in code; no word of a known title in any name.

Rugfront

Pick a card, drop it on your half

THE BRIEF, AS TYPED

A playroom rug becomes a battlefield. Wind-up tin soldiers hold a tin fort; plastic dinosaurs march out of a toy-box keep across the rug's two lanes. Pick a card (tin drummer, clockwork knight, spring cannon, paper plane) and drop it on your half; units walk their lane and fight. Energy refills like a winding key and doubles near the end. Knock down a side tower, then the toy-box keep. Lithographed tin, chipped paint, glossy plastic, warm afternoon window light.

TUNED BY TWO BOTS

`difficulty.good 0.09` `difficulty.careless 1.4`

Tuned by tune.py.

MADE WITH SCENARIO

GPT Image 2.5 Sunburst	background plate, towers sheet, units sheet, cards sheet, icons sheet, logo
ElevenLabs Music v2.5	music loop
Mirelo SFX 2.0	11 sound effects

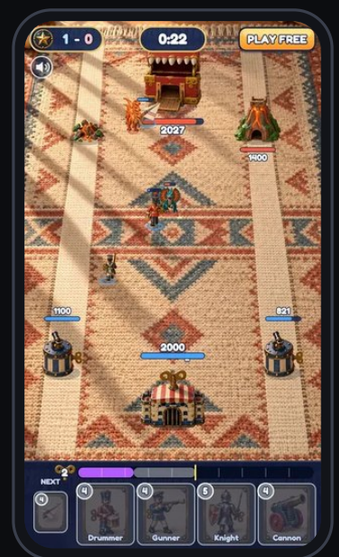
CONCEPT 1



CONCEPT 2



THE PLAYABLE



CHECKS	META HTML	GOOGLE ZIP	BUILT IN
67 of 67	1.13 MB	809 KB	47 min

ORIGINAL-IP CHECK

Original: tin turrets, a tin fort with a wind-up key, plastic volcanoes and a toothy toy chest on a woven rug; no crowns, no figure on any tower, no king-tower silhouette, no river and bridges, no known characters.

Four gaps the builds ran into

The games were built with the unmodified skill. The download drops the model names and the credit price and renames nested README files; scripts, runtime and presets are unchanged.

1 The skill named models and a credit price

Three reference files named an image model and one gave a credit price, against the skill's own rule. The download on this page drops those words.

2 No documented path for an original game

The skill stops when there is neither a recording nor screenshots. Two generated concept screens stood in as the screenshots, then the skill's own flow ran unchanged.

3 The presets are laid out for phones

On a 3:4 tablet, three of the seven games put part of the play under the HUD or off the top edge (Rugfront, Duck Flood, Chalk Charge). No config key moves it; on phones every game fits.

4 Some preset colours have no config key

The survivor's HUD and the runtime's end card keep their navy and blue, so an ink-wash world, a green blackboard and a walnut shelf all end on the same panel. Theme keys in the config would fix it.

WHAT THE PRESETS SIMPLIFIED, ONE LINE PER GAME

MOATLINE	The giant hermit crab is stopped by a burst (flash, spray, every crab pops); in the brief it walks back to the sea.
DUCK FLOOD	The bath overflowing is shown as the win line and confetti; the water level stays the same.
CHALK CHARGE	The Giant Duster walks down the board from the far end instead of rising out of it, though its banner reads THE GIANT DUSTER RISES!
INKWASH VIGIL	The preset's blast ring washed out on the pale floor, so the game draws the generated seal stamp and ink rings instead; lightning chains are dropped.
TINCTURE TIDE	The candle burning down is shown by the timer; the candle painted in the background stays lit.
RISO ROLL	The square bomb (an L or T match) is off: the brief names only the sliced roll and the wasabi bomb.
RUGFRONT	No river and no bridges: the rug's woven band is the halfway line and units walk straight down their lanes.

Type a brief, get a store-ready playable for nine ad networks

Play the seven ads ↗
Each game in a phone, its brief, assets, checks and packages.

Download the skill ↗
The agent skill these games were built with.

Scenario MCP ↗
Connect your agent to Scenario.

Made with Scenario

- Concept screens, plates, sheets, heroes and logos: GPT Image 2.5 Sunburst.
- Music loops: ElevenLabs Music v2.5.
- Sound effects: Mirelo SFX 2.0.
- Every job ran through Scenario MCP, one slot per job, the concept screens as references.

How these were run

- 7 agents, one game each, up to four at once.
- Each game is a config on the skill's genre preset, tuned by two bots.
- The checks ran in stand-in containers; the real-tool runs are listed with them.
- Store links point to this exploration: these games have no store page.