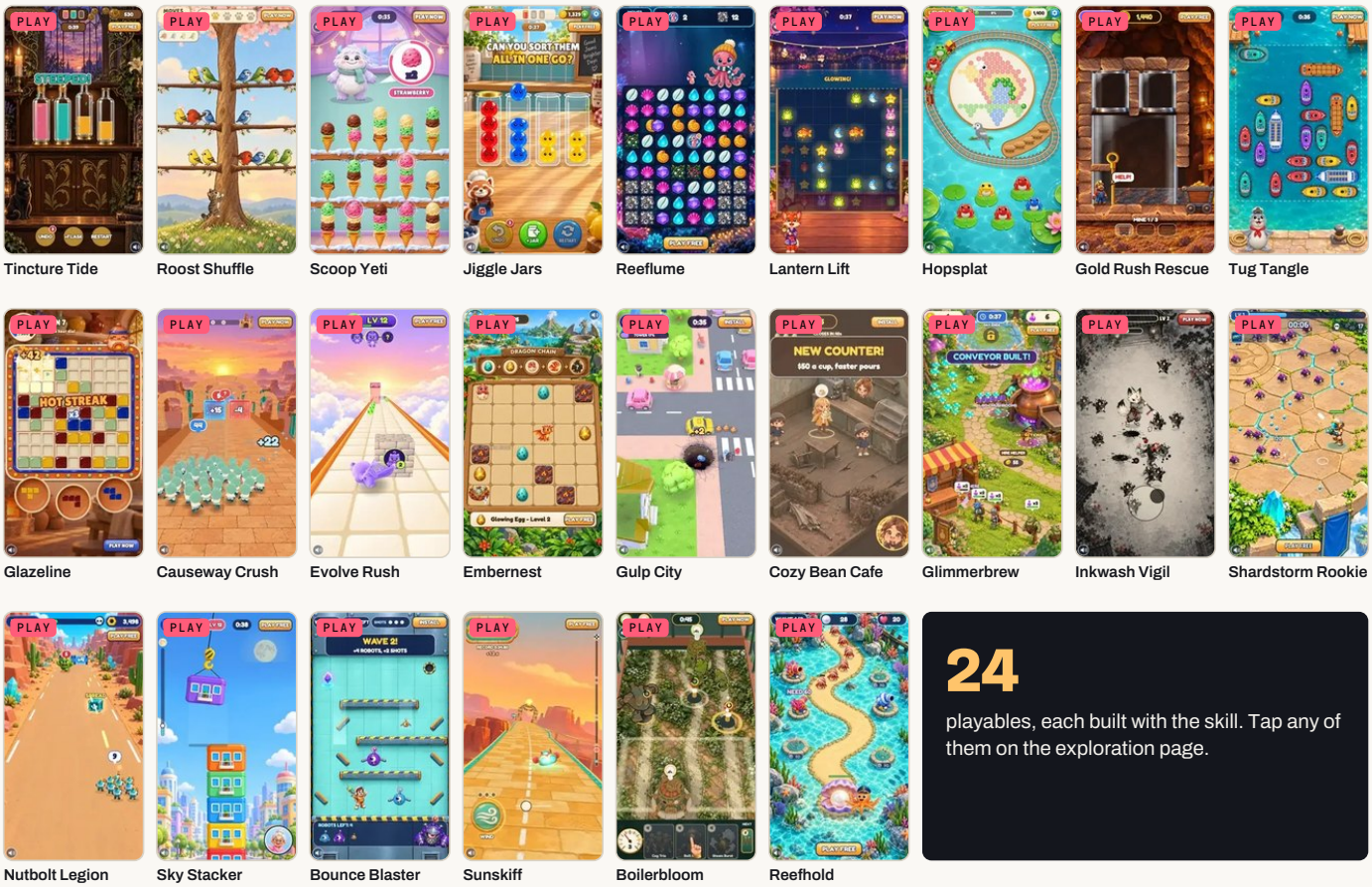
SCENARIO EXPLORATION · HOW-TO GUIDE

Make playable ads with Scenario and your AI agent

A playable ad is a small game inside an ad: you tap, it plays for about 40 seconds, then it ends on an Install button. With the scenario-playable-ads skill, your agent makes one on Scenario through the Scenario MCP. You send a brief or a recording of your game, and you get back one file for each of nine ad networks.

EVERY PLAYABLE ON THE EXPLORATION PAGE

24 playables, each built by an agent with this skill. Play them all on the exploration page.



24

playables, each built with the skill. Tap any of them on the exploration page.

WHAT YOU NEED

1 A Scenario account

Sign up at app.scenario.com. The agent makes every picture, 3D model, animation clip and sound there, on your account.

app.scenario.com ↗

2 An AI agent that supports skills

A coding agent that loads Agent Skills, with a local shell and file access to the skill's folder: it runs the skill's scripts on your machine.

3 The Scenario MCP, connected

Connect your agent to the Scenario MCP and sign in with your Scenario account. The setup for each agent is on mcp.scenario.com.

mcp.scenario.com ↗

4 The skill

Download the skill ZIP from the exploration page and unzip it into your agent's skills folder, as one folder:

```
scenario-playable-ads/
```

On your machine: Python 3 with Pillow, numpy, scipy, fontTools and brotli, Playwright for Python with Chromium, and ffmpeg. The agent packages the files with the skill's scripts and plays every build in headless Chromium for the checks. Other Scenario skills: images, 3D, sprite sheets and sound come from sibling skills; when one is missing, the agent loads it through the Scenario MCP.

BRIEF YOUR AGENT, THEN LET IT RUN

One brief, four steps, nine files

Put everything in your first message. The agent follows the skill step by step, works on Scenario through the Scenario MCP, and hands the files over once they pass the skill's checks.

WHAT TO GIVE

1. **Your game, or a brief**
   A short gameplay recording and screenshots, plus any art, 3D or sound you already have (page 3). Without a game yet, one paragraph: the world, what the player does, how a round ends.
2. **Logo and store links**
   The logo, the App Store and Google Play links, and one line on the game.
3. **The networks you run**
   Any of the nine on page 14. Without a list, the skill builds Meta and Google; ask for all nine.
4. **How the characters move, optional**
   Rigged 3D characters with animation clips, or 2D sprites animated from short video clips. The skill has a path for each.

EXAMPLE BRIEF, READY TO COPY

Use the scenario-playable-ads skill. Here is my game: gameplay.mp4 (40 s, phone capture), logo.png, and the App Store and Google Play links. We run Meta, Google and AppLovin. Make the hero a rigged 3D character that runs, attacks and falls. Build the playable, run the checks and give me the files.

WHAT THE AGENT DOES: FOUR STEPS, TWO OF THEM CHECKED

01 Brief

Reads the recording or the brief and writes the plan: the one verb, the hook, the payoff, a win and a near miss.

Out: the brief and the asset list

02 Art and cast

Picks a model for each job on Scenario: pictures, 3D models, rigs and clips, sprite motion from video, music and sound.

Out: sheets, rigged models, sounds

CHECK

03 Build and tune

The skill's engine runs the rules. Bots play every round: a good player wins, a careless one falls just short.

Out: the web build, two recordings

CHECK

04 Nine networks

One file per network, each checked in a stand-in of that network's container: size, start, sound, the Install call.

Out: nine files and one ZIP

Every playable has

One verb the viewer gets within 2 seconds, shown by a hint hand.

A game that waits moving, for the first touch; it never plays itself.

Half a minute of play 35 to 45 seconds, with stakes that rise.

A real ending a win or an honest near miss, then the end card and Install.

A mute button always; sound starts only after a tap.

What you get back

One file per network: a folder for each of the nine, the ZIP that the ZIP networks take, and one ZIP of all of them.

A web build: the same game in a browser page, to play and share.

Two recordings: the good bot's win and the careless bot's near miss, with the game's own sound.

The checks: the skill's QA report; every game in this guide passed 67 of 67.

The notes: every Scenario job, the source of each asset, the tuning and the open questions.

YOUR OWN ART

Already have the art? Bring it.

The skill does not have to start from nothing. Hand the agent the sprites, backgrounds, 3D models, sounds and music your game already has. It lists every file (size, format, style, rig and animation clips, loops), flags what cannot go into an ad as it is, and never edits your originals. Then pick one of three ways for each kind of asset, and mix them: your art as it is, the missing sounds made to match, new music from your key art.

1 AS SUPPLIED

Use only what you give it

Your files go in as they are: cut out, resized and compressed to fit each network's size limit. Nothing of that kind is generated.

Inkwash Vigil. Built from a ready-made pack, used as it was: the temple courtyard, the fox monk and the three spirits with all their moves, the cards, the seal, the logo and every sound. The build generated one thing, the hint hand.

Play Inkwash Vigil on the page ↗

SUPPLIED, USED AS THEY WERE



2 COMPLEMENT

Fill the gaps

Your files stay as they are. The agent makes only the pieces that are missing, with your art attached as references so the new ones match it.

Bounce Blaster. The lab arena, the bumpers, the crystal, the robot shells and parts, the boss, the icon, 15 sounds and the music were art the game already had. The agent made the space kid and the lab robot, each a still and then animated clips, with the game's character sheet as the reference.

Play Bounce Blaster on the page ↗

SUPPLIED MADE TO MATCH



3 DERIVE

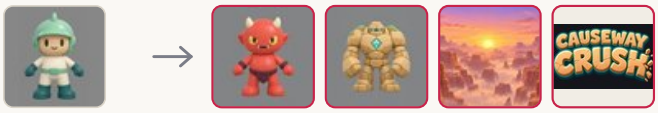
Grow the rest from one

Start from one key art or a few files and get the rest: the background, the characters and the icon from a key art; new colourways, themes or levels from your sprites; music and sound that fit your art.

Causeway Crush. One picture set the look: the runner, a vinyl toy figure. The imp, the golem, the canyon backdrop, the ground, the logo and the props were all made with it as the reference, then the three characters became rigged 3D models with their own moves.

Play Causeway Crush on the page ↗

ONE PICTURE MADE FROM IT



HOW IT WORKS

1. **Hand the files over.** Put them in the project's intake/assets/ folder, or attach them to your first message. Any format: PNG or PSD exports, sheets, GLB or FBX, WAV or MP3, fonts.
2. **The agent lists them.** Size, format, palette, sheets, rigs and animation clips, loops, and what cannot go into an ad as it is, with the fix. Your originals are never edited.
3. **You pick a way per kind of asset.** Use only what you give it, fill the gaps, or grow the rest from one. Anything made next to your files takes them as the style reference on Scenario.
4. **The build names every source.** Each picture names the file it came from, and the size checks count your files against each network's cap like any other.

Use files you own or license for ads: a licence for the game does not always cover ads. A file used as a reference is uploaded to your Scenario project.

ONE GAME, STEP BY STEP

Inkwash Vigil, from a brief to nine files

The game the exploration page follows in its four steps. Every picture on this page comes from its build, in order.

01 The brief

THE BRIEF THE AGENT WAS GIVEN

Sumi-e ink wash on rice paper, seen top-down. A fox monk with a long brush staff holds a moonlit temple courtyard while ink spirits pour in from the edges. Drag anywhere to move the monk (a floating stick under the finger); the monk swings the brush staff on its own at the nearest spirits, and every swing leaves a wet ink arc that cuts through them. Spirits hit by the arc flash white, splash and dissolve into ink, dropping vermilion drops; walking over the drops fills a bar. A full bar pauses the fight on three scroll cards to pick one (a spinning brush that circles the monk, ink orbs that seek spirits, a longer and wider stroke). The waves grow: imps first, then floating wraiths that dash. At the peak, a giant vermilion seal stamps the ground and wipes every spirit off the screen. Then an ink dragon coils in for the finale; a strong monk dispels it in a burst of ink. A careless player is knocked down (hit, then death animation) with the dragon on a sliver of health, "SO CLOSE!".

02 The art and the cast, on Scenario



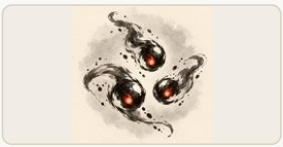
The fox monk: one still made with GPT Image 2.5 Sunburst, then one short clip per action with Gemini Omni 1.1 Flash (idle, run, staff swing, hit, death), cut into frames on a flat background and laid out as one sheet per action.



Temple courtyard
GPT Image 2.5 Sunburst



Seal
GPT Image 2.5 Sunburst



Card art: ink orbs
GPT Image 2.5 Sunburst



Logo
GPT Image 2.5 Sunburst

03 Build and tune: the good bot's run



The hook: drag to hold the temple



Level up: pick one of three scrolls



The waves grow



Tap: the vermilion seal wipes the screen



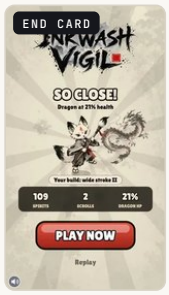
The ink dragon coils in



Temple held



End card after a win



End card after a near miss

The skill records both bots with sound: the good one wins, the careless one falls just short.

04 Nine files, one per network

NETWORK	FILE	SIZE
Meta	ZIP	1.36 MB
Google	ZIP	1.36 MB
AppLovin	HTML	1.90 MB
Unity	HTML	1.90 MB
Generic MRAID	HTML	1.90 MB
Moloco	HTML	1.90 MB
Mintegral	HTML	1.90 MB
Liftoff	ZIP	1.36 MB
Pangle	ZIP	1.36 MB

CHECKS PASSED
67 of 67
the skill's own QA

META HTML, INSIDE THE META ZIP
1.90 MB
limit 2 MB

ALL NINE FILES, IN ONE ZIP
12.23 MB
the bundle you hand over

AGENT BUILD TIME
32 min
the agent's time on this build

THE GAMES

Twenty-four games you can play

Every game here is built with the skill, from a short brief or from a game's recording, screenshots and art. Play each one on the exploration page.



THE PLAYABLE



ITS END CARD

SORT PUZZLE · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Tincture Tide

A sort puzzle on an apothecary shelf: pour the glowing tinctures until each flask holds one colour, before the candle burns down.

HOW TO PLAY

Tap a flask, then another, to pour its top layer onto the same colour or into an empty flask.

THE CHARACTERS

Black cat familiar (watches the shelf, jumps on every sorted flask)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst
Music and sound	ElevenLabs Music v2.5, Mirelo SFX 2.0

CHECKS	META HTML	GOOGLE ZIP
67 of 67	669 KB	444 KB



THE PLAYABLE



ITS END CARD

SORT PUZZLE · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Roost Shuffle

A sort puzzle on a blossom tree: gather four birds of a kind on one branch so they fly free before the cat climbs to the top.

HOW TO PLAY

Tap a branch, then a branch that is empty or ends with the same bird: the birds at its tip hop over.

THE CHARACTERS

Red robin (idle, hop, fly); Blue tit (idle, hop, fly); Yellow finch (idle, hop, fly); Green parakeet (idle, hop, fly); Tabby cat (climb, swipe)

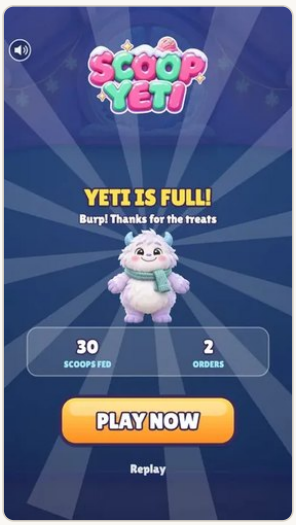
MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.06 MB	782 KB



THE PLAYABLE



ITS END CARD

SORT PUZZLE · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Scoop Yeti

A hungry yeti in a snowy ice-cream parlour wants one flavour, and you feed it to him scoop by scoop.

HOW TO PLAY

Tap a cone whose top scoop matches the flavour in the yeti's bubble; the scoops fly into his mouth.

THE CHARACTERS

Yeti (eat, cheer, worry)

MADE ON SCENARIO

Pictures	GPT Image 2.6 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.32 MB	984 KB

THE GAMES, CONTINUED



THE PLAYABLE



ITS END CARD

SORT PUZZLE · 2D, ANIMATED SPRITES · FROM A GAME RECORDING

Jiggle Jars

A red panda chef behind a sunny kitchen counter sorts wobbly jelly into glass jars, one colour per jar.

HOW TO PLAY

Tap a jar to lift its top jelly, then tap another jar: the jelly pours across onto its own colour or into an empty jar. Fill a jar with one colour and it gets its lid.

THE CHARACTERS

Red panda chef (idle, happy, oops, cheer)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst, GPT Image 2.6 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, Mirelo SFX 2.0

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.36 MB	1012 KB



THE PLAYABLE



ITS END CARD

MATCH-3 · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Reeflume

A match-3 puzzle on a glowing coral reef at night, where you free trapped baby seahorses.

HOW TO PLAY

Swap two neighbouring pieces to line up three or more; a match next to a seahorse's bubble cracks it, and the last hit frees the seahorse. Free all 3 and break the 12 barnacles before your 18 moves run out.

THE CHARACTERS

Reef keeper (idle, cheer, worry, dance)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, Mirelo SFX 2.0

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.23 MB	879 KB



THE PLAYABLE



ITS END CARD

TRIPLE MATCH · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Lantern Lift

A rack of little lantern spirits at a night festival, where only the ones that can see the sky can fly.

HOW TO PLAY

Tap a lit lantern to float it up to the festival string; three alike burst into fireworks, but seven without a match ends the night.

THE CHARACTERS

Fox kid (wave, cheer, worry)

MADE ON SCENARIO

Pictures	GPT Image 2.6 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.12 MB	832 KB

THE GAMES, CONTINUED



THE PLAYABLE



ITS END CARD

PAINT TRAIN · 2D, ANIMATED SPRITES · FROM A GAME RECORDING

Hopsplat

Paint frogs on lily pads hop onto a toy train that loops a round dot picture of a parrot and squirt their colour on the dots they pass, until the parrot under the picture comes to life.

HOW TO PLAY

Tap a frog on a lily pad or on a stool: it hops onto the next free wagon and squirts its colour at every part of the loop that still has dots of that colour. A frog with paint left after its lap waits on one of five stools; fill all five and the station is full.

THE CHARACTERS

Parrot (perch, wake, fly, grey to full colour); Paint frogs (hop)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst, Scenario Upscale V3, GPT Image 2.6 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, Mirelo SFX 2.0

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.18 MB	861 KB



THE PLAYABLE



ITS END CARD

PIN PULL · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Gold Rush Rescue

A pin-pull rescue puzzle: pull golden pins so water cools the lava, the gold rolls into the cart and the trapped miner can run to safety.

HOW TO PLAY

Tap a golden pin to pull it, and choose the order so the lava never reaches the miner or the gold.

THE CHARACTERS

Miner (idle, panic, cheer, fail, run)

MADE ON SCENARIO

Pictures	GPT Image 2.6 Sunburst, GPT Image 2.5 Sunburst
Sprite motion	Kling V4 I2V
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.71 MB	1.23 MB



THE PLAYABLE



ITS END CARD

JAM PUZZLE · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Tug Tangle

A jammed harbour seen from above, where every boat can only sail the way its bow points.

HOW TO PLAY

Tap a boat with a clear lane ahead and it sails out; free the golden yacht, then clear the harbour before the clock ends.

THE CHARACTERS

Harbour seal (wave, cheer, worry)

MADE ON SCENARIO

Pictures	GPT Image 2.6 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	956 KB	687 KB

THE GAMES, CONTINUED



THE PLAYABLE



ITS END CARD

BLOCK PUZZLE · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Glazeline

A block puzzle in a potter's studio: drag clusters of glazed tiles onto a 9 by 9 ceramic panel, and every full row, column or 3 by 3 box fires like a little kiln.

HOW TO PLAY

Drag a cluster from a saucer onto the panel, fill a row, column or box to fire it, and fill the heat dial before no cluster fits.

THE CHARACTERS

Kiln spirit (idle, cheer, worry, big cheer)

MADE ON SCENARIO

Pictures	GPT Image 2.6 Sunburst
Sprite motion	Wan 3.0
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.32 MB	964 KB



THE PLAYABLE



ITS END CARD

CROWD RUNNER · 3D, RIGGED AND ANIMATED · FROM A SHORT BRIEF

Causeway Crush

A crowd of toy runners races along a canyon causeway and under sandstone arches, grows or shrinks through math gates, then storms a fort guarded by imps and a stone golem.

HOW TO PLAY

Drag left or right to lead your crowd through the better gate, dodge the imp ambush, and arrive big enough to topple the golem.

THE CHARACTERS

Runner (run, attack, death, cheer); Imp (run, attack, death); Golem (idle, slam, hit, collapse)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst
3D models	Meshy T2.5 Smart Topology
Rigs and clips	Cartwheel Text to Motion
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.79 MB	918 KB



THE PLAYABLE



ITS END CARD

EVOLUTION RUNNER · 3D, RIGGED AND ANIMATED · FROM A SHORT BRIEF

Evolve Rush

A creature runs down a sky runway and grows from a blob into a dragon as it takes the right gates.

HOW TO PLAY

Drag left and right to take EVOLVE gates and orbs, dodge DEVOLVE gates and stone too big for you, then tap to smash the wall.

THE CHARACTERS

Blob (run); Hatchling (run, smash); Dragon (run, smash)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst
3D models	Tripo 3.1
Rigs and clips	Cartwheel Text to Motion, Rodin Hyper3D Rigging
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.61 MB	811 KB

THE GAMES, CONTINUED



THE PLAYABLE



ITS END CARD

MERGE · 2D, ANIMATED SPRITES · FROM A GAME RECORDING

Embernest

A merge game on an island cliff: eggs hatch into dragons, and two young dragons make the legendary one.

HOW TO PLAY

Drag an item onto an identical one to merge it up the dragon chain, then keep room in the nest while eggs pour in.

THE CHARACTERS

Hatchling (idle in its shell, blinks); Young Dragon (breathes, flaps its wings); Legendary Dragon (rears up and roars, flies to the nest)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst, GPT Image 2.6 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, Mirelo SFX 2.0

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.74 MB	1.27 MB



THE PLAYABLE



ITS END CARD

HOLE GAME · 3D, RIGGED AND ANIMATED · FROM A SHORT BRIEF

Gulp City

A tiny hole in a toy city that swallows everything smaller than itself and grows until it can eat the skyscraper.

HOW TO PLAY

Drag anywhere to steer the hole into small things first, grow, then swallow cars, houses and the tower before the timer ends.

THE CHARACTERS

Office worker (walk, panic)

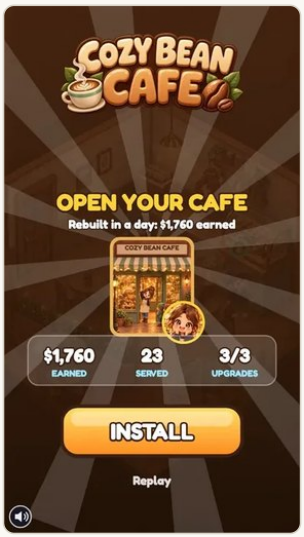
MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst
3D models	Tripo 3.1
Rigs and clips	Cartwheel Text to Motion
Music and sound	ElevenLabs Music

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.46 MB	777 KB



THE PLAYABLE



ITS END CARD

IDLE ARCADE · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Cozy Bean Cafe

A broke little cafe you turn cozy: serve the queue, bank the cash and rebuild the counter, the tables and the patio.

HOW TO PLAY

Tap a customer to serve coffee, tap the cash to bank it, tap the glowing bubble to buy the next upgrade.

THE CHARACTERS

Barista (idle, pour and serve, happy); Customer (walk in, walk out, impatient wait, happy jump); Second customer (walk in, walk out, impatient wait, happy jump); VIP (walk in, cheer)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst
Sprite motion	Kling V4 I2V
Music and sound	ElevenLabs Music v2.5

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.65 MB	1.20 MB

THE GAMES, CONTINUED



THE PLAYABLE



ITS END CARD

IDLE ARCADE · 2D, ANIMATED SPRITES · FROM A GAME RECORDING

Glimmerbrew

A young wizard's apprentice runs a potion shop in an enchanted garden: he picks glowing mushrooms, feeds the cauldron, carries the potions to waiting customers and spends the coins on new stations.

HOW TO PLAY

Tap or hold on the ground to walk; he picks, brews, carries and serves on his own as he reaches each spot, and standing on a coin pad pays for it.

THE CHARACTERS

Apprentice (walks in four directions, carries a growing basket stack); Customers (cheer when served)

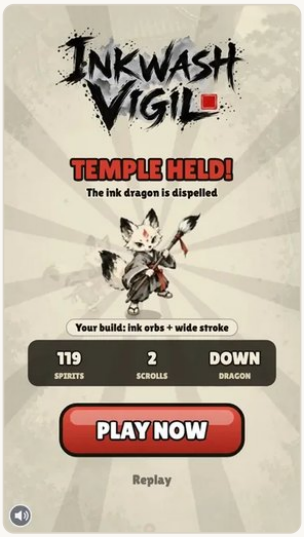
MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst, GPT Image 2.6 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	Mirelo SFX 2.0, ElevenLabs Music v2.5

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.47 MB	1.07 MB



THE PLAYABLE



ITS END CARD

SURVIVOR · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Inkwash Vigil

A fox monk holds a moonlit temple courtyard against waves of ink spirits.

HOW TO PLAY

Drag anywhere to move the monk; his brush staff swings on its own; pick a scroll at each level, then tap to stamp the seal.

THE CHARACTERS

Fox monk (idle, run, staff swing, hit, death); Ink imp (hop, death); Ink wraith (float, dash, death); Ink dragon (coil, lunge, death)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, Mirelo SFX 2.0, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.90 MB	1.36 MB



THE PLAYABLE



ITS END CARD

SURVIVOR · 2D, ANIMATED SPRITES · FROM A GAME RECORDING

Shardstorm Rookie

A little robot astronaut holds a floating stone arena against a swarm of crystal beetles, growing from one blaster to a screen-clearing lightning storm.

HOW TO PLAY

Tap where you want the rookie to walk; his blaster fires on its own, gems level him up, and you pick one upgrade card each level.

THE CHARACTERS

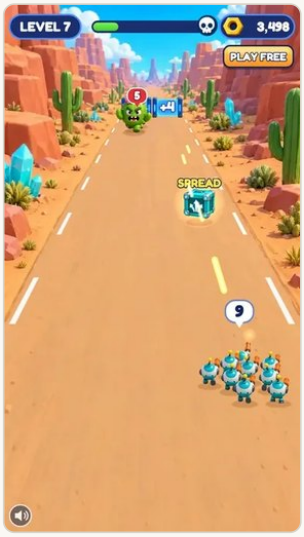
Rookie (walk toward and away, shoot); Brute (walk, rear up, charge)

MADE ON SCENARIO

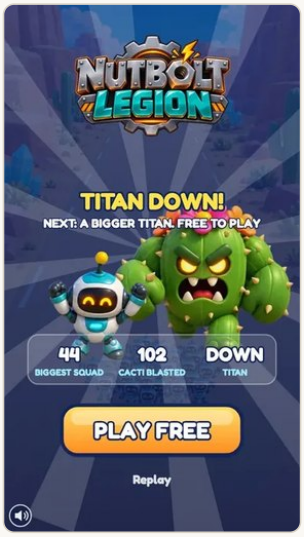
Pictures	GPT Image 2.6 Sunburst, GPT Image 2.5 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, Mirelo SFX 2.0, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.61 MB	1.15 MB

THE GAMES, CONTINUED



THE PLAYABLE



ITS END CARD

LANE SHOOTER · 2D, ANIMATED SPRITES · FROM A GAME RECORDING

Nutbolt Legion

A squad of robots runs down a desert canyon road and shoots its way through math gates, cactus hordes and a giant Titan.

HOW TO PLAY

Drag left and right to steer the squad; it fires on its own, and shots raise the gate you want before you run through it.

THE CHARACTERS

Robot squad (run, fire)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst, GPT Image 2.6 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	Mirelo SFX 2.0, ElevenLabs Music v2.5

CHECKS	META HTML	GOOGLE ZIP
67 of 67	780 KB	515 KB



THE PLAYABLE



ITS END CARD

TIMING STACKER · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Sky Stacker

A tower-stacking game: build an apartment tower from the street up to the moon, one swinging floor at a time.

HOW TO PLAY

Tap when the swinging module is over the tower; centred drops are PERFECT, off-centre ones get trimmed and make the tower sway.

THE CHARACTERS

The resident (wave, cheer)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst
Sprite motion	Wan 3.0
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3, Mirelo SFX 2.0

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.14 MB	835 KB



THE PLAYABLE



ITS END CARD

TRICK SHOT · 2D, ANIMATED SPRITES · FROM A SHORT BRIEF

Bounce Blaster

A ricochet puzzle where one well-aimed shot banks off walls and bumpers to pop every robot in the lab.

HOW TO PLAY

Drag to aim along the dotted line, let go to fire, and clear each wave before your shots run out.

THE CHARACTERS

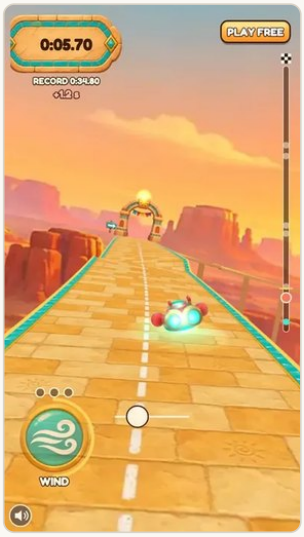
Space kid (idle, fire, cheer); Lab robots (idle, shock, taunt)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst, GPT Image 2.5 Flare
Sprite motion	Minimax H3
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.48 MB	1.07 MB

THE GAMES, CONTINUED



THE PLAYABLE



ITS END CARD

RACING · 3D, RIGGED AND ANIMATED · FROM A GAME RECORDING

Sunskiff

A hover skiff races a floating sandstone causeway above a desert canyon at golden hour, against the record.

HOW TO PLAY

Drag left or right anywhere to steer; fly clean through the stone gates to fill WIND, then tap WIND on a straight to open a sun ring ahead and ride its slipstream.

THE CHARACTERS

Sunskiff (hovers, leans into the steer, pitches up with speed)

MADE ON SCENARIO

Pictures	GPT Image 2.6 Sunburst
3D models	Tripo 3.1
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.57 MB	895 KB



THE PLAYABLE



ITS END CARD

LANE BATTLE · 3D, RIGGED AND ANIMATED · FROM A SHORT BRIEF

Boilerbloom

Brass Cogwardens and moss trolls fight over three pressure valves on a glasshouse floor; every valve you hold pumps steam into their boiler until it bursts.

HOW TO PLAY

Drag a card into your gold zone. Your units walk to their lane's valve, take it when no enemy is near, then hit their boiler. Every valve you hold pumps in pressure; the first boiler to fill bursts.

THE CHARACTERS

Cogwarden (walk, attack, death); Bolt Bot (walk, attack, death); Boilerhulk (walk, attack, hit, death); Club Troll (walk, attack, death); Moss Brute (walk, attack, hit, death)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst
3D models	Meshy T2.5 Smart Topology
Rigs and clips	Meshy Animation
Music and sound	ElevenLabs Music v2.5, ElevenLabs Sound Effects v3

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.81 MB	984 KB



THE PLAYABLE



ITS END CARD

TOWER DEFENSE · 2D, ANIMATED SPRITES · FROM A GAME RECORDING

Reefhold

An octopus keeper guards a pearl on a sunny reef while waves of crabs, then the King Crab, march down a sandy path.

HOW TO PLAY

Tap an empty pad to build a tower, tap a tower to upgrade it, and stop the crabs before they reach the pearl.

THE CHARACTERS

Octopus keeper (idle, cheer, worry); King Crab (walk)

MADE ON SCENARIO

Pictures	GPT Image 2.5 Sunburst, GPT Image 2.6 Sunburst
Sprite motion	Gemini Omni 1.1 Flash
Music and sound	ElevenLabs Music v2.5, Mirelo SFX 2.0

CHECKS	META HTML	GOOGLE ZIP
67 of 67	1.56 MB	1.13 MB

HOW THE SKILL WAS TESTED

Same brief, built twice

Three of these games were built twice from the same brief and the same art, once with an earlier release of the skill and once with a later one. A reviewer who did not know which build was which played all six and preferred the earlier builds in all three pairs, 8 to 7, 8 to 6 and 7 to 6, for a bigger hero, numbers that follow the player and taps that always register. The later builds had the crisper look, which the team preferred too, and the stronger process.

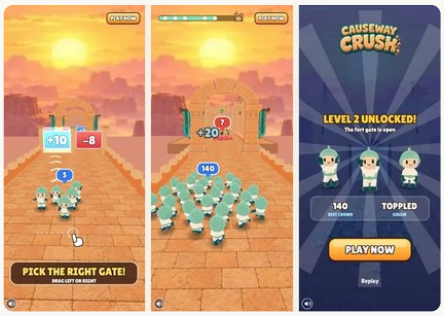
THE MEASURES, ONE BUILD PER VERSION

v2 is the earlier release of the skill, v3 the later one.	Skill v2	Skill v3
All checks passed, nine networks	3 of 3 briefs	3 of 3 briefs
Blind review, out of 10, the three games	8, 8, 7	7, 6, 6
Win and near-miss videos with sound	No capture step	Recorded by the skill
Animated sprite characters	Written per game	Sheets by config
Difficulty tuning	By hand	Scripted, two bots
Default hint pointer	A drawn finger	A mouse arrow
Meta HTML, the three games	1.69, 1.80, 1.18 MB	1.77, 2.00, 1.12 MB
Minutes per build, the three games	40, 35, 56	43, 54, 39

WHAT DECIDED EACH PAIR, IN THE REVIEWER'S WORDS, SUMMED UP

Causeway Crush

V2 · BLIND REVIEW 8 OF 10 · PREFERRED



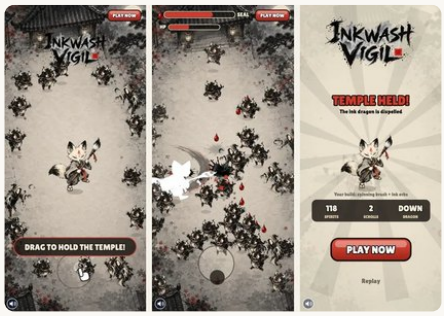
V3 · BLIND REVIEW 7 OF 10



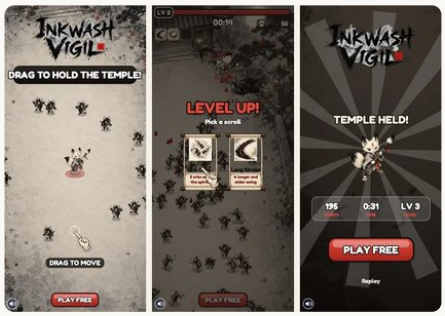
The earlier build had the stronger payoff and ending: the golem topples, the gate opens, a level 2 card. The later one looked crisper, but a gate showed the wrong number and defeated imps stayed on the road.

Inkwash Vigil

V2 · BLIND REVIEW 8 OF 10 · PREFERRED



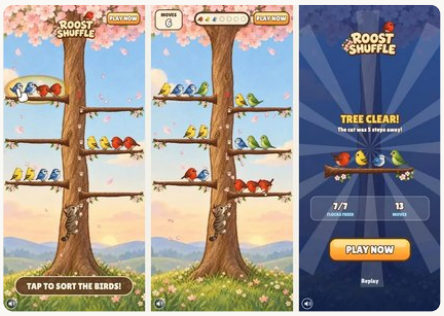
V3 · BLIND REVIEW 6 OF 10



The earlier build drew the fox monk big in a fixed arena where damage was real, with an earned seal and a telegraphed dragon. In the later one the hero was small and never at risk.

Roost Shuffle

V2 · BLIND REVIEW 7 OF 10 · PREFERRED



V3 · BLIND REVIEW 6 OF 10



Same art in both. The earlier build opened on one obvious move and every tap registered. The later one had the better threat, a climbing cat, but lost taps while birds flew.

Frames of each build's winning run, from the reviewer's own screenshots.

What the skill on this page takes from each

- ✓ From v3, the process: it records the win and the near miss, plays sprite sheets from a config file and tunes the difficulty with a script.
- ✓ From v2, the drawn finger as the default hint pointer.
- ✓ Added while building these games: a tool that packs rigged 3D characters and their clips, a fix for 3D games that froze when the ad became visible, and a fix to the recording script, whose clock let the picture run ahead of the sound.

Which games used which

- ✓ Every game on the page and in the row of every ad is built with the later release (v3).
- ✓ Causeway Crush and Inkwash Vigil are its builds of the first two pairs, reworked once with the reviewer's notes; Roost Shuffle, in the row of every ad, is its build of the third.
- ✓ The earlier release's builds are not on the page; they stay in the comparison.

One build per version and one reviewer, so a small sample: a one or two point gap is within what two builds with the same skill could differ by.

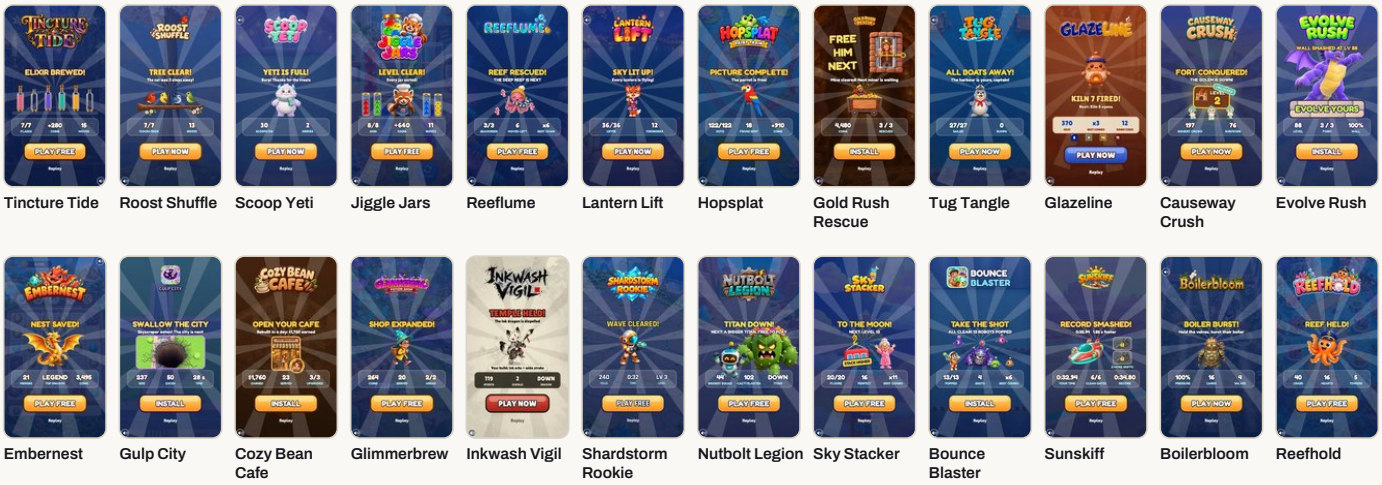
NINE NETWORKS, AND WHAT THE CHECKS PROVE

One game, packaged nine times

Each network wraps an ad in its own container and expects its own call when someone taps Install. The build changes the setup in the head of the file and that call; everything else is the same game.

NETWORK	PACKAGE AND SIZE LIMIT	INSTALL CALL	HOW IT STARTS
Meta	ZIP, 5 MB; the Meta HTML inside, 2 MB	`FbPlayableAd.onCTAClick()`	Starts at once
Google	ZIP, 5 MB	`ExitApi.exit()`	Starts at once, in portrait
AppLovin	HTML, 5 MB	`mraid.open(store)`	Waits until the ad is on screen; the first tap only starts the game
Unity	HTML, 5 MB	`mraid.open(store)`	Waits until the ad is on screen; the first tap only starts the game
Generic MRAID	HTML, 5 MB	`mraid.open(store)`	Waits until the ad is on screen; the first tap only starts the game
Moloco	HTML, 5 MB	`FbPlayableAd.onCTAClick()`	Starts at once
Mintegral	HTML, 5 MB	`install()`	Tells the network when the game is ready, starts, ends and restarts
Liftoff	ZIP, 5 MB	`postMessage("download")`	Tells the network when the end card shows
Pangle	ZIP, 5 MB, with config.json	`openAppStore()`	Loads the network's playable script first

EVERY GAME'S END CARD: THE INSTALL TAP SENDS THE NETWORK'S OWN CALL



EVERY GAME, EVERY NETWORK FILE

The skill's own checks

- ✓ Each file stays under its network's size limit.
- ✓ No request leaves the ad: everything is inside the one file.
- ✓ The game waits, moving, for the first touch, and sound starts only after a tap.
- ✓ Install sends the exact call each network expects.
- ✓ Bots reach a win and a near miss, in portrait, landscape and on a tablet.

REAL NETWORK TOOLS

Tested in the networks' own tools

- ✓ On 2 November 2026, the skill's template game passed AppLovin's Playable Preview, Google's HTML5 validator and Meta's Playable Preview, Install tap included.
- ✓ The games in this guide were not uploaded to those tools.

BEFORE A CAMPAIGN

Not checked here

- — Each network's own review of your file.
- — Real phones, especially low-end ones.
- — Store links: these games link back to the exploration page.

MAKE YOURS

Build one for your game

Install the skill in your coding agent and connect it to the Scenario MCP. Then give it a brief, or a short recording and screenshots of your game.

ASK YOUR AGENT

```
Use the scenario-playable-ads skill.
Here is my game: gameplay.mp4 (40 s, phone capture),
logo.png, and the App Store and Google Play links.
We run Meta, Google and AppLovin. Build the playable,
run the checks and give me the files.
```

Play the games ↗
Every game in a phone, its art, its characters and its files.

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

Scenario MCP ↗
Connect your agent to Scenario.

MODELS USED FOR THE GAMES IN THIS GUIDE

MODEL	WHAT IT MADE	GAMES
GPT Image 2.5 Sunburst	Character stills and renders, props, backgrounds, logos	19 of the 24 games
GPT Image 2.6 Sunburst	Character stills and renders, props, backgrounds, logos	13 of the 24 games
GPT Image 2.5 Flare	Backgrounds, props and parts	Bounce Blaster
Scenario Upscale V3	A background upscaled two times	Hopsplat
Tripo 3.1	3D models from an approved still	Evolve Rush, Gulp City, Sunskiff
Meshy T2.5 Smart Topology	Light textured 3D meshes from an approved render	Causeway Crush, Boilerbloom
Cartwheel Text to Motion	Rigs and animation clips for the 3D characters	Causeway Crush, Evolve Rush, Gulp City
Meshy Animation	Rigs and animation clips	Boilerbloom
Rodin Hyper3D Rigging	A rig and its run and attack clips for a 3D character	Evolve Rush
Gemini Omni 1.1 Flash	Sprite motion: one short clip per action, cut into sheets	13 of the 24 games
Kling V4 I2V	Sprite motion: one image-to-video clip per action	Gold Rush Rescue, Cozy Bean Cafe
Wan 3.0	Sprite motion: one short clip per action, cut into sheets	Glazeline, Sky Stacker
Minimax H3	Sprite motion: one short clip per action, cut into sheets	Bounce Blaster
ElevenLabs Music v2.5	Music	Every game but Gulp City
ElevenLabs Sound Effects v3	Sound effects and jingles	14 of the 24 games
Mirelo SFX 2.0	Sound effects	11 of the 24 games
ElevenLabs Music	Music	Gulp City

The skill names no model: for each job, the agent asks the Scenario MCP for the best current one. The film on the exploration page is narrated with ElevenLabs v4.