

AN INTERACTIVE FILM DESK

# One courier. Twenty-seven bad ideas.

## THE CONTINUITY HEIST

A making-of guide to the choices, visual continuity and playback behind a miniature caper built with Scenario MCP and skills.

3 PROPS / 3 ACCOMPLICES / 3 EXITS

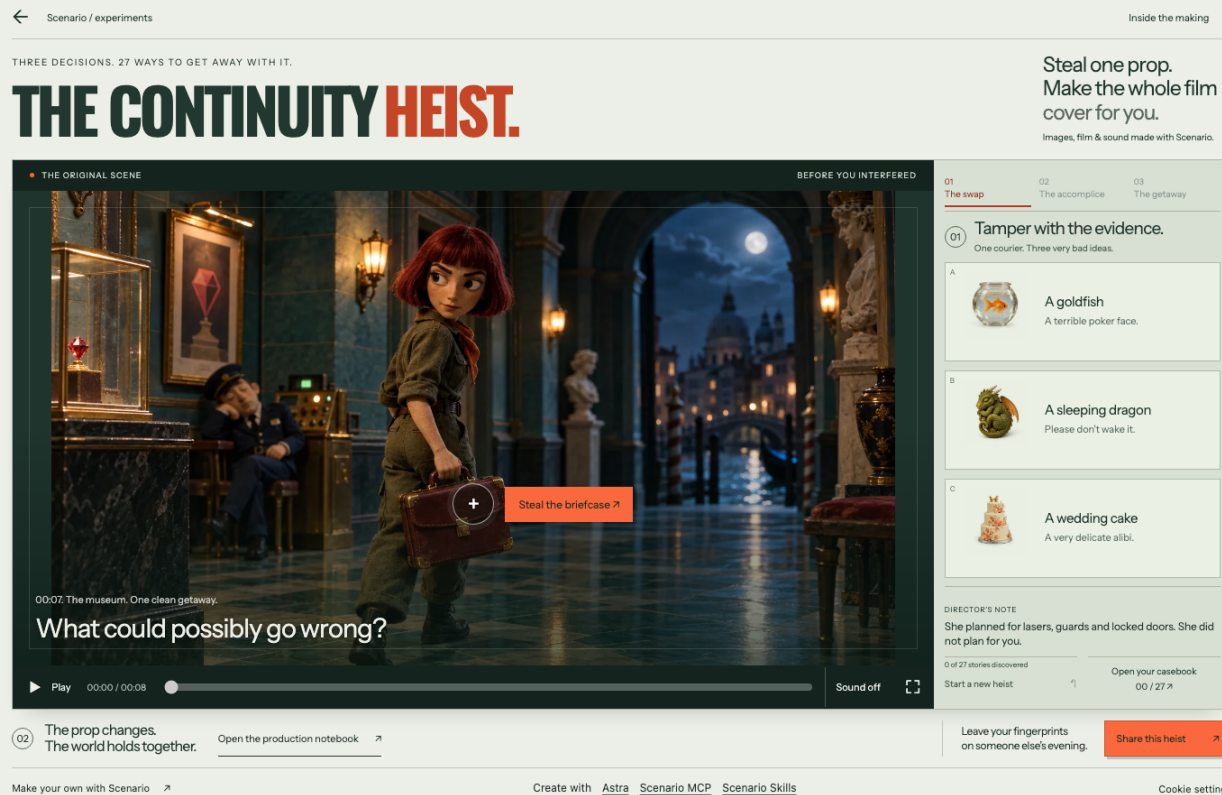
[PLAY THE PR PREVIEW >](#)



## THE EXPERIENCE

# Make the audience the troublemaker.

Every click changes what Mara carries, whom she trusts, or how she escapes.



## An immediate invitation

Replace a sensible briefcase with a fish, a sleeping dragon or a wedding cake. The first choice starts the film.

## A reason to keep going

Each accomplice changes the joke. Each exit resolves it with a different filmed scene. A casebook rewards curiosity.

THE BRANCHING MECHANISM

# Three decisions become 27 complete routes.

Scenes are shared where the story is shared. Each final combination has its own ending.

01 / THE SWAP

|                 |
|-----------------|
| Goldfish        |
| Sleeping dragon |
| Wedding cake    |

3 opening clips

02 / THE ACCOMPLICE

|                        |
|------------------------|
| Pip / clockwork pigeon |
| Madame Vesper / diva   |
| Mop / museum cat       |

9 meeting clips

03 / THE GETAWAY

|          |
|----------|
| Canal    |
| Opera    |
| Rooftops |

27 finale clips

3 x 3 x 3 = 27 stories. 3 + 9 + 27 = 39 reusable story clips, plus the eight-second original film.

## FOLLOW ONE ROUTE

# A fish. A clockwork pigeon. A canal.

The selections accumulate into one route: fish-pigeon-canal.

**01 / SWAP - 3.6s**

Mara carries the fish bowl instead of the briefcase.

**02 / BRIDGE 4s + MEET 6s**

Pip joins the courier and her aquatic witness.

**03 / BRIDGE 5s + ESCAPE 6s**

The bird supplies the horsepower. The fish supplies the directions.

One 25-second timeline includes the filmed connections and all three acts. Choices pause the story; the clock continues from that boundary when the next act starts.

## SCENARIO CAPABILITY / CONTROLLED IMAGE EDITING

# Change the evidence. Keep the world.

The original museum frame anchors the camera, lighting, materials and courier identity.



THE APPROVED MASTER



THE CONTROLLED PROP EDIT

Mara stays recognizable: dark-red bob, olive jumpsuit, orange scarf. The bowl is the deliberate change.

## SCENARIO CAPABILITY / VISUAL CONSISTENCY

# Three references travel into every scene.

Each new meeting or finale uses the same approved reference set, rather than drifting from one generated frame to the next.



PROP + COURIER



ACCOMPLICE IDENTITY



WORLD + MATERIALS

GPT Image 2.5 Sunburst composes the new scene from those references. Approved scene images then become the first frame for Seedance 2.0, keeping animation tied to an explicit visual target.

# From a story beat to a playable film.

## 01 Write a physical payoff

Define what the prop and accomplice actually do in this location.

## 02 Generate and inspect the still

Use the three references. Check identity, prop count and readable action.

## 03 Animate the approved frame

Generate a six-second Seedance 2.0 shot with native scene audio.

## 04 Connect, review, deliver

Generate matched video bridges, assemble in Video Studio, then inspect and optimize.

MCP runs and tracks the jobs. Skills guide reference discipline, shot design and refinement. Exact prompts and asset IDs are committed in the provenance manifests.

## QUALITY COMES FROM ITERATION

# Small repairs protect the illusion.

## One bird means one bird.

A first animation duplicated Pip. The retake kept the existing bird in place and reduced the action to a subtle wink.

## Keep the fish in its bowl.

Fish/diva and fish/Pip retakes keep the fish underwater. The Pip defect was caught by the user; the replacement also received a close-up sequence review.

## Repair the frame before motion.

One boat frame omitted Pip. A targeted image edit added him before that frame was animated.



## FINAL APPROVED MEETING / CAKE + PIP

36 new scene films selected after full-duration visual review. Audio streams and controls checked; no listening review was possible in the agent environment.

## STORY CONTINUITY + BROWSER MECHANISM

# Show the connection. Keep the clock.

## Connect cause and consequence

36 generated video bridges show entrances, departures and the journey into each getaway. The outgoing shot's last frame and the next shot's first frame anchor each connection.

## Keep the connection in the film

Seedance generates the missing action. Scenario Video Studio joins the bridge to its approved shot. The resulting movie plays, seeks and enters fullscreen normally.

## One player, all three acts

The clock continues across choices and shots. Seek through chosen acts; future decisions stay locked. Outgoing frames hold only during loading, then cut to the matched moving shot.

0s: swap / 3.625s: bridge + meeting / 13.625s: bridge + getaway / 24.625s: complete



## CAKE + PIP / THE MISSING STORY BEAT

Pip enters through the arch and becomes a cake decoration. The guard waking now leads to a disguise, rather than an unexplained new pose.

REPLAY, COLLECT, SHARE

# A casebook turns endings into invitations.

Undiscovered titles stay hidden. Found cases gain an illustration and a complete-story replay.

YOUR COLLECTION OF QUESTIONABLE DECISIONS

TWENTY-SEVEN WAYS.  
ONE VERY LONG NIGHT.

Every prop × every accomplice × every exit. Found stories are yours to replay. The rest are waiting for your fingerprints.

A GOLDFISH



CASE 01 ✓  
FLIGHTLESS FLIGHT.  
Pip / The canal

CASE 02  
STILL AT LARGE.

Pip / The opera

CASE 03  
STILL AT LARGE.

Pip / The rooftops

CASE 04  
STILL AT LARGE.

Madame Vesper / The canal

CASE 05  
STILL AT LARGE.

Madame Vesper / The opera

CASE 06  
STILL AT LARGE.

Madame Vesper / The rooftops

## A collection on this browser

Valid completed route IDs are saved locally. Storage can fail without breaking the experience.

## A surprise worth clicking

Deal a random undiscovered route. Once all 27 are found, every route is available to revisit.

## Share the exact combination

Three URL parameters encode the choices. Opening a shared link waits for Play this story, then replays all three acts.

SCENARIO MCP SKILLS

18 September 2026 / MAKING OF

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## DELIVERY AND CARE

# A rich world with a light first visit.

## Load the path, not the whole archive.

The bundle contains 40 logical films: 39 story clips and the original. Each has desktop and mobile encodes. Unchosen films do not download.

## Use the right media size.

1080p desktop and 720p mobile H.264, AAC sound and MP4 faststart. Responsive WebP posters serve 1536px or 768px images.

## Keep control with the visitor.

Sound starts off and stays at the chosen setting. A single timeline supports pause, seeking between acts, retry and fullscreen. Dialogs and hidden tabs pause playback.

## Respect accessibility.

Keyboard controls, reduced motion and a 320px layout. The desktop desk fits the window from 1280 x 640, keeping the film, choices and lower actions visible.

## Keep measurement separate.

The shared experiments runtime handles consent. Playback and local collections work independently; analytics follows measurement consent.

## Make the process inspectable.

Local assets, public source files, production notes and generation manifests. Scenario credentials never enter the browser.

THE ENDING ATLAS / FISH

# Nine ways to smuggle a witness.

Rows: Pip, Madame Vesper, Mop. Columns: canal, opera, rooftops. Spoilers ahead.



Flightless flight.



The smallest conductor.



Air mail. Wet contents.



A private water recital.



Madame and the medium.



The encore upstairs.



A most reluctant truce.



The act of not eating.



Nine lives. One bowl.

## THE ENDING ATLAS / DRAGON

# Nine ways to wake the wrong accomplice.

Rows: Pip, Madame Vesper, Mop. Columns: canal, opera, rooftops. Spoilers ahead.



External combustion.



Light entertainment.



Updraft, handmade.



Exit through the fog.



The warm-up act.



Hot air. Haute couture.



The floating radiator.



Smoke and whiskers.



The chimney inspectors.

THE ENDING ATLAS / CAKE

# Nine ways to have your cake and flee.

Rows: Pip, Madame Vesper, Mop. Columns: canal, opera, rooftops. Spoilers ahead.



Special delivery. No crumbs.



The gilded accomplice.



Tierway to heaven.



Just married. To the alibi.



A jewel of a performance.



The rooftop reception.



The cream of the crew.



The disappearing dessert.



Follow the icing.

## THE PROOF AND THE SOURCE

# Test the experience people actually play.

## 27 / 27 endings exercised

Real video playback reaches every ending. The complete casebook survives reload. Shared stories retain the sound setting across all three acts.

## Four browser profiles

Core interactions pass in desktop and mobile Chromium and WebKit, including retry, rapid choices, keyboard dialogs and unavailable storage.

## Production checks

795 unit tests, lint and production build pass. Responsive checks from 320 to 1920px find no overflow, missing assets or JavaScript errors.

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PERFORMANCE

LOCAL LIGHTHOUSE / MOBILE / SINGLE RUN

100

ACCESSIBILITY

Best practices 100; SEO 100. Performance is an observed local result, not a guarantee for every network or device.

[OPEN THE SOURCE AND VALIDATION IN PR #265 >](#)

Committed manifests retain shot and bridge prompts, frame anchors, assembly recipes, jobs, assets and retakes.

## YOUR TURN

# Choose badly. Escape beautifully.



BUILT WITH SCENARIO MCP + SKILLS / IMAGES + VIDEO + NATIVE AUDIO

## ONE SMALL CHANGE. A DIFFERENT STORY.

Scan to play the PR preview. Pick the least sensible prop. Find an accomplice. See where it takes you.



[PLAY PREVIEW](#)

[VIEW PR #265](#)