

Tap to Install

Seven games. Seven ads.
One agent.

A claymation pin-pull puzzle, an anime hero battler, an arena card battler, a dice board builder, a physics launcher, a crowd runner and a match-3. For each one, an agent built the look, the assets, a real gameplay engine, the cinematic shots and the sound, and cut a vertical ad and a narrated how-to.



Maple's Tower



Lanternborn



Keepcrash



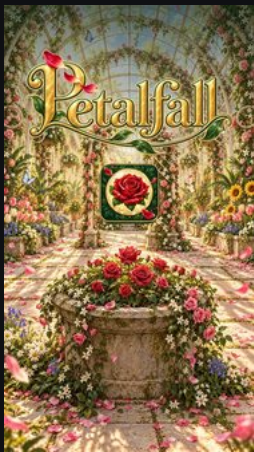
Tumblecove



Tuftshot



Beanstorm



Petalfall

This PDF follows the seven productions in the order of the page, from the brief to the review loop.

One brief, seven genres.

Every ad has the shape of a real user-acquisition ad.

The 30-second shape

- 0 to 3 s

Hook: the game and a problem on the first frame (a fail, a near-impossible board, a character in danger).
- 3 to 20 s

Core loop with rising stakes: the real mechanic, a near miss, a combo, a reward, progression.
- 20 to 25 s

Payoff: the most spectacular moment, the cascade, the rescue, the topple or the legendary summon.
- 25 to 30 s

End card: app icon, logo, one tagline and a pulsing Play Now button.

Keepcrash runs 45 seconds with the same four beats. Each game has a titles version (hook text, captions, call to action and a small Made with Scenario tag) and a clean version with only the in-game UI. The briefs ask for a HUD, currencies, level numbers, win and fail screens, so each game reads as real.



Maple's Tower
Pin-pull rescue puzzle, claymation stop-motion. 30 s ad, 109 calls, 4,698.5 CU



Lanternborn
Squad hero battler, cel-shaded anime 3D. 30 s ad, 173 calls, 8,324.5 CU



Keepcrash
Arena card battler, chunky hand-painted 3D. 45 s ad, 190 calls, 10,303 CU



Tumblecove
Dice board builder, glossy toy 3D. 30 s ad, 132 calls, 4,213.5 CU



Tuftshot
Physics launcher, bold-outline cartoon. 30 s ad, 128 calls, 3,037 CU



Beanstorm
Crowd runner, pastel low-poly 3D. 30 s ad, 102 calls, 3,185.5 CU



Petalfall
Match-3, painterly botanical glasshouse. 30 s ad, 128 calls, 4,764.5 CU

Together: 962 Scenario calls, 38,526.5 CU, ads and how-tos included. CU are Scenario compute units, reconciled against the job records.

One method, eight steps.

The same order for all seven games; what changes is the look, the rules and the story.

- | | | |
|---|-----------------------|---|
| 1 | Brief | Rules, HUD and the beat sheet, one page per game, with an original name checked against existing games. |
| 2 | Style anchor | One GPT Image sheet holds the look, often after a shoot-out between two models; every later image passes it as a reference. |
| 3 | Asset sheets | Characters, pieces, UI, banners, logo and icon on transparent sheets, cut into sprites by a script. |
| 4 | Gameplay in code | A deterministic engine follows the rules (match-3, particles, a battle log, rigid body physics, a dice board or a crowd simulation), because a video model cannot keep them honest. |
| 5 | Layout | Blender stages the shots where it helps (an arena, a board, a clay diorama, puppets and dice); image to 3D models add tokens, figures and props. |
| 6 | First and last frames | GPT Image 2.5 Sunburst paints or edits the ends of each cinematic shot; Seedance 2.5 animates between them at 1080p. |
| 7 | Sound | ElevenLabs Music composed to the shot timeline, ElevenLabs Sound Effects placed on the engine events, mixed to about -14 LUFS. |
| 8 | Review loop | Scenario asset analysis reviews key frames against the brief; flagged frames are reworked, and each round is shown with its before and after. |

One agent, Claude Opus 5.5, ran each production through the Scenario MCP: it chose the models, wrote the engines and the scripts, and looked at every frame.

Maple's Tower: the look

Cardboard, felt and plasticine, lit like a stop-motion set.



One GPT Image 2.5 Sunburst style anchor set the look: Maple the clay fox, the sleeping troll, the golden pin, material trays and felt UI parts. From it came Maple's eight poses, the troll's four, twelve props, a stitched felt HUD kit, clay text (Saved!, Oh no!, PLAY NOW), the logo, the app icon, the tower map and the cinematic key frames. Every word was checked by eye.

Style anchor



Maple



The troll



Props



Felt UI kit



Maple's Tower: gameplay and cinematics

A particle simulation for the puzzle, rebuilt as a clay diorama.



Frames from the engine-driven gameplay shots

A seeded 2D particle simulation in Python is the only source of the logic: water on lava makes stone and steam, lava on Maple fails the level, sand buries the troll, coins reaching Maple are collected. Floor 12 is played twice, the wrong pin first, then A, D, C. Each run is baked per frame and rebuilt in Blender 5.2 as a cardboard and plasticine diorama, animated on twos, with Hitem 3D 3.0 puppets of Maple (idle, scared, cheer) swapped by mood and PATINA cardboard, felt and clay materials.



Blender previs / GPT Image 2.5 Sunburst



First frame and last frame for Seedance 2.5

A Blender previs of the tower set the crane camera. GPT Image 2.5 Sunburst painted the first and last frames, and Seedance 2.5 animated them at 1080p: Maple hugging her gold, and the camera rising up the tower.

Maple's Tower: sound, review loop and models

What the review flagged, what changed, and what each model did.

ElevenLabs Music Advanced v2.5 wrote a 31 s score in seven sections cut to the edit, so the motif lands on Saved!; MiniMax Music 3.0 was the runner-up. ElevenLabs Sound Effects made the pin, lava, steam, sand, coin and fail sounds, placed from the simulation's events.



S02-S04 gameplay. Flagged: Stage 1 review: the gameplay read as a flat 2D fabric render, next to the clay cinematics

Changed: The same deterministic particle sim is baked per frame and rebuilt in Blender 5.2 as a cardboard and plasticine diorama: clay blobs for each fluid, black stone where water meets lava, EEVEE, animated on twos



S04. Flagged: Maple too small to read on a phone, the room mostly empty

Changed: Hitem 3D puppets of Maple and the troll at about twice the size, with scared and cheer replacement puppets swapped by mood

Model	Calls	CU
Hitem3D 3.0	4	1,640
Seedance 2.5	4	1,566
GPT Image 2.5 Sunburst	28	685
ElevenLabs Sound Effects v2	6	180
Meshy 7.1 Image to 3D (not in the ad)	1	140
Scenario asset analysis (Claude Opus 4.8)	13	113.5
ElevenLabs Music Advanced v2.5	2	90
ElevenLabs Music Extend v2.5	2	90
Gemini 3.8 Flash TTS	31	58
PATINA Material	3	51
ElevenLabs Music v2.5	1	30
MiniMax Music 3.0 (not in the ad)	1	30
Gemini 3.5 Transcribe	12	25
PATINA Material Extract (not in the ad)	1	0

Total: 109 Scenario calls, 4,698.5 CU, of which 3,726.5 for the ad and 972 for the how-to.

Lanternborn: the look

Cel-shaded anime heroes carrying captured stars.



The five heroes and the Umbral Colossus share one lineup sheet: GPT Image 2.5 Flare and Sunburst ran the same prompt and Flare was preferred. Turnarounds followed from the anchor (Sunburst for five, Flare for Oduya), then portraits, the whole UI kit (boss bar, frames, rarity cards, LEGENDARY, DEFEAT and VICTORY banners, chests, digit fonts, Play Now) and the summon hall, in GPT Image 2.5 Sunburst.

Style anchor



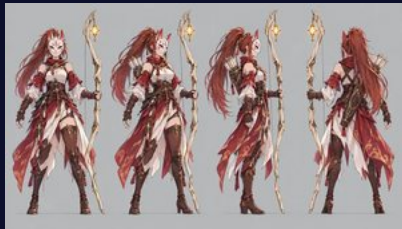
Kaelen



Mirel



Oduya



Suri



Lanternborn: gameplay and cinematics

A battle engine for the numbers, Blender for the layout.



Frames from the engine-driven gameplay shots

A Python script plays both fights from fixed rules: attack periods, a crit on every 4th hit, ultimate charge per hit and per hurt, taps only on a full ring, boss HP dropping only by the damage shown. Its 84 events drive the HUD, HP bars, charge rings, damage numbers and sound cues. Hitem3D 3.0 turned the heroes and the Colossus into meshes (Meshy 7.1 was the runner-up) for a toon-shaded Blender arena with a Skybox GPT sky and a PATINA floor.



Blender layout / GPT Image 2.5 Sunburst



First frame and last frame for Seedance 2.5

The Blender renders are layouts only. GPT Image 2.5 Sunburst repainted each into a first and last frame with the lineup and turnarounds as references, and Seedance 2.5 animated six pairs at 1080p: the hook slam, the rematch, the chained skills, Mirel's reveal and two ultimates.

Lanternborn: sound, review loop and models

What the review flagged, what changed, and what each model did.

ElevenLabs Music Advanced v2.5 in seven timed sections, so the horn motif lands on the gold beam and the victory; MiniMax Music 3.0 was the runner-up. ElevenLabs Sound Effects v2 made 14 sounds, placed from the event list; mixed at -13.9 LUFS.



S07. Flagged: Stage 1 battle shots were flat Blender toon plates: heroes backlit silhouettes with no character read, the boss a low-detail mesh.

Changed: Blender kept for layout only (camera, positions, timing). Each shot's first and last key frame repainted by GPT Image 2.5 Sunburst from the layout, lineup and turnarounds, reviewed against the brief, then animated by Seedance 2.5 first/last frame at 1080p.



S01. Flagged: Hook: the impact washed the whole frame to a pale lavender grey from 0.8 to 1.4 s, and DEFEAT sat on low contrast, on the frame that decides the scroll.

Changed: Flash cut to 2 to 3 frames; the Seedance frame regraded back to deep indigo with an adaptive black point; a dark vignette behind DEFEAT; no global veil so the KO row keeps full strength.

Model	Calls	CU
Seedance 2.5	10	3,072
Hitem3D 3.0	6	2,400
GPT Image 2.5 Sunburst	67	1,522
ElevenLabs Sound Effects v2	14	420
ElevenLabs Music Extend v2.5	2	180
Scenario asset analysis (Claude Opus 4.8)	23	166.5
Meshy 7.1 Image to 3D (not in the ad)	1	140
GPT Image 2.5 Flare	4	107
PATINA Material	1	61
Gemini 3.8 Flash TTS	29	58
Skybox GPT	1	44
Google Gemini Pro Image Editing	1	42
ElevenLabs Music v2.5	1	30
ElevenLabs Music Advanced v2.5	1	30
MiniMax Music 3.0 (not in the ad)	1	30
Gemini 3.5 Transcribe	11	22

Total: 173 Scenario calls, 8,324.5 CU, of which 7,979.5 for the ad and 345 for the how-to.

Keepcrash: the look

Chunky hand-painted 3D troops on a meadow arena.



GPT Image 2.5 Sunburst and GPT Image 2.5 Flare drew the same cast lineup; the Sunburst take was kept and edited once to make the towers, crests and fire more original. From that anchor came transparent sheets: the troops in every pose, the towers and their rubble, effects, a HUD kit with the bars, the timer, the Spark meter and the card frames, nine card portraits, the logo, the banners and the app icon.

Style anchor



Burrow Knight



Knight and Emberback



Hootlantern and Thornlings



HUD bars



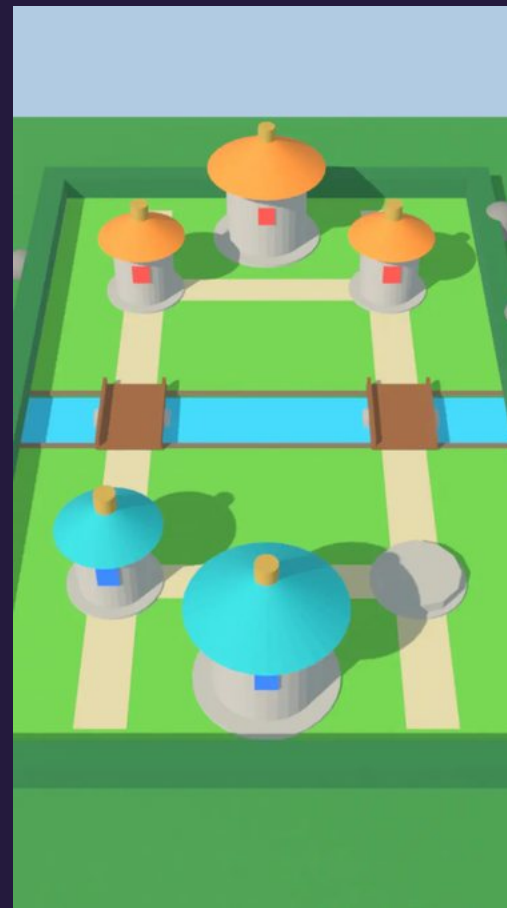
Keepcrash: gameplay and cinematics

A battle engine for the match, Blender for the arena.



Frames from the engine-driven gameplay shots

A deterministic Python engine plays the match at 30 ticks a second: Spark refills, the hand cycles, troops cross on their lane's bridge and lock the nearest enemy, towers shoot and crowns count. It logs every hit, death, play and crown, and every number in the ad comes from that log. A rigged Meshy 7.1 knight and GPT Image walk sheets were tested and dropped: painted frames read better.



Blender layout / GPT Image 2.5 Sunburst



First frame and last frame for Seedance 2.5

Blender rebuilt the arena from the engine's coordinates. GPT Image 2.5 Sunburst repainted each layout into a first frame and edited it into the last; Seedance 2.5 animated between them at 1080p, and a Python compositor drew the HUD, the cards, the finger and the damage numbers.

Keepcrash: sound, review loop and models

What the review flagged, what changed, and what each model did.

ElevenLabs Music Advanced v2.5 wrote the theme in twelve timed sections so the motif lands on the three-crown win. ElevenLabs Sound Effects 2 made the clashes, tower shots, fire, explosions, the horn, the keep crash, the chest and the UI taps; ffmpeg placed each on the engine event that causes it and mastered the mix to -14 LUFS.



Wide gameplay shots. Flagged: Show the battle from above: the whole arena, both sides, all six towers, troops down the lanes.

Changed: Four wide shots from a new high three-quarter camera, painted once and animated with Seedance 2.5, alternating with the close shots.



Knight charge. Flagged: The badger knight glances sideways and back while he charges.

Changed: Clip regenerated in 1080p with his head and eyes locked on the direction he runs.

Model	Calls	CU
Seedance 2.5	25	7,898
GPT Image 2.5 Sunburst	78	1,244
ElevenLabs Sound Effects v2	16	480
ElevenLabs Music Advanced v2.5	4	180
Scenario asset analysis (Claude Opus 4.8)	21	133
Meshy 7.1 Image to 3D (not in the ad)	1	120
ElevenLabs Music Extend v2.5	2	120
Gemini 3.8 Flash TTS	38	60
Meshy Animation (not in the ad)	1	32
GPT Image 2.5 Flare (not in the ad)	1	29
Gemini 3.5 Transcribe	3	7

Total: 190 Scenario calls, 10,303 CU, of which 9,408 for the ad and 895 for the how-to.

Tumblecove: the look

Glossy toy 3D on a turquoise lagoon.



GPT Image 2.5 Sunburst and GPT Image 2.5 Flare each drew the anchor sheet from the same prompt; Scenario asset analysis (Claude Opus 4.8) scored both and Sunburst was kept. One edit fixed the ROLL button, the multiplier chips, the scarf and the tile keylines. From the anchor came tile props, an interface kit, pop-up banners, the vault mini-game and effects, and a dedicated logo with the die inside an O ring.

Style anchor



Tile props



HUD kit



Vault kit



Banners



Tumblecove: gameplay and cinematics

A rules engine for every roll, Blender for the board, the token and the dice.



Frames from the engine-driven gameplay shots

A Python engine holds the 20-tile board, the dice, the multiplier, the vault, the raid and the town build; the ad's game is scripted and asserted, from the last 20 dice at x20 landing on HEIST to the fifth star of the tea house. Blender built the board from the tile list and GPT Image 2.5 Sunburst repainted it. Meshy 7.1 won a shoot-out against Hitem3D 3.0 for Bobbin, rendered from 24 angles, and a seeded Blender simulation throws the dice and turns each top face to the engine's value.



Blender layout / GPT Image 2.5 Sunburst



First frame and last frame for Seedance 2.5

GPT Image 2.5 Sunburst painted the vault room, the town before and after the tea house, the raid and the end card; each last frame is an edit of its first frame. Seedance 2.5 animated the cannon raid and the tea house rising at 1080p.

Tumblecove: sound, review loop and models

What the review flagged, what changed, and what each model did.

ElevenLabs Music Advanced v2.5 wrote the theme in eight timed sections, with its motif on the jackpot and on the finished town; MiniMax Music 3.0 made a runner-up take. ElevenLabs Sound Effects 2 made 21 sounds, each placed on its engine event. The how-to, The Build Board, plays the making of the ad as a round of the game, one tile per Scenario call.



S07 raid. Flagged: The cannon pointed at empty water while Bobbin looked at the horizon, and Gus was too small to read.

Changed: One diagonal from barrel to wheel hub, otter ears and tail, Gus larger; the head re-aimed with an inpaint.



Board. Flagged: Tiles crowded the frame edges, and boats and coral filled the bands the interface needs.

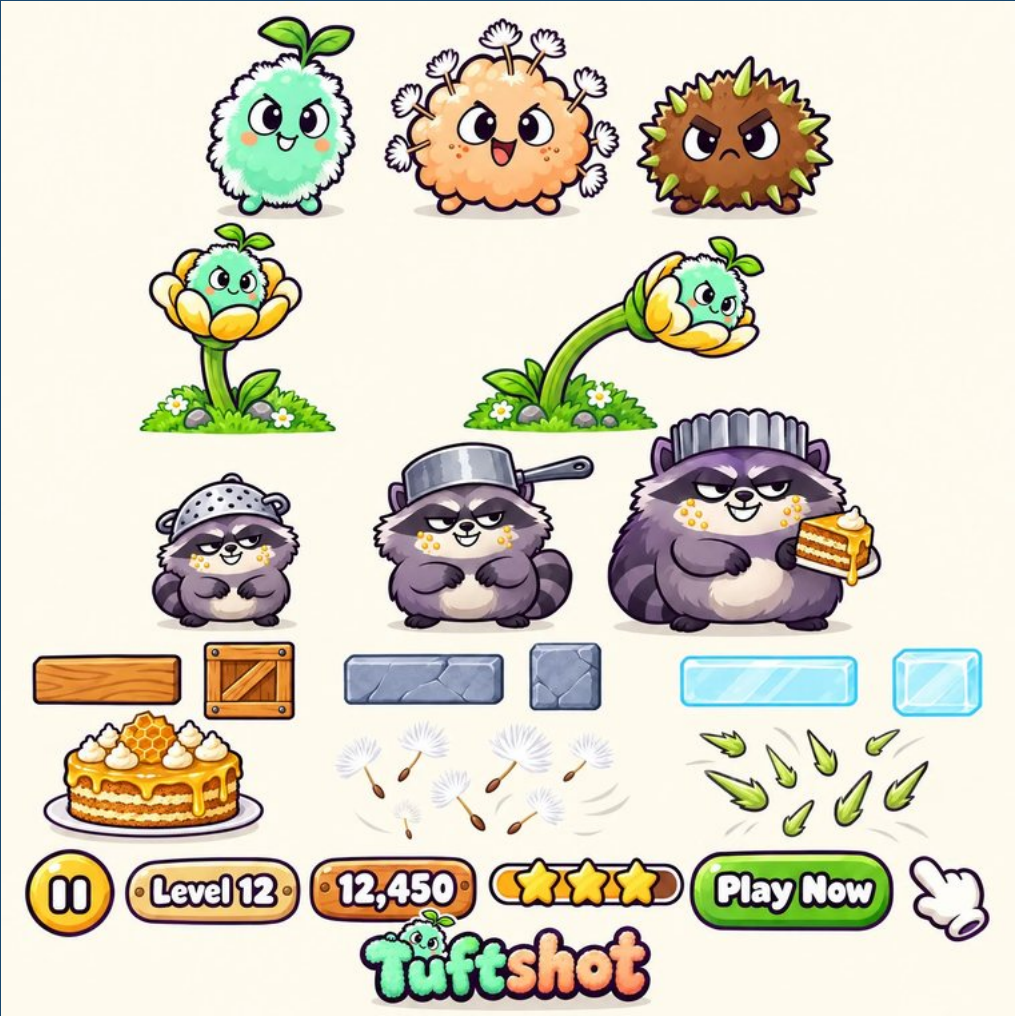
Changed: Calm top and bottom bands, then an outpaint that widened the lagoon around the same board.

Model	Calls	CU
Seedance 2.5	7	1,704
GPT Image 2.5 Sunburst	36	829
ElevenLabs Sound Effects v2	21	630
Hitem3D 3.0 (not in the ad)	1	410
ElevenLabs Music Advanced v2.5	4	150
Meshy 7.1 Multi-image to 3D	1	140
ElevenLabs Music Extend v2.5	1	90
Topaz Image Upscale	4	80
Gemini 3.8 Flash TTS	48	75
Scenario asset analysis (Claude Opus 4.8)	5	40.5
GPT Image 2.5 Flare (not in the ad)	1	30
MiniMax Music 3.0 (not in the ad)	1	30
Gemini 3.5 Transcribe	2	5

Total: 132 Scenario calls, 4,213.5 CU, of which 3,235.5 for the ad and 978 for the how-to.

Tuftshot: the look

Bold outlines, flat colours and woolly heroes.



GPT Image 2.5 Sunburst drew one 2048 px style anchor with the cast, the fort materials, the launcher, the cake, the world and the interface, and every later image used it as a reference. After the first review the heroes, the launcher and each ability were redesigned to be fully the game's own: Sprig the mint dandelion tuft, Puffa who bursts into five seed tufts, Burr who inflates and bursts into spines, and a flower-stem catapult.

Style anchor



The Tufts



Crumb Bandits



Blocks



Catapult and abilities



Tuftshot: gameplay and cinematics

Real physics for every shot, a seeded search for the best ones.



Frames from the engine-driven gameplay shots

A rigid body engine on pymunk steps 240 times a second. Wood, stone and ice break at their own thresholds, bandits are knocked out past theirs, and a hit on the top of a pot helmet does a fifth of the damage. Thousands of simulated shots per level found the plans the ad needed, and Python and Pillow draw every frame from the recording, with a camera that follows each flight.



Layout / GPT Image 2.5 Sunburst



First frame and last frame for Seedance 2.5

For the two character moments, GPT Image 2.5 Sunburst painted a first frame and edited it into a last frame; Seedance 2.5 animated each at 1080p: Puffa pulling back the flower, and Boss Crumbs dropping his cake as Burr flies in.

Tuftshot: sound, review loop and models

What the review flagged, what changed, and what each model did.

ElevenLabs Music Advanced v2.5 composed the theme in seven timed sections, shifted one second so the payoff hit lands on Burr's burst. ElevenLabs Sound Effects 2 made the stem creak, the seed and spine bursts, the helmet clang, the wood, stone and ice breaks and the bandit poof, each placed on its engine event; the mix sits at -14 LUFS.



S5 cinematic (first frame v1). Flagged: Image analysis: the loaded catapult read as already released, and the flower broke the frame edge

Changed: Repainted with the stem bent back in a tense curve, the whole catapult in frame and the fort readable on the hill



S5 cinematic (first frame v2). Flagged: Image analysis: the trajectory arc should start at the flower cup, and Puffa should read bigger

Changed: Edited: Puffa and the cup 25 percent bigger and fully in frame, the dotted arc redrawn from the cup; Seedance 2.5 then animated the pull at 1080p

Model	Calls	CU
Seedance 2.5	4	1,080
GPT Image 2.5 Sunburst	42	1,003
ElevenLabs Sound Effects v2	16	480
ElevenLabs Music Advanced v2.5	3	150
Scenario asset analysis (Claude Opus 4.8)	20	145
ElevenLabs Music Extend v2.5	1	90
Gemini 3.8 Flash TTS	37	78
Gemini 3.5 Transcribe	5	11

Total: 128 Scenario calls, 3,037 CU, of which 2,740 for the ad and 297 for the how-to.

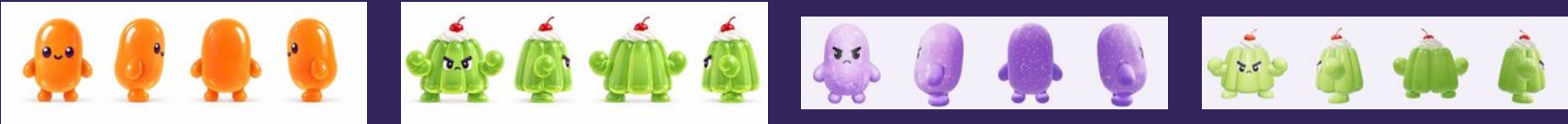
Beanstorm: the look

Pastel low-poly jelly beans above the clouds.



GPT Image 2.5 Sunburst and GPT Image 2.5 Flare each drew the anchor from the same prompt; Sunburst was kept and one edit fixed the logo, the stars and the lane dashes. Sunburst then drew the Bean and boss turnarounds, the interface kit, the finger, the logo, the icon and soft sky islands. Meshy 7.1 won a 3D shoot-out against Tripo P2 and built Big Wobble, Meshy 7 Retexture turned the Bean mesh into the grape Sour, and Skybox GPT painted the sky.

Style anchor



Bean turnaround

Big Wobble turnaround

The Sour, retextured

Big Wobble in 3D



Beanstorm: gameplay and cinematics

A crowd simulation, drawn on the GPU.



Frames from the engine-driven gameplay shots

A Python simulation (30 steps a second, fixed seed) moves every figure: gates multiply or divide the crowd, a Bean and a Sour pop together, saws take three stragglers, 400 Beans each take one hit point from the boss, and the survivors climb the x1 to x5 stairs. three.js draws each baked frame with instanced meshes, up to 594 Beans in one draw, and every frame is checked so the count bubble never covers a gate number.



Top: Tripo P2, runner-up. Bottom: Meshy 7.1, kept



Engine frame and painted last frame for Seedance 2.5

The first frames of the two cinematic moments are engine renders; GPT Image 2.5 Sunburst edited each into its last frame, and Seedance 2.5 animated both at 1080p: the boss slamming his fists, and the topple.

Beanstorm: sound, review loop and models

What the review flagged, what changed, and what each model did.

ElevenLabs Music Advanced v2.5 wrote the theme in eight timed sections, cut on the beat so the drop lands on the boss reveal and the hit on the topple; MiniMax Music 3.0 made a runner-up take. ElevenLabs Sound Effects 2 made ten sounds on the simulation's events, with plinks that rise in pitch with the crowd.



S1 hook. Flagged: The choice between the two gates did not read in the first frame.

Changed: The finger sways between the gates under a two-way arrow, the count of 3 pulses and the first gate glows.



S3 snowball. Flagged: The count bubble was buried in the crowd next to the +230 plate, and the sky dropped out of frame.

Changed: The camera pulled back with the horizon in view; the bubble floats above the crowd, clear of every gate number.

Model	Calls	CU
Seedance 2.5	8	1,416
ElevenLabs Sound Effects v2	10	300
GPT Image 2.5 Sunburst	18	284
Meshy 7.1 Multi-image to 3D	2	260
Tripod P2 Multiview to 3D (not in the ad)	1	220
ElevenLabs Music Advanced v2.5	4	180
ElevenLabs Music Extend v2.5	3	180
Scenario asset analysis (Claude Opus 4.8)	10	128.5
Gemini 3.8 Flash TTS	37	66
Meshy 7 Retexture	1	40
Skybox GPT	1	39
GPT Image 2.5 Flare (not in the ad)	1	30
MiniMax Music 3.0 (not in the ad)	1	30
Gemini 3.5 Transcribe	5	12

Total: 102 Scenario calls, 3,185.5 CU, of which 2,837.5 for the ad and 348 for the how-to.

Petalfall: the look

A premium illustrated seed catalogue made into a game.

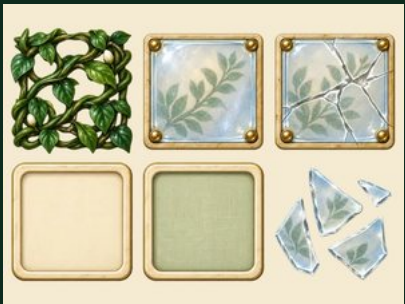


The style bible came first: gouache and watercolour with a soft glass-candy glaze, warm morning light, cream, sage, dusty rose, emerald and brass. GPT Image 2.5 Sunburst painted one 2048 px style anchor sheet with six blooms, three specials, blockers, HUD parts and Wren the gardener. The tiles, blockers, HUD, words, logo, icon, map, plants and Wren sheets all passed it as a reference. After the first review the tiles were redone as bold cutouts, one hue and silhouette per bloom.

Style anchor



Tiles



Blockers



HUD



Combo words



Petalfall: gameplay and cinematics

A rules engine for the board, Blender and Seedance for the glasshouse.



Frames from the engine-driven gameplay shots

A deterministic Python engine plays match-3: swaps, line matches, Dewdrop rockets, Seed Bombs, the Rainbow Pollen orb for five in a row, vines, two-hit frosted glass, gravity, refill and boosters. A seeded search found level 47, where the only winning move lines up five roses. Meshy 7.1 built the fountain and trellis (Hitem3D 3.0 lost the shoot-out), PATINA Material made stone, iron, moss, brass and wood, and a Skybox GPT sky became the HDRi light of the Blender layout.



Blender layout / GPT Image 2.5 Sunburst



First frame and last frame for Seedance 2.5

GPT Image 2.5 Sunburst repainted the layout as the withered glasshouse and painted it again in bloom. Seedance 2.5 animated the pairs at 1080p: the painted rose becomes a real rose, the glasshouse blooms, Wren smiles.

Petalfall: sound, review loop and models

What the review flagged, what changed, and what each model did.

ElevenLabs Music v2.5 composed a 31 s theme to the shot map (a question at the hook, a hush on the withered reveal, a swell on the bloom); MiniMax Music 3.0 was the runner-up. ElevenLabs Sound Effects v2 made 14 sounds, placed on the engine events.



S1. Flagged: Stage 1 review: the board read as dense and busy at phone size (8x9 grid, small cells, blooms on cream discs).

Changed: Board rebuilt as 7x8 with bigger cells, tiles v2 (one dominant hue and silhouette per bloom, no disc), darker quieter backplate, soft contact shadow, thinner frame; the level search was re-run for the new size.



S8. Flagged: Stage 1 review: 'the board is a blurry, unreadable green slab pasted onto a hard-edged plane with no contact shadow or lighting integration'.

Changed: The pedestal pull-out was replaced by a match cut: the camera pushes into the last rose tile, then a Seedance 2.5 1080p first/last-frame clip turns the painted rose into a real rose in the withered glasshouse.

Model	Calls	CU
Seedance 2.5	7	2,092
GPT Image 2.5 Sunburst	30	720
ElevenLabs Sound Effects v2	14	420
Hitem3D 3.0 (not in the ad)	1	410
Meshy 7.1 Image to 3D	2	280
Scenario asset analysis (Claude Opus 4.8)	27	247.5
ElevenLabs Music v2.5	3	150
PATINA Material	5	129
ElevenLabs Music Extend v2.5	1	90
ElevenLabs Music Advanced v2.5	1	60
Gemini 3.8 Flash TTS	31	54
Skybox GPT	1	44
HDRI Skybox	1	30
MiniMax Music 3.0 (not in the ad)	1	30
Gemini 3.5 Transcribe	3	8

Total: 128 Scenario calls, 4,764.5 CU, of which 3,931.5 for the ad and 833 for the how-to.

Make your own.

The method is packaged as an agent skill.

The exploration page offers it as a download, scenario-mobile-ua-ad: an Agent Skill for Claude Code, Codex and other agents connected to Scenario MCP. Its SKILL.md holds the method for match-3, puzzles, battlers, physics, dice boards and crowd runners, and has the agent pick the best current model for each asset. Its scripts cut sheets into sprites, run match-3, battle and crowd logic, roll seeded dice in Blender, keep floating numbers apart, fit clips without speeding them past 1.2x, place sound cues, check the finished ad and render an explanatory how-to styled in the game's own look. Unzip it into your agent's skills folder and describe your game.

The page also has, per game: the ad in titles and clean versions, the narrated how-to, a how-to guide PDF, every asset sheet, the key prompts as JSON and a public recipe with the models, parameters and steps.

[Open Tap to Install](#) [Explore Scenario](#) [Build with Scenario MCP](#)

Maple's Tower, Lanternborn, Keepcrash, Tumblecove, Tuftshot, Beanstorm and Petalfall are invented games; their characters, logos and ads were made for this exploration.