

BUILD THE SETTING

A big tree stands by a lake.
You see a black spot on the tree.
You look closer. It is a door. You
open the door and go inside.

What does
it look like
inside?



BUILD THE SETTING

A red button is on the floor.
You press it. The room fills with
fun. It looks new.

What does the new
room look like?



BUILD THE SETTING

You see a big egg. Why is the egg here? It moves and shakes.

Build what is in the egg and where it lives.



BUILD THE SETTING

A door has always been there, but no one has ever used it. It does not look like the rest of the space around it, and the paint looks older than everything else nearby. One day, you notice the handle feels warm, even though everything else feels cool. Curious, you reach out and touch the handle. It feels like the door is inviting you to come closer. When you slowly open it, a soft light shines out, and a fresh breeze flows toward you, like air from a place you have never been before.

Build the world
beyond the door.



BUILD THE SETTING

One day, you hear a soft creak under your feet. When you look down, you notice that one of the floorboards is loose. You gently lift it and discover a small set of stairs leading down below. Warm air drifts up, and you hear beautiful music floating through the opening. Feeling curious and calm, you take a careful step onto the first stair and wonder what might be waiting for you at the bottom.

Build what you see
down the stairs.



BUILD THE SETTING

An egg is found where it does not belong. It is much bigger than any egg you have ever seen, and its shell has soft colors with tiny speckles. When you lean closer, the egg gives a small wiggle. Then it begins to shake. Everyone grows quiet and watches closely. The egg rocks back and forth, and you hear a tiny tapping sound from inside.

Build the creature
inside the egg and
the place it lives.



BUILD THE SETTING

A strange object is discovered, smooth and cold to the touch, as if it has never been warmed by the sun. Its surface reflects light in a way that bends the shapes around it, making the room seem stretched and uneven. When someone carefully lifts the object, the shadows in the space shift in the wrong direction, sliding across the walls as if they have minds of their own. A low hum begins to vibrate through the ground beneath everyone's feet, growing stronger with each passing second. The air feels thicker, and a faint ripple moves across the surface of the object, like a wave on still water. Someone takes a step back and whispers, "We need to put it back... now," as the humming grows louder and the light around the object flickers.

Build the object and where it came from.



BUILD THE SETTING

A robot is found in pieces, its lights still flickering. Its screen flashes the same symbol again and again, as if it is trying to send a message. You carefully begin to repair it, reconnecting wires and tightening loose parts. Suddenly, the robot's lights grow brighter, and a strange image appears on the wall. The image shows something important that has been hidden, along with a warning. The robot makes a low humming sound, as if it is urging you to pay attention. You realize the projection might be the only clue to understanding what happened to the robot and why it was broken.

Build what the robot shows you.



BUILD THE SETTING

One afternoon, you are exploring a place you have been many times before when something feels different. A cool breeze brushes past your legs, even though the air around you is still. You notice a narrow opening between two tall objects that has never been there before. When you lean closer, the light inside the opening shimmers like sunlight on water.

Curious, you step forward and push gently through the space. Instead of meeting a wall, your foot sinks into soft ground. The air smells fresh and bright, and you hear distant sounds you have never heard before. When you turn around, the opening behind you looks small and quiet, as if it might disappear at any moment.

You take another step forward, realizing you have crossed into a place that does not exist in your world.



Build what you see.

