How to Play a Game (Step-by-Step)

1. Pick a Player Card – choose a starting point: Coral/Gravel, Pink Ocean/Blue, or any other card in the deck.

2. Explore the Content – watch videos, view images, read text, and gather inspiration.

3. Collect Assets – use the Bracket Workspace to grab clips, screenshots, or artifacts.

4. Edit / Remix – combine, overlay, cut, remix, or create new interpretations of the collected content.

5. Store & Organize – save your work in your personal vault (Google Drive, Dropbox, etc.).

6. Output / Share – *send your assets to tools or platforms for further creation or public sharing.*

7. Repeat & Evolve – *the game never ends — you keep discovering, remixing, and expanding your ScrollWorks universe.*

Summary

ScrollWerks = the engine, the hub, the laboratory

ScrollGames = the sandbox, the play layer, the interactive experience

Bracket Workspace = user's personal container for collected assets

Personal Vault = storage for all user assets outside the system

Tools & Outputs = apps, social platforms, and publishing destinations