

Burnt-gnome state

BIZ-026 / REV A / 2026.09.01

Represent a cartoon damage state while retaining the original character's silhouette. Choose and freeze a shared pixel scale, canvas size, palette, anchor point and export naming convention before drawing. PNG transparency; integer scaling with nearest-neighbor display. Example canvas sizes are design choices, not recovered originals.

STATUS	Recovered/Partial
CLASSIFICATION	BIZ
MATERIAL	WEB / CREATIVE
DISPOSITION	SIDE QUEST / PUBLIC / RECOVERED/PARTIAL
CATEGORY	Website / Business / Creative
RECORD TYPE	reference

TECHNICAL NOTES

Represent a cartoon damage state while retaining the original character's silhouette.

GOAL

Run the first test described in this guide and record the result for burnt-gnome state.

SOURCE STATE

Proposed asset-production reference; original dimensions/files not recovered

PREPARATION / NOTES

Choose and freeze a shared pixel scale, canvas size, palette, anchor point and export naming convention before drawing. PNG transparency; integer scaling with nearest-neighbor display. Example canvas sizes are design choices, not recovered originals.

METHOD / STEPS

1. Duplicate the correct character canvas and anchor.
2. Change the palette to soot and ash tones, preserving recognizable hat and beard shapes.
3. Add a short smoke or stunned pose sequence if needed.
4. Define whether the state ends in recovery, restart or another animation, and export accordingly.

THINGS TO WATCH FOR

Do not accidentally replace the normal character source file. A damage state needs an explicit exit condition.

FIRST TEST / WHAT TO RECORD

The game can enter and leave the state without sprite jumps or stuck animation.

RESULT / WHERE THIS STANDS

The game can enter and leave the state without sprite jumps or stuck animation.

TROUBLESHOOTING

- Do not accidentally replace the normal character source file. A damage state needs an explicit exit condition.

SPECIFICATION

CATEGORY	Website / Business / Creative
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TYPE	REFERENCE
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PUBLIC BOUNDARY	Safe summary only
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NEXT CHECK	Test the public workflow
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DEVELOPMENT HISTORY

2026.09.01 / Rev A

Imported as an independent manifest record; public copy keeps uncertainty visible.

RELEASED MATERIAL / SOURCE LINKS

biz-026-public-summary.txt

PUBLIC SUMMARY / RECOVERED NOTES

<https://u225x.com/downloads/manifest-records/biz-026-public-summary.txt>

RETURN TO THE LIVING RECORD

Burnt-gnome state

This PDF preserves the public notes at this revision. Visit the record for updates and attached images.

<https://u225x.com/record/BIZ-026>