

M5STICKC PLUS2

SKZ-GOTCHI

COMEBACK MODE



A tiny virtual-idol-management game for a 1.14-inch screen. Keep one pixel idol fed, rested, rehearsed and vaguely on schedule — for seven days, until the comeback stage.



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01 THE IDEA

You are not their boss. You are the unfortunate person responsible for keeping **one tiny pixel idol** alive, awake, rehearsed and roughly on schedule.

At 08:13 everything is fine. By 08:16 they want food, someone has appeared at the door, the rehearsal track has changed, the dorm contains fourteen coffees, and the comeback is in three days.

That balance — sincere little pet game, constantly threatening to become a crisis — is the whole personality of the thing. Nobody ever dies. The worst that happens is a **forced rest day** and a worse comeback rating.

Pick it up, see what your idol is doing, interact for twenty seconds, put it down. Repeat for a week. Then play the show.



23:00–07:00 — they sleep whether you like it or not.



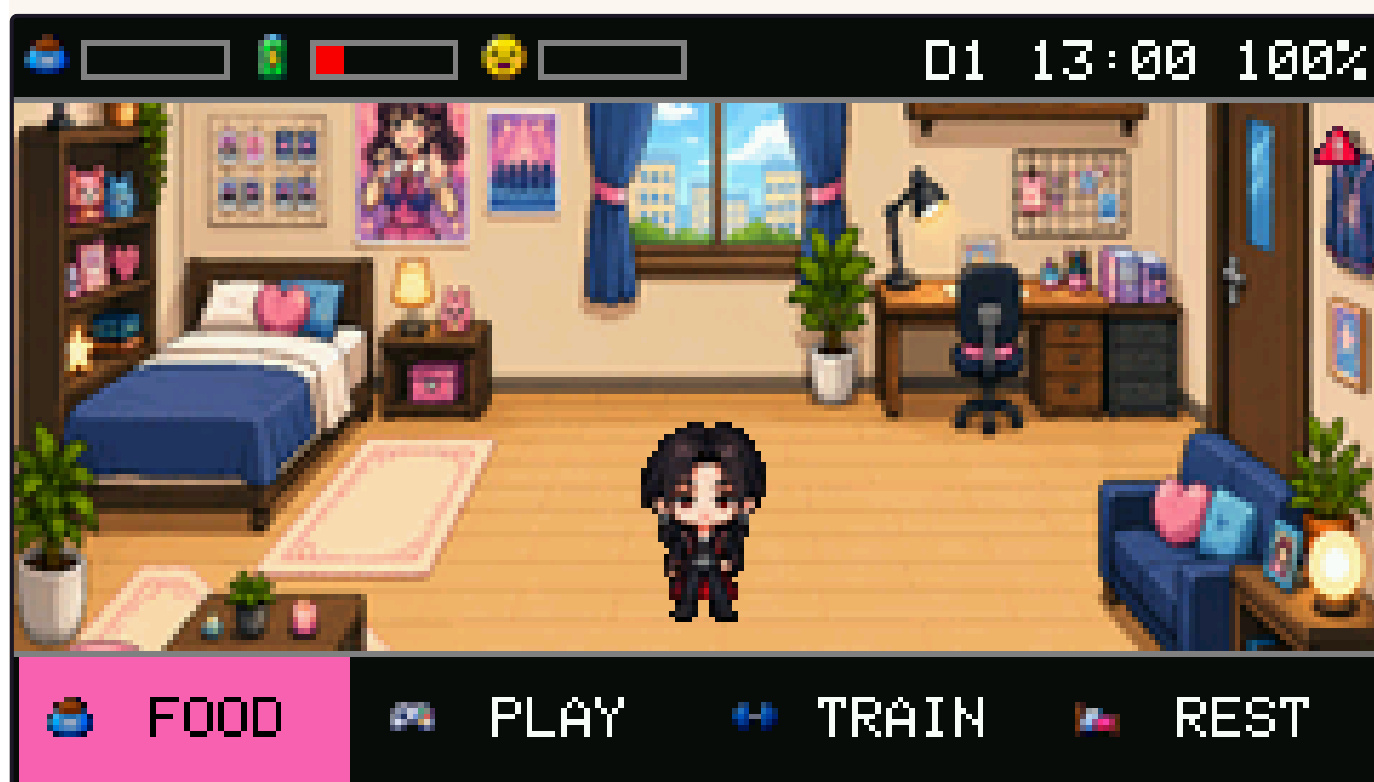
Happy, sad, surprised, asleep — the sprite tells you the mood before the meters do.

02 YOUR DEVICE

Everything is designed for the M5StickC PLUS2's 240 × 135 screen. Three buttons, a motion sensor, a microphone, a buzzer and a real-time clock — and the game uses all of them.

CONTROL	WHAT IT DOES
A front	Confirm, act, jump, hit the note. The main button.
B side	Next / cycle the selection. Back out of a screen.
C top	Move to the next screen. Hold the power button to switch off.
TILT	Steering in five minigames. Tilt the whole stick.
SHAKE	Wakes them up, and skips an hour in QUICK MODE.
MIC	Make noise. Used by MIC CHECK.

The screen, top to bottom



Status bar (hunger, energy, mood – then day, clock, battery) · the room · the action bar.

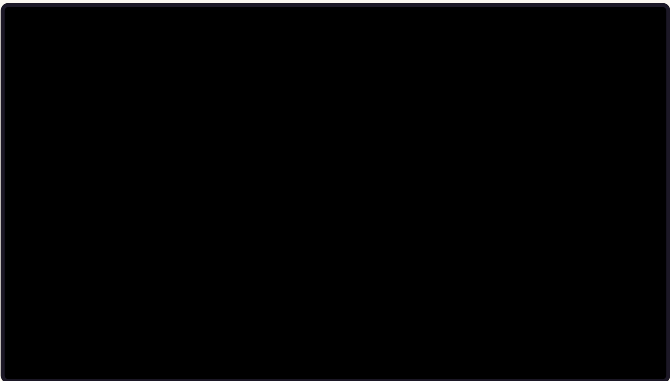
SCREEN ORDER

Pressing **C** walks a loop:

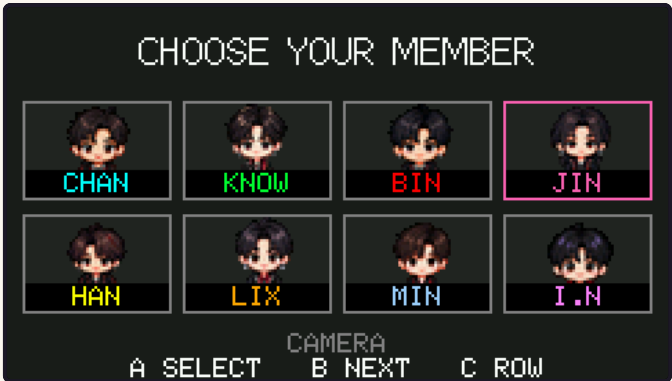
DORM → SCHEDULE → STATUS → COLLECTION → SETTINGS → DORM

. You can always get home by pressing **C** a few more times.

03 STARTING OUT



Boot. Press **A** to skip.



Choose your member. **B** next, **C** next row, **A** to pick.

You look after **one** member at a time. The other seven are still around constantly — knocking on the door, challenging you to things, turning up in the middle of the night — but only one lives here.

Confirm and the week begins: **COMEBACK IN 6 DAYS**. Your idol is immediately hungry. Feed them.

04 THE EIGHT

All eight are playable. Birthdays are the real ones and the game checks the actual date. The "signature" column is a game-design archetype, not a claim about anybody.

 BANG CHAN 3 October STUDIO PANIC	 LEE KNOW 25 October CHOREO MEMORY	 CHANGBIN 11 August BEAT BARRAGE	 HYUNJIN 20 March CAMERA
 HAN 14 September RAPID RHYTHM	 FELIX 15 September BASS DROP	 SEUNGMIN 22 September MIC CONTROL	 I.N 8 February REACTION



Each member has around thirty frames – idle, walk, happy, sad, surprised, eating, asleep, interacting, dancing, and one special.

05 THE DORM

Home. Four things you can do, chosen with **B** and performed with **A**.

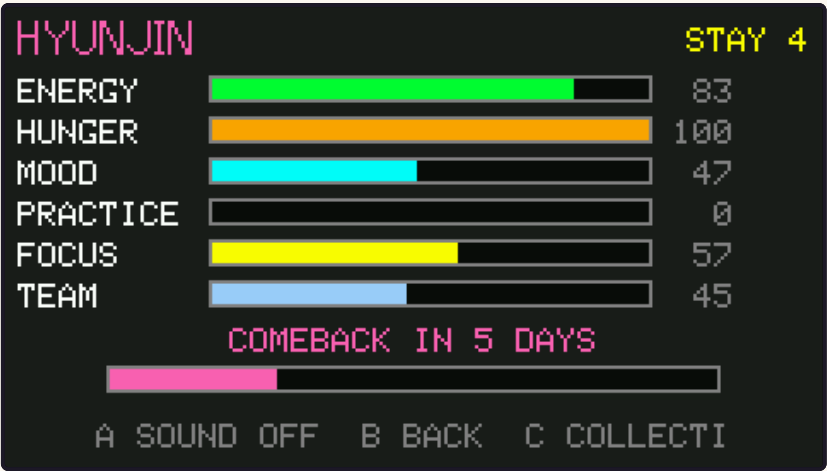
ACTION	EFFECT	COSTS
FOOD	Hunger up hard, mood up a little.	Refused when they are already full.
PLAY	Launches a random minigame. Mood and practice from playing well.	Energy. Refused below 12% energy.
TRAIN	Practice up, focus up.	Energy, hunger and some mood.
REST	Energy back up.	Practice slips.

THERE IS NO OPTIMAL BUTTON

Practice 100 / Energy 100 / Mood 100 is not reachable. Everything worth having costs something else, and the whole game is choosing which thing to let slide today.

A flashing ! in the corner means a scheduled activity is available right now. Speech bubbles are your idol complaining; they are usually right.

06 SIX STATS



The status screen – press **C** twice from the dorm.

STAT	GOES UP	GOES DOWN
ENERGY	Rest, sleeping through the night	Everything else. Below 10% they nap regardless of the clock.
HUNGER	Food	Steadily, faster while awake. Low hunger drags mood down with it.
MOOD	Play, good events, kindness	Boredom, hunger, being ignored.
PRACTICE	Train, dance activities, minigames	Slowly, always. This is comeback readiness.
FOCUS	Studio work, keeping to the schedule	Missed activities. This is the discipline meter.
TEAM SPARK	Events with the other seven, group activities	Slowly. Becomes your combo multiplier at the concert.

CARE MISTAKES

Letting a scheduled activity expire costs FOCUS and TEAM SPARK and is recorded as a slip-up. They are counted for the whole cycle and shown on the collection screen.

07 TIME KEEPS RUNNING

This is the important part. Your idol carries on existing while the screen is off. The device has a real-time clock, so when you come back the game works out how long you were gone and applies it.

- Awake, they get hungrier, more tired and more bored.
- 23:00–07:00 they sleep — energy climbs back, hunger falls slowly.
- A whole night away is fine. A whole weekend is not.



Night: the room goes cold and blue.

The game clock is the **real** clock. It is set when the firmware is flashed. Days roll over at **06:00**, not midnight — a 03:00 check-in still counts as the previous day, which felt more honest.

If you would rather not wait a real week, see **QUICK MODE** in section 16.

08 TODAY'S SCHEDULE



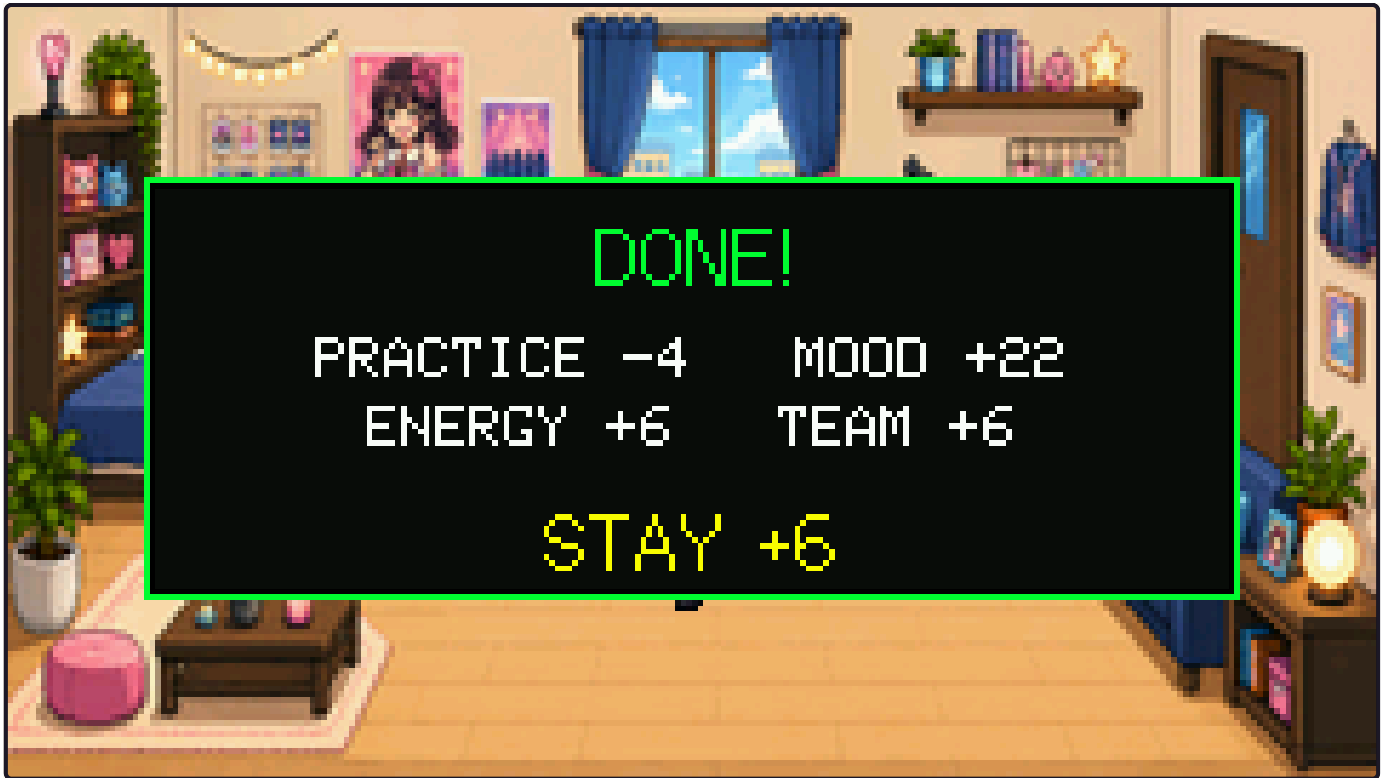
Press **C** once from the dorm.

Every day brings **two to four** activities. You do not have to pick the device up at exactly 10:00 — each one is available for a **three-hour window**, and shows **NOW!** in green while it is open.

Let the window close and it turns **MISSED** in red, and you pay for it in focus.

Select with **B**, start with **A**. You travel to the location, play the matching minigame, and come back with the results.

ACTIVITY	WHERE	MINIGAME	GOOD FOR
DANCE	Practice room	CHOREO!	Practice
STUDIO	Recording studio	MIC CHECK	Practice & focus
CONTENT	Dorm	BEAT DROP	Mood & team
SHOOT	Stage	BEAT DROP	Team spark
FREE	Dorm	—	Mood and actual rest



How well you play scales the whole payoff, from half to one and a half times.

09 THINGS THAT HAPPEN

Left alone in the dorm, things happen. Someone knocks. Someone has opinions about your posture. A box arrives that nobody ordered.

Each one gives you two answers, **A** or **B**. There is rarely a correct one — but there is always a consequence, and the game tells you which stats moved.

Events are graded by how often they turn up:

TIER	CHANCE	PANEL
COMMON	75%	Grey
UNCOMMON	20%	Cyan
RARE	4%	Pink
LEGENDARY	1%	Gold



Some events only appear when a stat is low, when it is the middle of the night, or when the comeback is close.

3:03 AM

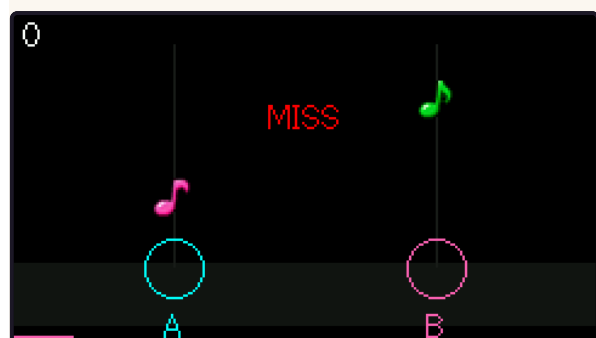
Keep playing late enough and rarely enough, and all eight will be awake at once for no reason anybody can explain.

10 THE TEN MINIGAMES

Reached from **PLAY** in the dorm, from a scheduled activity, or as a segment of the concert. Each lasts twenty to thirty seconds.



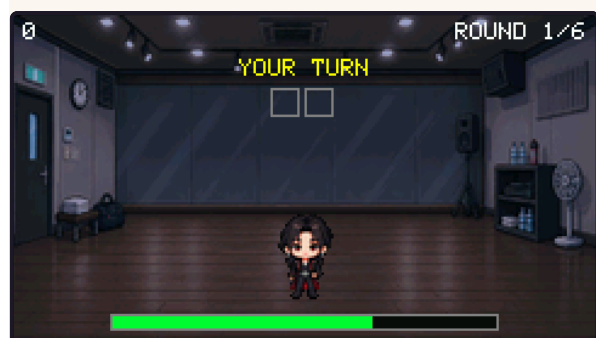
Notes, collectibles, obstacles, snacks and cleaning gear.



BEAT DROP

BUTTONS

Notes fall toward two targets. **A** is the left lane, **B** the right. Hit them as they land — dead centre is **PERFECT**, close is **GOOD**. A combo builds while you keep hitting; mashing breaks it.



CHOREO!

TILT

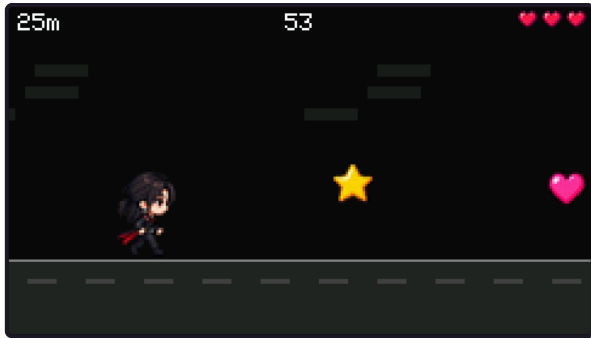
Simon says, danced. Watch the sequence, then repeat it by tilting the stick left, right, forward and back. From round three, **SHAKE** joins the vocabulary. Each correct move buys you more time for the next.



MIC CHECK

MICROPHONE

A target band drifts across the meter. Make noise to move the needle and keep it inside. Too quiet scores nothing; too loud scores nothing. Higher difficulty makes the band narrower and faster.



VAN DASH

A + TILT

An endless runner. **A** jumps, tilt nudges you sideways. Collect notes, stars and hearts; avoid crates, cables and cones. Three lives, and it gets faster.



SNACK STACK

BUTTONS

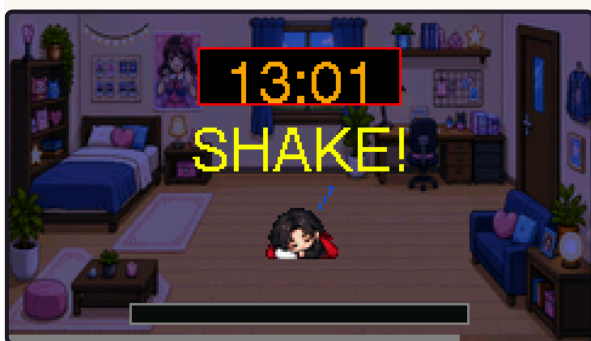
Food swings back and forth. **A** drops it. Only the part that overlaps the layer below survives, so the tower narrows as it grows. A near-perfect drop is worth far more than a sloppy one.



LIGHTSTICK PANIC

BUTTONS

A pattern of **A**s and **B**s flashes; repeat it before the crowd drifts. The **SYNC** meter is your health — get patterns right to push it up, miss and watch the lightsticks fall out of step.



WAKE UP!

SHAKE

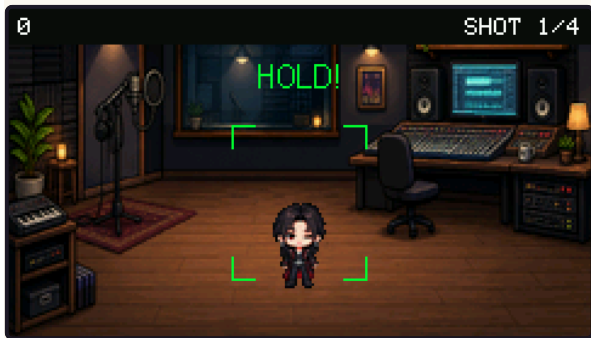
The alarm is going. **A** does nothing. **B** does nothing. The game will tell you so. Eventually you will have to physically shake the device, and the faster you give in the better you score.



DORM CLEANUP

TILT

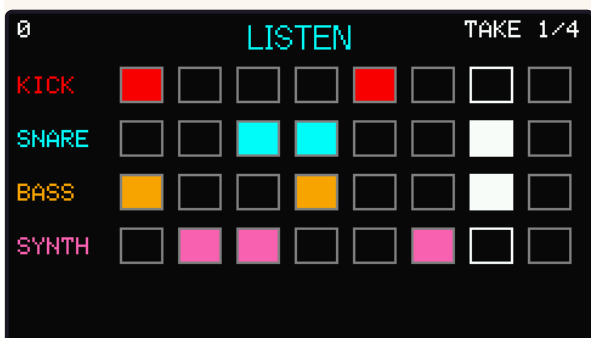
Tilt to drive a small vacuum around the room and collect the mess before the timer runs out. Tilt is acceleration, not position — the vacuum has weight and will overshoot.



CAMERA!

TILT + A

The viewfinder drifts. Tilt to stay inside it — the brackets turn green when you are lined up — then hit **A** on the count. Four shots, and being dead centre is the whole score.



STUDIO

BUTTONS

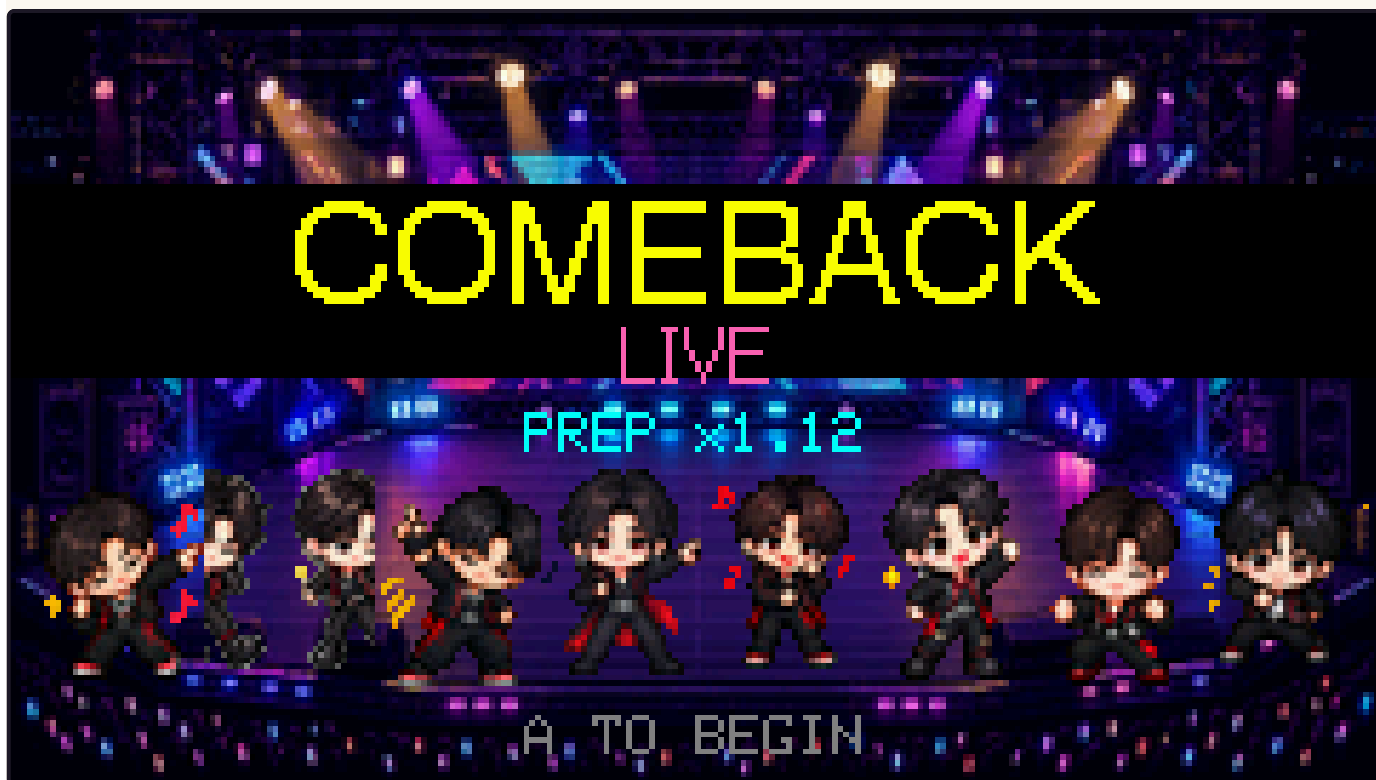
A four-track sequencer plays two bars. Exactly one step is wrong. **B** steps, **C** jumps a whole row, **A** toggles. Finding it first try is worth three times a lucky third guess.

11 COMEBACK WEEK

Every game is a seven-day cycle. Day 1 is a fresh start with low practice; by day 5 the events start asking whether you are ready.

The whole week is a balancing act between five things you cannot max at once — practice, energy, mood, focus and team spark. Spam **TRAIN** and you arrive exhausted and miserable. Do nothing and you arrive rested and unprepared. Both have a name waiting for them on the report card.

12 THE CONCERT



Day 7. All eight walk on.

On day 7 the schedule screen offers **COMEBACK LIVE**. It runs five shortened minigame segments back to back, about ninety seconds in total:

RHYTHM → CHOREO → VOCAL → RHYTHM → VISUAL → FINALE

YOUR WEEK IS THE DIFFICULTY SETTING

Before the first segment the screen shows a

PREP

multiplier.

PRACTICE

and

TEAM SPARK

raise your score multiplier;

ENERGY

buys a floor under a bad segment. A well-run week is worth more than good reflexes.

13 HOW YOU ARE JUDGED



Performance is 70% of the grade; how you kept them is 30%.

Each segment is graded, then rolled into a total from F to S. Then the week itself gets a name.

STYLE	EARNED BY
THE PROFESSIONAL	High practice and focus.
THE OVERACHIEVER	Practice near 100, energy near 0.
THE VACATION	Mood high, practice never happened.
THE CHAOS MANAGER	Great mood, no focus at all.
THE GAMER	An absurd number of minigames.
PERFECT COMEBACK	Everything balanced and high.

Each style is a badge, kept forever. Then STAY is paid out, practice decays, and day 1 starts again — a little harder to impress yourself with.

14 BIRTHDAYS

The clock is real, so the calendar is too. On a member's actual birthday the game interrupts whatever is happening with cake, confetti, a chiptune, and double rewards. It happens once per real day and needs no internet connection.

15 COLLECTION & STAY



C three times from the dorm.

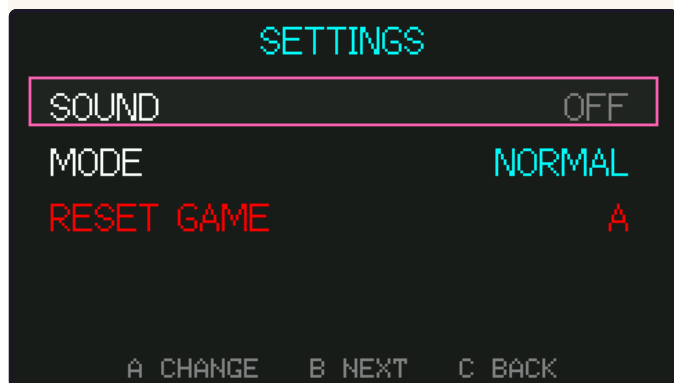
STAY is earned from everything — care actions, activities, minigames, events, and a large lump sum after each concert.

The collection screen tracks the eight members (lit once each has cleared a comeback at grade C or better), your style badges, comebacks completed, minigames played and slip-ups.

Finish a comeback with all eight and **GROUP MODE** announces itself.



16 SETTINGS & QUICK MODE



C four times from the dorm. **B** to move, **A** to change.

SETTING	WHAT IT DOES
SOUND	The buzzer. Starts OFF , because a device that beeps the moment it boots is not something you want on a desk all day.
MODE	NORMAL or QUICK .
RESET GAME	Erases everything. Asks first.

QUICK MODE

In QUICK MODE,

SHAKING THE DEVICE SKIPS AN HOUR

. A seven-day comeback week becomes a few minutes of shaking instead of a real week of waiting — useful for seeing the concert, testing a strategy, or playing the whole thing on a train.

Shake only skips time on the calm screens (dorm, schedule, status, collection, settings). Inside **WAKE UP!**

and

CHOREO!

a shake is still a shake.

RESETTING

RESET GAME

in settings works in both modes and wipes stats, the current week and the whole collection. There is also a shortcut: hold **A** for two and a half seconds on the status screen.

17 PLAYING IN A BROWSER

The same game compiles to WebAssembly and runs in a browser with no device at all. Every file under `src/` is shared between the two builds; only a small compatibility layer differs.

```
./web/build.sh
python3 -m http.server -d web/dist
```

ON THE DEVICE	IN THE BROWSER
Buttons A / B / C	A, B, C keys or on-screen buttons
Tilt	Arrow keys or the on-screen pad
Shake	Spacebar or the SHAKE button
Microphone	Your real mic, or hold M
Buzzer	One square-wave Web Audio voice
Save in flash	Browser local storage

SMALL DIFFERENCES

Text is drawn with the same 5×7 pixel font at whole-number scales, so headings are a little wider than on hardware. Everything else — the simulation, the events, the minigames, the concert — is the same code.

18 BUILDING & FLASHING

```
python3 tools/build_assets.py    # images/ -> RGB565 C arrays
pio run -t upload                # compile and flash
pio device monitor              # serial log
```

The clock is baked in at flash time from the host's clock, so flash the device and it already knows the date — which is what makes birthdays work.

19 NOTES

This is a fan game. The artwork is original pixel art, the music is an original chiptune written for a buzzer, and the "signature" games are design archetypes rather than claims about real people. Only public facts — stage names and birthdays — are used as data.

Nobody dies. Nobody can die. The worst thing in this game is a rest day and a disappointing letter grade.

240 × 135 · ESP32-PICO-V3-02 · one buzzer · seven days