

AN URBAN STRATEGY & BUSINESS SIMULATION

DUMPSTER DIVERS

THE STRATEGIC ACQUISITION



CONCEPT COVER ART

SCRAP GOLD EDITION

GAME + BUSINESS SIMULATION

DUMPSTER DIVERS

DEVELOPMENT FIELD GUIDE

YOUR BUSINESS. YOUR LITTLE EMPIRE.

A salvage company becomes a world of consequential choices.

Start with a yard, a small crew and a promise to the next customer. Build an operation that can keep that promise - then decide how far it should reach.

Dumpster Divers brings the rhythm of a business tycoon game to a miniature strategy table. Terrain gives the world character; crews and routes show the work; cash, capacity, evidence and competition give your decisions consequences.

01 PLAY THE COMPANY

Local jobs, operators, capabilities, growth and a continuing campaign.

02 REHEARSE THE DECISION

A separate Strategy Room with assumptions, rival responses and a written debrief.

03 BUILD TOWARD THE WORLD

An expanding vision for connected businesses, shared realms and a physical war table.

Inside: concept & audience 03-04 / gameplay 05-12 / headquarters & boardroom use 13-15 / technology & scope 16-17 / quality & practical guide 18-19 / full concept & equipment 20-28 / back cover 29.

THE INSPIRATION, MADE COHESIVE.

The references inform the experience. The company, world and visual identity are original.

A MINIATURE WAR TABLE

Warhammer: Age of Sigmar inspires the physical scale, sculpted terrain and sense of commanding pieces. The digital table comes first; physical hardware remains a future track.

READABLE TERRITORY STRATEGY

CATAN inspires the immediately readable hex language and contrast between natural regions. Here, routes and service coverage replace resource-dice trading.

AN UPGRADE-DRIVEN CAMPAIGN

The Lord of the Rings: The Battle for Middle-earth II inspires bases, upgrades, rival encampments and territorial pressure. Competition is commercial rather than combat.

OWNERSHIP WITH CONSEQUENCES

MONOPOLY inspires acquisition and the tension of limited capital. The operating model adds jobs, costs, service quality and liabilities beyond board-game rent.

THE SATISFACTION OF A WORKING SYSTEM

RollerCoaster Tycoon inspires the loop of building, observing, improving and scaling an operation that keeps running while you make decisions.

A WORLD WORTH RETURNING TO

World of Warcraft inspires the ambition for persistent communities and large shared worlds. Online realms and MOBA-like competition are design goals, not shipped features.

These are creative references, not licensed affiliations, endorsements or copied game assets.

ONE TABLE. DIFFERENT REASONS TO PLAY.

The consumer game and the business rehearsal share an identity, with different expectations.

STRATEGY & TYCOON PLAYERS

Grow from a local operation, make trade-offs, watch rivals respond and see your company become visible on the map. RTS and RPG enthusiasts get progression, roles and a world to inspect; this is not a combat RPG.

ENTREPRENEURS & OPERATORS

Explore staffing, pricing, service coverage and cash discipline. Learn why an attractive expansion can create pressure on reserves or leave work unserved.

BOARDS & LEADERSHIP TEAMS

Frame a decision, record assumptions, adopt competing perspectives and compare outcomes. Use the table to improve a discussion and define what evidence is needed next.

PRIVATE EQUITY, VENTURE CAPITAL & HNWI

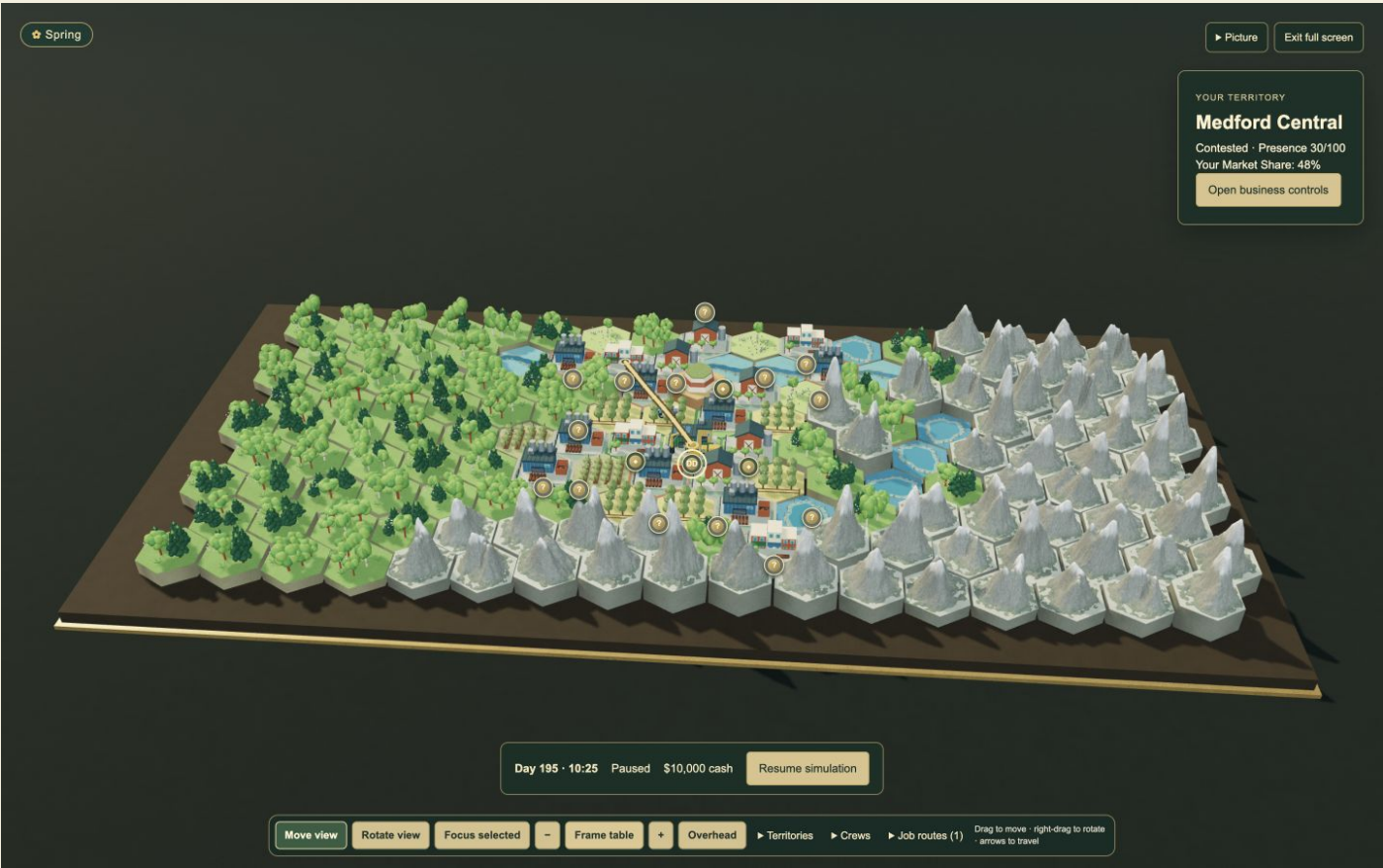
Rehearse operating hypotheses and acquisition discussions. The current model is a simplified learning tool; it does not value a company, establish diligence findings or predict returns.

COMMERCIAL DIRECTION

A consumer game with optional premium business subscriptions is the chosen direction. Prices, launch date, enterprise service levels and paid connectors are not finalized.

THE COMPANY ON THE TABLE.

Real gameplay from the development build. Scenic geography is illustrative, not surveyed terrain.



ACTUAL GAMEPLAY / Expanded miniature table / QA campaign

READ THE BOARD, THEN CHOOSE YOUR MOVE.

Distinct forest, meadow, water, mountain and settlement hexes make the valley readable. Select a territory for its business details; inspect an operator piece to direct that crew.

GET CLOSE WITHOUT LOSING YOUR PLACE.

Move view pans; Rotate view changes the angle. Zoom, arrow keys and Focus selected let you explore closely. Expand table fills the screen and keeps pause and territory inspection available. Picture offers three detail levels.

A CLEARER OVERHEAD PICTURE.

Names belong to the land. Information belongs in the inspector.



ACTUAL GAMEPLAY / Overhead names inside hexes / Selected job route

OVERHEAD: NAMES INSIDE THE HEX.

Board-game view shows place and terrain names directly within the tiles, with contrasting lettering. Zoom and pan when you need to read a denser part of the board.

ANGLED VIEW: SMALL MARKERS, NAMES ON HOVER.

Floating territory names disappear when the pointer leaves. The selected territory retains its full detail panel. Accessible territory and crew lists provide another way to choose pieces.

FOLLOW THE WORK ACROSS TERRITORIES.

A route is useful when it tells you which job it serves and where the crew is going.



SELECT A JOB. ISOLATE ITS ROUTE.

Open Job routes and choose a numbered job. The selected route stays gold while other routes fade. The inspector identifies the origin, destination, operator, travel stage and any territory centers on the path.

THE TRUCK FOLLOWS DISPATCH TIME.

The visual journey uses outbound, on-site and return stages. The path favors easier terrain and avoids water when connected land is available. Timing and paths are illustrative: they are not GPS positions, driving directions or evidence that a job is complete.

LOCAL ROOTS. A WIDER FIELD.

The same gold route language extends to Oregon, the West and the national market board.



OPEN A BRANCH; ESTABLISH A CORRIDOR.

The map connects home ground to branches you have opened. Select a corridor to emphasize it, then inspect its trucks, manager, presence, yesterday's jobs and recent collected revenue.

KNOW WHAT EACH SCALE REPRESENTS.

Local routes represent individual active jobs. State, Region and USA lines represent aggregate branch service corridors. The national board treats the West as home ground and expands eastward; it is a stylized market board, not a geographic navigation map.

KEEP THE NETWORK READABLE.

Territories, rivals, branch activity and approval decisions remain inspectable as the map grows.



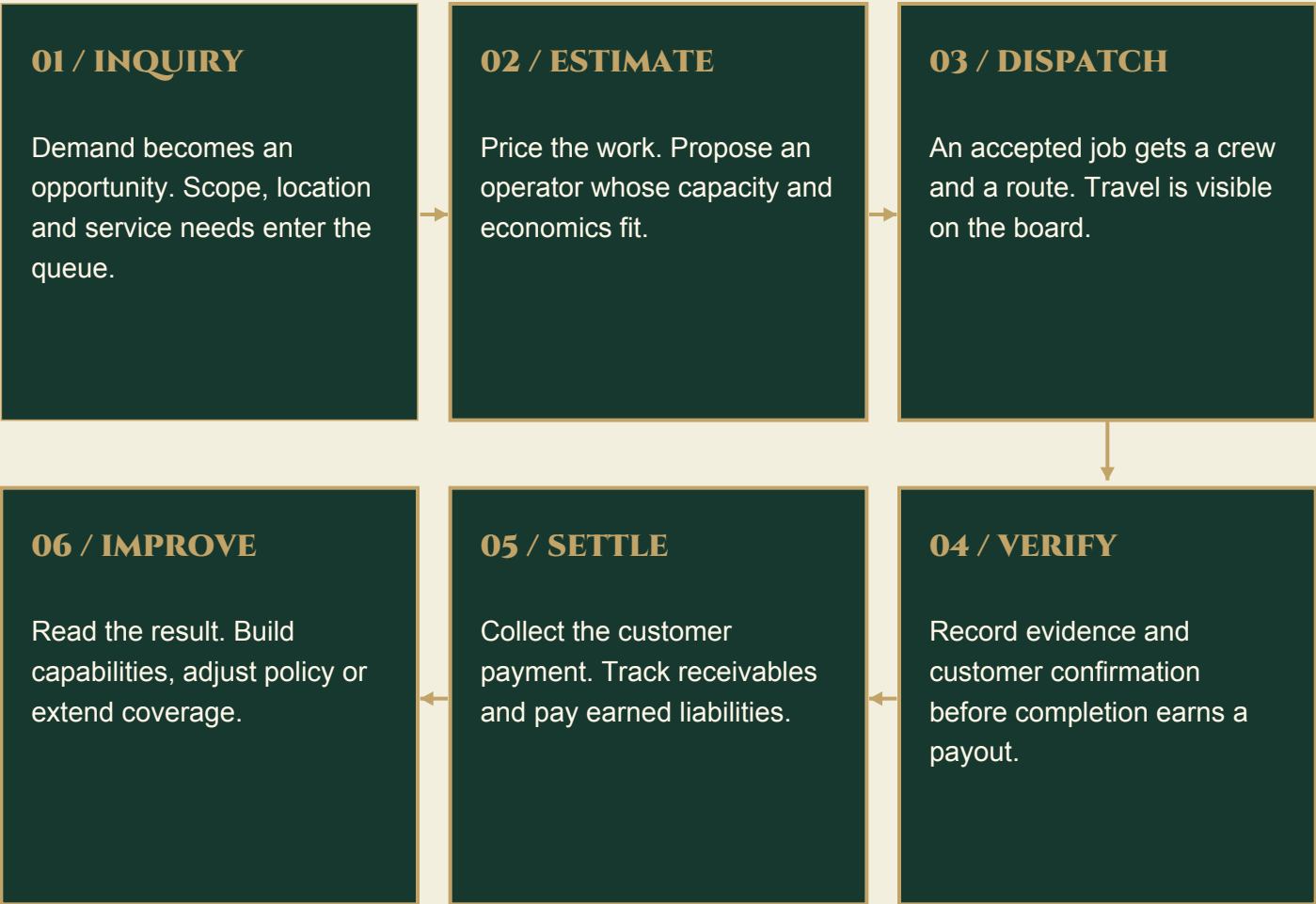
THE WEST / ACTUAL GAMEPLAY / QA BRANCH NETWORK



USA / ACTUAL GAMEPLAY / QA BRANCH NETWORK

A JOB IS MORE THAN A MOVING TRUCK.

Progress is earned through the workflow and recorded in the simulation ledger.



THE CASH BRIDGE

- A priced job is a proposal, not cash in the bank.
- Verified work can create earned operator liabilities before the customer pays.
- Collection increases cash; paying operators reduces cash and settles what is owed.
- A moving truck or highlighted route never bypasses those records.

THREE WAYS TO TAKE YOUR SEAT.

Switch modes in Settings. The campaign is preserved and the clock pauses for the handover.

DIRECT COMMAND

You approve dispatch, resolve exceptions and choose growth. Department specialists still prepare work. Best when learning the operation or testing an intentional strategy.

SHARED COMMAND

The assistant manager handles dispatch and routine exceptions. You direct growth, cases and payouts. Best when you want the world to run while keeping the major decisions.

AI CEO

The simulation’s rules handle operations, verified payouts, cases and conservative expansion. It protects operator earnings and fourteen days of upkeep before growth, observes order limits and records its decisions.

DELEGATION YOU CAN INTERRUPT.

Pause stops new autonomous activity. Changing mode gives control back to you. AI CEO does not inject owner capital, borrow on your behalf or accept buyout offers. It uses the game’s decision rules and simulated AI budget; it is not an unrestricted agent for your real company.

A WORLD THAT CHANGES WITH THE CALENDAR.

Seasonal art follows the campaign date, with Oregon-inspired vegetation and weather cues.



SPRING / ACTUAL GAMEPLAY



WINTER / ACTUAL GAMEPLAY

MORE LIFE, MORE VARIATION.

The new Blender collection adds three forest mixes, three meadow arrangements, three settlement types, a detailed headquarters, three truck bodies and three articulated worker variants. Individual terrain placement, scale and rotation vary deterministically.

FOUR SEASONS WITH DIFFERENT SIGNALS.

Spring brings fresh foliage and blossom accents. Summer returns green cover. Autumn warms broadleaf color and adds leaf litter. Winter introduces frost, snow cover and restrained snowfall. Reduced-motion preferences suppress moving effects.

Seasonal artwork is illustrative, not live weather. Vehicle and uniform variations are visual; they do not secretly change cost or capacity. These miniatures are an intermediate step toward the approved cover-art fidelity.

THE BUSINESS BEHIND THE BOARD.

One coherent company, with specialized places to inspect decisions and consequences.



JOBS + AI TEAM

Inspect the work queue and the specialists preparing it.

BUILD + POLICIES

Choose capabilities and operating rules; construction and subscriptions have consequences.

FUNDS + CEO DESK

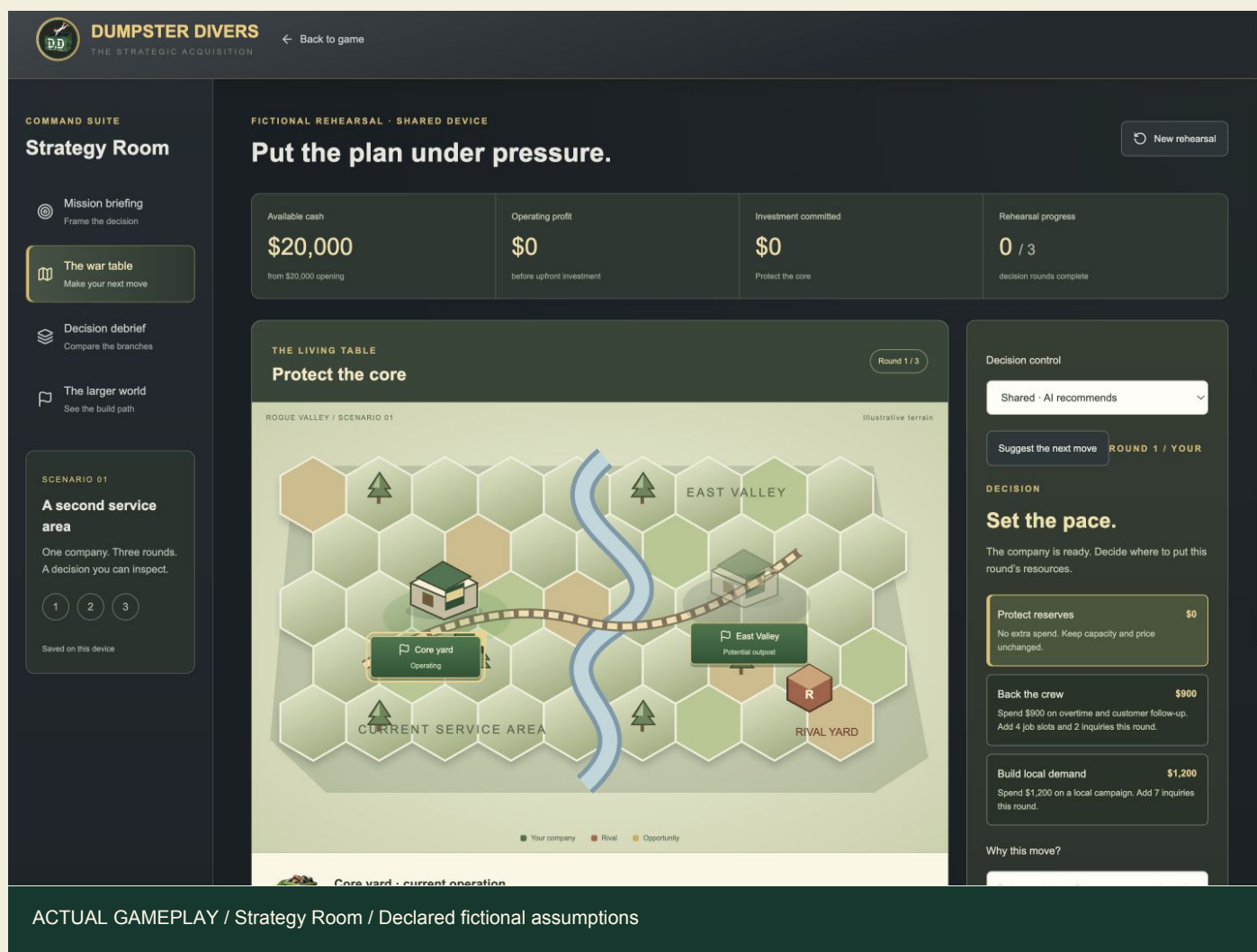
Inspect the ledger, reserves, liabilities, proposals and approvals.

COMMAND + DEALS + GOALS

Review scenarios, corporate choices, progression and earned milestones.

REHEARSE THE DECISION BEFORE THE SPEND.

A separate, three-round exercise for individuals or a group sharing one device.



MAKE THE INPUTS EXPLICIT.

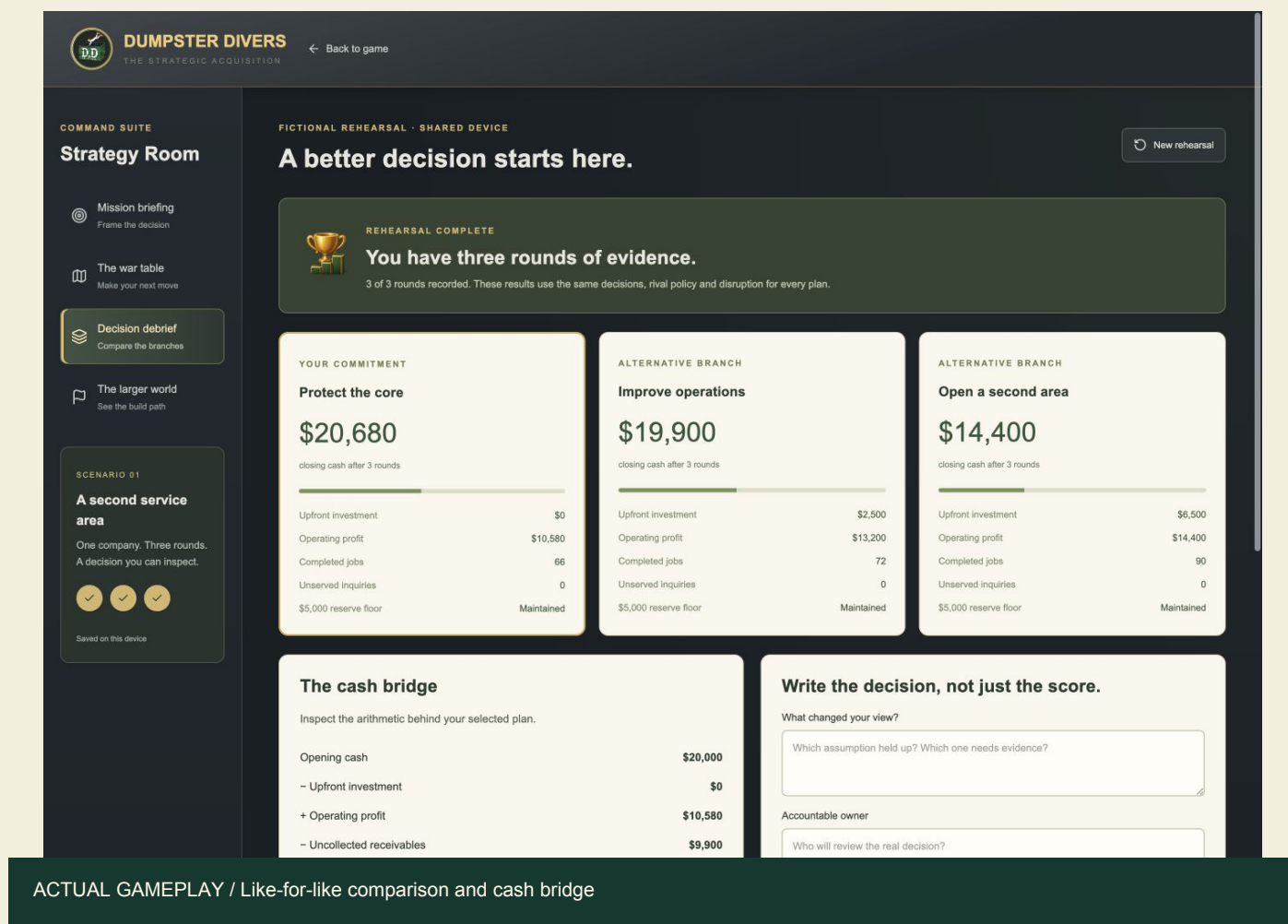
Set opening cash, price per job, reserve floor, demand and direct-cost multipliers, collection delay and the source of your assumptions. Choose a commitment, rival behavior and a disruption. Inputs lock after the first decision for a fair comparison.

COMPARE DECISIONS, NOT JUST SCORES.

Protect reserves, back the crew or build demand. Choose Direct, Shared or automatic rehearsal control. Each recorded round retains its rationale. The assistant compares three modeled moves and favors reserve protection, then closing cash; it does not predict a market.

LEAVE WITH A DECISION YOU CAN EXPLAIN.

Suggested 30-minute facilitation format. All roles are visible; no confidential multiplayer rooms are provided.



ACTUAL GAMEPLAY / Like-for-like comparison and cash bridge

0-5 MIN / FRAME

Write one decision question, the cash constraint and the assumptions that need evidence.

5-20 MIN / CHALLENGE

Take company, competitor, customer and facilitator perspectives. Make three moves and record the reasoning.

20-30 MIN / DEBRIEF

Compare the same moves under alternative commitments. Inspect profit, cash and receivables. Name an owner and a review trigger; export the memo.

Method inspiration: business wargaming's moves, counter-moves, stakeholder perspectives and debrief. Source: Business war games, Wikipedia, accessed 17 September 2026.

WHAT IS IN THIS BUILD.

An honest inventory is part of a professional product.

PLAYABLE NOW

Single-device saved simulation; local 3D and illustrated maps; job workflow; operators; evidence gates; cash and payout ledger; capabilities; rivals; territory growth; Oregon, West and USA branch layers; Direct, Shared and AI CEO; export and restore; Strategy Room.

AUTHORING PIPELINE CONNECTED

Original Blender assets exported as GLB for the browser and FBX for Unity. Unity 6000.3.24f1 imported 16 assets, created 16 selection colliders and 16 two-level detail groups, and rendered a validation scene. The live game remains a Three.js browser application.

PROFESSIONAL PILOT WORK REMAINS

A real-business snapshot and approval interface exists. Production financial connectors, reconciled customer data, tenant isolation acceptance, provenance and professional calibration require further implementation and pilot validation.

VISION / NOT SHIPPED

Massively multiplayer realms, confidential multi-device role play, real GPS fleets, predictive company models, every industry, a full national geographic simulation and physical holographic hardware are future work.

THE COVER SETS THE DESTINATION.

It is not a claim that the current browser renderer already matches that artwork. Continued art production, animation, lighting and performance work are required.

THE APPROVED QUALITY BENCHMARK.

Natural geography. Weathered equipment. Believable people. Restrained gold routes.



The next fidelity pass should concentrate on one fully finished industrial yard and its neighboring terrain: coherent scale, detailed materials, natural vegetation, articulated loading work, grounded shadows and clean route readability.

Scale that proven scene through reusable assets and measured rendering budgets. A Unity import or a higher polygon count alone does not establish final visual quality.

ASPIRATIONAL CONCEPT ART / NOT A GAMEPLAY CAPTURE

TESTED SYSTEMS. CLEAR LIMITS.

145 checks pass on build 2026.09.18.1; long-run figures below are from the prior unchanged simulation engine.

145

AUTOMATED CHECKS

450

SIMULATED DAYS

3,076

COMPLETED JOBS

Three seeded, 150-day autonomous campaigns reached day 151. Across 54,000 ticks, cash reconciled to the ledger and operator payouts were unique. These are test outcomes, not financial projections.

PROGRESSION & MONEY

Day-133 closing-time and post-sale continuation; daily close idempotency; evidence and payout gates; budgets; capability and territory gates; branch accounting; save corruption and restoration; three control modes.

NEW VISUAL & SCENARIO BEHAVIOR

Adjacent-hex routing, water avoidance, dispatch-based journey stages, bounded seasonal effects, scenario assumptions, delayed collections and bounded automatic rehearsals.

BROWSER WALKTHROUGH

Local camera and labels; selected routes; expansion maps; management panels; Strategy Room; desktop and narrow layouts. The latest pass adds full-screen play/pause, territory inspection and three rendering levels. Captures use production builds and isolated QA fixtures.

REMAINING ACCEPTANCE

The private user save was not inspected. Browser live access and cross-device coverage are limited; a read-only authenticated release check verifies deployed artifacts. Full accessibility certification, load testing for shared realms, platform minimum specifications and production connector acceptance remain outstanding.

START WELL. KEEP YOUR RECORD.

Practical guidance for this development edition.

FIRST FIVE MINUTES

Choose a control mode in Settings. Explore Local, enter the 3D table, and use Overhead to read the hex names. Press Play, watch the Jobs queue and inspect a dispatched route. Review the Funds and CEO desk records before spending on growth.

WHEN THE CLOCK STOPS

Check the visible status, department pauses, AI budget, cash and any end-of-campaign prompt. At an unacknowledged sale, choose Keep playing. At closing time, Skip to tomorrow opens the next morning. Expected business constraints should explain themselves.

PROTECT YOUR CAMPAIGN

Settings offers export and reviewed restore. The prior campaign is backed up locally before replacement. Saves belong to that browser and address; automatic cross-device synchronization is not connected.

ACCESS & EQUIPMENT

Delivery includes private web staging and a local practice launcher on this Mac. A desktop browser, mouse or trackpad, and WebGL-capable graphics are the primary test setup; an illustrated map is available. Online access is needed for staging. Minimum hardware and console/store support are not certified.

CREDITS & EDITION NOTES

Concept and product direction: Benjamin Foskey. Brand/studio: Dumpster Divers. AI-assisted engineering, writing and original art production. Generated front/back art uses the built-in image generator. Current build: 2026.09.18.1. No official age rating has been assigned.

Companion planning documents: Business Plan, Business Connectors and Master Blueprint are available in the game document library. Planning catalogs describe intended integrations; they do not imply that every provider is connected.

ONE COMPANY. A WORLD OF DECISIONS.

The long-term experience: a miniature business world that can grow from one desk to a shared war room.



Build the first yard. Win dependable work. Develop leaders and branches. Compete for regional reach. Eventually, bring independent companies into persistent shared worlds.

THE GAME

- RTS-style priorities, territory and upgrades.
- Tycoon operations with visible constraints.
- RPG-style roles and company progression.

THE SIMULATION

- Practice with a fictional company by default.
- Rehearse decisions using declared assumptions.
- Connect real-business snapshots as a later pilot.

THE TABLE

- A large tactile-looking board with moving pieces.
- Local, HQ, state and national views that stay linked.
- Optional touch and spatial displays after validation.

WORLD-SCALE PLAY IS A ROADMAP: server authority, company permissions, economic balance and private data boundaries must be built before large shared realms can be offered.

THE DESK BECOMES THE COMMAND ROOM.

Your supplied concept image, translated into a practical arrangement. The image illustrates a future setup.



1 / THE SHARED TABLE

The geographic playing surface: crews, routes, terrain, territory and selected-job context.

2 / OPERATIONS SCREEN

Dispatch, capacity, jobs and service performance. A proposed dedicated display view.

3 / COMPANY SCREEN

Cash, receivables, policy, capabilities and the decision log. Keep the same company selected.

4 / GROWTH SCREEN

State-to-world expansion, rivals and acquisition scenarios; global persistent play is planned.

5 / HOST COMPUTER

One machine renders the prototype. Extra displays require enough physical video outputs.

6 / CONTROLS

Keyboard and pointer first. Touch, companion tablets and hand tracking are later input options.

The floating interface, glasses and world hologram are concept elements. The current build does not provide a free-space holographic display or synchronized multi-screen control.

START SMALL. BUILD THE TABLE LATER.

Quantities are for one prototype station. Hardware targets below are proposals, not certified game requirements.

A / PLAY & VALIDATE NOW

- 1 existing Mac or PC; begin with the machine you already own.
- 1 display, keyboard and mouse or trackpad; a stable desk and power.
- The local practice launcher, or browser access to private staging.
- An export folder and backup destination for campaign files.

B / LARGE-TABLE PROTOTYPE

- 1 host workstation; proposed authoring target: 32 GB RAM and 1 TB SSD.
- For a discrete-GPU PC, evaluate an 8 GB-or-better graphics card against the actual scene. Confirm enough outputs for every display.
- 1 large 4K display, optional touch input, rated mounting frame and ventilation.
- Up to 3 upright monitors and suitable stands or arms; start with just one.
- Video cables, touch USB cable if applicable, powered hub if needed, Ethernet and cable management.

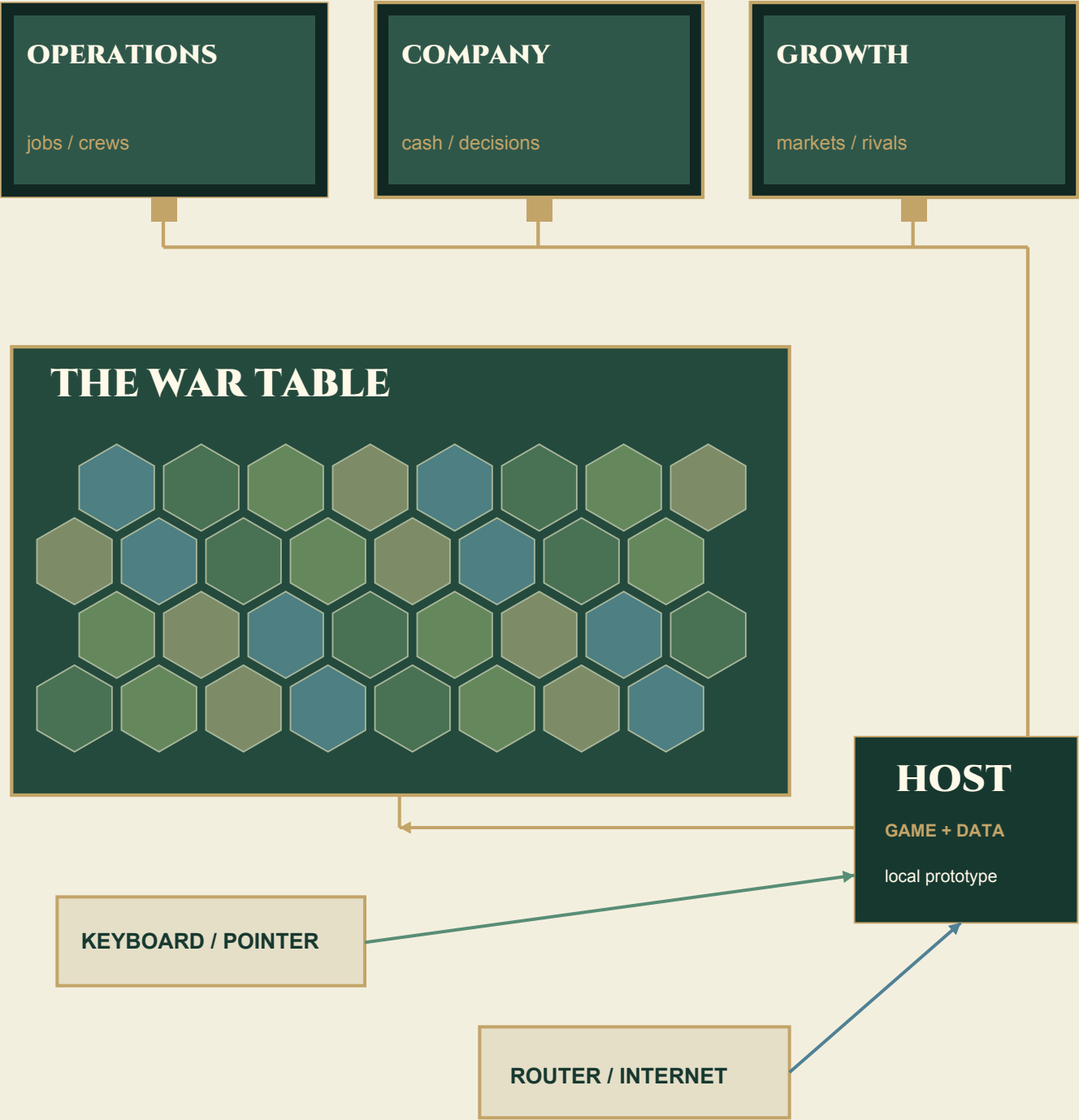
C / OPTIONAL, AFTER THE PROTOTYPE

- A tablet for a future companion interface; it is not required for local play.
- A tracking camera and its SDK for a hand-input experiment.
- A light-field display or mixed-reality headset for a separate spatial prototype.
- A UPS, audio and meeting camera where the room actually needs them.

Authoring reference: Blender recommends 32 GB RAM; its Windows/Linux recommended GPU figure is 8 GB VRAM. These are Blender figures, not validated Dumpster Divers minimums. Official requirements - checked 18 September 2026.

WHAT PLUGS INTO WHAT.

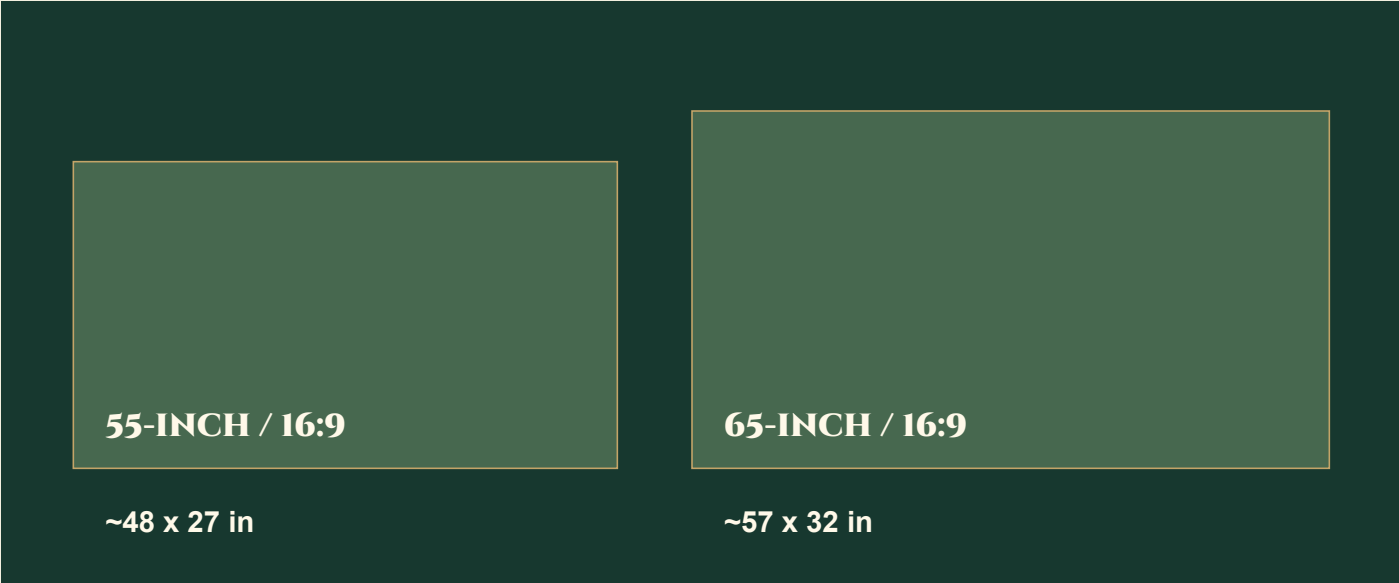
One host for the first table. Dedicated, synchronized views still require product development.



Every powered device also needs its own approved power connection. Touch data normally returns to the host separately from the video signal. Check ports, resolution, cable length and actual touch-driver support before ordering.

DESIGN FOR HANDS, EYES AND HEAT.

The physical table is a piece of equipment. Its layout should be proven with people before fabrication.



Approximate active screen area, excluding bezel and frame. A single display is not automatically a full large-wargaming-table surface; leave room for hands, controls, seats and circulation.

BEFORE A TABLE IS BUILT

- Get the display maker’s written approval for the intended face-up orientation, duty cycle and mounting method.
- Prototype reach from every seat; include seated users and a reachable pointer alternative.
- Plan airflow, service access, spill protection and a rigid load-rated frame.
- Test any protective surface with the chosen touch system; do not assume extra glass works.

INPUT RULES TO PROTOTYPE

- Tap selects. Drag pans. Pinch zooms. A visible mode changes rotation.
- Only one person has the turn unless explicit shared control is enabled.
- Put names inside overhead hexes and details in one nearby inspector.
- Show who made each decision and make accidental commands reversible.

GIVE “HOLOGRAPHIC” A BUILDABLE MEANING.

Choose the illusion and the interaction deliberately. These are alternative prototypes, not a required shopping bundle.

- 01

A 3D WORLD ON A SCREEN

PRACTICAL FIRST STEP

A large flat display renders the miniature world with depth, shadows and camera movement. It gives the table experience without claiming images float freely above it.
- 02

A LIGHT-FIELD DISPLAY

SPECIALIST PROTOTYPE

A device such as a Looking Glass light-field display adds its own viewing system and rendering path. The 27-inch guide requires compatible connections, calibration and Bridge software. Test one scene and the actual viewing positions first.
- 03

MIXED REALITY

HEADSET PROTOTYPE

A compatible headset can anchor a virtual table in a room. Plan tracking, comfort, input and shared alignment. This requires a separate supported application path; the browser build is not a shipped headset game.
- 04

HAND TRACKING

INPUT EXPERIMENT

Ultraleap offers camera, tracking software and engine integration tools. Tracking hands does not create a hologram. Mount and calibrate the camera, then test selection, occlusion and unintended gestures.

Vendor references, checked 18 September 2026: Looking Glass 27-inch setup; Ultraleap getting started. Confirm current device/OS/engine compatibility before purchase. The supplied concept image is not evidence of a working optical system.

THE SYSTEM BEHIND THE SCENERY.

The first connected-business pilot should make one company's records trustworthy before it adds more providers.



Any real external action belongs behind explicit permissions, budget limits, confirmation rules and an audit trail. Practice mode stays fictional. The current local game does not spend real money or operate your live accounts.

BUILD & RENDER

- Blender: model, texture, rig and export.
- Three.js: current browser renderer.
- Unity: asset validation and future native prototypes.
- Unreal: an optional future evaluation, not a connected runtime.

HOST & OPERATE

- Cloudflare: current private staging delivery.
- Supabase: existing identity/data architecture.
- Versioned saves, backups, monitoring and release checks.
- Future realms need authoritative shared simulation.

CONNECT THE BUSINESS

- Accounting: QuickBooks or Xero. CRM: HubSpot.
- Payments: Stripe. Documents/signing: DocuSign.
- Maps/fleet: Google Maps and a suitable fleet provider.
- Messaging: Resend/Twilio; controlled AI assistance.

Provider names are candidate categories, not proof of active authorizations. Connect only the systems a pilot company actually uses. The companion connector inventory covers additional options, logos and fallback paths.

BUILD IN STAGES THAT PROVE SOMETHING.

Benjamin leads product direction. AI assistance accelerates work; specialist accountability still belongs to people.

- 1

PLAYABLE FOUNDATION

NOW / ITERATE

Game design, full-stack engineering, UI/UX and QA. Prove saves, the job economy, day progression, readable controls and enjoyable play.
- 2

ONE FINISHED DISTRICT

NEXT VISUAL MILESTONE

Technical art, environment art, character/vehicle animation and performance work. Match the approved yard and neighboring terrain before expanding the asset library.
- 3

A BOARDROOM PILOT

MEASURED EXPERIMENT

Facilitation, financial modeling and data integration. Use one decision question, reconcile its inputs, compare outcomes and review the memo with an operator.
- 4

THE PHYSICAL TABLE

ONLY AFTER A DESKTOP PILOT

Display integration, interaction design and enclosure fabrication. Pass reach, glare, heat, touch and stability tests in the actual room.
- 5

CONNECTED COMPANIES

SEPARATE PRODUCT RELEASE

Backend/security engineering and operations. Prove company permissions, rollback, connector reliability, billing and support before external actions.
- 6

PERSISTENT WORLDS

LONGER-TERM DEVELOPMENT

Networking, authoritative simulation, load testing, economic balance and moderation. Establish honest capacity targets from measured server tests.

BUY THE NEXT PROVEN STEP.

A minimal-budget plan: use what exists, test the bottleneck, then buy for a measured need.

BEFORE BUYING HARDWARE

- Inventory the computer, displays, ports, desk and input devices already available.
- Run a 30-minute session on the target scene; record loading time, frame rate and any stalls.
- Mock up the table footprint with paper or tape, then test reach from every seat.
- Get a written quote for display, touch input, frame, cables, protection, delivery and installation.
- Add operating costs: hosting, storage, backups, monitoring, email, model calls, support and replacement parts.

RELEASE GATES FOR THE WAR ROOM

- Playable: jobs, approvals, payouts, saves and day transitions survive repeatable tests.
- Readable: names and routes work at the intended seating distance and screen size.
- Responsive: define a frame-rate target and pass it on the actual prototype computer.
- Trustworthy: imported figures reconcile; assumptions and data dates stay visible.
- Usable by a group: turns, facilitator controls and debrief exports work in a complete session.

WHAT WE ARE NOT ASSUMING

No fixed launch date, approved equipment budget, vendor quote or certified minimum PC specification has been established. The current recommendation is to buy nothing for the table until the existing desktop proves the experience. Hardware, integrations and specialist work are separate decisions.

This concept-and-equipment section was updated 18 September 2026. Product examples illustrate categories; they are not endorsements or active integrations. Keep the supplier's current compatibility and installation documentation with the eventual purchase record.

TURN WHAT OTHERS LEAVE BEHIND INTO SOMETHING THAT LASTS.

Every empire begins with a first job. In Dumpster Divers: The Strategic Acquisition, a working yard becomes your command center and a living miniature world becomes your field of opportunity. Put crews on the road, build the capabilities your customers need, challenge rival operators and grow from a local foothold toward a wider network.

Take direct command, share the workload or let the simulation's AI CEO run the operation while you watch the consequences unfold. Then step into the Strategy Room: change the assumptions, test a rival's response and compare the cash behind competing plans. Whether you come to build a business empire or sharpen a real business conversation, the next move belongs to you.

A SCULPTED HEX WORLD

THREE CONTROL MODES

AN INSPECTABLE BUSINESS

A SEPARATE STRATEGY ROOM



DUMPSTER DIVERS

SCRAP GOLD EDITION

DEVELOPMENT EDITION | DESKTOP WEB | SINGLE-DEVICE PLAY

Private staging access. No official age rating. Online multiplayer and physical holographic display remain planned. Cover art illustrates the target vision, not current gameplay.