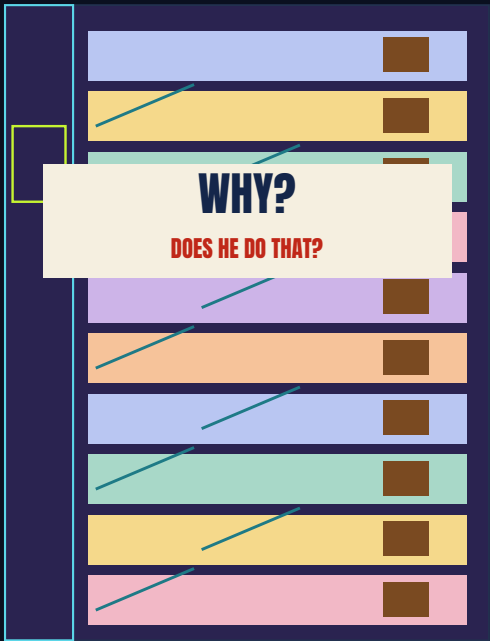




THE 20TH FLOOR

Why does he only ride to ten?

The complete copy-paste AI riddle video pack — every prompt finished, nothing to write yourself.

100% COPY-PASTE	11 REFERENCE PROMPTS	9 VIDEO PROMPTS + AGENT MODE
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WHAT YOU ARE BUYING

One complete animated riddle video, ready to produce: the story and answer key, the character, movement and reach locks, every small note, all 11 reference image prompts, all 9 ten-second video prompts with the narration inside each one, the one-paste Agent master prompt, 9 editor overlay codes, the finished thumbnail prompt, and copy-paste caption, pinned comment and titles for posting. Tools you need: Google Flow and any video editor (CapCut or similar). Paste the prompts exactly as written — the checks in this book do the rest.

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START HERE — THE 3 COPY-PASTE ROUTES

Route A — Agent mode (fastest, one paste). Generate nothing yourself first except the reference images in Part A. Then paste the single Agent master prompt in Part C into Flow's Agent mode and approve its plan. The Agent builds all 9 clips.

Route B — Clip by clip (most control). Follow the 7 steps below, pasting one prompt at a time.

Route C — Stills first (safest for the panel). If your generator garbles numbers, generate the elevator panel with BLANK buttons (Part A tells you how), draw the numbers in your editor once, and reuse that finished panel in every elevator clip.

The 7 steps (Route B — the standard way)

- 1. Step 1 — The panel.** Copy-paste REF-PANEL (Part A) and generate the elevator panel. Check every number with your own eyes before anything else. One wrong digit = regenerate.
- 2. Step 2 — The people.** Copy-paste REF-MAN, REF-DOORMAN, REF-CAST and REF-UMB. Check the height gap: the Man must be about HALF the Doorman's height.
- 3. Step 3 — The places.** Copy-paste PL-1 to PL-6 and generate the six sets.
- 4. Step 4 — The clips.** Work through Part B in order, F01 → F09. For each clip: upload the reference images named at the top of its prompt, paste the whole prompt block, generate. The narration is inside every prompt — the voice is created with the clip.
- 5. Step 5 — Listen and look.** Play each clip once. Check the narration words are exact, the panel is correct, and the Man's hand never touches a button above 10 (the Reach Rule — see the Lock section). Regenerate only the clips that fail.
- 6. Step 6 — Edit.** Join F01 → F09 in your editor and add the overlay codes (listed in the Code Index): the red X, the question mark, the reach line, the plane banner, the torn-paper titles. The Edit section at the end of this book lists exactly which overlay goes in which clip.
- 7. Step 7 — Post.** Copy-paste the caption and pinned comment from the Posting Copy section, add the thumbnail from the Thumbnail section, and publish.

Golden rule for every route: never edit a prompt to "improve" it, and never skip a check. Every check in this book exists because that exact mistake is the one viewers catch.

THE STORY + THE ANSWER KEY

The story in 30 seconds

A short man lives on the 20th floor. Every morning he rides the elevator down to the lobby without any trouble. Every evening he rides up only to the 10th floor and walks the last 10 flights — except on rainy days, when he rides straight home to 20. The doorman notices. The secret is reach: the lobby button is low, the 10 button is the highest his hand can touch, and on rainy days his umbrella tip can touch 20 for him.

The riddle: a man lives on the 20th floor of an apartment building. Every morning he rides the elevator down to the lobby without any trouble. Every evening he rides up only to the 10th floor and walks the last 10 flights. Except on rainy days — then he rides straight to the 20th floor. Why?

ANSWER KEY (for your eyes only — it is revealed in Clips 7–9 and must never appear earlier, in any frame, caption or thumbnail): the man is too short to reach the 20 button. Going down is easy because the lobby button, L, sits at the very bottom of the panel. Going up, the highest button his fingertip can reach is 10. On rainy days he carries an umbrella — and he presses 20 with its tip. One cause explains all three facts: morning fine, evening stairs, rainy days fine. That is what makes the riddle fair, and it is why the Three Rules in the Lock section protect reach, the panel, and the umbrella in every single clip.

1 - EVERY SMALL NOTE (the details viewers catch on a rewatch)

- 1. The size contrast IS the clue.** The man is drawn at roughly HALF the height of the elevator door. He looks up at everything: the panel, the doors, the building. Never draw him at normal adult height "for a cleaner shot" — a normal-height man kills the riddle before it starts.
- 2. His home floor is colour-coded.** Floor 20 = yellow door + peach wall. If the door colour changes between the opening and the "YOU" shot, viewers will think it is a different floor.
- 3. The panel order is fixed and logical.** L at the bottom, numbers rising 1 → 20 to the top. 10 sits just above the middle. Any panel with 20 low down, or numbers in a grid, breaks both reveal shots.
- 4. The umbrella is in his hand BEFORE the rain is explained.** He holds it, closed, tip down, in his LEFT hand in the question beat — planted early, explained late. It must appear in Clips 5 and 7 as a quiet prop, never pointed at the panel until Clip 9.
- 5. Left / right hands matter.** Right hand = reaching and pressing. Left hand = holding the umbrella. Keep this in every clip, or the reach line and the umbrella shot will not match.
- 6. The Doorman only watches.** He is the audience's stand-in: tall, puzzled, one hand on his chin. He never enters the elevator, never presses a button, never speaks — the moment he helps, the riddle dies.
- 7. Background neighbours are dressing only.** Tiny indistinct figures appear on balconies in wide shots (two small figures on a top balcony, others standing). They never act, never speak, and must never be given faces or close-ups.
- 8. The staircase turns.** The stairs are a teal zig-zag: he climbs up-right, turns, climbs up-left, turns again. A straight staircase is a visible style error.
- 9. The indicator is separate from the panel.** The black box with the yellow number + green arrow sits at the TOP of the shaft/car. The silver panel with the white-circle buttons is INSIDE the car. Do not merge them into one object.
- 10. Sunset never changes.** The whole video stays at the same sunset/dusk light — pink-orange-purple sky, city windows lit. No daylight shot, no night shot, no rain actually falling in any wide shot. Rain exists only as the thought-bubble icon and in the narration.
- 11. The plane shot does two jobs.** The same yellow-plane banner shot is used for the mid-video comment pause AND for the outro/loop. Build it once, use it twice (Clips 6 and 9 tail).
- 12. The loop is seamless.** The outro flows straight back into the opening tower shot. End Clip 9 on the wide tower/sunset composition so the first frame of Clip 1 feels like a continuation, not a restart.
- 13. No animals, no vehicles, no extra props** exist in this story. Do not add a cat, a car, a phone or a bag to "fill" a frame — this story runs on three objects only: panel, stairs, umbrella.
- 14. His expression is cheerful, not frustrated.** Open-mouth smile in most frames, even while climbing. He is not angry at the building; the tone is a gentle puzzle, not a complaint story.
- 15. The X sits at about the 10 level.** The red dashed line + X in the opening marks the ride he does NOT take — it stops being true on rainy days, which is exactly the contradiction the question is built on.

2 · STYLE + CHARACTER + MOVEMENT LOCK — [ELEVATOR-2D]

Style (paste into every prompt): Flat 2D cartoon / motion-graphic style, clean medium dark outlines (NOT thick black comic outlines, NOT sketchy), almost entirely flat colour, soft gradients ONLY in the sky and the sea, no texture grain, no realistic light or shadow. Pastel sunset palette: peach, mustard yellow, teal/turquoise, pink, lavender-purple, sky blue; warm orange-pink-purple sunset sky; dark blue-purple dusk city; gold/tan floor plaques; silver elevator panel. Vertical 9:16. Never realistic, never 3D, never Pixar, never CGI, never stick-figure.

THE MAN (hero — never redesign, never resize): a SHORT adult man — about HALF the height of the elevator door, and about half the height of the doorman. Round peach face; large round white eyes with black pupils; LARGE round glasses with thin black rims (his second-biggest feature after his height); brown hair at the sides, a neat brown beard and moustache; a brown FLAT CAP; cheerful open-mouth smile. Clothes: mustard-yellow long-sleeved buttoned shirt-coat, brown trousers, dark shoes. Hands: RIGHT hand reaches and presses; LEFT hand holds the umbrella.

His proportions never change: same head size, same cap, same glasses, same mustard top in every clip, wide shot or close-up. In wide cutaway shots he is a small figure; in elevator close-ups the camera comes to HIM — he does not grow.

THE DOORMAN: a TALL adult man, about twice the man's height; light skin; short dark hair; friendly, puzzled expression with raised eyebrows; dark-navy doorman uniform jacket with gold buttons and a gold-trim navy cap; white shirt; dark trousers; black shoes. He only WATCHES — he stands at the lobby desk or the shaft side, arms relaxed or one hand on his chin. He never enters the elevator, never presses a button, never speaks.

BACKGROUND NEIGHBOURS (dressing only): 3–4 tiny simple figures on balconies in wide shots — plain coloured clothes, no faces in detail, standing still or lying on a top-balcony lounger. Never in a close-up, never moving the story.

THE ELEVATOR PANEL (the clue object — treat it like a main character — it must be identical in every shot): a tall, narrow, SILVER vertical panel inside the car, on the wall beside the door. ONE single column of small white circles, each holding one black label. From the BOTTOM upward: L, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20. L is the lowest circle; 20 is the highest circle, near the top of the panel; 10 sits just above the panel's middle. The car interior is TEAL with a GOLD door frame.

THE UMBRELLA (the second clue object): a CLOSED umbrella, blue panels with yellow panels between them, a straight handle, a pointed metal tip. Carried tip-down in the man's left hand. It is NEVER open — not in the rain clue, not in the reveal. Its tip is the only thing that ever touches the 20 button.

PLACES (full prompts in Section 6):

- **PL-1 TOWER WIDE:** the whole pastel tower at sunset, cutaway front, glass elevator shaft on the left, zig-zag teal staircases, colour-coded doors and gold plaques on every floor, rooftop terrace with small plants and string lights; sky pink-orange-purple with soft flat clouds; sea, sailboats, dusk city and dark rounded mountains behind; a faint rainbow and a tiny cable car on a wire at the far right edge.
- **PL-2 FLOORS 20–19:** a two-floor cutaway close-up — floor 20: peach wall, YELLOW door, gold plaque "20", teal balcony rail, potted plant with a pink flower; floor 19 below it: mustard wall, teal door, gold plaque "19", teal rail; the zig-zag staircase entering at the left; the glass shaft edge at the far left.
- **PL-3 STAIRCASE:** a three-floor cutaway of the teal zig-zag staircase — pink wall + green door at floor 10, purple wall at floor 9, gold plaques 11 / 10 / 9, teal rails on every flight, landings that turn left-right-left.

- **PL-4 ELEVATOR INTERIOR:** teal car walls, gold door frame, the tall silver panel (from REF-PANEL) on the right wall, a soft ceiling light, smooth plain floor. Nothing else in the car.
- **PL-5 LOBBY:** ground-floor lobby — warm peach walls, the glass shaft and elevator doors at the left, a small wooden doorman's desk at the right, a gold plaque "L", a potted plant, the building's glass entrance doors showing the dusk street outside.
- **PL-6 SKY + BANNER:** a wide sunset sky over the sea — the top floors of the tower at the bottom of the frame, city rooftops and sailboats below, a big empty band of pink-orange sky across the middle (the plane and its banner are added as an overlay / a separate generated element, see OV-PLANE).

MOVEMENT LOCK — how everything in this series moves (applies to every clip):

- **The man walks** with short, quick, cheerful steps; his arms swing small; the umbrella stays tip-down in his left hand and swings slightly with his steps.
- **The man climbs stairs** at a steady pace, one flight at a time, turning at each landing (up-right, then up-left, then up-right). He never runs, never jumps a flight, never uses the rail to pull himself up.
- **The man reaches** by stretching his RIGHT arm straight up and rising slightly on tiptoe. His fingertip stops at one fixed height — the REACH LINE (the height of the 10 button). This height is identical in every clip.
- **The umbrella press** is one slow vertical lift: left arm raises the closed umbrella straight up until the tip touches the target button, a tiny pause, then down. Nothing else moves during the press.
- **The elevator car** moves in ONE smooth vertical slide, slow and even, never bouncing, never tilting. The green arrow indicator moves with it; the shaft itself never moves.
- **The doorman** moves almost not at all: a head turn to follow the car, one hand rising to his chin, a slow blink. Stillness is what makes him a watcher.
- **The plane** flies in one straight horizontal line, left to right, at an even speed, towing the banner behind it. The banner flutters only very slightly.
- **The camera** is locked to the Movement Lock in Section 1: hard cuts between the three shot sizes; slow vertical pans only, following the car or the climber; no zoom, no spin, no shake, no handheld feel.
- **Faces:** nobody speaks on screen and nobody's lips move, ever. Expression changes are single beats — a smile, a frown, raised eyebrows — held, not animated continuously.

THE THREE RULES THAT PROTECT THE RIDDLE

- 1. REACH RULE (above all rules):** the man's bare hand can touch L through 10 ONLY. In every clip except the umbrella moment in Clip 9, his fingertip must never touch, point at closely, or pass above the 10 button. If any frame shows his hand reaching 11–20, the answer is given away / contradicted — regenerate that clip.
- 2. PANEL RULE:** generate REF-PANEL first and check every label with your own eyes — L at the bottom, 1–20 rising in order, 20 at the very top. Wrong order, a missing number, a grid layout or a garbled digit = regenerate the reference before any clip is made. Generated numbers garble often: the safe fallback is to generate the panel with BLANK white circles and draw L and 1–20 in the editor as an overlay, positioned once and reused in every elevator shot.
- 3. RAIN / UMBRELLA RULE:** it never actually rains on screen, and the umbrella is never open. Rain exists only as the thought-bubble icon (OV-THOUGHT) and in the narration. The umbrella touches a button exactly ONCE in the whole video — the 20 button, in Clip 9.

Voice (locked for the whole video): one warm, confident adult male narrator, American accent, age about 30–35, calm suspenseful storytelling tone, medium pace — the exact same voice, tone and speed in all 9 clips.

File names: P003_REF_Cast · P003_REF_Man · P003_REF_Doorman · P003_REF_Panel · P003_REF_Umbrella · P003_PL1_TowerWide · P003_PL2_Floors2019 · P003_PL3_Staircase · P003_PL4_Elevator · P003_PL5_Lobby · P003_PL6_Sky · P003_OV_... (overlays, Section 5) · P003_F01–F09 · P003_Final.

3 · ALL CODES IN THIS BOOK (the master code index – every code an agent needs)

Reference image codes (generate FIRST, in this order)

Code	What it is	Used in clips	Check before moving on
REF-PANEL	The tall silver elevator panel, L + 1–20 in one column	F01, F05, F07, F08, F09	Every label correct, in order, 20 at the top, L at the bottom (PANEL RULE)
REF-MAN	The Man alone, full body, with the closed umbrella in his left hand	All clips	Height proportions, glasses, flat cap, beard, mustard top, umbrella colours
REF-DOOR MAN	The Doorman alone, full body	F04, F05	Twice the man's height, navy + gold uniform, no other character features mixed in
REF-CAST	Cast sheet: Man + Doorman + 3 tiny neighbours in a row	All clips	The size gap between the Man and the Doorman is clearly visible
REF-UMB	The closed umbrella alone on a plain background	F05, F07, F09	Blue + yellow panels, pointed tip, never open
PL-1	Tower wide at sunset (full cutaway)	F01, F02, F09	Shaft on the LEFT, stairs zig-zag, plaques on floors, sunset light
PL-2	Floors 20–19 close-up	F01, F03	20 = yellow door / peach wall; 19 = teal door / mustard wall
PL-3	Staircase, floors 11–9	F03	Zig-zag turns, floor 10 = pink wall / green door
PL-4	Elevator interior (empty car + panel position)	F01, F05, F07, F08, F09	Teal walls, gold frame, panel on the right wall
PL-5	Lobby	F02, F03, F04	Shaft + doors at left, desk at right, "L" plaque
PL-6	Sky + sea wide (banner space)	F06, F09	Big empty sky band in the middle for the plane overlay

Overlay codes (ALL made in the EDITOR – never generated inside a clip)

Code	What it is	Used in	Notes
OV-X	Red dashed vertical line up the shaft + a big red X at about the 10 level	F01	Marks the ride he does NOT take; editor-drawn, crisp
OV-REACH	White dashed horizontal line at the man's fingertip / 10-button height	F07	One straight line across the whole frame at exactly the 10 height

Code	What it is	Used in	Notes
OV-QUEST	Large yellow "?" with a black outline, floating above the panel	F05	One symbol only, no other text in the frame
OV-THOUGHT	White thought bubble holding a grey rain cloud + blue raindrops	F05	Bubble stays EMPTY in generation; the cloud icon is drawn in the editor
OV-YOU	"YOU" — bold white capitals, black outline, above the yellow 20 door	F08	Marks his home floor in the exterior shaft shot
OV-IND	Elevator indicator: black rounded box, yellow number, green triangle arrow	F02, F03, F09	Number changes per clip (direction of travel); editor-drawn so the number is always exact
OV-PLANE	Small yellow aeroplane towing a white banner: "NEW RIDDLE EVERY DAY" in red serif capitals	F06, F09	Build once, use twice; the banner text is editor-set, never generated
OV-TITLE	Torn-paper banner: "WHY?" big dark-navy + "DOES HE DO THAT?" smaller red under it	F01 (end), thumbnail	The series banner style — cream torn paper, block letters
OV-COMMENT	Torn-paper banner: "TELL ME IN THE COMMENTS"	F06	Same torn-paper system as OV-TITLE
CAPTION	Burned-in series captions, low on frame	All clips	Never over a face, the panel, or the reach line

Clip codes

F01 The 20th Floor + The Refusal • F02 Down Is Easy • F03 Up To Ten, Then The Stairs • F04 The Doorman Notices Rain • F05 Why Does He Do That? • F06 The Pause (comments + banner plane) • F07 The Reveal — Reach • F08 Down Was Never The Problem • F09 The Umbrella + Outro / Loop.

4 · THE SCRIPT (these exact words go inside the prompts in Part B)

1. "This man lives on the twentieth floor of a tall apartment building. And yet, every day, he refuses to take the elevator all the way up."
2. "Every morning, he steps in and rides straight down to the lobby. No trouble at all. Going down has never been a problem for him."
3. "But in the evening, when he comes home from work, he rides up only to the tenth floor. Then he gets out — and walks the last ten flights."
4. "The doorman watched this for weeks, puzzled. Then he noticed one strange detail. Whenever it rained, the man rode straight up to the twentieth floor."
5. "No stairs on rainy days. No stopping at ten. On rainy days, he went all the way to the top. So tell me... why does he do that?"
6. "Think very carefully before the answer. Put your guess in the comments — and look once more at that elevator. The real clue is hiding inside it."
7. "Here is the answer. The man is simply too short. Even standing on tiptoe, the highest button his finger can reach... is the tenth floor."

8. "Going down was never a problem, because the lobby button sits right at the bottom of the panel. Going up, ten was his limit — every single day."
9. "But on rainy days, he was carrying an umbrella. And with its tip, he could press twenty. Did the rain give it away? Follow for tomorrow's riddle."

Timing note: each line is written for one 10-second clip at the locked voice's medium pace. If a generated line runs short, hold the visual — never stretch the voice, never add words.

5 - PART A — REFERENCE IMAGE PROMPTS (generate these 11 first, in code order)

How to use every prompt in this book: paste the WHOLE block, exactly as written. Every block opens with the style order and closes with its own negative block — that repetition is deliberate; it is what stops the generator drifting into photos or 3D.

REF-PANEL · THE ELEVATOR PANEL (the most important reference — generate and check FIRST) → save as P003_REF_Panel

2D FLAT CARTOON ONLY — flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours, soft gradient nowhere in this image — NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. One single object, face-on, filling the frame, on a plain teal background, vertical 9:16: a TALL, NARROW, SILVER elevator button panel with a thin gold edge. On it, ONE single vertical column of small white circles, evenly spaced. Each circle holds ONE black label. From the BOTTOM of the panel upward, the labels read in this exact order: L, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20. The L circle is the lowest, near the bottom of the panel. The 20 circle is the highest, near the very top of the panel. The 10 circle sits just above the middle. Every number is a clean, correct, upright printed digit.

NEGATIVE: no grid of buttons, no two columns, no numbers out of order, no missing number, no extra number, no number above 20, no garbled or mirrored digits, no words, no arrows, no people, no hands, no watermark, no 3D, no realistic metal reflections.

☑ CHECK: read every label out loud, bottom to top. One wrong digit = regenerate this reference. Nothing else in the book works until this panel is perfect. (Safe fallback: generate the panel with BLANK white circles and draw L and 1-20 in the editor — see the PANEL RULE in Section 4.)

REF-MAN · THE MAN (single-character reference) → save as P003_REF_Man

2D FLAT CARTOON ONLY — flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours — NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. Single character reference, full body, standing, facing the camera, on a plain cream background, vertical 9:16: THE MAN — a SHORT adult man, his whole body only about as tall as an ordinary door handle height in the frame, with a big round head for his body size. Round peach face, large round white eyes with black pupils, LARGE round glasses with thin black rims, brown hair at the sides, a neat brown beard and moustache, a brown FLAT CAP, a cheerful open-mouth smile. He wears a mustard-yellow long-sleeved buttoned shirt-coat, brown trousers and dark shoes. In his LEFT hand he holds a CLOSED umbrella pointing tip-down: blue panels with yellow panels between them, a straight handle and a pointed metal tip. His RIGHT hand is empty and relaxed.

NEGATIVE: no tall man, no normal adult height, no child (he is a short ADULT), no glasses missing, no beard missing, no cap missing, no open umbrella, no umbrella in the right hand, no extra people, no text, no numbers, no watermark, no 3D, no realistic skin.

REF-DOORMAN · THE DOORMAN → save as P003_REF_Doorman

2D FLAT CARTOON ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours – NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. Single character reference, full body, standing, facing the camera, on a plain cream background, vertical 9:16: THE DOORMAN – a TALL adult man, a full normal tall height, roughly TWICE the height of a short man. Light skin, short neat dark hair under a dark-navy doorman cap with gold trim, friendly puzzled expression with raised eyebrows, clean-shaven. He wears a dark-navy doorman uniform jacket with gold buttons, a white shirt, dark trousers and black shoes. One hand rests on his chin, thinking. The other arm hangs relaxed.

NEGATIVE: no short man, no glasses, no beard, no flat cap (his cap is a uniform cap), no mustard-yellow clothes, no umbrella, no extra people, no text, no numbers, no watermark, no 3D, no realistic skin.

REF-CAST · THE CAST SHEET → save as P003_REF_Cast

2D FLAT CARTOON ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours – NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. Character reference sheet on a plain cream background, vertical 9:16, figures standing in a row, full body, all facing the camera:

1) THE MAN (left, and clearly the SMALLEST figure, about HALF the height of the tall man beside him): round peach face, large round black-rimmed glasses, brown beard and moustache, brown flat cap, cheerful smile, mustard-yellow buttoned shirt-coat, brown trousers, dark shoes, holding a closed blue-and-yellow umbrella tip-down in his LEFT hand.

2) THE DOORMAN (middle, TALL – about twice the man's height): light skin, short dark hair, navy doorman cap with gold trim, raised eyebrows, navy uniform jacket with gold buttons, white shirt, dark trousers, black shoes.

3) THREE BACKGROUND NEIGHBOURS (right, normal height, very simple): three plain adults in simple coloured clothes (one teal top, one pink dress, one blue shirt), tiny simple faces, standing still.

The height difference between figure 1 and figure 2 must be impossible to miss.

NEGATIVE: no equal heights, no child, no extra people, no animals, no text, no letters, no numbers, no watermark, no 3D, no realistic skin, no open umbrella.

REF-UMB · THE UMBRELLA (prop reference) → save as P003_REF_Umbrella

2D FLAT CARTOON ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours – NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. One single object, centred, vertical, on a plain cream background, vertical 9:16: a CLOSED umbrella standing tip-up for this reference sheet – long and slim, its fabric panels alternating BLUE and YELLOW around it, a straight dark handle with a curved hook at the bottom end, and a sharp pointed silver metal tip at the top end. The umbrella is fully closed and dry.

NEGATIVE: no open umbrella, no wet umbrella, no rain, no hand holding it, no people, no text, no numbers, no watermark, no 3D, no realistic fabric.

PL-1 · TOWER WIDE (background only) → save as P003_PL1_TowerWide

2D FLAT CARTOON ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours, soft gradients ONLY in the sky and the sea – NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. A tall, narrow pastel apartment tower at sunset, seen from the front in CUTAWAY so every floor is visible, no people, vertical 9:16: about twenty stacked floors, each floor a different soft pastel wall colour (peach, mustard, pink, lavender, mint, sky blue), each with one colour-coded door, a teal balcony rail, and a small gold rectangular plaque on the wall (leave every plaque BLANK – numbers are added in editing). A zig-zag teal staircase climbs the inside of the tower, turning at every floor. On the LEFT side of the tower, a clear GLASS elevator shaft runs from the ground to the roof, with one small glass elevator car inside it near the bottom. A rooftop terrace with small green plants and a string of tiny warm lights. Behind the tower: a pink-orange-purple sunset sky with soft flat clouds, the sea with three small white sailboats, a dark blue-purple dusk city with tiny lit windows on both sides, dark rounded mountains at the right, a faint rainbow and a tiny cable car on a thin wire at the far right edge.

NEGATIVE: no people, no numbers or letters on the plaques (blank plaques only), no text, no watermark, no daylight-blue sky, no night sky, no rain, no cars, no 3D, no photorealism.

PL-2 · FLOORS 20-19 (background only) → save as P003_PL2_Floors2019

2D FLAT CARTOON ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours – NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. A two-floor cutaway close-up of the top of an apartment tower, no people, vertical 9:16. TOP FLOOR: a peach wall, one YELLOW door in the centre, a teal balcony rail, a small gold rectangular plaque on the wall (leave it BLANK), and a potted plant with green leaves and one pink flower beside the door. FLOOR BELOW IT: a mustard-yellow wall, one TEAL door, a teal balcony rail, a small gold rectangular plaque (leave it BLANK). At the LEFT edge, the zig-zag teal staircase arrives at the top floor, and the clear glass edge of the elevator shaft runs down the far left. Warm sunset light.

NEGATIVE: no people, no numbers or letters anywhere (blank plaques only), no extra doors, no text, no watermark, no 3D, no photorealism.

PL-3 · STAIRCASE, FLOORS 11-9 (background only) → save as P003_PL3_Staircase

2D FLAT CARTOON ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours – NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. A three-floor cutaway of an apartment tower's staircase, no people, vertical 9:16: a TEAL ZIG-ZAG staircase fills the frame – one flight climbing up to the right, a landing, the next flight climbing up to the left, a landing, the next flight climbing up to the right again – with teal handrails on every flight. Three floors are visible: the middle floor has a PINK wall and one GREEN door with a small gold rectangular plaque beside it (leave the plaque BLANK); the floor below has a PURPLE wall; the floor above has a soft blue wall. Each floor shows its own small gold plaque (all BLANK). Warm indoor sunset light from small wall lamps.

NEGATIVE: no people, no straight staircase (it must zig-zag and turn), no numbers or letters anywhere, no elevator, no text, no watermark, no 3D, no photorealism.

PL-4 · ELEVATOR INTERIOR (background only) → save as P003_PL4_Elevator

2D FLAT CARTOON ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours – NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. The inside of a small elevator car, empty, no people, vertical 9:16: smooth TEAL walls, closed elevator doors with a GOLD frame in the centre of the back wall, a soft round ceiling light, a plain smooth floor. On the RIGHT wall beside the doors, leave one tall, narrow, EMPTY silver panel shape with a thin gold edge – a plain blank panel with NO buttons and NO numbers on it (the finished panel from the reference is placed here in the clips, and its numbers are checked separately). The car feels tall compared with its width.

NEGATIVE: no people, no buttons, no numbers, no letters, no arrows, no mirror, no posters, no text, no watermark, no 3D, no photorealism, no realistic metal reflections.

PL-5 · LOBBY (background only) → save as P003_PL5_Lobby

2D FLAT CARTOON ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours – NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. An apartment building lobby at dusk, no people, vertical 9:16: warm peach walls, a polished plain floor. On the LEFT, the clear glass elevator shaft with the glass elevator car resting at the ground floor and its gold-framed doors closed, with a small gold rectangular plaque on the wall beside it (leave it BLANK). On the RIGHT, a small wooden doorman's desk with a small lamp and a potted plant beside it. At the back, tall glass entrance doors showing a quiet dusk street and a purple-orange sky outside.

NEGATIVE: no people, no numbers or letters anywhere (blank plaque only), no text, no watermark, no cars inside, no 3D, no photorealism.

PL-6 · SKY + SEA (banner background only) → save as P003_PL6_Sky

2D FLAT CARTOON ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours, soft gradients ONLY in the sky and the sea – NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. A wide sunset panorama, no people, no plane, vertical 9:16: the bottom quarter of the frame shows the top floors of a pastel apartment tower with balconies and small plants, rooftops of a dusk city, and the sea with three small white sailboats. The MIDDLE HALF of the frame is one big, calm, empty band of pink-orange-purple sunset sky with two soft flat clouds near the edges – this band stays completely empty (a plane and banner are added later). Warm sunset light throughout.

NEGATIVE: no plane, no banner, no people, no text, no letters, no numbers, no watermark, no rain, no 3D, no photorealism.

6 · PART B – THE 9 VIDEO PROMPTS (10 seconds each, narration inside every prompt)

How to use: in Google Flow, for each clip upload the reference images named at the top of its prompt, paste the whole block, generate. The narration is inside the prompt – Flow creates the voice with the clip. Listen-check every clip; regenerate only the failures. Editor overlays (Section 5, OV codes) are NEVER part of a prompt – the lower third / sky band / bubble spaces named in each timeline are left empty on purpose.

VOICE LOCK (inside every prompt below): one warm, confident adult male narrator, American accent, age about 30–35, calm suspenseful storytelling tone, medium pace – the exact same voice in all 9 clips.

F-01 · THE 20TH FLOOR + THE REFUSAL (0:00-0:10) – Narration line 1

Upload first: P003_PL1_TowerWide + P003_PL2_Floors2019 + P003_REF_Man

Animate as a 2D FLAT CARTOON ANIMATION ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours, soft gradients only in the sky and the sea. NOT realistic, NOT 3D, NOT Pixar, NOT CGI, NOT stick-figure. One continuous shot, vertical 9:16, lasting 10 seconds.

Use the uploaded TOWER WIDE image as the exact building, the uploaded FLOORS 20-19 image for the top floors, and the uploaded MAN image for the exact character – same face, same glasses, same flat cap, same mustard shirt-coat, SAME SHORT HEIGHT, do not redesign or resize him.

SCENE: The pastel tower at sunset, full cutaway. The glass elevator shaft is on the left. At the very top floor (yellow door), the short man stands at his door, smiling, holding his closed blue-and-yellow umbrella tip-down in his left hand. Tiny neighbours stand still on two balconies.

ACTION TIMELINE: 0-3s: wide tower shot, completely calm; the man waves once, small, at his top-floor door. 3-7s: the glass elevator car slides slowly UP the shaft – and stops at about the middle of the tower; it does not continue to the top. 7-10s: hold the wide shot; leave a clean space over the shaft in the upper-middle of the frame (a red dashed line and X are added in editing) and leave the top-centre calm (a title banner is added in editing).

NARRATION AUDIO – GENERATE THE AUDIO WITH THIS CLIP: One narrator voice only: a warm, confident adult male narrator, American accent, age about 30 to 35, calm suspenseful storytelling tone, medium pace – the EXACT SAME voice, same tone and same speed as every other clip in this series.

The narrator says ONLY these exact words, word for word, with nothing added and nothing removed: "This man lives on the twentieth floor of a tall apartment building. And yet, every day, he refuses to take the elevator all the way up." Under the narration, very soft low suspense music and a quiet evening city tone only. The man on screen never speaks and never moves his lips. Finish the narration before the clip ends; any remaining time is music and ambient sound only.

AVOID: normal adult height for the man, the elevator reaching the top floor, realistic faces, 3D look, extra main characters, text, letters, numbers, watermark, camera shake, zoom, fast motion.

F-02 · DOWN IS EASY (0:10-0:20) – Narration line 2

Upload first: P003_PL4_Elevator + P003_REF_Panel + P003_REF_Man + P003_PL5_Lobby

Animate as a 2D FLAT CARTOON ANIMATION ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours. NOT realistic, NOT 3D, NOT Pixar, NOT CGI, NOT stick-figure. One continuous shot, vertical 9:16, lasting 10 seconds.

Use the uploaded ELEVATOR INTERIOR image as the exact car, the uploaded PANEL image as the exact button panel placed on the right wall, the uploaded MAN image for the exact character at the SAME SHORT HEIGHT, and the uploaded LOBBY image for the ending set. Do not redesign anything.

SCENE + ACTION TIMELINE: 0-4s: inside the teal elevator at the top floor. The short man smiles and presses the LOWEST button on the panel – the bottom circle, labelled L – easily, with his right hand, without stretching at all. He holds his closed umbrella tip-down in his left hand. 4-8s: cut to the glass shaft outside: the car slides smoothly DOWN the whole tower to the ground floor, slow and even. 8-10s: the lobby – the gold-framed doors open and the man steps out, cheerful, and walks toward the entrance doors.

NARRATION AUDIO – GENERATE THE AUDIO WITH THIS CLIP: One narrator voice only: a warm, confident adult male narrator, American accent, age about 30 to 35, calm suspenseful storytelling tone, medium pace – the EXACT SAME voice, same tone and same speed as every other clip in this series.

The narrator says ONLY these exact words, word for word, with nothing added and nothing removed: "Every morning, he steps in and rides straight down to the lobby. No trouble at all. Going down has never been a problem for him." Under the narration, very soft low suspense music and a quiet building tone only. The man on screen never speaks and never moves his lips. Finish the narration before the clip ends; any remaining time is music and ambient sound only.

AVOID: the man stretching or reaching high in this clip, his hand anywhere near the top of the panel, wrong or garbled panel numbers, realistic faces, 3D look, extra people, text, letters, watermark, camera shake, fast motion.

F-03 · UP TO TEN, THEN THE STAIRS (0:20-0:30) – Narration line 3

Upload first: P003_PL5_Lobby + P003_PL3_Staircase + P003_REF_Man

Animate as a 2D FLAT CARTOON ANIMATION ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours. NOT realistic, NOT 3D, NOT Pixar, NOT CGI, NOT stick-figure. One continuous shot, vertical 9:16, lasting 10 seconds.

Use the uploaded LOBBY image as the exact opening set, the uploaded STAIRCASE image as the exact second set, and the uploaded MAN image for the exact character at the SAME SHORT HEIGHT. Do not redesign anything.

SCENE + ACTION TIMELINE: 0–3s: evening in the lobby – the man walks in through the glass entrance doors, crosses to the elevator and steps in as the doors open. 3–5s: the glass car rises – and stops at the MIDDLE floor of the tower (the pink-walled floor with the green door); the man steps out there, still smiling. 5–10s: cut to the staircase – the man climbs the teal zig-zag stairs at a steady pace: up one flight to the right, turn at the landing, up the next flight to the left, turn again; the camera pans slowly UP following him. His closed umbrella stays tip-down in his left hand the whole climb.

NARRATION AUDIO – GENERATE THE AUDIO WITH THIS CLIP: One narrator voice only: a warm, confident adult male narrator, American accent, age about 30 to 35, calm suspenseful storytelling tone, medium pace – the EXACT SAME voice, same tone and same speed as every other clip in this series.

The narrator says ONLY these exact words, word for word, with nothing added and nothing removed: "But in the evening, when he comes home from work, he rides up only to the tenth floor.

Then he gets out – and walks the last ten flights." Under the narration, very soft low suspense music, quiet building tone and very soft footsteps only. The man on screen never speaks and never moves his lips. Finish the narration before the clip ends; any remaining time is music and ambient sound only.

AVOID: the elevator going above the middle floor, a straight staircase, the man running or looking tired or angry, realistic faces, 3D look, extra people, text, letters, numbers, watermark, camera shake, fast motion.

F-04 · THE DOORMAN NOTICES RAIN (0:30-0:40) – Narration line 4

Upload first: P003_PL5_Lobby + P003_PL1_TowerWide + P003_REF_Cast

Animate as a 2D FLAT CARTOON ANIMATION ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours, soft gradients only in the sky. NOT realistic, NOT 3D, NOT Pixar, NOT CGI, NOT stick-figure. One continuous shot, vertical 9:16, lasting 10 seconds. Use the uploaded LOBBY and TOWER WIDE images as the exact sets and the uploaded CAST image for the exact characters – the tall doorman in his navy-and-gold uniform, the short man at HALF the doorman's height with his glasses, flat cap, mustard shirt-coat and closed blue-and-yellow umbrella in his left hand. Do not redesign or resize anyone.

SCENE + ACTION TIMELINE: 0–4s: the lobby – the TALL doorman stands at his desk on the right, watching. The short man enters, nods hello, and steps into the elevator. The doorman's eyebrows rise; one hand comes up to his chin. 4–7s: the doorman turns his head slowly, following the glass car as it rises part-way and stops mid-tower, puzzled. 7–10s: cut to the wide tower at a rainy-day mood – the same sunset tower, but now soft grey clouds sit above it (NO rain falls); the glass car rises smoothly ALL the way to the very top floor, and the doorman, small in the lobby doorway below, stares up at it, amazed.

NARRATION AUDIO – GENERATE THE AUDIO WITH THIS CLIP: One narrator voice only: a warm, confident adult male narrator, American accent, age about 30 to 35, calm suspenseful storytelling tone, medium pace – the EXACT SAME voice, same tone and same speed as every other clip in this series.

The narrator says ONLY these exact words, word for word, with nothing added and nothing removed: "The doorman watched this for weeks, puzzled. Then he noticed one strange detail. Whenever it rained, the man rode straight up to the twentieth floor." Under the narration, very soft low suspense music and quiet building tone only. Nobody on screen speaks or moves their lips. Finish the narration before the clip ends; any remaining time is music and ambient sound only.

AVOID: rain falling anywhere, the umbrella open, the doorman entering the elevator or pressing anything, the man at normal height, realistic faces, 3D look, extra people, text, letters, numbers, watermark, camera shake, fast motion.

F-05 · WHY DOES HE DO THAT? (0:40-0:50) – Narration line 5 · THE QUESTION

Upload first: P003_PL4_Elevator + P003_REF_Panel + P003_REF_Man

Animate as a 2D FLAT CARTOON ANIMATION ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours. NOT realistic, NOT 3D, NOT Pixar, NOT CGI, NOT stick-figure. One continuous shot, vertical 9:16, lasting 10 seconds.

Use the uploaded ELEVATOR INTERIOR image as the exact car, the uploaded PANEL image as the exact button panel on the right wall, and the uploaded MAN image for the exact character at the SAME SHORT HEIGHT. Do not redesign anything.

SCENE + ACTION TIMELINE: 0-4s: inside the teal elevator. The short man stands before the TALL silver panel and looks UP at it – the panel towers above his head. He holds his closed umbrella tip-down in his left hand. His right hand hangs at his side; he does NOT raise it in this clip. 4-7s: a big EMPTY white thought bubble appears above his head (completely empty – its picture is drawn in editing); leave clean empty space above the panel too (a question mark is added in editing). 7-10s: the camera holds, almost still; the man glances from the top of the panel down to his umbrella, then back up, thinking. Nothing else moves.

NARRATION AUDIO – GENERATE THE AUDIO WITH THIS CLIP: One narrator voice only: a warm, confident adult male narrator, American accent, age about 30 to 35, calm suspenseful storytelling tone, medium pace – the EXACT SAME voice, same tone and same speed as every other clip in this series.

The narrator says ONLY these exact words, word for word, with nothing added and nothing removed: "No stairs on rainy days. No stopping at ten. On rainy days, he went all the way to the top. So tell me... why does he do that?" Under the narration, very soft low suspense music and a quiet elevator hum only. The man on screen never speaks and never moves his lips. Finish the narration before the clip ends; any remaining time is music and ambient sound only.

AVOID: anything inside the thought bubble (keep it empty), any question mark or symbol generated in the frame, the man raising his right hand toward the panel, his hand near any button above the middle, wrong or garbled panel numbers, realistic faces, 3D look, extra people, text, letters, watermark, camera shake.

F-06 · THE PAUSE (0:50-1:00) – Narration line 6 · COMMENTS + BANNER PLANE SHOT

Upload first: P003_PL6_Sky + P003_PL4_Elevator + P003_REF_Panel

Animate as a 2D FLAT CARTOON ANIMATION ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours, soft gradients only in the sky and the sea. NOT realistic, NOT 3D, NOT Pixar, NOT CGI, NOT stick-figure. One continuous shot, vertical 9:16, lasting 10 seconds.

Use the uploaded SKY image as the exact set – its big empty middle sky band stays EMPTY in this clip (a plane and banner are added in editing) – and the uploaded ELEVATOR INTERIOR and PANEL images for the exact closing shot. Do not redesign anything.

SCENE + ACTION TIMELINE: 0-6s: the wide sunset panorama – tower top and balconies at the bottom, sea and sailboats below, the huge calm empty sky band across the middle. Almost nothing moves: two soft clouds drift very slowly, a sailboat crosses far below. This is the thinking pause; keep it calm and leave the lower third free (a comments banner is added in editing). 6-10s: hard cut to the elevator interior, close on the tall silver panel – hold on the panel's full height, bottom label to top label, completely still. The panel is the clue; let the viewer study it.

NARRATION AUDIO – GENERATE THE AUDIO WITH THIS CLIP: One narrator voice only: a warm, confident adult male narrator, American accent, age about 30 to 35, calm suspenseful storytelling tone, medium pace – the EXACT SAME voice, same tone and same speed as every other clip in this series.

The narrator says ONLY these exact words, word for word, with nothing added and nothing removed: "Think very carefully before the answer. Put your guess in the comments – and look once more at that elevator. The real clue is hiding inside it." Under the narration, very soft low suspense music and a quiet evening air tone only. Nobody on screen speaks or moves their lips. Finish the narration before the clip ends; any remaining time is music and ambient sound only. AVOID: any plane, banner, text or letters generated in the sky band, any person in the panorama, any hand touching the panel in the closing shot, wrong or garbled panel numbers, realistic faces, 3D look, watermark, camera shake, fast motion.

F-07 · THE REVEAL – REACH (1:00-1:10) – Narration line 7 · REVEAL PART 1

Upload first: P003_PL4_Elevator + P003_REF_Panel + P003_REF_Man + P003_REF_Umbrella

Animate as a 2D FLAT CARTOON ANIMATION ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours. NOT realistic, NOT 3D, NOT Pixar, NOT CGI, NOT stick-figure. One continuous shot, vertical 9:16, lasting 10 seconds.

Use the uploaded ELEVATOR INTERIOR image as the exact car, the uploaded PANEL image as the exact button panel on the right wall, the uploaded MAN image for the exact character at the SAME SHORT HEIGHT, and the uploaded UMBRELLA image for the exact umbrella. Do not redesign anything. SCENE + ACTION TIMELINE: 0-4s: inside the teal elevator. The short man faces the tall panel, takes a breath, and stretches his RIGHT arm straight up as high as it will go, rising slightly on tiptoe. 4-7s: his fingertip reaches – and just touches – the button just above the middle of the panel (the 10 button). His arm is at its absolute maximum stretch; his fingertip physically cannot go one centimetre higher. Leave a clean horizontal band across the frame at exactly his fingertip height (a dashed reach line is added in editing). 7-10s: he holds the stretch for a beat, then drops his arm, looks up at the buttons far above his reach, and gives one small good-natured shrug. His closed umbrella stays tip-down in his LEFT hand the entire clip – it does not move.

REACH RULE FOR THIS CLIP: his fingertip touches the 10 button and NOTHING higher. If his hand passes above that button, the clip has failed – regenerate it.

NARRATION AUDIO – GENERATE THE AUDIO WITH THIS CLIP: One narrator voice only: a warm, confident adult male narrator, American accent, age about 30 to 35, calm suspenseful storytelling tone, medium pace – the EXACT SAME voice, same tone and same speed as every other clip in this series.

The narrator says ONLY these exact words, word for word, with nothing added and nothing removed: "Here is the answer. The man is simply too short. Even standing on tiptoe, the highest button his finger can reach... is the tenth floor." Under the narration, the suspense music softens into a warm, satisfied tone; quiet elevator hum. The man on screen never speaks and never moves his lips. Finish the narration before the clip ends; any remaining time is music and ambient sound only.

AVOID: the fingertip touching or passing any button above the middle one, the umbrella moving or rising, the man jumping to reach higher, wrong or garbled panel numbers, realistic faces, 3D look, extra people, text, letters, watermark, camera shake.

F-08 · DOWN WAS NEVER THE PROBLEM (1:10-1:20) – Narration line 8 · REVEAL PART 2

Upload first: P003_PL4_Elevator + P003_REF_Panel + P003_REF_Man + P003_PL1_TowerWide

Animate as a 2D FLAT CARTOON ANIMATION ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours, soft gradients only in the sky. NOT realistic, NOT 3D, NOT Pixar, NOT CGI, NOT stick-figure. One continuous shot, vertical 9:16, lasting 10 seconds.

Use the uploaded ELEVATOR INTERIOR and PANEL images for the exact car and panel, the uploaded MAN image for the exact character at the SAME SHORT HEIGHT, and the uploaded TOWER WIDE image for the exact exterior shot. Do not redesign anything.

SCENE + ACTION TIMELINE: 0-5s: inside the elevator, a clear side view of the man beside the FULL panel. Without stretching at all, he taps the BOTTOM button of the panel (the L button) easily with his right hand – relaxed, elbow bent – then the camera drifts slowly UP the panel, past button after button, all the way to the top button, far above his head, while he stays small at the bottom of the frame looking up. 5-10s: cut outside to the glass shaft beside the top floor of the tower (the floor with the YELLOW door): the glass car sits at that top floor; leave clean space above the yellow door (a "YOU" label is added in editing).

NARRATION AUDIO – GENERATE THE AUDIO WITH THIS CLIP: One narrator voice only: a warm, confident adult male narrator, American accent, age about 30 to 35, calm suspenseful storytelling tone, medium pace – the EXACT SAME voice, same tone and same speed as every other clip in this series.

The narrator says ONLY these exact words, word for word, with nothing added and nothing removed: "Going down was never a problem, because the lobby button sits right at the bottom of the panel. Going up, ten was his limit – every single day." Under the narration, warm satisfied music and a quiet building tone only. The man on screen never speaks and never moves his lips. Finish the narration before the clip ends; any remaining time is music and ambient sound only.

AVOID: the man stretching in the first half (the bottom-button tap must look effortless), his hand near the top of the panel, any generated word above the yellow door, wrong or garbled panel numbers, realistic faces, 3D look, extra people, text, letters, watermark, camera shake.

F-09 · THE UMBRELLA + OUTRO / LOOP (1:20-1:30) – Narration line 9 · REVEAL PART 3 + END

Upload first: P003_PL4_Elevator + P003_REF_Panel + P003_REF_Man + P003_REF_Umbrella + P003_PL6_Sky

Animate as a 2D FLAT CARTOON ANIMATION ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours, soft gradients only in the sky and the sea. NOT realistic, NOT 3D, NOT Pixar, NOT CGI, NOT stick-figure. One continuous shot, vertical 9:16, lasting 10 seconds.

Use the uploaded ELEVATOR INTERIOR and PANEL images for the exact car and panel, the uploaded MAN image for the exact character at the SAME SHORT HEIGHT, the uploaded UMBRELLA image for the exact umbrella, and the uploaded SKY image for the exact outro set. Do not redesign anything. SCENE + ACTION TIMELINE: 0-5s: inside the teal elevator on a rainy day (soft grey light at the door edges; NO rain falls). The short man smiles, raises his LEFT arm, and lifts the CLOSED umbrella slowly straight up, vertically, until its pointed TIP touches the very TOP button of the panel (the 20 button). The tip glows softly at the exact contact point for a beat. His right hand does not move. This is the only umbrella press in the whole video. 5-7s: the doors close on his happy face; cut to the glass shaft – the car rises smoothly all the way to the top floor and stops at the yellow door. 7-10s: cut to the wide sunset panorama (the SKY set) – its middle sky band stays empty (the plane and banner are added in editing, the same overlay used in Clip 6); end holding on the wide tower-at-sunset composition so the video loops cleanly back into Clip 1.

NARRATION AUDIO – GENERATE THE AUDIO WITH THIS CLIP: One narrator voice only: a warm, confident adult male narrator, American accent, age about 30 to 35, calm suspenseful storytelling tone, medium pace – the EXACT SAME voice, same tone and same speed as every other clip in this series.

The narrator says ONLY these exact words, word for word, with nothing added and nothing removed: "But on rainy days, he was carrying an umbrella. And with its tip, he could press twenty. Did the rain give it away? Follow for tomorrow's riddle." Under the narration, warm closing music and a quiet evening tone. The man on screen never speaks and never moves his lips.

Finish the narration before the clip ends; any remaining time is music only.

AVOID: the umbrella open, rain falling, his right hand pressing anything, the tip touching any button except the very top one, the car stopping below the top floor, wrong or garbled panel numbers, any plane or banner generated in the sky band, realistic faces, 3D look, extra people, text, letters, watermark, camera shake.

7 · PART C – AGENT MODE MASTER PROMPT (paste ONCE, the Agent builds all 9 clips)

Before you paste:

1. Use Flow on a computer (Agent mode is in the web version). Click **Agent** in the prompt box to turn Agent ON.
2. Set defaults: **9:16**, and keep "**Confirm before generating: Always**" ON – you approve each step before it spends.
3. For true 10-second clips pick the **Omni Flash** model if offered (Veo clips land near 8 seconds – if the Agent uses Veo, tell it: "*Extend any clip shorter than 10 seconds*").
4. First generate the eleven reference images from Part A of this book yourself – in this order: REF-PANEL (check every number before anything else), REF-MAN, REF-DOORMAN, REF-CAST, REF-UMB, PL-1, PL-2, PL-3, PL-4, PL-5, PL-6 – and add them to the project. Then paste the whole box below in ONE message. Check the panel and the man's height in the Agent's plan, then reply: "**Generate all shots.**"

Create a complete vertical animated riddle video called "PROJECT 003 – The Man and the Elevator" in this project. It is ONE video of 9 clips, every clip exactly 10 seconds, vertical 9:16. The answer (he is too short to reach the top button; his umbrella tip presses it on rainy days) is

revealed only in Clips 7, 8 and 9 – never earlier.

GLOBAL STYLE (every image and every clip, no exceptions): 2D FLAT CARTOON ANIMATION ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours, soft gradients only in sky and sea. NEVER realistic, NEVER a photo, NEVER 3D, NEVER Pixar, NEVER CGI, NEVER stick-figure. No text, no letters, no numbers, no captions, no watermark inside any generated frame except the checked elevator panel from the reference – titles, banners, symbols, floor numbers and the reach line are added later in an editor. Thought bubbles, when a clip asks for one, must be EMPTY.

INGREDIENTS (already in this project – use them for every clip, never redesign):

- P003_REF_Panel: the tall silver elevator panel – ONE column of white circles, from the BOTTOM upward: L, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20. L lowest, 20 at the very top, 10 just above the middle.
- P003_REF_Man / P003_REF_Cast: THE MAN – a SHORT adult, about HALF the height of an elevator door and half the doorman's height; round peach face, LARGE round black-rimmed glasses, brown beard and moustache, brown flat cap, cheerful smile, mustard-yellow buttoned shirt-coat, brown trousers, dark shoes; closed blue-and-yellow umbrella, tip-down, always in his LEFT hand; his RIGHT hand reaches and presses.
- P003_REF_Doorman: THE DOORMAN – tall, navy doorman uniform with gold buttons and a gold-trim navy cap; he only watches, hand on chin; he never enters the elevator.
- P003_REF_Umbrella: the closed umbrella – blue and yellow panels, straight handle, pointed metal tip; never open.
- P003_PL1_TowerWide / PL2_Floors2019 / PL3_Staircase / PL4_Elevator / PL5_Lobby / PL6_Sky: the six sets, exactly as drawn. Floor 20 = yellow door + peach wall. Floor 19 = teal door + mustard wall. Floor 10 = pink wall + green door. The staircase is a teal ZIG-ZAG. The elevator shaft is on the LEFT of the tower. The car interior is teal with a gold door frame.

THE THREE RULES (check after EVERY generation):

1. REACH RULE: the man's bare fingertip can touch L through 10 ONLY, ever – except that in Clip 9 his UMBRELLA TIP (never his hand) touches 20. Any frame of his hand at 11–20 = regenerate that shot.
2. PANEL RULE: the panel must always match REF-PANEL exactly – one column, L at the bottom, 1–20 rising in order, no garbled digit. A wrong panel = regenerate that shot.
3. RAIN RULE: it never rains on screen and the umbrella is never open. Rain exists only in narration and in an editor-drawn thought-bubble icon after generation.

MOVEMENT RULES (every clip): the man walks with short cheerful steps, umbrella tip-down in his left hand; he climbs the zig-zag stairs steadily, turning at each landing (up-right, up-left), camera panning slowly up with him; he reaches by stretching his right arm straight up on tiptoe to ONE fixed height – the 10 button – identical in every clip; the umbrella press is one slow vertical lift in Clip 9 only; the elevator car moves in one smooth slow vertical slide; the doorman barely moves (head turn, hand to chin); camera work is hard cuts between wide tower / 2–3 floor cutaway / elevator close-up, with slow vertical pans only – no zoom, no spin, no shake.

VOICE + SOUND RULE (every clip): GENERATE THE AUDIO WITH EACH CLIP. One narrator voice for the WHOLE video: a warm, confident adult male narrator, American accent, age about 30 to 35, calm suspenseful storytelling tone, medium pace – the EXACT SAME voice, tone and speed in all 9 clips. In EVERY clip the narrator says the clip's narration line EXACTLY, word for word, with nothing added and nothing removed, and there is NO other speech. The characters on screen never speak and never move their lips. Under the narration: very soft low suspense music plus the ambient sound noted per clip. Listen-back rule: after generating each clip, check the narration words are exactly right; if one word is wrong or the voice changes, regenerate that clip.

THE 9 CLIPS (generate in this order, name them P003_F01 ... P003_F09):

CLIP 1 – "The 20th floor + the refusal" (ingredients: PL1 + PL2 + REF_Man). Wide tower at sunset, full cutaway; the short man waves once at his top-floor (yellow) door, umbrella tip-down in his left hand; the glass car rises up the left shaft and stops mid-tower, never reaching the top; leave clean space over the shaft and at top-centre (editor overlays come later).

NARRATION (exact words): "This man lives on the twentieth floor of a tall apartment building. And yet, every day, he refuses to take the elevator all the way up."
Ambient: quiet evening city tone.

CLIP 2 – "Down is easy" (ingredients: PL4 + REF_Panel + REF_Man + PL5). Inside the teal car, the man presses the BOTTOM panel button (L) easily with his right hand, no stretching; the car slides smoothly down the whole shaft; in the lobby the doors open and he steps out cheerful. NARRATION (exact words): "Every morning, he steps in and rides straight down to the lobby. No trouble at all. Going down has never been a problem for him." Ambient: quiet building tone.

CLIP 3 – "Up to ten, then the stairs" (ingredients: PL5 + PL3 + REF_Man). Evening lobby: he enters, steps into the car; it rises and stops at the middle (pink-wall, green-door) floor; he steps out and climbs the teal zig-zag stairs steadily – up-right, turn, up-left – camera panning slowly up with him, umbrella tip-down in his left hand throughout. NARRATION (exact words): "But in the evening, when he comes home from work, he rides up only to the tenth floor. Then he gets out – and walks the last ten flights." Ambient: quiet building tone, very soft footsteps.

CLIP 4 – "The doorman notices rain" (ingredients: PL5 + PL1 + REF_Cast). Lobby: the tall doorman at his desk watches the short man enter and ride part-way up, hand rising to his chin, puzzled; then the wide tower under soft grey clouds (NO rain falls) – the car rises ALL the way to the top floor while the doorman stares up from the lobby doorway. NARRATION (exact words): "The doorman watched this for weeks, puzzled. Then he noticed one strange detail. Whenever it rained, the man rode straight up to the twentieth floor." Ambient: quiet building tone.

CLIP 5 – "Why does he do that?" (ingredients: PL4 + REF_Panel + REF_Man). Elevator close-up: the man stands before the tall panel looking UP at it, umbrella tip-down in his left hand, right hand DOWN at his side – he never raises it; a big EMPTY white thought bubble appears above his head; leave clean space above the panel; he glances from the panel top down to his umbrella and back up, thinking. NARRATION (exact words): "No stairs on rainy days. No stopping at ten. On rainy days, he went all the way to the top. So tell me... why does he do that?" Ambient: quiet elevator hum.

CLIP 6 – "The pause" (ingredients: PL6 + PL4 + REF_Panel). The wide sunset panorama, almost still – clouds drifting very slowly, one sailboat below, the big middle sky band completely EMPTY; lower third free; then a hard cut to a still close-up of the full panel, bottom label to top label, nobody touching it. NARRATION (exact words): "Think very carefully before the answer. Put your guess in the comments – and look once more at that elevator. The real clue is hiding inside it." Ambient: quiet evening air tone.

CLIP 7 – "The reveal: reach" (ingredients: PL4 + REF_Panel + REF_Man + REF_Umbrella). The man stretches his right arm straight up on tiptoe to his ABSOLUTE maximum – his fingertip just touches the 10 button and cannot go higher; leave a clean horizontal band at his fingertip height across the frame; he holds the stretch, drops his arm, looks up at the far buttons and shrugs, good-natured. The umbrella stays tip-down in his left hand and does not move. NARRATION (exact words): "Here is the answer. The man is simply too short. Even standing on tiptoe, the highest button his finger can reach... is the tenth floor." Ambient: quiet elevator hum; music softening warm.

CLIP 8 – "Down was never the problem" (ingredients: PL4 + REF_Panel + REF_Man + PL1). Side view: the man taps the BOTTOM button (L) effortlessly, elbow bent; the camera drifts slowly UP the full panel to the top button far above his head while he stays small below, looking up; then cut outside – the glass car rests beside the top (yellow-door) floor; leave clean space above that door. NARRATION (exact words): "Going down was never a problem, because the lobby button sits right at the bottom of the panel. Going up, ten was his limit – every single day." Ambient: quiet building tone; warm satisfied music.

CLIP 9 – "The umbrella + outro / loop" (ingredients: PL4 + REF_Panel + REF_Man + REF_Umbrella + PL6). Rainy-day light, no rain falling: the man raises his LEFT arm and lifts the CLOSED umbrella slowly straight up until its TIP touches the very TOP button (20); the tip glows at the contact point; doors close on his happy face; the car rises the whole shaft to the yellow door; cut to the wide sunset panorama, sky band empty, ending on the wide tower composition so the video loops into Clip 1. NARRATION (exact words): "But on rainy days, he was carrying an umbrella. And with its tip, he

could press twenty. Did the rain give it away? Follow for tomorrow's riddle."
Ambient: warm closing music, quiet evening tone.

When all 9 clips exist, list them in order P003_F01-P003_F09 and report any clip whose panel, reach or narration failed its check.

8 - EDIT, CHECK, POST (simple steps)

1. **Join** the clips in order F01 → F09. Trim each clip to its real narration length — never stretch a clip to fill silence.
2. **Add the editor overlays (Section 5) — all drawn in the editor, never generated:** F01 — OV-X (red dashed shaft line + red X at the 10 level) and, at the end of F01, OV-TITLE ("WHY?" / "DOES HE DO THAT?" on a cream torn-paper banner). F02 + F03 + F09 — OV-IND (black indicator box, yellow number, green arrow, matching the car's direction). F05 — OV-QUEST (big yellow "?") above the panel + OV-THOUGHT (rain cloud icon inside the empty thought bubble). F06 — OV-COMMENT banner low on frame, then OV-PLANE (yellow plane towing the "NEW RIDDLE EVERY DAY" banner) across the empty sky band. F07 — OV-REACH (white dashed line at fingertip height, exactly at the 10 button). F08 — OV-YOU above the yellow door. F09 — OV-PLANE again over the outro sky band (same overlay as F06 — build once, use twice).
3. **Floor numbers in the editor:** if any generated plaque is blank or garbled (they were prompted blank on purpose), draw the floor number on the gold plaque in the editor — black bold numerals, positioned once per set and reused. Never let a generated number stand unchecked.
4. **Captions:** burn in your series captions, low on the frame, never covering a face, the panel, the umbrella tip or the reach line.
5. **REACH CHECK (before export, clip by clip):** the man's hand touches a button in F02 (L only, no stretch), F07 (10 only, full stretch) and F08 (L only, effortless). His hand goes NOWHERE near a button in F01, F03, F04, F05, F06. The umbrella tip touches 20 in F09 only. Anything else = regenerate that clip before export.
6. **PANEL CHECK:** pause on every elevator frame. One column, L at the bottom, 1-20 in order, 20 at the top, no garbled digit. If the panel was built with blank circles (the safe route), confirm the editor-drawn labels sit inside the circles in every shot and never drift between clips.
7. **HEIGHT CHECK:** in every two-character frame, the man is about HALF the doorman's height; in every elevator frame, about half the door's height. A clip where he "grows" = regenerate.
8. **Voice check:** every line present, one voice throughout, no dead air longer than a breath. **Levels:** narration clearly above the music; export around -14 LUFS.
9. **Loop check:** watch the exported file loop once — F09's final wide tower frame must flow into F01's opening without a jump in sky colour or tower position.
10. **Post:** caption = the question only — *"He lives on the 20th floor... but he only rides to the 10th. Except when it rains. Why? Answer at the end."* Pin your own comment asking for guesses, and do not spoil the umbrella in replies to people who have not finished the video.

9 - THUMBNAIL / COVER (the torn-paper banner system)

The cover for this riddle is a full-tower poster: the whole pastel tower at sunset with the torn-paper banner across its upper-middle. Use that composition — it shows the puzzle (a tower, a tiny man, one question) without showing the answer.

Generate text-free, add all text in the editor: the full PL-1 tower wide shot, sunset sky, sea and sailboats behind, the glass shaft on the left, and the short man (glasses, flat cap, mustard shirt-coat) small at the top-floor yellow door, holding his closed umbrella DOWN at his side. Leave the upper-middle band of the tower clean for the banner.

Editor text: torn-paper cream banner — "WHY?" in very large dark-navy block letters, "DOES HE DO THAT?" in smaller red block letters under it (the riddle's question — keep it short and exact).

Never on the thumbnail: the umbrella raised to a button, the reach line, the man stretching, or the word "short" anywhere — each one gives the answer away before the video starts. No part label — this is a single video, not a two-parter.

The finished thumbnail prompt (copy-paste – text-free, add the words in your editor)

2D FLAT CARTOON ONLY – flat 2D cartoon / motion-graphic style, clean medium dark outlines, flat colours, soft gradients only in the sky and the sea – NOT a photo, NOT realistic, NOT 3D, NOT Pixar, NOT CGI. A vertical 9:16 poster, no text anywhere: a tall, narrow pastel apartment tower at sunset in full cutaway – about twenty stacked floors in soft pastel colours, colour-coded doors, teal balcony rails, small blank gold plaques, a zig-zag teal staircase inside, and a clear glass elevator shaft running up the LEFT side with one small glass car near the bottom. At the very top floor, beside a YELLOW door, stands one tiny figure: a SHORT adult man with a round peach face, LARGE round black-rimmed glasses, a brown beard and moustache, a brown flat cap and a mustard-yellow shirt-coat, holding a CLOSED blue-and-yellow umbrella DOWN at his side, pointing tip-down. Behind the tower: a pink-orange-purple sunset sky with soft flat clouds, the sea with three small white sailboats, a dark blue-purple dusk city with tiny lit windows, dark rounded mountains at the right. Leave the upper-middle band across the tower completely calm and uncluttered (a banner is added in editing).

NEGATIVE: no text, no letters, no numbers, no banner, no umbrella raised, no arm reaching up, no tall man, no extra main characters, no rain, no watermark, no 3D, no photorealism.

10 - POSTING COPY – COPY-PASTE (caption, pinned comment, video title)

Instagram / YouTube caption (paste as-is):

He lives on the 20th floor... but every evening he only rides the elevator to the 10th. Except when it rains. ☔ Why? ☑ Watch till the end for the answer – and tell me in the comments if you got it before the reveal! ☑ New riddle every day.

#riddle #riddles #puzzle #brainteaser #logicpuzzle #mystery #detective #animation #shorts #reels

Pinned comment (paste as-is, pin it the moment you post):

STOP ☑ Guess BEFORE the reveal: why does he walk the last 10 floors – but never on rainy days? Best wrong answers get a ☑☑

Video title options (pick one, paste as-is):

He Lives on the 20th Floor... But Only Rides to the 10th ☑ Why?
The Elevator Riddle Nobody Gets Right ☑☑ Can You Solve It?
Why Does He Walk the Last 10 Floors? (Answer at the End!)