AGI CAROUSEL DESIGN HYPERKB OS

Agency-grade viral square carousel intelligence

670-page agency-grade OS for 1:1 viral carousels, big classy typography, 90% fill, pop-art/neo-tech aesthetics, full HyperSkills, auto-review, and hyperagentic production.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence
- No template without brand memory
- No CTA before trust has been built

Epistemic Safety Declaration

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

Epistemic Safety Declaration defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Epistemic Safety Declaration to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Supreme Identity

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

Supreme Identity defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

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EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Supreme Identity to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Supreme Law

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

Supreme Law defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Supreme Law to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Domain Constitution

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

Domain Constitution defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Domain Constitution to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Ontological Classification

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

Ontological Classification defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Ontological Classification to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Central Research Question

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

Central Research Question defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Central Research Question to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Generative Kernel

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

Generative Kernel defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Generative Kernel to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

MCD Quality Lens

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

MCD Quality Lens defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply MCD Quality Lens to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

QMCD Model Superposition

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

QMCD Model Superposition defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply QMCD Model Superposition to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

MCAI Carousel Pipeline

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

MCAI Carousel Pipeline defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply MCAI Carousel Pipeline to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HAKIM-MCD Modules

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

HAKIM-MCD Modules defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply HAKIM-MCD Modules to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Evidence Anchors

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

This OS separates source-backed platform and design anchors from synthesized agency practice.
S1: Meta Business Help: carousel feed guidance includes 1:1 or 4:5 and feed resolution guidance around 1080 x 1080 px.
S2: Meta Business Help: feed placements support both 1:1 and 4:5; vertical placements require separate adaptation.
S3: LinkedIn Carousel Ads: JPG/PNG, 1:1, at least 1080 x 1080 px, 2-10 cards.
S4: LinkedIn Help: recommended individual image spec 1080 x 1080 px, max file size 10 MB, headline truncation risk.
S5: Tate: Pop Art drew inspiration from mass media, advertising, and popular culture.
S6: MoMA: Pop Art borrowed imagery from consumer goods, mass media, and popular culture.
S7: Nielsen Norman Group: visual hierarchy guides the eye through color, contrast, scale, and grouping.
S8: AIGA: typography is concerned with form and legibility of letterforms.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

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- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Evidence Anchors to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Operational Glossary

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

Operational Glossary defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Operational Glossary to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Deployment Modes

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

Deployment Modes defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Deployment Modes to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

One-Page Generation Protocol

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

One-Page Generation Protocol defines the cognitive contract of the KB. The system exists to transform carousel knowledge into operations, operations into HyperSkills, HyperSkills into HyperLoops, and HyperLoops into a self-correcting production OS.

The practical boundary is strict: no universal viral guarantees, no decorative filler, no unsupported platform certainty, and no theory that cannot become a review question, template, prompt, or production step.

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply One-Page Generation Protocol to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Table of Contents I

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

001-020: Front Matter + Constitution
021-050: Platform Geometry + Evidence Constraints
051-110: Agency-Grade Aesthetic Constitution

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Table of Contents I to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Table of Contents II

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

111-180: 1:1 Square + 90% Fill Composition Engine
181-250: Big Classy Typography Operating System
251-320: Pop Art x Neo-Tech x Hyperhuman Visual Language

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Table of Contents II to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Table of Contents III

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

321-390: Information Flow + Enchainement Intelligence
391-460: Viral Mechanics + Campaign Archetypes
461-550: HyperSkills Full Text Library

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Table of Contents III to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Table of Contents IV

Foundational rule for the complete operating system.

DOCTRINE + MECHANISM

551-610: HyperLoops + HyperAgentic Production Layer
611-650: Auto-Review Courts + Metrics + QA
651-670: RAG/GraphRAG, Deployment, Final AGI Kernel

EXECUTION + COURT

Run the page as a production module: define input, execute the rule, test against failure modes, repair, and store memory.

- No slide without a cognitive action
- No beauty without hierarchy
- No density without reading path
- No pop-art energy without premium restraint
- No agency system without repeatable critique
- No viral claim without post-publication evidence

AGENTIC PROMPT

```
Prompt: Apply Table of Contents IV to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Export Discipline

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For visual identity, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Density Governance = 90% fill by layers, not noise. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Export Discipline to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

LinkedIn Constraint

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For B2B trust building, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: CTA Continuity = next action feels like natural continuation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply LinkedIn Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Meta Constraint

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For premium brand systems, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Semantic Compression = kernel that can regenerate the full explanation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Meta Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Spec Uncertainty

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For design operations, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Save Value = model, checklist, template, scorecard, or tool. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Spec Uncertainty to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Square Default Doctrine

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For copywriting, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Scroll Interruption = scale + contrast + contradiction + iconic image. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Square Default Doctrine to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Export Discipline

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For client acquisition, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Density Governance = 90% fill by layers, not noise. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Export Discipline to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

LinkedIn Constraint

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For thought leadership, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: CTA Continuity = next action feels like natural continuation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Verify dimensions
- Safe margin 7-10%
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AGENTIC PROMPT

```
Prompt: Apply LinkedIn Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Meta Constraint

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For consulting authority, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Semantic Compression = kernel that can regenerate the full explanation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Verify dimensions
- Safe margin 7-10%
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AGENTIC PROMPT

```
Prompt: Apply Meta Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
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FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Spec Uncertainty

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For lead magnet design, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

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Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

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AGENTIC PROMPT

```
Prompt: Apply Spec Uncertainty to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Square Default Doctrine

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For AI agency positioning, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Scroll Interruption = scale + contrast + contradiction + iconic image. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Verify dimensions
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AGENTIC PROMPT

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Prompt: Apply Square Default Doctrine to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Export Discipline

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For visual identity, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Density Governance = 90% fill by layers, not noise. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
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AGENTIC PROMPT

```
Prompt: Apply Export Discipline to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

LinkedIn Constraint

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For B2B trust building, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: CTA Continuity = next action feels like natural continuation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply LinkedIn Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Meta Constraint

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For premium brand systems, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Semantic Compression = kernel that can regenerate the full explanation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Meta Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Spec Uncertainty

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For design operations, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Save Value = model, checklist, template, scorecard, or tool. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Spec Uncertainty to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Square Default Doctrine

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For copywriting, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Scroll Interruption = scale + contrast + contradiction + iconic image. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Square Default Doctrine to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Export Discipline

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For client acquisition, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Density Governance = 90% fill by layers, not noise. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Export Discipline to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

LinkedIn Constraint

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For thought leadership, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: CTA Continuity = next action feels like natural continuation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Verify dimensions
- Safe margin 7-10%
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AGENTIC PROMPT

```
Prompt: Apply LinkedIn Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Meta Constraint

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For consulting authority, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Semantic Compression = kernel that can regenerate the full explanation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Verify dimensions
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AGENTIC PROMPT

```
Prompt: Apply Meta Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Spec Uncertainty

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For lead magnet design, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Save Value = model, checklist, template, scorecard, or tool. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Verify dimensions
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AGENTIC PROMPT

```
Prompt: Apply Spec Uncertainty to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Square Default Doctrine

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For AI agency positioning, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Scroll Interruption = scale + contrast + contradiction + iconic image. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

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AGENTIC PROMPT

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Prompt: Apply Square Default Doctrine to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
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FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Export Discipline

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For visual identity, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Density Governance = 90% fill by layers, not noise. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Verify dimensions
- Safe margin 7-10%
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AGENTIC PROMPT

```
Prompt: Apply Export Discipline to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

LinkedIn Constraint

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DOCTRINE + MECHANISM

For B2B trust building, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: CTA Continuity = next action feels like natural continuation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
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AGENTIC PROMPT

```
Prompt: Apply LinkedIn Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Meta Constraint

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DOCTRINE + MECHANISM

For premium brand systems, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Semantic Compression = kernel that can regenerate the full explanation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Meta Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Spec Uncertainty

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For design operations, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Save Value = model, checklist, template, scorecard, or tool. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Spec Uncertainty to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Square Default Doctrine

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For copywriting, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Scroll Interruption = scale + contrast + contradiction + iconic image. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Square Default Doctrine to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Export Discipline

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For client acquisition, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Density Governance = 90% fill by layers, not noise. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Export Discipline to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

LinkedIn Constraint

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For thought leadership, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: CTA Continuity = next action feels like natural continuation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply LinkedIn Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Meta Constraint

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For consulting authority, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Semantic Compression = kernel that can regenerate the full explanation. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Meta Constraint to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Spec Uncertainty

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For lead magnet design, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Save Value = model, checklist, template, scorecard, or tool. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Spec Uncertainty to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Square Default Doctrine

Platform geometry is a creative constraint, not a technical afterthought.

DOCTRINE + MECHANISM

For AI agency positioning, the 1:1 master format is used as a reusable base because it preserves square poster logic across many carousel contexts. Source tags S1-S4 set the safe production anchor; always re-check official specs before paid delivery.

Mechanism: Scroll Interruption = scale + contrast + contradiction + iconic image. This mechanism converts platform size into decisions about margin, type scale, slide count, safe zones, proof placement, and export variants.

Operational rule: approve the master hierarchy before creating derivatives. Do not solve 4:5 or 9:16 adaptation by shrinking the square; rebuild the composition around the new viewport.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Verify dimensions
- Safe margin 7-10%
- No body text below phone readability
- Export exact pixels
- Archive source file + PNG/JPG

AGENTIC PROMPT

```
Prompt: Apply Square Default Doctrine to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Hyperhuman Warmth

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Hyperhuman Warmth means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For client acquisition, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy

AGENTIC PROMPT

```
Prompt: Apply Hyperhuman Warmth to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Visual Authority

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Visual Authority means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For thought leadership, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- short lines for big typography
- name the enemy clearly
- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA

AGENTIC PROMPT

```
Prompt: Apply Visual Authority to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Brand Memory

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Brand Memory means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For consulting authority, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling

AGENTIC PROMPT

```
Prompt: Apply Brand Memory to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Editorial Drama

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Editorial Drama means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For lead magnet design, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism

AGENTIC PROMPT

```
Prompt: Apply Editorial Drama to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Consulting-Grade Clarity

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Consulting-Grade Clarity means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For AI agency positioning, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action

AGENTIC PROMPT

```
Prompt: Apply Consulting-Grade Clarity to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Designed Intelligence

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Designed Intelligence means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For visual identity, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic

AGENTIC PROMPT

```
Prompt: Apply Designed Intelligence to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Cultural Freshness

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Cultural Freshness means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For B2B trust building, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text

AGENTIC PROMPT

```
Prompt: Apply Cultural Freshness to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Proof-Centered Beauty

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Proof-Centered Beauty means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For premium brand systems, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic
- write slide function before copy
- short lines for big typography

AGENTIC PROMPT

```
Prompt: Apply Proof-Centered Beauty to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Systematic Originality

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Systematic Originality means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For design operations, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones

AGENTIC PROMPT

```
Prompt: Apply Systematic Originality to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Premium Agency Taste

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Premium Agency Taste means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For copywriting, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- open with tension, not topic
- write slide function before copy
- short lines for big typography
- name the enemy clearly
- turn tips into systems

AGENTIC PROMPT

```
Prompt: Apply Premium Agency Taste to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Hyperhuman Warmth

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Hyperhuman Warmth means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For client acquisition, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy

AGENTIC PROMPT

```
Prompt: Apply Hyperhuman Warmth to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Visual Authority

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Visual Authority means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For thought leadership, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- short lines for big typography
- name the enemy clearly
- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA

AGENTIC PROMPT

```
Prompt: Apply Visual Authority to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Brand Memory

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Brand Memory means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For consulting authority, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling

AGENTIC PROMPT

```
Prompt: Apply Brand Memory to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Editorial Drama

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Editorial Drama means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For lead magnet design, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism

AGENTIC PROMPT

```
Prompt: Apply Editorial Drama to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Consulting-Grade Clarity

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Consulting-Grade Clarity means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For AI agency positioning, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action

AGENTIC PROMPT

```
Prompt: Apply Consulting-Grade Clarity to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Designed Intelligence

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Designed Intelligence means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For visual identity, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic

AGENTIC PROMPT

```
Prompt: Apply Designed Intelligence to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Cultural Freshness

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Cultural Freshness means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For B2B trust building, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text

AGENTIC PROMPT

```
Prompt: Apply Cultural Freshness to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Proof-Centered Beauty

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Proof-Centered Beauty means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For premium brand systems, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic
- write slide function before copy
- short lines for big typography

AGENTIC PROMPT

```
Prompt: Apply Proof-Centered Beauty to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Systematic Originality

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Systematic Originality means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For design operations, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones

AGENTIC PROMPT

```
Prompt: Apply Systematic Originality to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Premium Agency Taste

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Premium Agency Taste means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For copywriting, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- open with tension, not topic
- write slide function before copy
- short lines for big typography
- name the enemy clearly
- turn tips into systems

AGENTIC PROMPT

```
Prompt: Apply Premium Agency Taste to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Hyperhuman Warmth

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Hyperhuman Warmth means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For client acquisition, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy

AGENTIC PROMPT

```
Prompt: Apply Hyperhuman Warmth to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Visual Authority

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Visual Authority means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For thought leadership, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- short lines for big typography
- name the enemy clearly
- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA

AGENTIC PROMPT

```
Prompt: Apply Visual Authority to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Brand Memory

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Brand Memory means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For consulting authority, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling

AGENTIC PROMPT

```
Prompt: Apply Brand Memory to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Editorial Drama

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Editorial Drama means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For lead magnet design, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism

AGENTIC PROMPT

```
Prompt: Apply Editorial Drama to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Consulting-Grade Clarity

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Consulting-Grade Clarity means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For AI agency positioning, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action

AGENTIC PROMPT

```
Prompt: Apply Consulting-Grade Clarity to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Designed Intelligence

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Designed Intelligence means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For visual identity, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic

AGENTIC PROMPT

```
Prompt: Apply Designed Intelligence to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Cultural Freshness

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Cultural Freshness means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For B2B trust building, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text

AGENTIC PROMPT

```
Prompt: Apply Cultural Freshness to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Proof-Centered Beauty

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Proof-Centered Beauty means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For premium brand systems, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic
- write slide function before copy
- short lines for big typography

AGENTIC PROMPT

```
Prompt: Apply Proof-Centered Beauty to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Systematic Originality

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Systematic Originality means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For design operations, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones

AGENTIC PROMPT

```
Prompt: Apply Systematic Originality to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Premium Agency Taste

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Premium Agency Taste means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For copywriting, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- open with tension, not topic
- write slide function before copy
- short lines for big typography
- name the enemy clearly
- turn tips into systems

AGENTIC PROMPT

```
Prompt: Apply Premium Agency Taste to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Hyperhuman Warmth

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Hyperhuman Warmth means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For client acquisition, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy

AGENTIC PROMPT

```
Prompt: Apply Hyperhuman Warmth to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Visual Authority

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Visual Authority means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For thought leadership, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- short lines for big typography
- name the enemy clearly
- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA

AGENTIC PROMPT

```
Prompt: Apply Visual Authority to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Brand Memory

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Brand Memory means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For consulting authority, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling

AGENTIC PROMPT

```
Prompt: Apply Brand Memory to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Editorial Drama

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Editorial Drama means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For lead magnet design, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism

AGENTIC PROMPT

```
Prompt: Apply Editorial Drama to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Consulting-Grade Clarity

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Consulting-Grade Clarity means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For AI agency positioning, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action

AGENTIC PROMPT

```
Prompt: Apply Consulting-Grade Clarity to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Designed Intelligence

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Designed Intelligence means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For visual identity, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic

AGENTIC PROMPT

```
Prompt: Apply Designed Intelligence to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Cultural Freshness

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Cultural Freshness means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For B2B trust building, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text

AGENTIC PROMPT

```
Prompt: Apply Cultural Freshness to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Proof-Centered Beauty

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Proof-Centered Beauty means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For premium brand systems, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic
- write slide function before copy
- short lines for big typography

AGENTIC PROMPT

```
Prompt: Apply Proof-Centered Beauty to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Systematic Originality

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Systematic Originality means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For design operations, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones

AGENTIC PROMPT

```
Prompt: Apply Systematic Originality to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Premium Agency Taste

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Premium Agency Taste means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For copywriting, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- open with tension, not topic
- write slide function before copy
- short lines for big typography
- name the enemy clearly
- turn tips into systems

AGENTIC PROMPT

```
Prompt: Apply Premium Agency Taste to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Hyperhuman Warmth

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Hyperhuman Warmth means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For client acquisition, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy

AGENTIC PROMPT

```
Prompt: Apply Hyperhuman Warmth to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Visual Authority

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Visual Authority means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For thought leadership, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- short lines for big typography
- name the enemy clearly
- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA

AGENTIC PROMPT

```
Prompt: Apply Visual Authority to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Brand Memory

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Brand Memory means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For consulting authority, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling

AGENTIC PROMPT

```
Prompt: Apply Brand Memory to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Editorial Drama

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Editorial Drama means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For lead magnet design, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism

AGENTIC PROMPT

```
Prompt: Apply Editorial Drama to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Consulting-Grade Clarity

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Consulting-Grade Clarity means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For AI agency positioning, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action

AGENTIC PROMPT

```
Prompt: Apply Consulting-Grade Clarity to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Designed Intelligence

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Designed Intelligence means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For visual identity, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic

AGENTIC PROMPT

```
Prompt: Apply Designed Intelligence to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Cultural Freshness

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Cultural Freshness means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For B2B trust building, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text

AGENTIC PROMPT

```
Prompt: Apply Cultural Freshness to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Proof-Centered Beauty

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Proof-Centered Beauty means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For premium brand systems, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic
- write slide function before copy
- short lines for big typography

AGENTIC PROMPT

```
Prompt: Apply Proof-Centered Beauty to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Systematic Originality

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Systematic Originality means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For design operations, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones

AGENTIC PROMPT

```
Prompt: Apply Systematic Originality to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Premium Agency Taste

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Premium Agency Taste means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For copywriting, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- open with tension, not topic
- write slide function before copy
- short lines for big typography
- name the enemy clearly
- turn tips into systems

AGENTIC PROMPT

```
Prompt: Apply Premium Agency Taste to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Hyperhuman Warmth

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Hyperhuman Warmth means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For client acquisition, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy

AGENTIC PROMPT

```
Prompt: Apply Hyperhuman Warmth to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Visual Authority

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Visual Authority means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For thought leadership, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- short lines for big typography
- name the enemy clearly
- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA

AGENTIC PROMPT

```
Prompt: Apply Visual Authority to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Brand Memory

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Brand Memory means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For consulting authority, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- support details in disciplined zones
- contrast pairs: serif/sans, blue/orange, chaos/order
- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling

AGENTIC PROMPT

```
Prompt: Apply Brand Memory to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Editorial Drama

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Editorial Drama means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For lead magnet design, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- turn tips into systems
- use concrete words first
- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism

AGENTIC PROMPT

```
Prompt: Apply Editorial Drama to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Consulting-Grade Clarity

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Consulting-Grade Clarity means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For AI agency positioning, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- empty space as frame not vacancy
- cropped hero type without lost meaning
- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action

AGENTIC PROMPT

```
Prompt: Apply Consulting-Grade Clarity to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Designed Intelligence

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Designed Intelligence means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For visual identity, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- make the viewer feel seen before CTA
- final slide is a bridge, not a beg
- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic

AGENTIC PROMPT

```
Prompt: Apply Designed Intelligence to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Cultural Freshness

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Cultural Freshness means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For B2B trust building, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- badges and labels for agency-tech feeling
- rhythm across slides: loud-clear-reveal-tool-court-CTA
- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text

AGENTIC PROMPT

```
Prompt: Apply Cultural Freshness to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Proof-Centered Beauty

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Proof-Centered Beauty means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For premium brand systems, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- replace adjective with mechanism
- convert insight into an operational rule
- open with tension, not topic
- write slide function before copy
- short lines for big typography

AGENTIC PROMPT

```
Prompt: Apply Proof-Centered Beauty to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Systematic Originality

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Systematic Originality means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For design operations, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- every element must improve attention, comprehension, trust, memory, or action
- one giant focal element
- phone-size body text
- edge activation with labels or cropped type
- support details in disciplined zones

AGENTIC PROMPT

```
Prompt: Apply Systematic Originality to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Premium Agency Taste

Aesthetic quality must become an operating procedure.

DOCTRINE + MECHANISM

Premium Agency Taste means the carousel looks designed by judgment, not assembled by trend imitation. It should signal intelligence before the viewer reads the small text.

For copywriting, aesthetic force comes from a controlled relation between headline, object, grid, color tension, and proof. The designer is not decorating a message; the designer is staging a cognitive event.

Hyperhuman rule: after the system creates order, add one human trace - wit, asymmetry, cultural reference, tactile texture, or unexpected label - then remove anything that feels like AI filler.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- open with tension, not topic
- write slide function before copy
- short lines for big typography
- name the enemy clearly
- turn tips into systems

AGENTIC PROMPT

```
Prompt: Apply Premium Agency Taste to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Support Layer

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Support Layer is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For client acquisition, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: isolated tips with no sequence. Repair: move proof before CTA. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Support Layer to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Energy Field

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Energy Field is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For thought leadership, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: no phone-size test. Repair: write a version note. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Energy Field to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Edge Activation

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Edge Activation is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For consulting authority, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: best idea hidden too late. Repair: rewrite cover as contradiction. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Edge Activation to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Grid Tension

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Grid Tension is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For lead magnet design, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: publishing without court. Repair: split into focal idea + support layer. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Grid Tension to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Diagonal Movement

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Diagonal Movement is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For AI agency positioning, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: topic-title hooks. Repair: increase type and reduce words. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Diagonal Movement to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Badge System

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Badge System is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For visual identity, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: tiny body text. Repair: turn decoration into labels/arrows/proof. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Badge System to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Background Texture

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Background Texture is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For B2B trust building, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: decoration instead of meaning. Repair: add a swipe bridge. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Background Texture
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Micro-Diagram

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Micro-Diagram is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For premium brand systems, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: too many font personalities. Repair: replace vague advice with checklist. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Micro-Diagram to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Density Audit

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Density Audit is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For design operations, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: trend copying without brand memory. Repair: insert a micro-diagram. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Density Audit to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Focal Object

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Focal Object is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For copywriting, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: CTA before trust. Repair: repeat a brand marker. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Focal Object to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Support Layer

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Support Layer is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For client acquisition, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: isolated tips with no sequence. Repair: move proof before CTA. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Support Layer to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Energy Field

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Energy Field is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For thought leadership, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: no phone-size test. Repair: write a version note. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Energy Field to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Edge Activation

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Edge Activation is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For consulting authority, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: best idea hidden too late. Repair: rewrite cover as contradiction. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Edge Activation to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Grid Tension

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Grid Tension is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For lead magnet design, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: publishing without court. Repair: split into focal idea + support layer. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Grid Tension to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Diagonal Movement

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Diagonal Movement is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For AI agency positioning, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: topic-title hooks. Repair: increase type and reduce words. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Diagonal Movement to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Badge System

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Badge System is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For visual identity, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: tiny body text. Repair: turn decoration into labels/arrows/proof. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Badge System to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Background Texture

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Background Texture is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For B2B trust building, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: decoration instead of meaning. Repair: add a swipe bridge. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Background Texture
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Micro-Diagram

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Micro-Diagram is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For premium brand systems, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: too many font personalities. Repair: replace vague advice with checklist. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Micro-Diagram to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Density Audit

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Density Audit is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For design operations, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: trend copying without brand memory. Repair: insert a micro-diagram. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Density Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Focal Object

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Focal Object is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For copywriting, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: CTA before trust. Repair: repeat a brand marker. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Focal Object to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Support Layer

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Support Layer is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For client acquisition, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: isolated tips with no sequence. Repair: move proof before CTA. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Support Layer to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Energy Field

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Energy Field is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For thought leadership, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: no phone-size test. Repair: write a version note. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Energy Field to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Edge Activation

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Edge Activation is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For consulting authority, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: best idea hidden too late. Repair: rewrite cover as contradiction. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Edge Activation to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Grid Tension

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Grid Tension is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For lead magnet design, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: publishing without court. Repair: split into focal idea + support layer. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Grid Tension to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Diagonal Movement

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Diagonal Movement is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For AI agency positioning, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: topic-title hooks. Repair: increase type and reduce words. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Diagonal Movement to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Badge System

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Badge System is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For visual identity, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: tiny body text. Repair: turn decoration into labels/arrows/proof. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Badge System to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Background Texture

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Background Texture is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For B2B trust building, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: decoration instead of meaning. Repair: add a swipe bridge. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Background Texture
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Micro-Diagram

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Micro-Diagram is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For premium brand systems, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: too many font personalities. Repair: replace vague advice with checklist. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Micro-Diagram to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Density Audit

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Density Audit is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For design operations, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: trend copying without brand memory. Repair: insert a micro-diagram. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Density Audit to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Focal Object

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Focal Object is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For copywriting, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: CTA before trust. Repair: repeat a brand marker. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Focal Object to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Support Layer

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Support Layer is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For client acquisition, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: isolated tips with no sequence. Repair: move proof before CTA. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Support Layer to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Energy Field

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Energy Field is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For thought leadership, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: no phone-size test. Repair: write a version note. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Energy Field to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Edge Activation

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Edge Activation is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For consulting authority, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: best idea hidden too late. Repair: rewrite cover as contradiction. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Edge Activation to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Grid Tension

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Grid Tension is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For lead magnet design, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: publishing without court. Repair: split into focal idea + support layer. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Grid Tension to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Diagonal Movement

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Diagonal Movement is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For AI agency positioning, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: topic-title hooks. Repair: increase type and reduce words. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Diagonal Movement to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Badge System

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Badge System is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For visual identity, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: tiny body text. Repair: turn decoration into labels/arrows/proof. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Badge System to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Background Texture

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Background Texture is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For B2B trust building, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: decoration instead of meaning. Repair: add a swipe bridge. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Background Texture
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Micro-Diagram

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Micro-Diagram is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For premium brand systems, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: too many font personalities. Repair: replace vague advice with checklist. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Micro-Diagram to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Density Audit

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Density Audit is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For design operations, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: trend copying without brand memory. Repair: insert a micro-diagram. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Density Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Focal Object

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Focal Object is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For copywriting, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: CTA before trust. Repair: repeat a brand marker. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Focal Object to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Support Layer

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Support Layer is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For client acquisition, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: isolated tips with no sequence. Repair: move proof before CTA. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Support Layer to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Energy Field

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Energy Field is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For thought leadership, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: no phone-size test. Repair: write a version note. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Energy Field to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Edge Activation

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Edge Activation is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For consulting authority, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: best idea hidden too late. Repair: rewrite cover as contradiction. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Edge Activation to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Grid Tension

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Grid Tension is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For lead magnet design, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: publishing without court. Repair: split into focal idea + support layer. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Grid Tension to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Diagonal Movement

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Diagonal Movement is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For AI agency positioning, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: topic-title hooks. Repair: increase type and reduce words. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Diagonal Movement to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Badge System

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Badge System is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For visual identity, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: tiny body text. Repair: turn decoration into labels/arrows/proof. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Badge System to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Background Texture

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Background Texture is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For B2B trust building, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: decoration instead of meaning. Repair: add a swipe bridge. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Background Texture
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Micro-Diagram

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Micro-Diagram is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For premium brand systems, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: too many font personalities. Repair: replace vague advice with checklist. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Micro-Diagram to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Density Audit

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Density Audit is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For design operations, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: trend copying without brand memory. Repair: insert a micro-diagram. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Density Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Focal Object

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Focal Object is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For copywriting, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: CTA before trust. Repair: repeat a brand marker. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Focal Object to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Support Layer

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Support Layer is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For client acquisition, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: isolated tips with no sequence. Repair: move proof before CTA. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Support Layer to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Energy Field

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Energy Field is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For thought leadership, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: no phone-size test. Repair: write a version note. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Energy Field to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Edge Activation

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Edge Activation is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For consulting authority, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: best idea hidden too late. Repair: rewrite cover as contradiction. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Edge Activation to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Grid Tension

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Grid Tension is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For lead magnet design, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: publishing without court. Repair: split into focal idea + support layer. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Grid Tension to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Diagonal Movement

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Diagonal Movement is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For AI agency positioning, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: topic-title hooks. Repair: increase type and reduce words. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Diagonal Movement to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Badge System

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Badge System is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For visual identity, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: tiny body text. Repair: turn decoration into labels/arrows/proof. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Badge System to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Background Texture

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Background Texture is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For B2B trust building, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: decoration instead of meaning. Repair: add a swipe bridge. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Background Texture
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Micro-Diagram

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Micro-Diagram is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For premium brand systems, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: too many font personalities. Repair: replace vague advice with checklist. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Micro-Diagram to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Density Audit

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Density Audit is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For design operations, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: trend copying without brand memory. Repair: insert a micro-diagram. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Density Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Focal Object

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Focal Object is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For copywriting, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: CTA before trust. Repair: repeat a brand marker. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Focal Object to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Support Layer

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Support Layer is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For client acquisition, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: isolated tips with no sequence. Repair: move proof before CTA. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Support Layer to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Energy Field

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Energy Field is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For thought leadership, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: no phone-size test. Repair: write a version note. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Energy Field to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Edge Activation

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Edge Activation is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For consulting authority, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: best idea hidden too late. Repair: rewrite cover as contradiction. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Edge Activation to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Grid Tension

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Grid Tension is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For lead magnet design, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: publishing without court. Repair: split into focal idea + support layer. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Grid Tension to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Diagonal Movement

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Diagonal Movement is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For AI agency positioning, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: topic-title hooks. Repair: increase type and reduce words. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Diagonal Movement to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Badge System

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Badge System is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For visual identity, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: tiny body text. Repair: turn decoration into labels/arrows/proof. Run Typography Court: headline understood in one glance?

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Badge System to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Background Texture

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Background Texture is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For B2B trust building, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: decoration instead of meaning. Repair: add a swipe bridge. Run False Novelty Court: new operation or renamed old idea?

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Background Texture
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Micro-Diagram

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Micro-Diagram is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For premium brand systems, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: too many font personalities. Repair: replace vague advice with checklist. Run Brand Memory Court: recognizable after three posts?

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Micro-Diagram to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Density Audit

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Density Audit is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For design operations, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: trend copying without brand memory. Repair: insert a micro-diagram. Run Human Taste Court: alive and culturally literate, not sterile?

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Density Audit to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

90% Fill Engine: Focal Object

Full does not mean cluttered; full means occupied by intention.

DOCTRINE + MECHANISM

Focal Object is used to make the square feel alive and complete without collapsing readability. The 90% rule is anti-dead-space, not anti-white-space.

For copywriting, place one dominant message in the highest-contrast zone, support it with grouped micro-information, then activate the edges with labels, numbers, arrows, texture, or cropped type. If an element does not improve comprehension, memory, trust, motion, or brand code, delete it.

Common failure: CTA before trust. Repair: repeat a brand marker. Run Hallucination Court: unsupported platform/performance claims?

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One focal element
- Two support zones max
- Three energy devices max
- Clear reading path
- Delete fake filler

AGENTIC PROMPT

```
Prompt: Apply 90% Fill Engine: Focal Object to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Support Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Support Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For visual identity, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Support Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Line-Break Craft

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Line-Break Craft governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For B2B trust building, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Line-Break Craft to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Headline Contrast

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Headline Contrast governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For premium brand systems, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Headline Contrast to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Serif/Sans Pairing

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Serif/Sans Pairing governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For design operations, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Serif/Sans Pairing to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Condensed Poster Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Condensed Poster Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For copywriting, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Condensed Poster Type to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Micro-Label Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Micro-Label Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For client acquisition, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Micro-Label Type to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Font Personality

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Font Personality governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For thought leadership, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Font Personality to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Scale Rhythm

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Scale Rhythm governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For consulting authority, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Scale Rhythm to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Legibility Audit

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Legibility Audit governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For lead magnet design, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Legibility Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Hero Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Hero Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For AI agency positioning, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Hero Font Role to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Support Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Support Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For visual identity, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Support Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Line-Break Craft

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Line-Break Craft governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For B2B trust building, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Line-Break Craft to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Headline Contrast

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Headline Contrast governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For premium brand systems, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Headline Contrast to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Serif/Sans Pairing

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Serif/Sans Pairing governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For design operations, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Serif/Sans Pairing to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Condensed Poster Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Condensed Poster Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For copywriting, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Condensed Poster Type to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Micro-Label Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Micro-Label Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For client acquisition, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Micro-Label Type to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Font Personality

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Font Personality governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For thought leadership, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Font Personality to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Scale Rhythm

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Scale Rhythm governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For consulting authority, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Scale Rhythm to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Legibility Audit

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Legibility Audit governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For lead magnet design, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Legibility Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Hero Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Hero Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For AI agency positioning, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Hero Font Role to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Support Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Support Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For visual identity, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Support Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Line-Break Craft

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Line-Break Craft governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For B2B trust building, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Line-Break Craft to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Headline Contrast

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Headline Contrast governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For premium brand systems, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Headline Contrast to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Serif/Sans Pairing

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Serif/Sans Pairing governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For design operations, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Serif/Sans Pairing to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Condensed Poster Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Condensed Poster Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For copywriting, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Condensed Poster Type to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Micro-Label Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Micro-Label Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For client acquisition, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Micro-Label Type to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Font Personality

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Font Personality governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For thought leadership, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Font Personality to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Scale Rhythm

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Scale Rhythm governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For consulting authority, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Scale Rhythm to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Legibility Audit

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Legibility Audit governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For lead magnet design, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Legibility Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Hero Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Hero Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For AI agency positioning, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Hero Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Support Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Support Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For visual identity, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Support Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Line-Break Craft

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Line-Break Craft governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For B2B trust building, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Line-Break Craft to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Headline Contrast

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Headline Contrast governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For premium brand systems, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Headline Contrast to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Serif/Sans Pairing

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Serif/Sans Pairing governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For design operations, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Serif/Sans Pairing to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Condensed Poster Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Condensed Poster Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For copywriting, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Condensed Poster Type to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Micro-Label Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Micro-Label Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For client acquisition, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Micro-Label Type to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Font Personality

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Font Personality governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For thought leadership, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Font Personality to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Scale Rhythm

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Scale Rhythm governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For consulting authority, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Scale Rhythm to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Legibility Audit

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Legibility Audit governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For lead magnet design, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Legibility Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Hero Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Hero Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For AI agency positioning, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Hero Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Support Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Support Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For visual identity, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Support Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Line-Break Craft

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Line-Break Craft governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For B2B trust building, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Line-Break Craft to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Headline Contrast

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Headline Contrast governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For premium brand systems, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Headline Contrast to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Serif/Sans Pairing

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Serif/Sans Pairing governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For design operations, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Serif/Sans Pairing to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Condensed Poster Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Condensed Poster Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For copywriting, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Condensed Poster Type to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Micro-Label Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Micro-Label Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For client acquisition, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Micro-Label Type to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Font Personality

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Font Personality governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For thought leadership, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Font Personality to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Scale Rhythm

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Scale Rhythm governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For consulting authority, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Scale Rhythm to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Legibility Audit

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Legibility Audit governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For lead magnet design, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Legibility Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Hero Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Hero Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For AI agency positioning, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Hero Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Support Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Support Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For visual identity, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Support Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Line-Break Craft

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Line-Break Craft governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For B2B trust building, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Line-Break Craft to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Headline Contrast

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Headline Contrast governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For premium brand systems, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Headline Contrast to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Serif/Sans Pairing

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Serif/Sans Pairing governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For design operations, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Serif/Sans Pairing to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Condensed Poster Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Condensed Poster Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For copywriting, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Condensed Poster Type to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Micro-Label Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Micro-Label Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For client acquisition, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Micro-Label Type to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Font Personality

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Font Personality governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For thought leadership, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Font Personality to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Scale Rhythm

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Scale Rhythm governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For consulting authority, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Scale Rhythm to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Legibility Audit

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Legibility Audit governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For lead magnet design, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Legibility Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Hero Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Hero Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For AI agency positioning, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Hero Font Role to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Support Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Support Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For visual identity, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Support Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Line-Break Craft

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Line-Break Craft governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For B2B trust building, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Line-Break Craft to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Headline Contrast

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Headline Contrast governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For premium brand systems, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Headline Contrast to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Serif/Sans Pairing

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Serif/Sans Pairing governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For design operations, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Serif/Sans Pairing to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Condensed Poster Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Condensed Poster Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For copywriting, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Condensed Poster Type
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Micro-Label Type

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Micro-Label Type governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For client acquisition, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Typography Court asks: headline understood in one glance? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Micro-Label Type to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Font Personality

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Font Personality governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For thought leadership, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: False Novelty Court asks: new operation or renamed old idea? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Font Personality to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Scale Rhythm

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Scale Rhythm governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For consulting authority, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Brand Memory Court asks: recognizable after three posts? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Scale Rhythm to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Legibility Audit

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Legibility Audit governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For lead magnet design, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Human Taste Court asks: alive and culturally literate, not sterile? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Legibility Audit to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Typography OS: Hero Font Role

The headline must be understood before the viewer decides to read.

DOCTRINE + MECHANISM

Hero Font Role governs the difference between big and classy versus big and amateur. Typography is a behavior system: hero type creates memory, support type carries clarity, accent type adds technical or editorial flavor.

For AI agency positioning, write short lines that can be set large. Avoid weak long sentences. Use scale and contrast so the first message survives thumbnail view and the body remains readable on phone. Source tags S7-S8.

Court: Hallucination Court asks: unsupported platform/performance claims? If the answer is weak, reduce words, increase line discipline, and make the hierarchy obvious.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hero = memory
- Support = clarity
- Accent = restraint
- Short line breaks
- Phone-size test

AGENTIC PROMPT

```
Prompt: Apply Typography OS: Hero Font Role to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Speech Bubbles

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Speech Bubbles gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For client acquisition, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Speech Bubbles to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Mass-Culture Icons

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Mass-Culture Icons gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For thought leadership, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Mass-Culture Icons to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Comic Bursts

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Comic Bursts gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For consulting authority, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Comic Bursts to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Sticker Logic

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Sticker Logic gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For lead magnet design, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Sticker Logic to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Neo-Tech Grids

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Neo-Tech Grids gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For AI agency positioning, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Neo-Tech Grids to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Chrome Objects

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Chrome Objects gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For visual identity, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Chrome Objects to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Ai Interface Fragments

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Ai Interface Fragments gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For B2B trust building, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Ai Interface
Fragments to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Moroccan Neo-Pop Accents

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Moroccan Neo-Pop Accents gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For premium brand systems, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Moroccan Neo-Pop Accents to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Premium Restraint Filter

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Premium Restraint Filter gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For design operations, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Premium Restraint
Filter to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Halftone Fields

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Halftone Fields gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For copywriting, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Halftone Fields to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Speech Bubbles

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Speech Bubbles gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For client acquisition, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Speech Bubbles to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Mass-Culture Icons

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Mass-Culture Icons gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For thought leadership, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Mass-Culture Icons to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Comic Bursts

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Comic Bursts gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For consulting authority, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Comic Bursts to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Sticker Logic

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Sticker Logic gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For lead magnet design, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Sticker Logic to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Neo-Tech Grids

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Neo-Tech Grids gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For AI agency positioning, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Neo-Tech Grids to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Chrome Objects

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Chrome Objects gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For visual identity, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Chrome Objects to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Ai Interface Fragments

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Ai Interface Fragments gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For B2B trust building, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Ai Interface
Fragments to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Moroccan Neo-Pop Accents

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Moroccan Neo-Pop Accents gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For premium brand systems, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Moroccan Neo-Pop Accents to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Premium Restraint Filter

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Premium Restraint Filter gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For design operations, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Premium Restraint
Filter to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Halftone Fields

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Halftone Fields gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For copywriting, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Halftone Fields to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Speech Bubbles

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Speech Bubbles gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For client acquisition, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Speech Bubbles to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Mass-Culture Icons

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Mass-Culture Icons gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For thought leadership, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Mass-Culture Icons to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Comic Bursts

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Comic Bursts gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For consulting authority, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Comic Bursts to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Sticker Logic

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Sticker Logic gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For lead magnet design, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Sticker Logic to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Neo-Tech Grids

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Neo-Tech Grids gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For AI agency positioning, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Neo-Tech Grids to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Chrome Objects

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Chrome Objects gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For visual identity, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Chrome Objects to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Ai Interface Fragments

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Ai Interface Fragments gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For B2B trust building, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Ai Interface
Fragments to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Moroccan Neo-Pop Accents

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Moroccan Neo-Pop Accents gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For premium brand systems, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Moroccan Neo-Pop Accents to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Premium Restraint Filter

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Premium Restraint Filter gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For design operations, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Premium Restraint
Filter to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Halftone Fields

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Halftone Fields gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For copywriting, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Halftone Fields to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Speech Bubbles

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Speech Bubbles gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For client acquisition, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Speech Bubbles to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Mass-Culture Icons

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Mass-Culture Icons gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For thought leadership, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Mass-Culture Icons to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Comic Bursts

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Comic Bursts gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For consulting authority, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Comic Bursts to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Sticker Logic

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Sticker Logic gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For lead magnet design, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Sticker Logic to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Neo-Tech Grids

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Neo-Tech Grids gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For AI agency positioning, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Neo-Tech Grids to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Chrome Objects

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Chrome Objects gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For visual identity, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Chrome Objects to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Ai Interface Fragments

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Ai Interface Fragments gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For B2B trust building, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Ai Interface
Fragments to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Moroccan Neo-Pop Accents

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Moroccan Neo-Pop Accents gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For premium brand systems, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Moroccan Neo-Pop
Accents to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Premium Restraint Filter

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Premium Restraint Filter gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For design operations, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Premium Restraint
Filter to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Halftone Fields

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Halftone Fields gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For copywriting, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Halftone Fields to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Speech Bubbles

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Speech Bubbles gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For client acquisition, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Speech Bubbles to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Mass-Culture Icons

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Mass-Culture Icons gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For thought leadership, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Mass-Culture Icons to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Comic Bursts

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Comic Bursts gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For consulting authority, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Comic Bursts to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Sticker Logic

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Sticker Logic gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For lead magnet design, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Sticker Logic to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Neo-Tech Grids

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Neo-Tech Grids gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For AI agency positioning, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Neo-Tech Grids to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Chrome Objects

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Chrome Objects gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For visual identity, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Chrome Objects to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Ai Interface Fragments

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Ai Interface Fragments gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For B2B trust building, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Ai Interface
Fragments to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Moroccan Neo-Pop Accents

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Moroccan Neo-Pop Accents gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For premium brand systems, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Moroccan Neo-Pop Accents to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Premium Restraint Filter

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Premium Restraint Filter gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For design operations, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Premium Restraint
Filter to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Halftone Fields

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Halftone Fields gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For copywriting, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Halftone Fields to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Speech Bubbles

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Speech Bubbles gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For client acquisition, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Speech Bubbles to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Mass-Culture Icons

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Mass-Culture Icons gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For thought leadership, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Mass-Culture Icons to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Comic Bursts

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Comic Bursts gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For consulting authority, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Comic Bursts to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Sticker Logic

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Sticker Logic gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For lead magnet design, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Sticker Logic to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Neo-Tech Grids

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Neo-Tech Grids gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For AI agency positioning, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Neo-Tech Grids to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Chrome Objects

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Chrome Objects gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For visual identity, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Chrome Objects to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Ai Interface Fragments

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Ai Interface Fragments gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For B2B trust building, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Ai Interface
Fragments to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Moroccan Neo-Pop Accents

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Moroccan Neo-Pop Accents gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For premium brand systems, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Moroccan Neo-Pop Accents to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Premium Restraint Filter

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Premium Restraint Filter gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For design operations, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Premium Restraint
Filter to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Halftone Fields

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Halftone Fields gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For copywriting, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Halftone Fields to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Speech Bubbles

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Speech Bubbles gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For client acquisition, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Speech Bubbles to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Mass-Culture Icons

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Mass-Culture Icons gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For thought leadership, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Mass-Culture Icons to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Comic Bursts

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Comic Bursts gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For consulting authority, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Comic Bursts to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Sticker Logic

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Sticker Logic gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For lead magnet design, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Sticker Logic to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Neo-Tech Grids

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Neo-Tech Grids gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For AI agency positioning, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Neo-Tech Grids to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Chrome Objects

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Chrome Objects gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For visual identity, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Chrome Objects to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Ai Interface Fragments

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Ai Interface Fragments gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For B2B trust building, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Ai Interface
Fragments to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Moroccan Neo-Pop Accents

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Moroccan Neo-Pop Accents gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For premium brand systems, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Moroccan Neo-Pop
Accents to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Premium Restraint Filter

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Premium Restraint Filter gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For design operations, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Premium Restraint
Filter to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Pop-Tech Language: Halftone Fields

Mass-culture immediacy plus premium agency restraint.

DOCTRINE + MECHANISM

Halftone Fields gives the carousel instant visual recognizability. Pop Art matters here because it historically draws on mass media, consumer imagery, advertising, and popular culture; in carousel design, that means iconicity and speed of recognition. Source tags S5-S6.

For copywriting, use pop elements as meaning amplifiers: a burst marks contradiction, a sticker names a mistake, a halftone field creates kinetic energy, a grid implies system intelligence.

Premium filter: if the element does not support thesis, hierarchy, rhythm, or brand memory, remove it. Pop without restraint becomes noise.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Iconic not random
- Exaggerated not childish
- Cultural not generic
- Gridded not messy
- Premium after deletion

AGENTIC PROMPT

```
Prompt: Apply Pop-Tech Language: Halftone Fields to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Problem Frame

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Problem Frame is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For visual identity, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: isolated tips with no sequence. Repair: move proof before CTA.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Problem Frame to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Stakes

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Stakes is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For B2B trust building, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: no phone-size test. Repair: write a version note.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Stakes to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hidden Mechanism

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hidden Mechanism is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For premium brand systems, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: best idea hidden too late. Repair: rewrite cover as contradiction.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hidden Mechanism to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Framework Reveal

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Framework Reveal is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For design operations, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: publishing without court. Repair: split into focal idea + support layer.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Framework Reveal to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Example Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Example Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For copywriting, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: topic-title hooks. Repair: increase type and reduce words.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Example Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Tool Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Tool Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For client acquisition, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: tiny body text. Repair: turn decoration into labels/arrows/proof.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Tool Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Mistake Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Mistake Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For thought leadership, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: decoration instead of meaning. Repair: add a swipe bridge.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Mistake Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Summary Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Summary Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For consulting authority, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: too many font personalities. Repair: replace vague advice with checklist.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Summary Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Cta Bridge

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Cta Bridge is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For lead magnet design, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: trend copying without brand memory. Repair: insert a micro-diagram.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Cta Bridge to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hook

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hook is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For AI agency positioning, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: CTA before trust. Repair: repeat a brand marker.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hook to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Problem Frame

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Problem Frame is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For visual identity, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: isolated tips with no sequence. Repair: move proof before CTA.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Problem Frame to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Stakes

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Stakes is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For B2B trust building, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: no phone-size test. Repair: write a version note.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Stakes to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hidden Mechanism

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hidden Mechanism is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For premium brand systems, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: best idea hidden too late. Repair: rewrite cover as contradiction.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hidden Mechanism to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Framework Reveal

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Framework Reveal is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For design operations, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: publishing without court. Repair: split into focal idea + support layer.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Framework Reveal to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Example Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Example Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For copywriting, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: topic-title hooks. Repair: increase type and reduce words.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Example Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Tool Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Tool Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For client acquisition, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: tiny body text. Repair: turn decoration into labels/arrows/proof.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Tool Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Mistake Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Mistake Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For thought leadership, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: decoration instead of meaning. Repair: add a swipe bridge.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Mistake Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Summary Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Summary Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For consulting authority, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: too many font personalities. Repair: replace vague advice with checklist.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Summary Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Cta Bridge

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Cta Bridge is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For lead magnet design, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: trend copying without brand memory. Repair: insert a micro-diagram.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Cta Bridge to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hook

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hook is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For AI agency positioning, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: CTA before trust. Repair: repeat a brand marker.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hook to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Problem Frame

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Problem Frame is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For visual identity, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: isolated tips with no sequence. Repair: move proof before CTA.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Problem Frame to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Stakes

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Stakes is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For B2B trust building, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: no phone-size test. Repair: write a version note.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Stakes to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hidden Mechanism

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hidden Mechanism is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For premium brand systems, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: best idea hidden too late. Repair: rewrite cover as contradiction.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hidden Mechanism to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Framework Reveal

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Framework Reveal is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For design operations, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: publishing without court. Repair: split into focal idea + support layer.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Framework Reveal to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Example Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Example Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For copywriting, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: topic-title hooks. Repair: increase type and reduce words.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Example Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Tool Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Tool Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For client acquisition, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: tiny body text. Repair: turn decoration into labels/arrows/proof.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Tool Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Mistake Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Mistake Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For thought leadership, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: decoration instead of meaning. Repair: add a swipe bridge.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Mistake Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Summary Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Summary Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For consulting authority, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: too many font personalities. Repair: replace vague advice with checklist.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Summary Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Cta Bridge

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Cta Bridge is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For lead magnet design, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: trend copying without brand memory. Repair: insert a micro-diagram.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Cta Bridge to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hook

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hook is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For AI agency positioning, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: CTA before trust. Repair: repeat a brand marker.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hook to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Problem Frame

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Problem Frame is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For visual identity, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: isolated tips with no sequence. Repair: move proof before CTA.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Problem Frame to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Stakes

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Stakes is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For B2B trust building, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: no phone-size test. Repair: write a version note.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Stakes to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hidden Mechanism

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hidden Mechanism is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For premium brand systems, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: best idea hidden too late. Repair: rewrite cover as contradiction.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hidden Mechanism to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Framework Reveal

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Framework Reveal is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For design operations, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: publishing without court. Repair: split into focal idea + support layer.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Framework Reveal to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Example Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Example Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For copywriting, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: topic-title hooks. Repair: increase type and reduce words.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Example Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Tool Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Tool Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For client acquisition, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: tiny body text. Repair: turn decoration into labels/arrows/proof.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Tool Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Mistake Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Mistake Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For thought leadership, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: decoration instead of meaning. Repair: add a swipe bridge.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Mistake Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Summary Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Summary Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For consulting authority, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: too many font personalities. Repair: replace vague advice with checklist.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Summary Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Cta Bridge

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Cta Bridge is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For lead magnet design, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: trend copying without brand memory. Repair: insert a micro-diagram.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Cta Bridge to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hook

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hook is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For AI agency positioning, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: CTA before trust. Repair: repeat a brand marker.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hook to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Problem Frame

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Problem Frame is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For visual identity, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: isolated tips with no sequence. Repair: move proof before CTA.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Problem Frame to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Stakes

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Stakes is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For B2B trust building, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: no phone-size test. Repair: write a version note.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Stakes to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hidden Mechanism

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hidden Mechanism is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For premium brand systems, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: best idea hidden too late. Repair: rewrite cover as contradiction.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hidden Mechanism to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Framework Reveal

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Framework Reveal is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For design operations, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: publishing without court. Repair: split into focal idea + support layer.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Framework Reveal to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Example Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Example Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For copywriting, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: topic-title hooks. Repair: increase type and reduce words.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Example Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Tool Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Tool Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For client acquisition, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: tiny body text. Repair: turn decoration into labels/arrows/proof.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Tool Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Mistake Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Mistake Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For thought leadership, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: decoration instead of meaning. Repair: add a swipe bridge.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Mistake Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Summary Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Summary Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For consulting authority, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: too many font personalities. Repair: replace vague advice with checklist.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Summary Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Cta Bridge

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Cta Bridge is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For lead magnet design, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: trend copying without brand memory. Repair: insert a micro-diagram.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Cta Bridge to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hook

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hook is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For AI agency positioning, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: CTA before trust. Repair: repeat a brand marker.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hook to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Problem Frame

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Problem Frame is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For visual identity, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: isolated tips with no sequence. Repair: move proof before CTA.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Problem Frame to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Stakes

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Stakes is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For B2B trust building, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: no phone-size test. Repair: write a version note.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Stakes to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hidden Mechanism

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hidden Mechanism is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For premium brand systems, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: best idea hidden too late. Repair: rewrite cover as contradiction.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hidden Mechanism to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Framework Reveal

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Framework Reveal is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For design operations, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: publishing without court. Repair: split into focal idea + support layer.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Framework Reveal to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Example Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Example Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For copywriting, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: topic-title hooks. Repair: increase type and reduce words.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Example Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Tool Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Tool Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For client acquisition, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: tiny body text. Repair: turn decoration into labels/arrows/proof.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Tool Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Mistake Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Mistake Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For thought leadership, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: decoration instead of meaning. Repair: add a swipe bridge.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Mistake Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Summary Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Summary Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For consulting authority, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: too many font personalities. Repair: replace vague advice with checklist.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Summary Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Cta Bridge

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Cta Bridge is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For lead magnet design, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: trend copying without brand memory. Repair: insert a micro-diagram.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Cta Bridge to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hook

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hook is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For AI agency positioning, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: CTA before trust. Repair: repeat a brand marker.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hook to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Problem Frame

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Problem Frame is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For visual identity, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: isolated tips with no sequence. Repair: move proof before CTA.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Problem Frame to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Stakes

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Stakes is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For B2B trust building, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: no phone-size test. Repair: write a version note.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Stakes to a 10-slide
1:1 carousel. Return hook, slide map, visual
direction, 90% fill plan, court score, and revision
note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hidden Mechanism

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hidden Mechanism is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For premium brand systems, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: best idea hidden too late. Repair: rewrite cover as contradiction.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hidden Mechanism to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Framework Reveal

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Framework Reveal is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For design operations, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: publishing without court. Repair: split into focal idea + support layer.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Framework Reveal to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Example Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Example Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For copywriting, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: topic-title hooks. Repair: increase type and reduce words.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Example Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Tool Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Tool Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For client acquisition, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: tiny body text. Repair: turn decoration into labels/arrows/proof.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Tool Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Mistake Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Mistake Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For thought leadership, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: decoration instead of meaning. Repair: add a swipe bridge.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Mistake Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Summary Slide

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Summary Slide is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For consulting authority, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: too many font personalities. Repair: replace vague advice with checklist.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Summary Slide to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Cta Bridge

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Cta Bridge is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For lead magnet design, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: trend copying without brand memory. Repair: insert a micro-diagram.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Cta Bridge to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Enchainement: Hook

Each slide must cause the next swipe.

DOCTRINE + MECHANISM

Hook is a cognitive action, not a content bucket. The sequence should move from recognition to tension to mechanism to application to memory to action.

For AI agency positioning, write slide functions first. The designer should know whether the slide interrupts, frames, intensifies, reveals, teaches, proves, warns, summarizes, or converts before any art direction begins.

Swipe bridge example: "But the real mechanism is deeper." Use bridges to create continuity without clickbait. Failure mode: CTA before trust. Repair: repeat a brand marker.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- One cognitive action
- One bridge
- No redundancy
- Visible progression
- CTA earned by value

AGENTIC PROMPT

```
Prompt: Apply Enchainement: Hook to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Authority Framework Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Authority Framework Carousel converts client acquisition into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Copy Agent to prepare inputs: big-type-safe copy. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Authority Framework
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Before/After Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Before/After Carousel converts thought leadership into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Pop Signal Agent to prepare inputs: stickers, bursts, halftones, cutouts. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Before/After
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Mini-OS Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Mini-OS Carousel converts consulting authority into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Versioning Agent to prepare inputs: variant memory and template updates. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Mini-OS Carousel to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Visual Checklist Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Visual Checklist Carousel converts lead magnet design into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Flow Agent to prepare inputs: slide functions and swipe bridges. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Visual Checklist
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Contrarian Thesis Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Contrarian Thesis Carousel converts AI agency positioning into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Typography Agent to prepare inputs: line breaks and readability. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Contrarian Thesis
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Case Study Breakdown

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Case Study Breakdown converts visual identity into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Analytics Agent to prepare inputs: saves, shares, comments, DMs. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Case Study
Breakdown to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Myth vs Mechanism

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Myth vs Mechanism converts B2B trust building into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Kernel Agent to prepare inputs: thesis, false belief, hidden mechanism, promise, CTA. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Myth vs Mechanism
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Mistake Correction

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Mistake Correction converts premium brand systems into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Art Director Agent to prepare inputs: palette, type, objects, density model. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Mistake Correction
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Tool Tutorial

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Tool Tutorial converts design operations into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use QA Court Agent to prepare inputs: ranked repairs. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Tool Tutorial to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Founder Manifesto

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Founder Manifesto converts copywriting into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Research Agent to prepare inputs: audience pain, market language, objections, proof. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Founder Manifesto
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Agency Proof

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Agency Proof converts client acquisition into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Copy Agent to prepare inputs: big-type-safe copy. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Agency Proof to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Prompt Library

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Prompt Library converts thought leadership into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Pop Signal Agent to prepare inputs: stickers, bursts, halftones, cutouts. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Prompt Library to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Design Audit

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Design Audit converts consulting authority into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Versioning Agent to prepare inputs: variant memory and template updates. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Design Audit to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Trend Reframe

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Trend Reframe converts lead magnet design into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Flow Agent to prepare inputs: slide functions and swipe bridges. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Trend Reframe to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Client Education

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Client Education converts AI agency positioning into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Typography Agent to prepare inputs: line breaks and readability. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Client Education to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Offer Bridge

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Offer Bridge converts visual identity into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Analytics Agent to prepare inputs: saves, shares, comments, DMs. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Offer Bridge to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Research-to-Action

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Research-to-Action converts B2B trust building into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Kernel Agent to prepare inputs: thesis, false belief, hidden mechanism, promise, CTA. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Research-to-Action to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Story-to-System

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Story-to-System converts premium brand systems into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Art Director Agent to prepare inputs: palette, type, objects, density model. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Story-to-System to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Market Diagnosis

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Market Diagnosis converts design operations into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use QA Court Agent to prepare inputs: ranked repairs. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Market Diagnosis to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Swipeable Scorecard

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Swipeable Scorecard converts copywriting into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Research Agent to prepare inputs: audience pain, market language, objections, proof. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Swipeable Scorecard to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Pop-Art Manifesto

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Pop-Art Manifesto converts client acquisition into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Copy Agent to prepare inputs: big-type-safe copy. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Pop-Art Manifesto
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: AI Workflow

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

AI Workflow converts thought leadership into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Pop Signal Agent to prepare inputs: stickers, bursts, halftones, cutouts. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: AI Workflow to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Template Reveal

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Template Reveal converts consulting authority into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Versioning Agent to prepare inputs: variant memory and template updates. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Template Reveal to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Red Flag Warning

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Red Flag Warning converts lead magnet design into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Flow Agent to prepare inputs: slide functions and swipe bridges. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Red Flag Warning to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Premium Taste Guide

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Premium Taste Guide converts AI agency positioning into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Typography Agent to prepare inputs: line breaks and readability. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Premium Taste Guide to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Campaign Map

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Campaign Map converts visual identity into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Analytics Agent to prepare inputs: saves, shares, comments, DMs. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Campaign Map to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Objection Removal

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Objection Removal converts B2B trust building into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Kernel Agent to prepare inputs: thesis, false belief, hidden mechanism, promise, CTA. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Objection Removal
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: DM Funnel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

DM Funnel converts premium brand systems into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Art Director Agent to prepare inputs: palette, type, objects, density model. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: DM Funnel to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Follow-up Series

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Follow-up Series converts design operations into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use QA Court Agent to prepare inputs: ranked repairs. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Follow-up Series to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Destruction Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Destruction Carousel converts copywriting into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Research Agent to prepare inputs: audience pain, market language, objections, proof. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Destruction
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Authority Framework Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Authority Framework Carousel converts client acquisition into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Copy Agent to prepare inputs: big-type-safe copy. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Authority Framework
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Before/After Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Before/After Carousel converts thought leadership into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Pop Signal Agent to prepare inputs: stickers, bursts, halftones, cutouts. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Before/After
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Mini-OS Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Mini-OS Carousel converts consulting authority into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Versioning Agent to prepare inputs: variant memory and template updates. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Mini-OS Carousel to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Visual Checklist Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Visual Checklist Carousel converts lead magnet design into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Flow Agent to prepare inputs: slide functions and swipe bridges. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Visual Checklist
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Contrarian Thesis Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Contrarian Thesis Carousel converts AI agency positioning into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Typography Agent to prepare inputs: line breaks and readability. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Contrarian Thesis
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Case Study Breakdown

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Case Study Breakdown converts visual identity into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Analytics Agent to prepare inputs: saves, shares, comments, DMs. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Case Study Breakdown to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Myth vs Mechanism

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Myth vs Mechanism converts B2B trust building into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Kernel Agent to prepare inputs: thesis, false belief, hidden mechanism, promise, CTA. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Myth vs Mechanism
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Mistake Correction

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Mistake Correction converts premium brand systems into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Art Director Agent to prepare inputs: palette, type, objects, density model. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Mistake Correction
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Tool Tutorial

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Tool Tutorial converts design operations into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use QA Court Agent to prepare inputs: ranked repairs. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Tool Tutorial to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Founder Manifesto

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Founder Manifesto converts copywriting into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Research Agent to prepare inputs: audience pain, market language, objections, proof. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Founder Manifesto
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Agency Proof

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Agency Proof converts client acquisition into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Copy Agent to prepare inputs: big-type-safe copy. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Agency Proof to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Prompt Library

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Prompt Library converts thought leadership into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Pop Signal Agent to prepare inputs: stickers, bursts, halftones, cutouts. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Prompt Library to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Design Audit

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Design Audit converts consulting authority into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Versioning Agent to prepare inputs: variant memory and template updates. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Design Audit to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Trend Reframe

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Trend Reframe converts lead magnet design into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Flow Agent to prepare inputs: slide functions and swipe bridges. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Trend Reframe to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Client Education

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Client Education converts AI agency positioning into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Typography Agent to prepare inputs: line breaks and readability. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Client Education to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Offer Bridge

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Offer Bridge converts visual identity into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Analytics Agent to prepare inputs: saves, shares, comments, DMs. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Offer Bridge to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Research-to-Action

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Research-to-Action converts B2B trust building into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Kernel Agent to prepare inputs: thesis, false belief, hidden mechanism, promise, CTA. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Research-to-Action
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Story-to-System

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Story-to-System converts premium brand systems into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Art Director Agent to prepare inputs: palette, type, objects, density model. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Story-to-System to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Market Diagnosis

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Market Diagnosis converts design operations into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use QA Court Agent to prepare inputs: ranked repairs. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Market Diagnosis to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Swipeable Scorecard

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Swipeable Scorecard converts copywriting into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Research Agent to prepare inputs: audience pain, market language, objections, proof. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Swipeable Scorecard to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Pop-Art Manifesto

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Pop-Art Manifesto converts client acquisition into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Copy Agent to prepare inputs: big-type-safe copy. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Pop-Art Manifesto
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: AI Workflow

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

AI Workflow converts thought leadership into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Pop Signal Agent to prepare inputs: stickers, bursts, halftones, cutouts. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: AI Workflow to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Template Reveal

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Template Reveal converts consulting authority into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Versioning Agent to prepare inputs: variant memory and template updates. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Template Reveal to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Red Flag Warning

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Red Flag Warning converts lead magnet design into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Flow Agent to prepare inputs: slide functions and swipe bridges. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Red Flag Warning to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Premium Taste Guide

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Premium Taste Guide converts AI agency positioning into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Typography Agent to prepare inputs: line breaks and readability. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Premium Taste Guide to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Campaign Map

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Campaign Map converts visual identity into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Analytics Agent to prepare inputs: saves, shares, comments, DMs. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Campaign Map to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Objection Removal

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Objection Removal converts B2B trust building into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Kernel Agent to prepare inputs: thesis, false belief, hidden mechanism, promise, CTA. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Objection Removal
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: DM Funnel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

DM Funnel converts premium brand systems into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Art Director Agent to prepare inputs: palette, type, objects, density model. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: DM Funnel to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Follow-up Series

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Follow-up Series converts design operations into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use QA Court Agent to prepare inputs: ranked repairs. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Follow-up Series to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Destruction Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Destruction Carousel converts copywriting into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Research Agent to prepare inputs: audience pain, market language, objections, proof. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Destruction
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Authority Framework Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Authority Framework Carousel converts client acquisition into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Copy Agent to prepare inputs: big-type-safe copy. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Authority Framework
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Before/After Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Before/After Carousel converts thought leadership into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Pop Signal Agent to prepare inputs: stickers, bursts, halftones, cutouts. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Before/After
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Mini-OS Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Mini-OS Carousel converts consulting authority into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Versioning Agent to prepare inputs: variant memory and template updates. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Mini-OS Carousel to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Visual Checklist Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Visual Checklist Carousel converts lead magnet design into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Flow Agent to prepare inputs: slide functions and swipe bridges. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Visual Checklist
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Contrarian Thesis Carousel

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Contrarian Thesis Carousel converts AI agency positioning into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Typography Agent to prepare inputs: line breaks and readability. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Contrarian Thesis
Carousel to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Case Study Breakdown

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Case Study Breakdown converts visual identity into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Analytics Agent to prepare inputs: saves, shares, comments, DMs. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Case Study Breakdown to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Myth vs Mechanism

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Myth vs Mechanism converts B2B trust building into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Kernel Agent to prepare inputs: thesis, false belief, hidden mechanism, promise, CTA. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Myth vs Mechanism
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Mistake Correction

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Mistake Correction converts premium brand systems into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Art Director Agent to prepare inputs: palette, type, objects, density model. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Mistake Correction to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Tool Tutorial

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Tool Tutorial converts design operations into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use QA Court Agent to prepare inputs: ranked repairs. Run Pop-Art Premium Loop after drafting: iconicity -> exaggeration -> cultural code -> grid -> taste court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Tool Tutorial to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Archetype System: Founder Manifesto

Archetypes are reusable cognitive vehicles.

DOCTRINE + MECHANISM

Founder Manifesto converts copywriting into a repeatable sequence. Archetypes prevent random posting because they define the flow before copy and design.

Default flow: cover tension -> audience recognition -> stakes -> hidden mechanism -> framework -> example -> tool -> mistake -> summary -> CTA. The labels can change, but the cognitive movement must stay alive.

Use Research Agent to prepare inputs: audience pain, market language, objections, proof. Run Kernel Extraction Loop after drafting: topic -> pain -> contradiction -> mechanism -> promise -> action.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Choose goal
- Assign slide functions
- Write hook variants
- Design cover first
- Run flow court

AGENTIC PROMPT

```
Prompt: Apply Archetype System: Founder Manifesto
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 1: Hook Compression - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Compress a deep topic into one sentence that interrupts scanning without clickbait. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: bad topic intros, weak covers, slow attention capture. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 1: Hook Compression - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 1: Hook Compression - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Hook Compression: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: False Novelty Court asks: new operation or renamed old idea? Repair priority: write a version note. Prompt: Act as the Pop Signal Agent and apply Hook Compression to a 10-slide carousel about B2B trust building.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 1: Hook Compression - Part B to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 2: Square Poster Composition - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Use the 1:1 square as a poster-stage with one dominant focal element and controlled support zones. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: empty slides and weak framing. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 2: Square Poster
Composition - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 2: Square Poster Composition - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Square Poster Composition: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Human Taste Court asks: alive and culturally literate, not sterile? Repair priority: split into focal idea + support layer. Prompt: Act as the Flow Agent and apply Square Poster Composition to a 10-slide carousel about design operations.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 2: Square Poster
Composition - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 3: 90% Density Governance - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Fill through meaning layers, not decorative chaos. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: clutter, fake premium, unreadable density. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 3: 90% Density Governance - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 3: 90% Density Governance - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for 90% Density Governance: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Typography Court asks: headline understood in one glance? Repair priority: turn decoration into labels/arrows/proof. Prompt: Act as the Analytics Agent and apply 90% Density Governance to a 10-slide carousel about client acquisition.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 3: 90% Density Governance
- Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 4: Big Classy Typography - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Make huge type feel premium through proportion, spacing, contrast, and font roles. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: loud amateur fonts. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 4: Big Classy Typography - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 4: Big Classy Typography - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Big Classy Typography: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Brand Memory Court asks: recognizable after three posts? Repair priority: replace vague advice with checklist. Prompt: Act as the Art Director Agent and apply Big Classy Typography to a 10-slide carousel about consulting authority.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 4: Big Classy Typography -
Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 5: Pop-Art Signal Engineering - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Borrow mass-culture immediacy while keeping agency restraint. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: childish pop visuals. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 5: Pop-Art Signal
Engineering - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 5: Pop-Art Signal Engineering - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Pop-Art Signal Engineering: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Hallucination Court asks: unsupported platform/performance claims? Repair priority: repeat a brand marker. Prompt: Act as the Research Agent and apply Pop-Art Signal Engineering to a 10-slide carousel about AI agency positioning.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 5: Pop-Art Signal
Engineering - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 6: Neo-Tech Interface Framing - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Use UI fragments, grid labels, diagrams, and system cards. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: generic AI gradients. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 6: Neo-Tech Interface Framing - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 6: Neo-Tech Interface Framing - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Neo-Tech Interface Framing: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: False Novelty Court asks: new operation or renamed old idea? Repair priority: write a version note. Prompt: Act as the Pop Signal Agent and apply Neo-Tech Interface Framing to a 10-slide carousel about B2B trust building.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 6: Neo-Tech Interface
Framing - Part B to a 10-slide 1:1 carousel. Return
hook, slide map, visual direction, 90% fill plan,
court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 7: Information Enchainement - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Design slide continuity so each card causes the next swipe. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: disconnected tips. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 7: Information
Enchainement - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 7: Information Enchainement - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Information Enchainement: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Human Taste Court asks: alive and culturally literate, not sterile? Repair priority: split into focal idea + support layer. Prompt: Act as the Flow Agent and apply Information Enchainement to a 10-slide carousel about design operations.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 7: Information
Enchainement - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 8: Saveable Framework Distillation - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Turn knowledge into models, scorecards, checklists, and repeatable rules. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: low saves. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 8: Saveable Framework
Distillation - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 8: Saveable Framework Distillation - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Saveable Framework Distillation: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Typography Court asks: headline understood in one glance? Repair priority: turn decoration into labels/arrows/proof. Prompt: Act as the Analytics Agent and apply Saveable Framework Distillation to a 10-slide carousel about client acquisition.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 8: Saveable Framework
Distillation - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 9: Shareable Identity Framing - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Create lines people share because they express status, taste, warning, or belief. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: socially silent content. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 9: Shareable Identity
Framing - Part A to a 10-slide 1:1 carousel. Return
hook, slide map, visual direction, 90% fill plan,
court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 9: Shareable Identity Framing - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Shareable Identity Framing: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Brand Memory Court asks: recognizable after three posts? Repair priority: replace vague advice with checklist. Prompt: Act as the Art Director Agent and apply Shareable Identity Framing to a 10-slide carousel about consulting authority.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 9: Shareable Identity
Framing - Part B to a 10-slide 1:1 carousel. Return
hook, slide map, visual direction, 90% fill plan,
court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 10: Contradiction Mapping - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Find tension between audience belief and what actually works. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: safe generic positioning. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 10: Contradiction Mapping
- Part A to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 10: Contradiction Mapping - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Contradiction Mapping: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Hallucination Court asks: unsupported platform/performance claims? Repair priority: repeat a brand marker. Prompt: Act as the Research Agent and apply Contradiction Mapping to a 10-slide carousel about AI agency positioning.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 10: Contradiction Mapping
- Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 11: Visual Hierarchy Attack - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Diagnose and repair order of attention. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: viewer does not know where to look. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 11: Visual Hierarchy
Attack - Part A to a 10-slide 1:1 carousel. Return
hook, slide map, visual direction, 90% fill plan,
court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 11: Visual Hierarchy Attack - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Visual Hierarchy Attack: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: False Novelty Court asks: new operation or renamed old idea? Repair priority: write a version note. Prompt: Act as the Pop Signal Agent and apply Visual Hierarchy Attack to a 10-slide carousel about B2B trust building.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 11: Visual Hierarchy
Attack - Part B to a 10-slide 1:1 carousel. Return
hook, slide map, visual direction, 90% fill plan,
court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 12: CTA Integration - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Make final action a logical continuation of the carousel. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: salesy final slides. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 12: CTA Integration - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 12: CTA Integration - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for CTA Integration: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Human Taste Court asks: alive and culturally literate, not sterile? Repair priority: split into focal idea + support layer. Prompt: Act as the Flow Agent and apply CTA Integration to a 10-slide carousel about design operations.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 12: CTA Integration - Part B to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 13: Agency Template Extraction - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Turn success into a reusable system without repetition. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: one-off work. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 13: Agency Template
Extraction - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 13: Agency Template Extraction - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Agency Template Extraction: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Typography Court asks: headline understood in one glance? Repair priority: turn decoration into labels/arrows/proof. Prompt: Act as the Analytics Agent and apply Agency Template Extraction to a 10-slide carousel about client acquisition.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 13: Agency Template
Extraction - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 14: Brand Code Design - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Define visual DNA that survives across topics. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: trend dependence. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 14: Brand Code Design - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 14: Brand Code Design - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Brand Code Design: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Brand Memory Court asks: recognizable after three posts? Repair priority: replace vague advice with checklist. Prompt: Act as the Art Director Agent and apply Brand Code Design to a 10-slide carousel about consulting authority.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 14: Brand Code Design -
Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 15: Mobile Readability Calibration - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Design for real phone viewing conditions. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: small text. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 15: Mobile Readability
Calibration - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 15: Mobile Readability Calibration - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Mobile Readability Calibration: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Hallucination Court asks: unsupported platform/performance claims? Repair priority: repeat a brand marker. Prompt: Act as the Research Agent and apply Mobile Readability Calibration to a 10-slide carousel about AI agency positioning.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 15: Mobile Readability
Calibration - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 16: Art Direction Briefing - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Translate strategy into palette, type, objects, layout, and mood. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: vague visual prompts. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 16: Art Direction Briefing - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 16: Art Direction Briefing - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Art Direction Briefing: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: False Novelty Court asks: new operation or renamed old idea? Repair priority: write a version note. Prompt: Act as the Pop Signal Agent and apply Art Direction Briefing to a 10-slide carousel about B2B trust building.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 16: Art Direction Briefing
- Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 17: Prompt-to-Design Translation - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Turn AI prompts into executable creative direction. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: AI slop. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 17: Prompt-to-Design
Translation - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 17: Prompt-to-Design Translation - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Prompt-to-Design Translation: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Human Taste Court asks: alive and culturally literate, not sterile? Repair priority: split into focal idea + support layer. Prompt: Act as the Flow Agent and apply Prompt-to-Design Translation to a 10-slide carousel about design operations.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 17: Prompt-to-Design
Translation - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 18: Slide Function Assignment - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Give every slide one cognitive job. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: rambling sequences. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 18: Slide Function
Assignment - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 18: Slide Function Assignment - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Slide Function Assignment: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Typography Court asks: headline understood in one glance? Repair priority: turn decoration into labels/arrows/proof. Prompt: Act as the Analytics Agent and apply Slide Function Assignment to a 10-slide carousel about client acquisition.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 18: Slide Function
Assignment - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 19: Example Construction - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Make abstract claims concrete. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: theory without application. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 19: Example Construction - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 19: Example Construction - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Example Construction: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Brand Memory Court asks: recognizable after three posts? Repair priority: replace vague advice with checklist. Prompt: Act as the Art Director Agent and apply Example Construction to a 10-slide carousel about consulting authority.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 19: Example Construction -
Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 20: Destruction Court Operation - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Attack work before publication. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: weak assets. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 20: Destruction Court
Operation - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 20: Destruction Court Operation - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Destruction Court Operation: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Hallucination Court asks: unsupported platform/performance claims? Repair priority: repeat a brand marker. Prompt: Act as the Research Agent and apply Destruction Court Operation to a 10-slide carousel about AI agency positioning.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 20: Destruction Court
Operation - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 21: Performance Interpretation - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Read metrics as creative evidence without overfitting. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: algorithm superstition. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 21: Performance
Interpretation - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 21: Performance Interpretation - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Performance Interpretation: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: False Novelty Court asks: new operation or renamed old idea? Repair priority: write a version note. Prompt: Act as the Pop Signal Agent and apply Performance Interpretation to a 10-slide carousel about B2B trust building.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 21: Performance
Interpretation - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 22: RAG Metadata Tagging - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Store assets so agents can retrieve and improve them. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: lost knowledge. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 22: RAG Metadata Tagging - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 22: RAG Metadata Tagging - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for RAG Metadata Tagging: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Human Taste Court asks: alive and culturally literate, not sterile? Repair priority: split into focal idea + support layer. Prompt: Act as the Flow Agent and apply RAG Metadata Tagging to a 10-slide carousel about design operations.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 22: RAG Metadata Tagging - Part B to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 23: Cultural Visual Literacy - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Use symbols and references with audience awareness. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: aesthetic mismatch. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 23: Cultural Visual
Literacy - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 23: Cultural Visual Literacy - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Cultural Visual Literacy: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Typography Court asks: headline understood in one glance? Repair priority: turn decoration into labels/arrows/proof. Prompt: Act as the Analytics Agent and apply Cultural Visual Literacy to a 10-slide carousel about client acquisition.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 23: Cultural Visual
Literacy - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 24: Offer-to-Carousel Conversion - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Convert a service offer into educational demand creation. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: cold direct ads. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 24: Offer-to-Carousel
Conversion - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 24: Offer-to-Carousel Conversion - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Offer-to-Carousel Conversion: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Brand Memory Court asks: recognizable after three posts? Repair priority: replace vague advice with checklist. Prompt: Act as the Art Director Agent and apply Offer-to-Carousel Conversion to a 10-slide carousel about consulting authority.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 24: Offer-to-Carousel
Conversion - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 25: Objection Surfacing - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Find and answer trust blockers. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: value without conversion. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 25: Objection Surfacing - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 25: Objection Surfacing - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Objection Surfacing: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Hallucination Court asks: unsupported platform/performance claims? Repair priority: repeat a brand marker. Prompt: Act as the Research Agent and apply Objection Surfacing to a 10-slide carousel about AI agency positioning.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 25: Objection Surfacing -
Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 26: Before/After Sequencing - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Stage transformation from pain to possibility. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: flat education. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 26: Before/After
Sequencing - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 26: Before/After Sequencing - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Before/After Sequencing: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: False Novelty Court asks: new operation or renamed old idea? Repair priority: write a version note. Prompt: Act as the Pop Signal Agent and apply Before/After Sequencing to a 10-slide carousel about B2B trust building.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 26: Before/After
Sequencing - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 27: Micro-Diagramming - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Represent mechanisms with nodes, arrows, layers, and contrasts. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: walls of text. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 27: Micro-Diagramming - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 27: Micro-Diagramming - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Micro-Diagramming: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Human Taste Court asks: alive and culturally literate, not sterile? Repair priority: split into focal idea + support layer. Prompt: Act as the Flow Agent and apply Micro-Diagramming to a 10-slide carousel about design operations.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 27: Micro-Diagramming -
Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 28: Color Tension Control - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Use contrast, harmony, and signal colors intentionally. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: color noise. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 28: Color Tension Control
- Part A to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 28: Color Tension Control - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Color Tension Control: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Typography Court asks: headline understood in one glance? Repair priority: turn decoration into labels/arrows/proof. Prompt: Act as the Analytics Agent and apply Color Tension Control to a 10-slide carousel about client acquisition.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 28: Color Tension Control
- Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 29: Motion-Implied Layout - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Use arrows, diagonals, repetition, and cropping for movement. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: dead static slides. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 29: Motion-Implied Layout
- Part A to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 29: Motion-Implied Layout - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Motion-Implied Layout: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Brand Memory Court asks: recognizable after three posts? Repair priority: replace vague advice with checklist. Prompt: Act as the Art Director Agent and apply Motion-Implied Layout to a 10-slide carousel about consulting authority.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 29: Motion-Implied Layout
- Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 30: Editorial Authority Voice - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Write with confident precision without fake guru tone. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: sloppy language. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 30: Editorial Authority Voice - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 30: Editorial Authority Voice - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Editorial Authority Voice: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Hallucination Court asks: unsupported platform/performance claims? Repair priority: repeat a brand marker. Prompt: Act as the Research Agent and apply Editorial Authority Voice to a 10-slide carousel about AI agency positioning.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 30: Editorial Authority
Voice - Part B to a 10-slide 1:1 carousel. Return
hook, slide map, visual direction, 90% fill plan,
court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 31: Human Taste Calibration - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Preserve warmth, humor, cultural life, and surprise. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: sterile AI output. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 31: Human Taste
Calibration - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 31: Human Taste Calibration - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Human Taste Calibration: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: False Novelty Court asks: new operation or renamed old idea? Repair priority: write a version note. Prompt: Act as the Pop Signal Agent and apply Human Taste Calibration to a 10-slide carousel about B2B trust building.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 31: Human Taste
Calibration - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 32: Carousel Series Architecture - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Build multi-post sequences that compound authority. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: isolated posts. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 32: Carousel Series
Architecture - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 32: Carousel Series Architecture - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Carousel Series Architecture: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Human Taste Court asks: alive and culturally literate, not sterile? Repair priority: split into focal idea + support layer. Prompt: Act as the Flow Agent and apply Carousel Series Architecture to a 10-slide carousel about design operations.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 32: Carousel Series
Architecture - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 33: Visual Proof Engineering - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Use screenshots, metrics, quotes, diagrams, and artifacts. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: claims without evidence. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 33: Visual Proof
Engineering - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 33: Visual Proof Engineering - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Visual Proof Engineering: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Typography Court asks: headline understood in one glance? Repair priority: turn decoration into labels/arrows/proof. Prompt: Act as the Analytics Agent and apply Visual Proof Engineering to a 10-slide carousel about client acquisition.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 33: Visual Proof
Engineering - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 34: Client-Ready Review - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Explain design decisions for approval. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: beautiful work rejected. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 34: Client-Ready Review - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 34: Client-Ready Review - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Client-Ready Review: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Brand Memory Court asks: recognizable after three posts? Repair priority: replace vague advice with checklist. Prompt: Act as the Art Director Agent and apply Client-Ready Review to a 10-slide carousel about consulting authority.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 34: Client-Ready Review -
Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 35: Premium Restraint - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Know what to remove so design becomes more expensive. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: overdesign. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 35: Premium Restraint - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 35: Premium Restraint - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Premium Restraint: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Hallucination Court asks: unsupported platform/performance claims? Repair priority: repeat a brand marker. Prompt: Act as the Research Agent and apply Premium Restraint to a 10-slide carousel about AI agency positioning.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 35: Premium Restraint -
Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 36: Audience Pain Translation - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Convert vague pain into exact slide language. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: generic content. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 36: Audience Pain
Translation - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 36: Audience Pain Translation - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Audience Pain Translation: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: False Novelty Court asks: new operation or renamed old idea? Repair priority: write a version note. Prompt: Act as the Pop Signal Agent and apply Audience Pain Translation to a 10-slide carousel about B2B trust building.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 36: Audience Pain
Translation - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 37: Pattern Library Governance - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Scale reusable components without boredom. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: template fatigue. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 37: Pattern Library
Governance - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 37: Pattern Library Governance - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Pattern Library Governance: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Human Taste Court asks: alive and culturally literate, not sterile? Repair priority: split into focal idea + support layer. Prompt: Act as the Flow Agent and apply Pattern Library Governance to a 10-slide carousel about design operations.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 37: Pattern Library
Governance - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 38: A/B Cover Testing - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Test hook, hierarchy, and image force. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: guessing. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 38: A/B Cover Testing - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 38: A/B Cover Testing - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for A/B Cover Testing: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Typography Court asks: headline understood in one glance? Repair priority: turn decoration into labels/arrows/proof. Prompt: Act as the Analytics Agent and apply A/B Cover Testing to a 10-slide carousel about client acquisition.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 38: A/B Cover Testing -
Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 39: Postmortem Learning - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Turn each post into a lesson for the next version. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: repeating failures. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 39: Postmortem Learning - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 39: Postmortem Learning - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Postmortem Learning: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Brand Memory Court asks: recognizable after three posts? Repair priority: replace vague advice with checklist. Prompt: Act as the Art Director Agent and apply Postmortem Learning to a 10-slide carousel about consulting authority.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 39: Postmortem Learning -
Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 40: Hyperhuman Final Polish - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Add taste, rhythm, empathy, and surprise after system order. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: technically correct but lifeless. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 40: Hyperhuman Final
Polish - Part A to a 10-slide 1:1 carousel. Return
hook, slide map, visual direction, 90% fill plan,
court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 40: Hyperhuman Final Polish - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Hyperhuman Final Polish: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Hallucination Court asks: unsupported platform/performance claims? Repair priority: repeat a brand marker. Prompt: Act as the Research Agent and apply Hyperhuman Final Polish to a 10-slide carousel about AI agency positioning.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 40: Hyperhuman Final
Polish - Part B to a 10-slide 1:1 carousel. Return
hook, slide map, visual direction, 90% fill plan,
court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 41: Hook Compression - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Compress a deep topic into one sentence that interrupts scanning without clickbait. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: bad topic intros, weak covers, slow attention capture. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 41: Hook Compression -
Part A to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 41: Hook Compression - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Hook Compression: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: False Novelty Court asks: new operation or renamed old idea? Repair priority: write a version note. Prompt: Act as the Pop Signal Agent and apply Hook Compression to a 10-slide carousel about B2B trust building.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 41: Hook Compression -
Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 42: Square Poster Composition - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Use the 1:1 square as a poster-stage with one dominant focal element and controlled support zones. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: empty slides and weak framing. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 42: Square Poster
Composition - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 42: Square Poster Composition - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Square Poster Composition: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Human Taste Court asks: alive and culturally literate, not sterile? Repair priority: split into focal idea + support layer. Prompt: Act as the Flow Agent and apply Square Poster Composition to a 10-slide carousel about design operations.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 42: Square Poster
Composition - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 43: 90% Density Governance - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Fill through meaning layers, not decorative chaos. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: clutter, fake premium, unreadable density. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 43: 90% Density Governance - Part A to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 43: 90% Density Governance - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for 90% Density Governance: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Typography Court asks: headline understood in one glance? Repair priority: turn decoration into labels/arrows/proof. Prompt: Act as the Analytics Agent and apply 90% Density Governance to a 10-slide carousel about client acquisition.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 43: 90% Density Governance
- Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 44: Big Classy Typography - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Make huge type feel premium through proportion, spacing, contrast, and font roles. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: loud amateur fonts. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 44: Big Classy Typography
- Part A to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 44: Big Classy Typography - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Big Classy Typography: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Brand Memory Court asks: recognizable after three posts? Repair priority: replace vague advice with checklist. Prompt: Act as the Art Director Agent and apply Big Classy Typography to a 10-slide carousel about consulting authority.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 44: Big Classy Typography
- Part B to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 45: Pop-Art Signal Engineering - Part A

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Definition: Borrow mass-culture immediacy while keeping agency restraint. It is hyper because it converts aesthetic judgment, cognitive compression, and production execution into one trained capability.

Problem solved: childish pop visuals. Prerequisites: audience pain, slide function assignment, visual hierarchy, density governance, and destruction-court discipline.

Execution steps: 1) identify the active difference; 2) define the viewer state; 3) choose the dominant cognitive action; 4) produce three variants; 5) attack the variants; 6) repair the strongest one; 7) store the pattern if it works.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Beginner drill: rebuild one weak slide
- Advanced drill: create 5 variants for different audiences
- Mastery: faster clarity with fewer elements
- Error: confusing style with function
- AGI relevance: skill becomes reusable agent operation

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 45: Pop-Art Signal
Engineering - Part A to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperSkill 45: Pop-Art Signal Engineering - Part B

Full operational skill text: definition, exercises, errors, loops, AGI relevance.

DOCTRINE + MECHANISM

Advanced protocol for Pop-Art Signal Engineering: force the skill through MCD. Ask whether it increases distinction density, integration, transformation, agency, prediction, compression, and noise reduction.

Related tools: Concept Kernelizer, Swipe Flow Compiler, 90% Fill Evaluator, Typography Court, Pop-Tech Filter, Destruction Matrix. Related loop: Kernel Extraction Loop (topic -> pain -> contradiction -> mechanism -> promise -> action).

Auto-review: Hallucination Court asks: unsupported platform/performance claims? Repair priority: repeat a brand marker. Prompt: Act as the Research Agent and apply Pop-Art Signal Engineering to a 10-slide carousel about AI agency positioning.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Test with thumbnail view
- Test with one-sentence explanation
- Test against a competitor post
- Save repair notes
- Update template memory

AGENTIC PROMPT

```
Prompt: Apply HyperSkill 45: Pop-Art Signal
Engineering - Part B to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Kernel Agent + Hook War Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Kernel Agent role: thesis, false belief, hidden mechanism, promise, CTA. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Hook War Loop = 20 hooks -> 5 survivors -> 3 covers -> 1 launch. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Hook War Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Kernel Agent + Hook War Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Flow Agent + Flow Compiler Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Flow Agent role: slide functions and swipe bridges. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Flow Compiler Loop = slide functions -> copy -> visual plan -> tension audit. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Flow Compiler Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Flow Agent + Flow Compiler Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Copy Agent + 90% Fill Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Copy Agent role: big-type-safe copy. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: 90% Fill Loop = focal point -> support layer -> energy field -> edge activation -> deletion. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, 90% Fill Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Copy Agent + 90% Fill Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Art Director Agent + Typography Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Art Director Agent role: palette, type, objects, density model. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Typography Loop = font role -> scale -> line break -> contrast -> phone test. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Typography Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Art Director Agent + Typography Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Typography Agent + Pop-Art Premium Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Typography Agent role: line breaks and readability. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Pop-Art Premium Loop = iconicity -> exaggeration -> cultural code -> grid -> taste court. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Typography
Agent + Pop-Art Premium Loop to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Pop Signal Agent + Save-Value Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Pop Signal Agent role: stickers, bursts, halftones, cutouts. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Save-Value Loop = model -> checklist -> template -> example -> future utility. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Save-Value Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Pop Signal Agent + Save-Value Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: QA Court Agent + CTA Bridge Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

QA Court Agent role: ranked repairs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: CTA Bridge Loop = value -> trust -> next step -> friction reduction. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, CTA Bridge Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: QA Court Agent + CTA Bridge Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Analytics Agent + Destruction/Repair Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Analytics Agent role: saves, shares, comments, DMs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Destruction/Repair Loop = attack -> score -> prioritize -> repair -> rescore. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Destruction/Repair Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Analytics
Agent + Destruction/Repair Loop to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Versioning Agent + RAG Update Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Versioning Agent role: variant memory and template updates. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: RAG Update Loop = asset -> metadata -> performance -> chunks -> template mutation. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, RAG Update Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Versioning Agent + RAG Update Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Research Agent + Kernel Extraction Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Research Agent role: audience pain, market language, objections, proof. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Kernel Extraction Loop = topic -> pain -> contradiction -> mechanism -> promise -> action. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Research Agent + Kernel Extraction Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Kernel Agent + Hook War Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Kernel Agent role: thesis, false belief, hidden mechanism, promise, CTA. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Hook War Loop = 20 hooks -> 5 survivors -> 3 covers -> 1 launch. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Hook War Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Kernel Agent + Hook War Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Flow Agent + Flow Compiler Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Flow Agent role: slide functions and swipe bridges. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Flow Compiler Loop = slide functions -> copy -> visual plan -> tension audit. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Flow Compiler Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Flow Agent + Flow Compiler Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Copy Agent + 90% Fill Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Copy Agent role: big-type-safe copy. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: 90% Fill Loop = focal point -> support layer -> energy field -> edge activation -> deletion. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, 90% Fill Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Copy Agent + 90% Fill Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Art Director Agent + Typography Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Art Director Agent role: palette, type, objects, density model. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Typography Loop = font role -> scale -> line break -> contrast -> phone test. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Typography Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Art Director Agent + Typography Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Typography Agent + Pop-Art Premium Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Typography Agent role: line breaks and readability. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Pop-Art Premium Loop = iconicity -> exaggeration -> cultural code -> grid -> taste court. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Typography Agent + Pop-Art Premium Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Pop Signal Agent + Save-Value Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Pop Signal Agent role: stickers, bursts, halftones, cutouts. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Save-Value Loop = model -> checklist -> template -> example -> future utility. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Save-Value Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Pop Signal Agent + Save-Value Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: QA Court Agent + CTA Bridge Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

QA Court Agent role: ranked repairs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: CTA Bridge Loop = value -> trust -> next step -> friction reduction. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, CTA Bridge Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: QA Court Agent + CTA Bridge Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Analytics Agent + Destruction/Repair Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Analytics Agent role: saves, shares, comments, DMs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Destruction/Repair Loop = attack -> score -> prioritize -> repair -> rescore. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Destruction/Repair Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Analytics
Agent + Destruction/Repair Loop to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Versioning Agent + RAG Update Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Versioning Agent role: variant memory and template updates. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: RAG Update Loop = asset -> metadata -> performance -> chunks -> template mutation. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, RAG Update Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Versioning Agent + RAG Update Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Research Agent + Kernel Extraction Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Research Agent role: audience pain, market language, objections, proof. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Kernel Extraction Loop = topic -> pain -> contradiction -> mechanism -> promise -> action. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Research Agent + Kernel Extraction Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Kernel Agent + Hook War Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Kernel Agent role: thesis, false belief, hidden mechanism, promise, CTA. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Hook War Loop = 20 hooks -> 5 survivors -> 3 covers -> 1 launch. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Hook War Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Kernel Agent + Hook War Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Flow Agent + Flow Compiler Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Flow Agent role: slide functions and swipe bridges. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Flow Compiler Loop = slide functions -> copy -> visual plan -> tension audit. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Flow Compiler Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Flow Agent + Flow Compiler Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Copy Agent + 90% Fill Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Copy Agent role: big-type-safe copy. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: 90% Fill Loop = focal point -> support layer -> energy field -> edge activation -> deletion. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, 90% Fill Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Copy Agent + 90% Fill Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Art Director Agent + Typography Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Art Director Agent role: palette, type, objects, density model. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Typography Loop = font role -> scale -> line break -> contrast -> phone test. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Typography Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Art Director
Agent + Typography Loop to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Typography Agent + Pop-Art Premium Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Typography Agent role: line breaks and readability. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Pop-Art Premium Loop = iconicity -> exaggeration -> cultural code -> grid -> taste court. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Typography
Agent + Pop-Art Premium Loop to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Pop Signal Agent + Save-Value Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Pop Signal Agent role: stickers, bursts, halftones, cutouts. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Save-Value Loop = model -> checklist -> template -> example -> future utility. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Save-Value Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Pop Signal Agent + Save-Value Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: QA Court Agent + CTA Bridge Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

QA Court Agent role: ranked repairs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: CTA Bridge Loop = value -> trust -> next step -> friction reduction. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, CTA Bridge Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: QA Court Agent + CTA Bridge Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Analytics Agent + Destruction/Repair Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Analytics Agent role: saves, shares, comments, DMs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Destruction/Repair Loop = attack -> score -> prioritize -> repair -> rescore. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Destruction/Repair Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Analytics
Agent + Destruction/Repair Loop to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Versioning Agent + RAG Update Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Versioning Agent role: variant memory and template updates. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: RAG Update Loop = asset -> metadata -> performance -> chunks -> template mutation. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, RAG Update Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Versioning Agent + RAG Update Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Research Agent + Kernel Extraction Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Research Agent role: audience pain, market language, objections, proof. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Kernel Extraction Loop = topic -> pain -> contradiction -> mechanism -> promise -> action. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Research Agent + Kernel Extraction Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Kernel Agent + Hook War Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Kernel Agent role: thesis, false belief, hidden mechanism, promise, CTA. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Hook War Loop = 20 hooks -> 5 survivors -> 3 covers -> 1 launch. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Hook War Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Kernel Agent + Hook War Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Flow Agent + Flow Compiler Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Flow Agent role: slide functions and swipe bridges. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Flow Compiler Loop = slide functions -> copy -> visual plan -> tension audit. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Flow Compiler Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Flow Agent + Flow Compiler Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Copy Agent + 90% Fill Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Copy Agent role: big-type-safe copy. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: 90% Fill Loop = focal point -> support layer -> energy field -> edge activation -> deletion. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, 90% Fill Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Copy Agent + 90% Fill Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Art Director Agent + Typography Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Art Director Agent role: palette, type, objects, density model. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Typography Loop = font role -> scale -> line break -> contrast -> phone test. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Typography Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Art Director
Agent + Typography Loop to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Typography Agent + Pop-Art Premium Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Typography Agent role: line breaks and readability. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Pop-Art Premium Loop = iconicity -> exaggeration -> cultural code -> grid -> taste court. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Typography
Agent + Pop-Art Premium Loop to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Pop Signal Agent + Save-Value Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Pop Signal Agent role: stickers, bursts, halftones, cutouts. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Save-Value Loop = model -> checklist -> template -> example -> future utility. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Save-Value Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Pop Signal Agent + Save-Value Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: QA Court Agent + CTA Bridge Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

QA Court Agent role: ranked repairs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: CTA Bridge Loop = value -> trust -> next step -> friction reduction. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, CTA Bridge Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: QA Court Agent + CTA Bridge Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Analytics Agent + Destruction/Repair Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Analytics Agent role: saves, shares, comments, DMs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Destruction/Repair Loop = attack -> score -> prioritize -> repair -> rescore. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Destruction/Repair Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Analytics
Agent + Destruction/Repair Loop to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Versioning Agent + RAG Update Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Versioning Agent role: variant memory and template updates. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: RAG Update Loop = asset -> metadata -> performance -> chunks -> template mutation. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, RAG Update Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Versioning Agent + RAG Update Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Research Agent + Kernel Extraction Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Research Agent role: audience pain, market language, objections, proof. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Kernel Extraction Loop = topic -> pain -> contradiction -> mechanism -> promise -> action. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Research Agent + Kernel Extraction Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Kernel Agent + Hook War Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Kernel Agent role: thesis, false belief, hidden mechanism, promise, CTA. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Hook War Loop = 20 hooks -> 5 survivors -> 3 covers -> 1 launch. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Hook War Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Kernel Agent + Hook War Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Flow Agent + Flow Compiler Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Flow Agent role: slide functions and swipe bridges. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Flow Compiler Loop = slide functions -> copy -> visual plan -> tension audit. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Flow Compiler Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Flow Agent + Flow Compiler Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Copy Agent + 90% Fill Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Copy Agent role: big-type-safe copy. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: 90% Fill Loop = focal point -> support layer -> energy field -> edge activation -> deletion. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, 90% Fill Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Copy Agent + 90% Fill Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Art Director Agent + Typography Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Art Director Agent role: palette, type, objects, density model. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Typography Loop = font role -> scale -> line break -> contrast -> phone test. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Typography Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Art Director Agent + Typography Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Typography Agent + Pop-Art Premium Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Typography Agent role: line breaks and readability. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Pop-Art Premium Loop = iconicity -> exaggeration -> cultural code -> grid -> taste court. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Typography Agent + Pop-Art Premium Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Pop Signal Agent + Save-Value Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Pop Signal Agent role: stickers, bursts, halftones, cutouts. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Save-Value Loop = model -> checklist -> template -> example -> future utility. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Save-Value Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Pop Signal Agent + Save-Value Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: QA Court Agent + CTA Bridge Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

QA Court Agent role: ranked repairs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: CTA Bridge Loop = value -> trust -> next step -> friction reduction. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, CTA Bridge Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: QA Court Agent + CTA Bridge Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Analytics Agent + Destruction/Repair Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Analytics Agent role: saves, shares, comments, DMs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Destruction/Repair Loop = attack -> score -> prioritize -> repair -> rescore. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Destruction/Repair Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Analytics Agent + Destruction/Repair Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Versioning Agent + RAG Update Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Versioning Agent role: variant memory and template updates. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: RAG Update Loop = asset -> metadata -> performance -> chunks -> template mutation. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, RAG Update Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Versioning Agent + RAG Update Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Research Agent + Kernel Extraction Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Research Agent role: audience pain, market language, objections, proof. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Kernel Extraction Loop = topic -> pain -> contradiction -> mechanism -> promise -> action. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Research Agent + Kernel Extraction Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Kernel Agent + Hook War Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Kernel Agent role: thesis, false belief, hidden mechanism, promise, CTA. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Hook War Loop = 20 hooks -> 5 survivors -> 3 covers -> 1 launch. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Hook War Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Kernel Agent + Hook War Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Flow Agent + Flow Compiler Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Flow Agent role: slide functions and swipe bridges. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Flow Compiler Loop = slide functions -> copy -> visual plan -> tension audit. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Flow Compiler Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Flow Agent + Flow Compiler Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Copy Agent + 90% Fill Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Copy Agent role: big-type-safe copy. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: 90% Fill Loop = focal point -> support layer -> energy field -> edge activation -> deletion. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, 90% Fill Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Copy Agent + 90% Fill Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Art Director Agent + Typography Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Art Director Agent role: palette, type, objects, density model. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Typography Loop = font role -> scale -> line break -> contrast -> phone test. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Typography Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Art Director
Agent + Typography Loop to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Typography Agent + Pop-Art Premium Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Typography Agent role: line breaks and readability. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Pop-Art Premium Loop = iconicity -> exaggeration -> cultural code -> grid -> taste court. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Typography
Agent + Pop-Art Premium Loop to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Pop Signal Agent + Save-Value Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Pop Signal Agent role: stickers, bursts, halftones, cutouts. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Save-Value Loop = model -> checklist -> template -> example -> future utility. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Save-Value Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Pop Signal Agent + Save-Value Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: QA Court Agent + CTA Bridge Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

QA Court Agent role: ranked repairs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: CTA Bridge Loop = value -> trust -> next step -> friction reduction. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, CTA Bridge Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: QA Court Agent + CTA Bridge Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Analytics Agent + Destruction/Repair Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Analytics Agent role: saves, shares, comments, DMs. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Destruction/Repair Loop = attack -> score -> prioritize -> repair -> rescore. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Destruction/Repair Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Analytics
Agent + Destruction/Repair Loop to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Versioning Agent + RAG Update Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Versioning Agent role: variant memory and template updates. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: RAG Update Loop = asset -> metadata -> performance -> chunks -> template mutation. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, RAG Update Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Versioning Agent + RAG Update Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

HyperAgentic Production: Research Agent + Kernel Extraction Loop

The agency does not need inspiration; it needs an execution loop.

DOCTRINE + MECHANISM

Research Agent role: audience pain, market language, objections, proof. The agent receives raw topic, audience, offer, constraints, brand code, proof assets, and previous performance memory.

Loop: Kernel Extraction Loop = topic -> pain -> contradiction -> mechanism -> promise -> action. Objective: make the creative process repeatable without making the output generic.

Allowed operations: generate variants, ask precise questions, rank risks, propose repairs, write metadata, and pass work to the next agent. Forbidden operations: invent proof, guarantee virality, ignore brand code, hide uncertainty, or publish without court.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Inputs explicit
- Output structured
- Forbidden ops enforced
- Evaluation attached
- Memory updated

AGENTIC PROMPT

```
Prompt: Apply HyperAgentic Production: Research Agent + Kernel Extraction Loop to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Visual Clutter Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Visual Clutter Court attacks the carousel for full because structured or full because noisy. The purpose is not negativity; the purpose is survival before publication.

Review protocol for client acquisition: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Visual Clutter Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Visual Clutter
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Typography Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Typography Court attacks the carousel for headline understood in one glance. The purpose is not negativity; the purpose is survival before publication.

Review protocol for thought leadership: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Typography Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Flow Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Flow Court attacks the carousel for slide N creates reason to swipe to N+1. The purpose is not negativity; the purpose is survival before publication.

Review protocol for consulting authority: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Flow Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Flow Court to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: False Novelty Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

False Novelty Court attacks the carousel for new operation or renamed old idea. The purpose is not negativity; the purpose is survival before publication.

Review protocol for lead magnet design: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: False Novelty
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Weak Operationalization Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Weak Operationalization Court attacks the carousel for designer or agent can execute without guessing. The purpose is not negativity; the purpose is survival before publication.

Review protocol for AI agency positioning: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Weak Operationalization Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hook force
- Hierarchy
- Readability
- Density
- Flow

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Weak
Operationalization Court to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Brand Memory Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Brand Memory Court attacks the carousel for recognizable after three posts. The purpose is not negativity; the purpose is survival before publication.

Review protocol for visual identity: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Brand Memory Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Conversion Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Conversion Court attacks the carousel for CTA follows from delivered value. The purpose is not negativity; the purpose is survival before publication.

Review protocol for B2B trust building: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Conversion Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Conversion Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Human Taste Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Human Taste Court attacks the carousel for alive and culturally literate, not sterile. The purpose is not negativity; the purpose is survival before publication.

Review protocol for premium brand systems: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Human Taste Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Accessibility Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Accessibility Court attacks the carousel for contrast, legibility, hierarchy, and reading order. The purpose is not negativity; the purpose is survival before publication.

Review protocol for design operations: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Accessibility Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Accessibility
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Hallucination Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Hallucination Court attacks the carousel for unsupported platform/performance claims. The purpose is not negativity; the purpose is survival before publication.

Review protocol for copywriting: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hook force
- Hierarchy
- Readability
- Density
- Flow

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Hallucination
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Visual Clutter Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Visual Clutter Court attacks the carousel for full because structured or full because noisy. The purpose is not negativity; the purpose is survival before publication.

Review protocol for client acquisition: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Visual Clutter Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Visual Clutter
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Typography Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Typography Court attacks the carousel for headline understood in one glance. The purpose is not negativity; the purpose is survival before publication.

Review protocol for thought leadership: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Typography Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Flow Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Flow Court attacks the carousel for slide N creates reason to swipe to N+1. The purpose is not negativity; the purpose is survival before publication.

Review protocol for consulting authority: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Flow Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Flow Court to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: False Novelty Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

False Novelty Court attacks the carousel for new operation or renamed old idea. The purpose is not negativity; the purpose is survival before publication.

Review protocol for lead magnet design: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: False Novelty
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Weak Operationalization Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Weak Operationalization Court attacks the carousel for designer or agent can execute without guessing. The purpose is not negativity; the purpose is survival before publication.

Review protocol for AI agency positioning: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Weak Operationalization Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hook force
- Hierarchy
- Readability
- Density
- Flow

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Weak
Operationalization Court to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Brand Memory Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Brand Memory Court attacks the carousel for recognizable after three posts. The purpose is not negativity; the purpose is survival before publication.

Review protocol for visual identity: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Brand Memory Court to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Conversion Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Conversion Court attacks the carousel for CTA follows from delivered value. The purpose is not negativity; the purpose is survival before publication.

Review protocol for B2B trust building: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Conversion Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Conversion Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Human Taste Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Human Taste Court attacks the carousel for alive and culturally literate, not sterile. The purpose is not negativity; the purpose is survival before publication.

Review protocol for premium brand systems: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Human Taste Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Accessibility Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Accessibility Court attacks the carousel for contrast, legibility, hierarchy, and reading order. The purpose is not negativity; the purpose is survival before publication.

Review protocol for design operations: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Accessibility Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Accessibility
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Hallucination Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Hallucination Court attacks the carousel for unsupported platform/performance claims. The purpose is not negativity; the purpose is survival before publication.

Review protocol for copywriting: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hook force
- Hierarchy
- Readability
- Density
- Flow

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Hallucination
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Visual Clutter Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Visual Clutter Court attacks the carousel for full because structured or full because noisy. The purpose is not negativity; the purpose is survival before publication.

Review protocol for client acquisition: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Visual Clutter Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Visual Clutter
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Typography Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Typography Court attacks the carousel for headline understood in one glance. The purpose is not negativity; the purpose is survival before publication.

Review protocol for thought leadership: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Typography Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Flow Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Flow Court attacks the carousel for slide N creates reason to swipe to N+1. The purpose is not negativity; the purpose is survival before publication.

Review protocol for consulting authority: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Flow Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Flow Court to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: False Novelty Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

False Novelty Court attacks the carousel for new operation or renamed old idea. The purpose is not negativity; the purpose is survival before publication.

Review protocol for lead magnet design: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: False Novelty
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Weak Operationalization Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Weak Operationalization Court attacks the carousel for designer or agent can execute without guessing. The purpose is not negativity; the purpose is survival before publication.

Review protocol for AI agency positioning: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Weak Operationalization Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hook force
- Hierarchy
- Readability
- Density
- Flow

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Weak
Operationalization Court to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Brand Memory Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Brand Memory Court attacks the carousel for recognizable after three posts. The purpose is not negativity; the purpose is survival before publication.

Review protocol for visual identity: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Brand Memory Court to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Conversion Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Conversion Court attacks the carousel for CTA follows from delivered value. The purpose is not negativity; the purpose is survival before publication.

Review protocol for B2B trust building: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Conversion Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Conversion Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Human Taste Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Human Taste Court attacks the carousel for alive and culturally literate, not sterile. The purpose is not negativity; the purpose is survival before publication.

Review protocol for premium brand systems: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Human Taste Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Accessibility Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Accessibility Court attacks the carousel for contrast, legibility, hierarchy, and reading order. The purpose is not negativity; the purpose is survival before publication.

Review protocol for design operations: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Accessibility Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Accessibility
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Hallucination Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Hallucination Court attacks the carousel for unsupported platform/performance claims. The purpose is not negativity; the purpose is survival before publication.

Review protocol for copywriting: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hook force
- Hierarchy
- Readability
- Density
- Flow

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Hallucination
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Visual Clutter Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Visual Clutter Court attacks the carousel for full because structured or full because noisy. The purpose is not negativity; the purpose is survival before publication.

Review protocol for client acquisition: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Visual Clutter Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Visual Clutter
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Typography Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Typography Court attacks the carousel for headline understood in one glance. The purpose is not negativity; the purpose is survival before publication.

Review protocol for thought leadership: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Typography Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Flow Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Flow Court attacks the carousel for slide N creates reason to swipe to N+1. The purpose is not negativity; the purpose is survival before publication.

Review protocol for consulting authority: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Flow Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Flow Court to a
10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: False Novelty Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

False Novelty Court attacks the carousel for new operation or renamed old idea. The purpose is not negativity; the purpose is survival before publication.

Review protocol for lead magnet design: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: False Novelty
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Weak Operationalization Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Weak Operationalization Court attacks the carousel for designer or agent can execute without guessing. The purpose is not negativity; the purpose is survival before publication.

Review protocol for AI agency positioning: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Weak Operationalization Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Hook force
- Hierarchy
- Readability
- Density
- Flow

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Weak
Operationalization Court to a 10-slide 1:1
carousel. Return hook, slide map, visual direction,
90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Brand Memory Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Brand Memory Court attacks the carousel for recognizable after three posts. The purpose is not negativity; the purpose is survival before publication.

Review protocol for visual identity: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Brand Memory Court to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Conversion Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Conversion Court attacks the carousel for CTA follows from delivered value. The purpose is not negativity; the purpose is survival before publication.

Review protocol for B2B trust building: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Conversion Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Conversion Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Human Taste Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Human Taste Court attacks the carousel for alive and culturally literate, not sterile. The purpose is not negativity; the purpose is survival before publication.

Review protocol for premium brand systems: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Human Taste Court
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Accessibility Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Accessibility Court attacks the carousel for contrast, legibility, hierarchy, and reading order. The purpose is not negativity; the purpose is survival before publication.

Review protocol for design operations: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Accessibility Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Hook force
- Hierarchy
- Readability
- Density
- Flow
- Brand memory
- Evidence
- CTA

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Accessibility
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Auto-Review Court: Hallucination Court

No asset leaves the system without attack and repair.

DOCTRINE + MECHANISM

Hallucination Court attacks the carousel for unsupported platform/performance claims. The purpose is not negativity; the purpose is survival before publication.

Review protocol for copywriting: 1) inspect cover; 2) inspect slide sequence; 3) inspect type; 4) inspect density; 5) inspect CTA; 6) inspect evidence; 7) rank repairs by business impact.

Score qualitatively: Strong, Usable, Weak, Broken. Do not fake precision unless there is real performance data. If weak or broken, repair before export.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Hook force
- Hierarchy
- Readability
- Density
- Flow

AGENTIC PROMPT

```
Prompt: Apply Auto-Review Court: Hallucination
Court to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Graphrag Relation Compiler

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Graphrag Relation Compiler turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Graphrag
Relation Compiler to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Metadata Schema

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Metadata Schema turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Metadata
Schema to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Template Memory

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Template Memory turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Template
Memory to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Prompt Kernel

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Prompt Kernel turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Prompt Kernel to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Deployment Checklist

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Deployment Checklist turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Deployment
Checklist to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Versioning System

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Versioning System turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Versioning
System to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Research Program

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Research Program turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Research
Program to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Agi Readiness Score

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Agi Readiness Score turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Agi Readiness
Score to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Final Kernel

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Final Kernel turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Final Kernel
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Rag Chunking

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Rag Chunking turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Rag Chunking
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Graphrag Relation Compiler

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Graphrag Relation Compiler turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw client acquisition knowledge or offer; transformation applies Density Governance, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: isolated tips with no sequence. Repair: move proof before CTA.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Graphrag
Relation Compiler to a 10-slide 1:1 carousel.
Return hook, slide map, visual direction, 90% fill
plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Metadata Schema

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Metadata Schema turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw thought leadership knowledge or offer; transformation applies CTA Continuity, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: no phone-size test. Repair: write a version note.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Metadata
Schema to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Template Memory

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Template Memory turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw consulting authority knowledge or offer; transformation applies Semantic Compression, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: best idea hidden too late. Repair: rewrite cover as contradiction.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Template
Memory to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Prompt Kernel

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Prompt Kernel turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw lead magnet design knowledge or offer; transformation applies Save Value, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: publishing without court. Repair: split into focal idea + support layer.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Prompt Kernel to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Deployment Checklist

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Deployment Checklist turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw AI agency positioning knowledge or offer; transformation applies Scroll Interruption, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: topic-title hooks. Repair: increase type and reduce words.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Deployment Checklist to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Versioning System

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Versioning System turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw visual identity knowledge or offer; transformation applies Density Governance, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Typography Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: tiny body text. Repair: turn decoration into labels/arrows/proof.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Versioning
System to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Research Program

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Research Program turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw B2B trust building knowledge or offer; transformation applies CTA Continuity, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with False Novelty Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: decoration instead of meaning. Repair: add a swipe bridge.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Research
Program to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Agi Readiness Score

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Agi Readiness Score turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw premium brand systems knowledge or offer; transformation applies Semantic Compression, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Brand Memory Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: too many font personalities. Repair: replace vague advice with checklist.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Agi Readiness
Score to a 10-slide 1:1 carousel. Return hook,
slide map, visual direction, 90% fill plan, court
score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Final Kernel

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Final Kernel turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw design operations knowledge or offer; transformation applies Save Value, Pop-Art Premium Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Human Taste Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: trend copying without brand memory. Repair: insert a micro-diagram.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Final Kernel
to a 10-slide 1:1 carousel. Return hook, slide map,
visual direction, 90% fill plan, court score, and
revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.

Final Deployment Layer: Rag Chunking

The carousel OS becomes searchable, reusable, and self-updating.

DOCTRINE + MECHANISM

Rag Chunking turns produced carousels into a knowledge asset. Store each post as hook, pain, mechanism, framework, example, tool, CTA, visual style, court results, performance data, and next repair.

Graph nodes: concept, claim, hook, audience, pain, visual style, slide, CTA, performance metric, failure mode, template, agent, tool. Edges: targets, supports, contradicts, generates, operationalizes, tests, trains, retrieves, updates.

Final OS command: convert any topic into a 1:1 carousel using tension, hierarchy, 90% fill, pop-tech aesthetic, big classy typography, destruction courts, and versioned learning memory.

EXECUTION + COURT

Input -> transformation -> output: input is raw copywriting knowledge or offer; transformation applies Scroll Interruption, Kernel Extraction Loop, and hierarchy discipline; output is one clearer slide decision plus a stored review note.

Training drill: create three variants - minimal editorial, pop-tech dense, and premium proof-led. Review with Hallucination Court and choose the version with the highest clarity-to-memory ratio.

Humanization pass: add one culturally alive detail, one phrase that sounds like a real strategist, and one deletion that makes the design feel more premium. Failure to watch: CTA before trust. Repair: repeat a brand marker.

- Chunk by function
- Tag confidence
- Link failures to repairs
- Store performance
- Update next prompt

AGENTIC PROMPT

```
Prompt: Apply Final Deployment Layer: Rag Chunking to a 10-slide 1:1 carousel. Return hook, slide map, visual direction, 90% fill plan, court score, and revision note.
```

FINAL MICRO-KERNEL

Active difference -> visual hierarchy -> 90% fill -> swipe tension -> save/share value -> CTA -> court -> memory update.