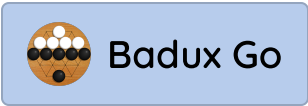


01 — IDENTITY

Badux Go

Go on a Hex Board

Wordmark set in Quicksand SemiBold (600), the app's only interface family.
view/layout/Logo.tsx



ACTUAL SIZE · 32PX MARK
img/komi.png — ALSO FAVICON



SPLASH · 1:1 · FULL-BLEED PROPOSED — NOT IN REPO

TAGLINE PROVENANCE NOT IN REPO

No tagline string exists anywhere in the app — this one is supplied. The nearest source copy is the README's one-sentence summary: *“Badux is an implementation of Baduk, but on a hex board instead of squares.”*

02 — COLOR

src/index.css :root + INLINE LITERALS

SURFACE
--bg-*

#e0edf8 bg-lighter · mention highlight	#d4e5f5 bg-light · inputs, buttons	#b7ccce bg-medium · page background	#b0c4e3 bg-dark · panels	#a5b8d8 bg-darker · tiles, hover	gradient panels: lift off ground	gradient buttons: light → darker

ACCENT
--orange-*

#f5dcc0 lightest · signup notice	#f5d5a8 lighter · declared, unused	#ebb883 light · MOTD top	#e0a060 medium · declared, unused	#d89050 dark · MOTD bottom	#c97d40 darker · MOTD border	#f39c12 bright · error accent

BORDER & STATE
literals + --*-notify

#94a5be border — every control	#7b8da8 hover border	#8fa3c8 pressed fill	#64789a pressed border	#e67e22 orange-notify · unread	#de5729 red-notify · mention	#ff4444 clock warning

TEXT & GAME SURFACE
literals only

#000000 body text — no token set	#778899 component label	#666666 game title, empty state	#888888 chat timestamp	#101010 black stone (radial)	#e4e4e4 white stone (radial)	#1a1a2e clock bezel · digits #e0e0e0

OMITTED One-off literals not shown: #b9770e (chat pending review), #ccc (menu button border), #333 (clock bezel border). The board is a photographic wood texture (view/board/img/wooden-surface.jpg), not a color value.

03 — TYPE

SIZES AS AUTHORED — rem/em/px MIXED IN SOURCE

Aa

Quicksand

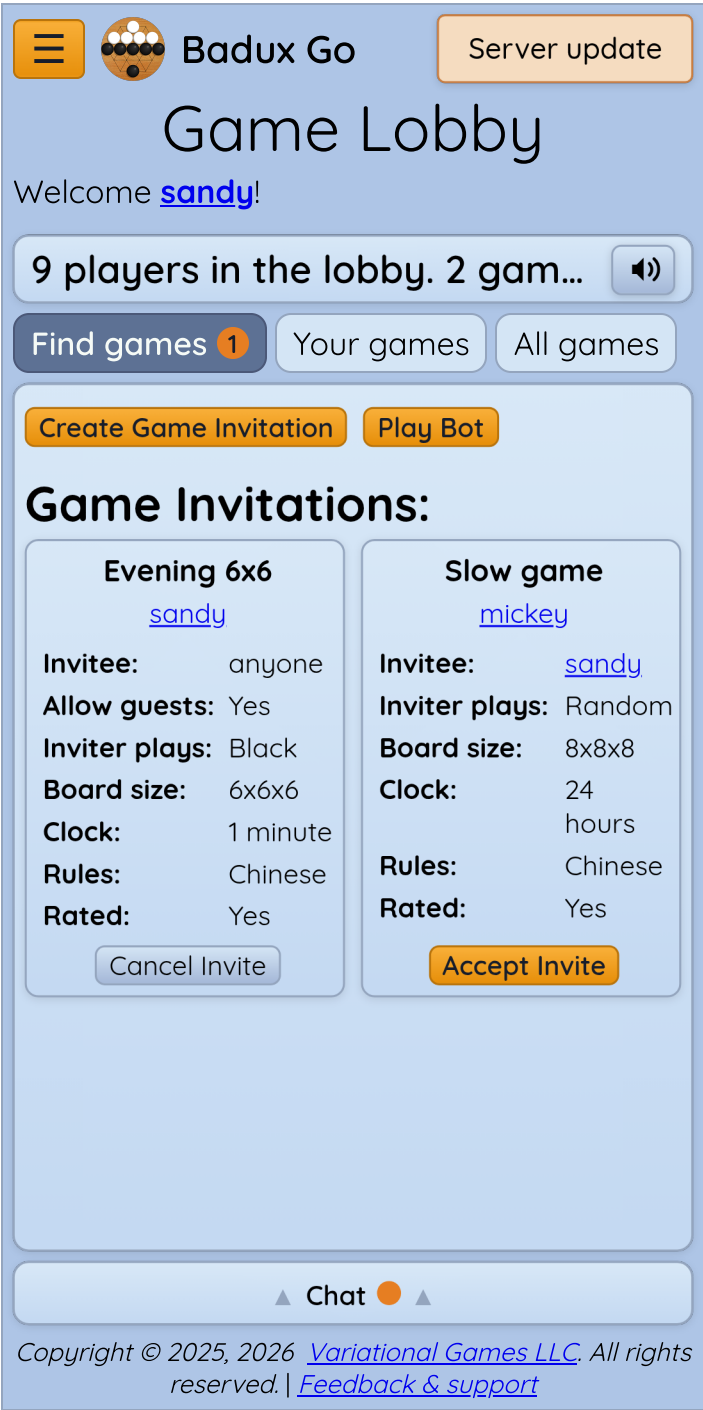
Google Fonts, variable 300–700. Applied to * — one family for the entire interface. Default 400; **700 for strong and b**; 600 for labels and titles.

300 400 500 600 700



DSEG7 Modern Bold
Self-hosted. Game clock only, 1rem. Falls back to Courier New.

ROLE	SIZE	WT	NOTE
Page title — h1	2em / 32px	400	unstyled, centered
Game title on board	1.5rem / 24px	400	#666, overlaid
Status bar message	1.2rem / 19px	600	1rem when no hover
Logo wordmark	1.2em / 19px	600	beside 32px mark
Invite tile title	1.1em / 15px	700	centered
Body — everything else	1rem / 16px	400	inherited default
COMPONENT LABEL	0.9rem / 14px	600	caps, 0.05em
Game button — status bar	1rem / 16px	400	1.3rem tall
Collapsed panel · chat date	0.85 / 14px	600	rem and em both
Footer · button group label	0.8em–0.75rem	400	12–13px, smallest

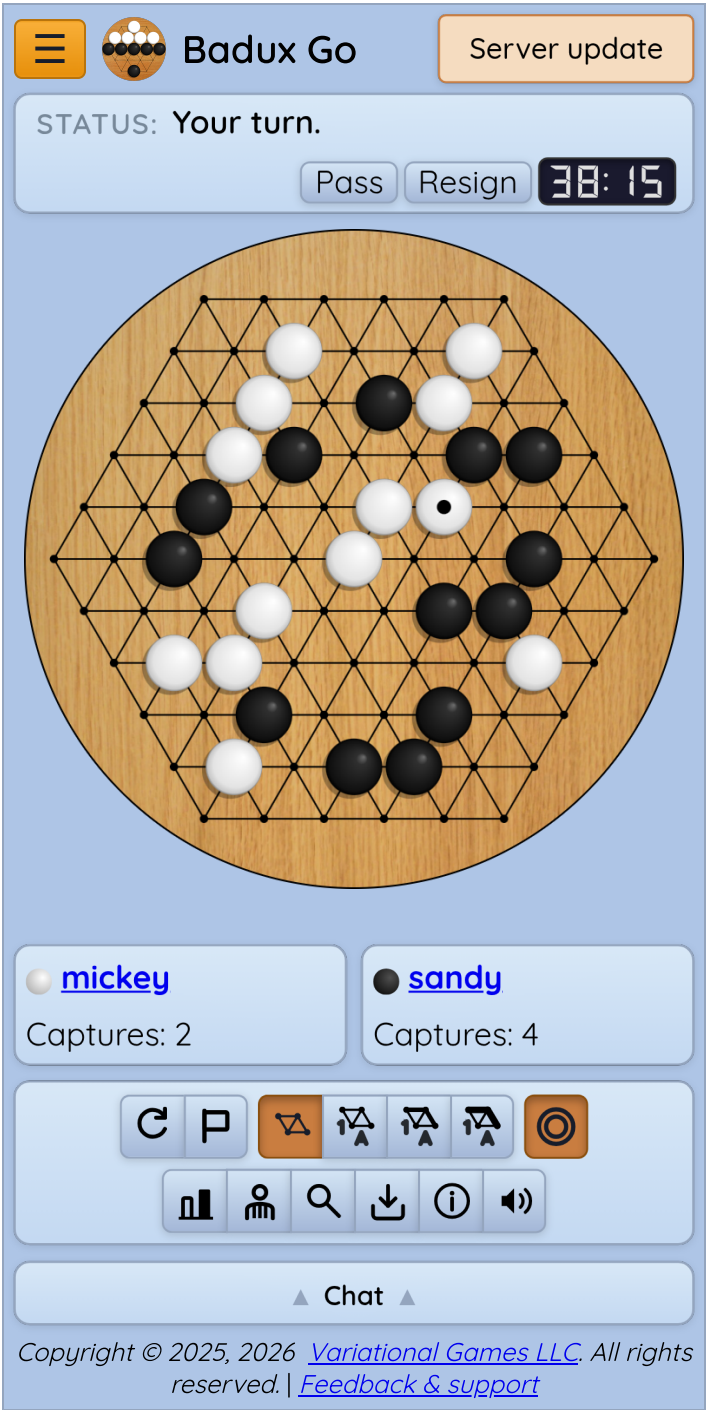


Game Lobby ROUTE /

04 — WHAT IS ON SCREEN

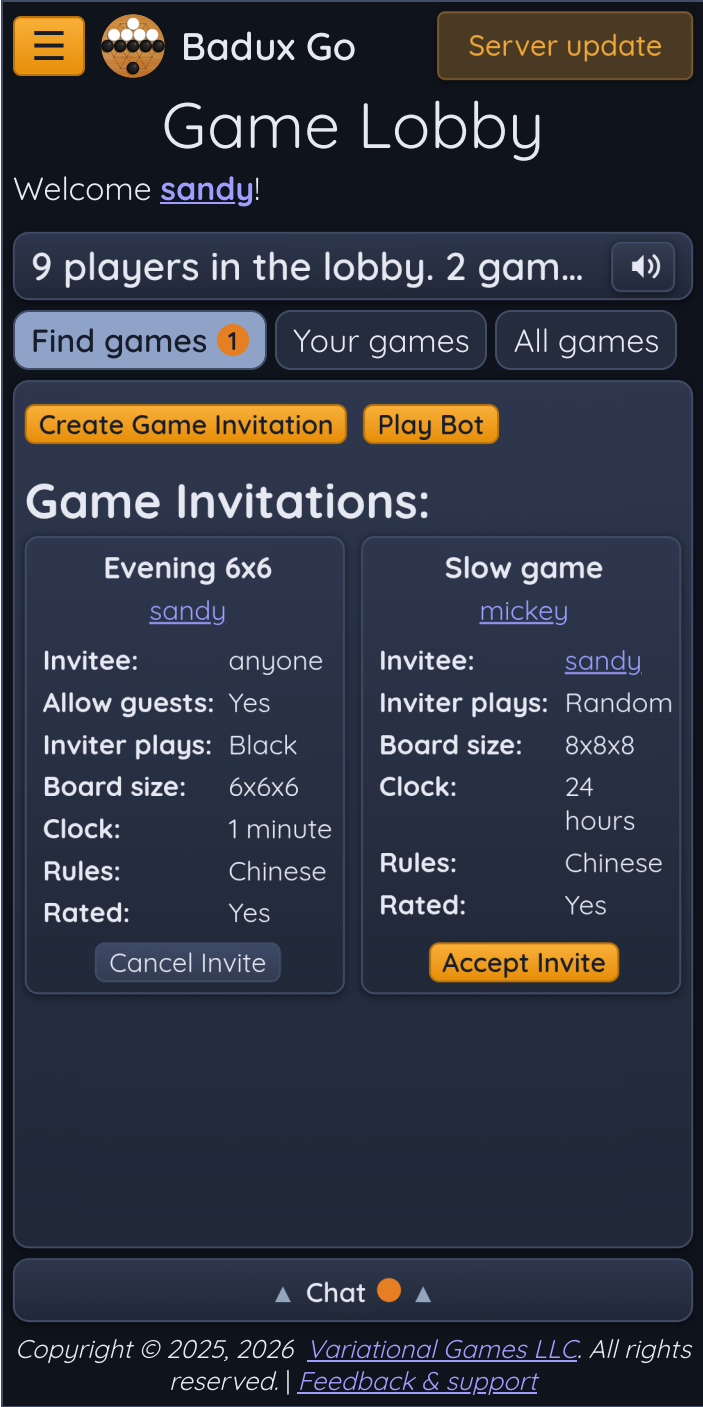
LAYOUT	Narrow: under 900px the two columns stack and the chat drops to a minimized bar.
SECTION	Find games — the entry default for a player with no game in progress. The phone breakpoint drops the invite-tile floor to 10rem so two fit per row.
FROM	view/Lobby.tsx · view/lobby/* · view/game/GameList.tsx · view/layout/*

SYNTHETIC Board positions, capture counts, clock readings, presence counts, game titles and the MOTD title are made up — no fixtures exist for them. Usernames sandy and mickey are placeholders, not repo fixtures. Every other string is the app's literal copy. Links render in the browser's default blue and underline: index.css declares no anchor style at all.



Game Page ROUTE /game/:gameId

LAYOUT	game-layout-portrait-small-board — under 800px tall the chat becomes an accordion bar and the player panels leave the board.
STATE	Active game, viewer to play. Board radius 5 (6x6x6, the smallest real board), Chinese rules, simple clock.
FROM	view/game/GameView.tsx · StatusBar.tsx · PlayerPanel.tsx · board/controls/*

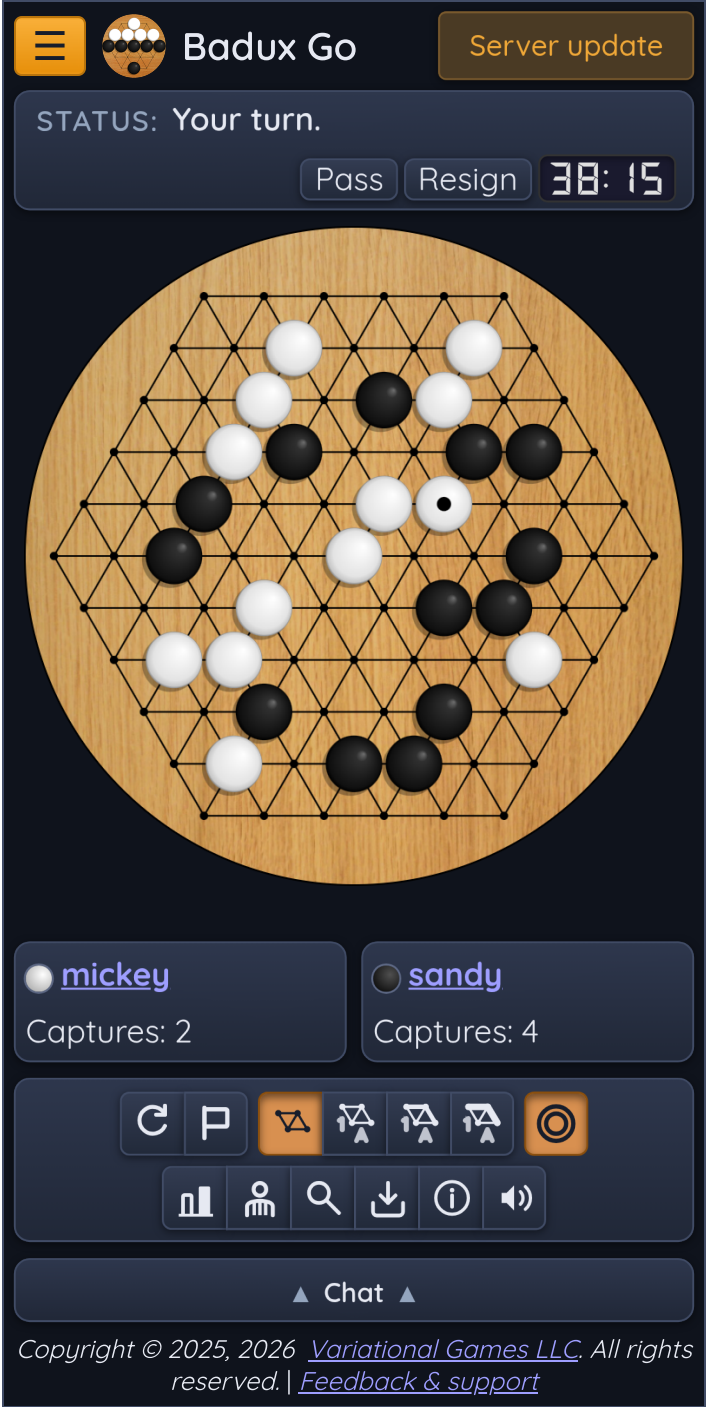


Game Lobby ROUTE /

04 — WHAT CHANGED

HELD	Sections, states, strings, sizes and layout all hold. Gradients and shadows stay, this app's vocabulary, lit from the top at 0.5 not 0.1.
LADDER	Five blues become five night steps: page #161B27, panels #232A3A~#1C222F, controls #333C52~#222A3A, tabs #2B3346 / #3C4661. Hue anchored on the clock bezel, the one dark value the app ships.
SELECTED	Light's selected step is the darkest, recessed. Night has no darker-than-ground, so the job moves to the most-lifted step.

PROPOSED	No dark mode exists in the repo — index.css declares one theme and no prefers-color-scheme query, so every night value here is supplied. Borders drop to #414C66 and #94A5BE takes a second job as secondary text. Synthetic content is as sheet 2.
----------	---



Game Page ROUTE /game/:gameId

BOARD	Unchanged. A photograph of wood has no dark variant, so a position reads alike either way.
CLOCK	Unchanged: #1a1a2e bezel, #e0e0e0 digits. On light the page's only dark object; on night the bottom of the ladder.
LINKS	index.css styles no anchor, so color-scheme: dark alone moves them to the UA's #9E9EFF.
FIXED	Badge text goes ink on orange, 2.9:1 before; the stone dots gain a rim.

Lotus Go — Brand & Design Reference

Direction: Lotus Go · Sheet 4 of 12 — Brand

BRAND FROM Lotus Go Rebrand.dc.html
STRUCTURE + IA FROM THE BADUX GO SHEET
COPY UNCHANGED FROM variationalgo@main

01 — IDENTITY

Lotus Go

BEAUTY. BALANCE. STRATEGY.

Wordmark in Outfit SemiBold (600); interface and body in Source Sans 3. Six petals alternate water blue and lily green around a white centre; the water ring extends into a second cell holding the wordmark, so the lockup reads as one elongated hex.



ACTUAL SIZE · 40PX TALL
ON THE APP'S OWN WATER, #A3DDF5
OUTLINE #3B8DBF · 2 UNITS

TAGLINE PROVENANCE CARRIED OVER

Kept from the Lotus Go concept art, doc/brand-ideas/lotus-go.jpg. That art is pink, mauve and gold; the palette below supersedes it. Badux Go carried no tagline of its own.



SPLASH · 1:1 · FULL-BLEED VECTOR STAND-IN — REPLACE

02 — COLOR

* = SET BY YOU THIS ROUND

WATER

chrome, links, the layer behind

#06283C deep water · MOTD, links on water	#0B3F5C water shade · MOTD ceiling	#0E6BA8 water · links on panels	#A3DDF5 ★ pond · page background	#7FD3F2 shallow water · splash floor	#EAF6FB mist · clock digits	#FFFFFF lotus white · white stones

LILY

the board and every action

#10502F pad deep · headings	#2A9C5C pad mid · pressed fill	#34B36B ★ pad · board surface	#1A7049 lattice · grid lines	#5EC489 lily field · splash pads	#C9EFD6 pad light · panel floor	#E3F4EA pad tint · panel ceiling

INK, LINE & ALARM

stones and neutrals

#0B1F2A ink · all body text	#7B8B93 slate · labels, secondary	#101820 stone black (radial)	#A9DCC0 border · every control	#E7EDEA hairline · dividers	#F5FAF6 paper · control ceiling	#B4442F alarm · low clock, mention

TRANSLATED SURFACES

what replaces what

panel was bg-medium → dark	control was light → darker	pressed was #8fa3c8	page was #b7ccec, flat	board was a wood photograph	badge was orange-notify	notice was the orange ramp	clock bezel recoloured, face kept

GAPS CLOSED

Badux Go declared no text colour and no anchor style: body text fell to browser black, links to browser blue. Lotus Go names both — Ink #0B1F2A for text; links underlined, Water #0E6BA8 on panels, Deep water #06283C on water. The orange ramp is dropped; the MOTD it served becomes a Deep water notice.

03 — TYPE

SIZES HELD FROM BADUX GO · FAMILIES REPLACED

Aa Aa

Outfit display Source Sans 3 interface

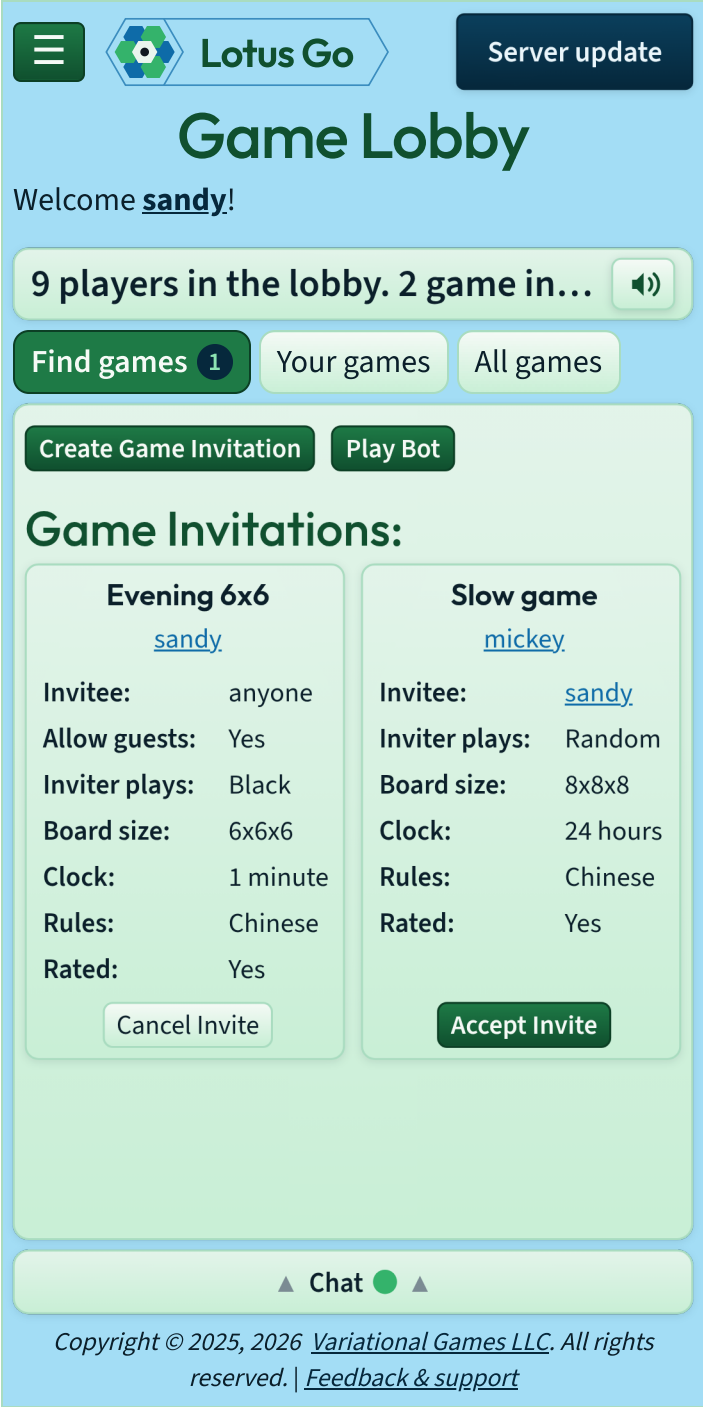
Outfit carries the wordmark, page titles, game and player names — anything that names something. Source Sans 3 does every other job. Neither is applied globally: Badux Go set one family on *, this direction splits the roles.

300 400 500 600 700 400 600 700



DSEG7 Modern Bold — kept
The seven-segment clock survives the rebrand; only the bezel is recoloured.

ROLE	SIZE	WT	FAMILY
Page title — h1	2em / 32px	500	Outfit medium · pad deep
Game title on board	1.5rem / 24px	400	Outfit · slate
Status bar message	1.2rem / 19px	600	Source Sans 3
Logo wordmark	1.2em / 19px	600	Outfit · beside 32px mark
Invite tile title	1.1em / 15px	600	Outfit · was 700
Body — everything else	1rem / 16px	400	Source Sans 3 · ink
COMPONENT LABEL	0.9rem / 14px	600	caps 0.05em · slate
Game button — status bar	1rem / 16px	400	Source Sans 3 · 1.3rem tall
Collapsed panel · chat date	0.85 / 14px	600	Source Sans 3
Footer · button group label	0.8em–0.75rem	400	Source Sans 3 · slate

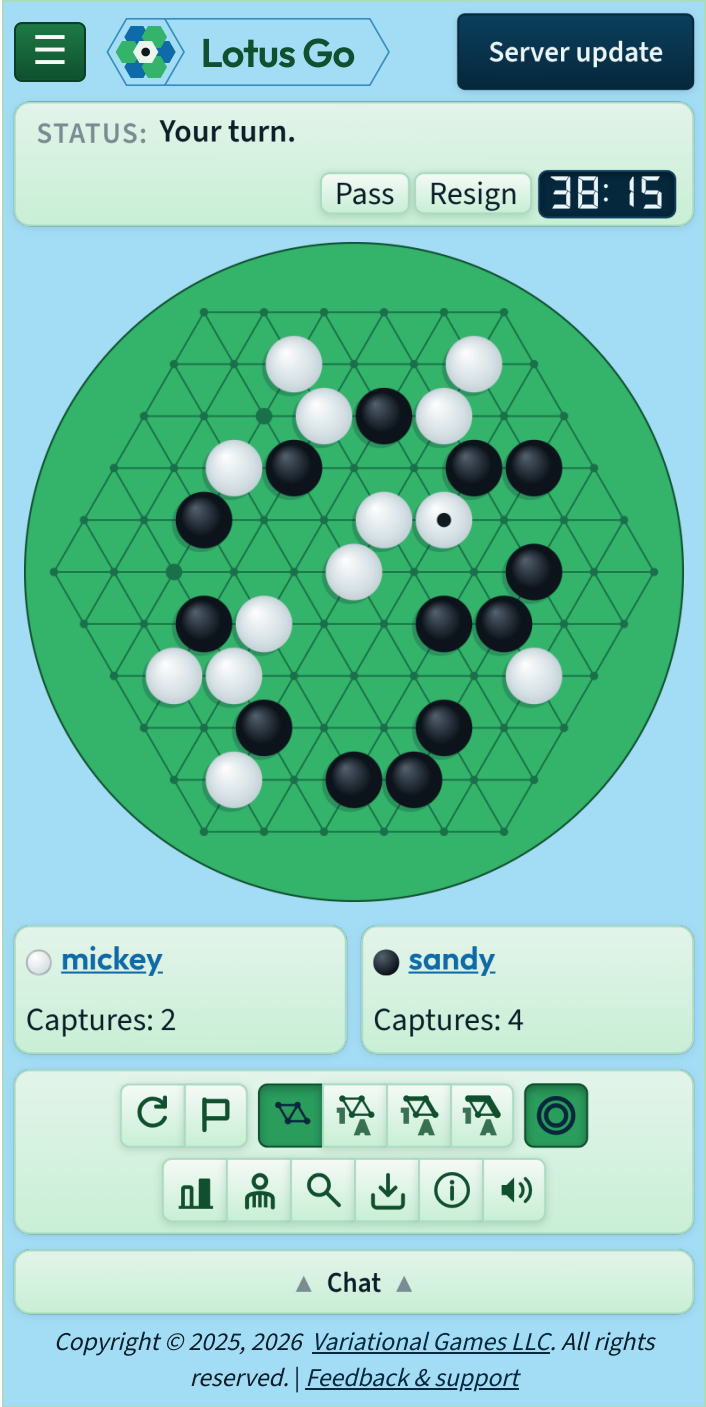


Game Lobby ROUTE /

04 — WHAT CHANGED

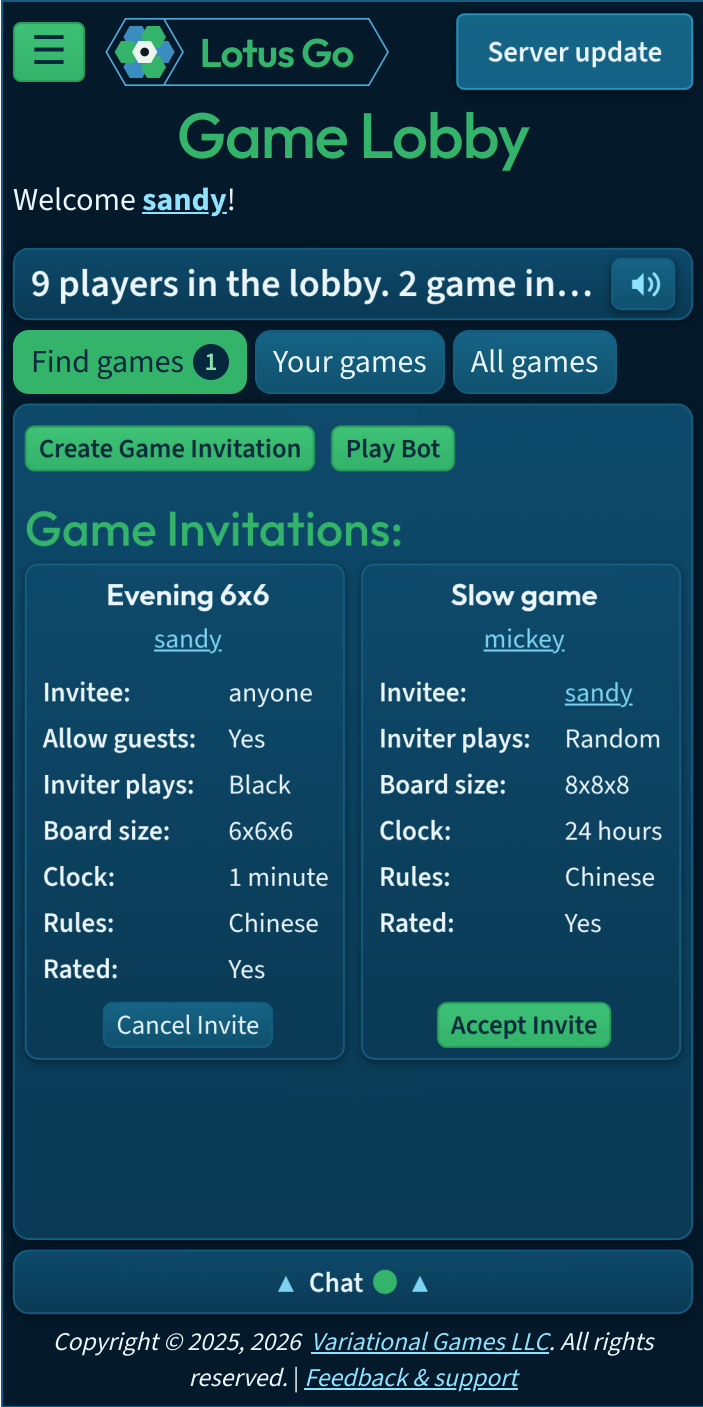
HELD	Every section, state, string and measurement. Same breakpoints, same adaptive default, same 10rem invite-tile floor.
SWAPPED	Page water, panel and control gradients, border, badge, headings to Outfit, body to Source Sans 3. The MOTD's orange becomes Deep water with Mist text.
FIXED	Text is Ink. Links stay underlined and take Water #0E6BA8 on panels, Deep water #06283C on open water. Both were browser defaults before.

SYNTHETIC Board positions, capture counts, clock readings, presence counts, game titles and the MOTD title are made up. Usernames sandy and mickey are placeholders, not repo fixtures. Every other string is the shipped app's literal copy, unchanged by the rebrand.



Game Page ROUTE /game/:gameId

BOARD	The wood photograph becomes a flat Pad field with Lattice grid lines — a lily pad on the water. Same renderer geometry, radius 5.
STONES	Cooler radial gradients from the Lotus mocks: #556270→#0C131A and #FFFFFF→#D5E0E4.
NOT DONE	Features in the Lotus mocks but not in the app — ratings, move counts, Undo, a two-tab lobby — are deliberately absent.



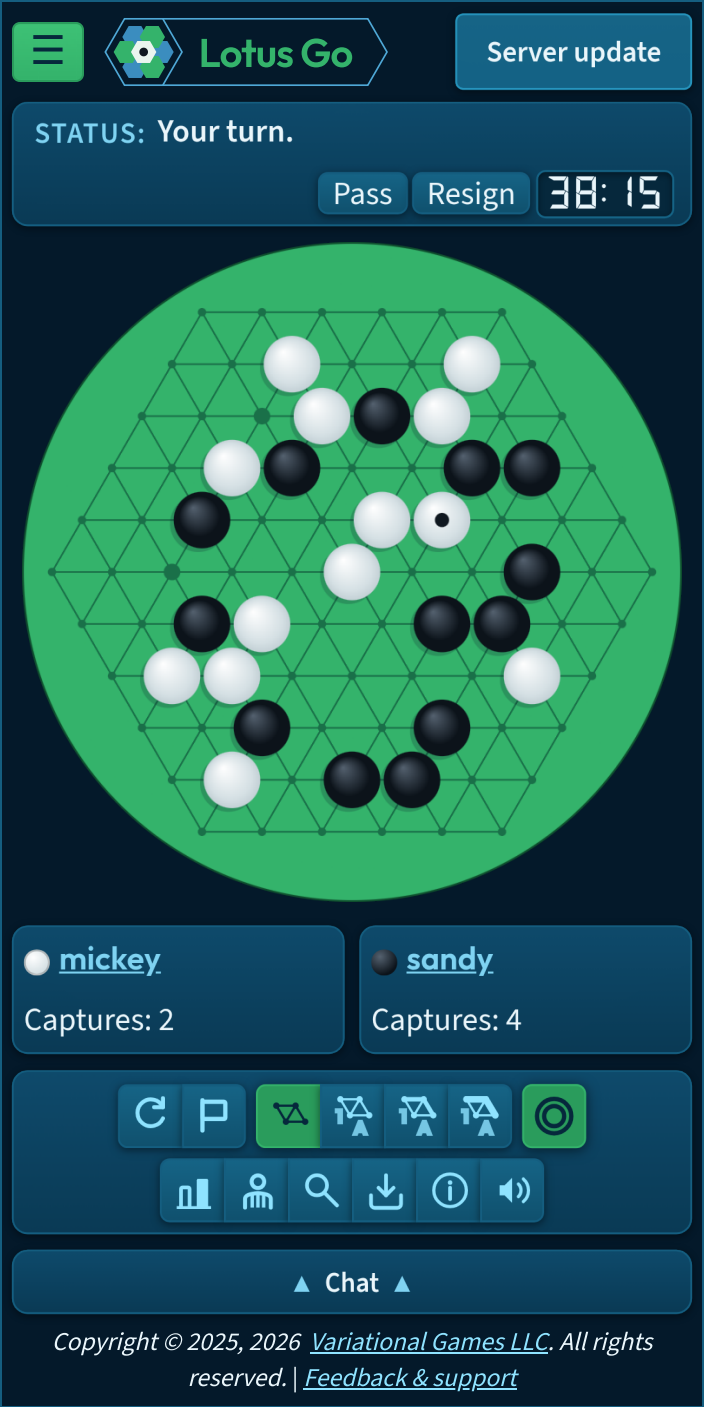
Game Lobby ROUTE /

04 — NIGHT LADDER

#04192a	#06283c	#0e4a6b	#0a3a55	#166486	#155e80	#7fd3f2	#eaf6fb
Night water page ground	Deep water clock bezel — shipped	Panel top every panel, lifted	Panel base panel gradient end	Control chips and buttons	Hairline borders and rules	Shallow water links, secondary text	Mist body text

WHAT INVERTS

Only the water. Green keeps every job it has in daylight — headings, the selected tab, the your-turn state, the board — because green carries action, not surface. Links move from Water to Shallow water; body text from Ink to Mist. The board is unchanged: it is a lily pad on the water, and a lily pad does not go dark.



Game Page ROUTE /game/:gameId

ANCHORED TO DEEP WATER #06283C

Nexus Go — Brand & Design Reference

Direction: Nexus Go · Sheet 7 of 12 — Brand

NO CONCEPT ART — MARK DRAWN FOR THIS SHEET
STRUCTURE + IA FROM THE BADUX GO SHEET
COPY UNCHANGED FROM variationalgo@main

01 — IDENTITY



Three lines at sixty degrees, an open hub, a stop at each of six ends — an interchange and its stations, a stone and its liberties. On night the stops fill paper and the hub takes an ink core; the splash is longer. Below 20px, lines and hub.

**Nexus Go**

ACTUAL SIZE · 32PX SYMBOL
ON THE APP'S OWN GROUND, #F1EFEA
OPEN HUB, SIX INK STOPS

TAGLINE PROVENANCE WRITTEN FOR THIS SHEET

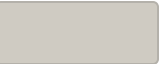
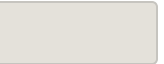
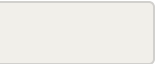
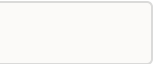
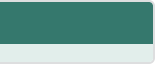
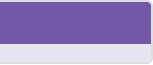
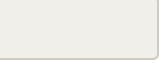
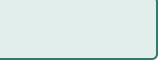
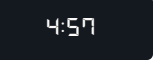
Not carried over from anywhere. It names the game's actual departure from Go — six liberties per stone instead of four — which no other direction says out loud. The mark draws the same fact.



SPLASH · 1:1 · FULL-BLEED SHOWN DARK — APP IS LIGHT

02 — COLOR

* = ANCHOR OF THE SYSTEM

GROUND every surface and all text	 #14181F ★ ink · body text, stones	 #3A3F47 slate · section headings	 #888880 grey · labels, secondary	 #CFCBC2 rule · borders, night text	 #E4E1DA ground shade · reserved	 #F1EFEA ★ ground · page	 #FBFAF8 paper · panels, open stone
SIGNAL & ROUTES ultramarine, then the two routes	 #1A349C signal deep · board routes, controls	 #2545C9 ★ signal · the mark, links, tabs	 #5B7FE8 signal light · the mark on night	 #93A9F0 signal pale · disabled, night text	 #DDE3FA signal tint · reserved	 #35786D teal · game · tint #E2EEEE	 #7358A8 violet · people · tint #E9E4F1
NIGHT & STATE dark mode, stones, attention, alarm	 #171C25 night deep · dark ground	 #232A36 night · splash, dark panels	 #2F3746 night lift · every border on night	 #C7302E alarm · low clock, resign	 stones flat — filled and open	 #E8830C attention · unread, counts · ink text	 clock paper digits, ink bezel
TRANSLATED SURFACES what replaces what	 panel was a gradient, now flat	 control paper + a signal rule	 pressed was #8fa3c8	 page was #b7ccec	 board teal tint + a teal ring	 badge orange kept, one job	 clock paper digits, ink bezel

FLAT BY RULE No gradient, no modelled stone: one flat value per surface, stones filled or open. Signal splits — #2545C9 mark, links, tabs; #1A349C board routes and control glyphs. Two routes mark a kind of thing: teal the game, violet people, each a filled header over its tint. Signal is never a route.

03 — TYPE

SIZES HELD FROM BADUX GO · FAMILIES REPLACED

Aa Aa

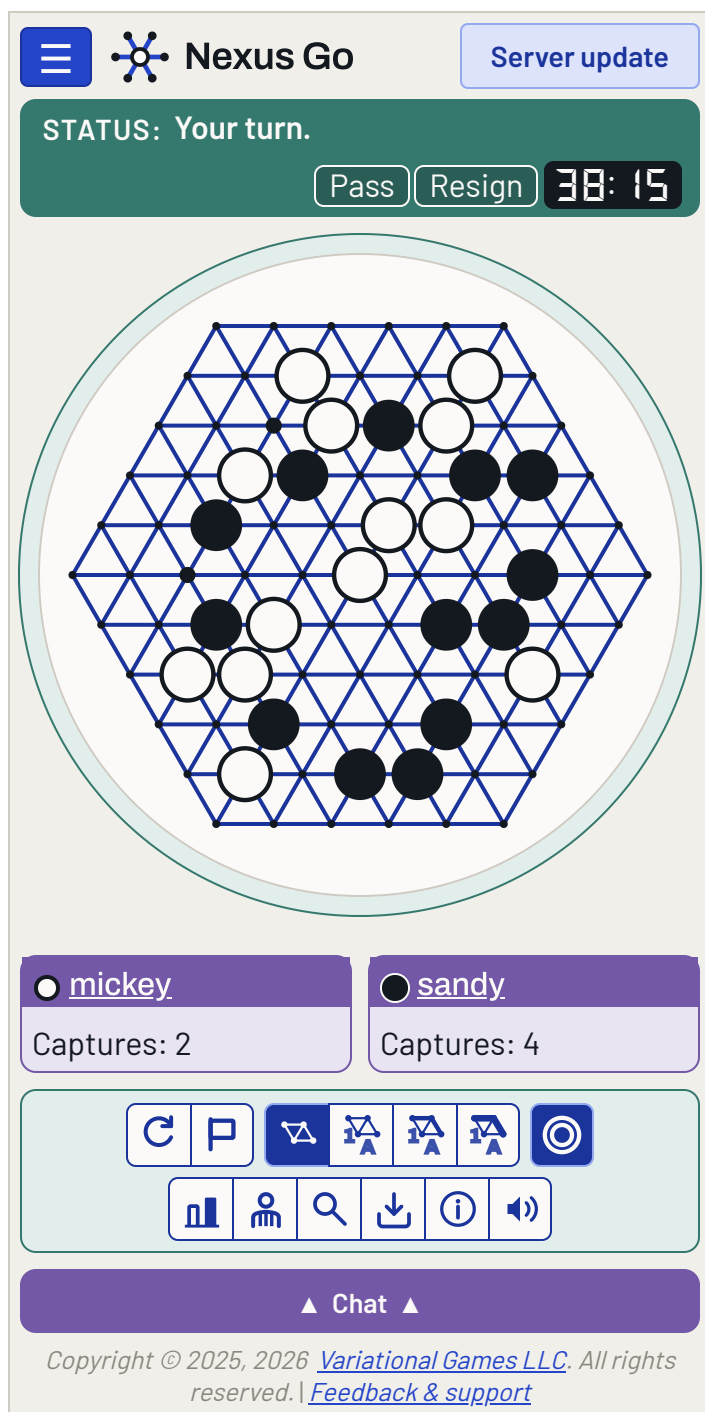
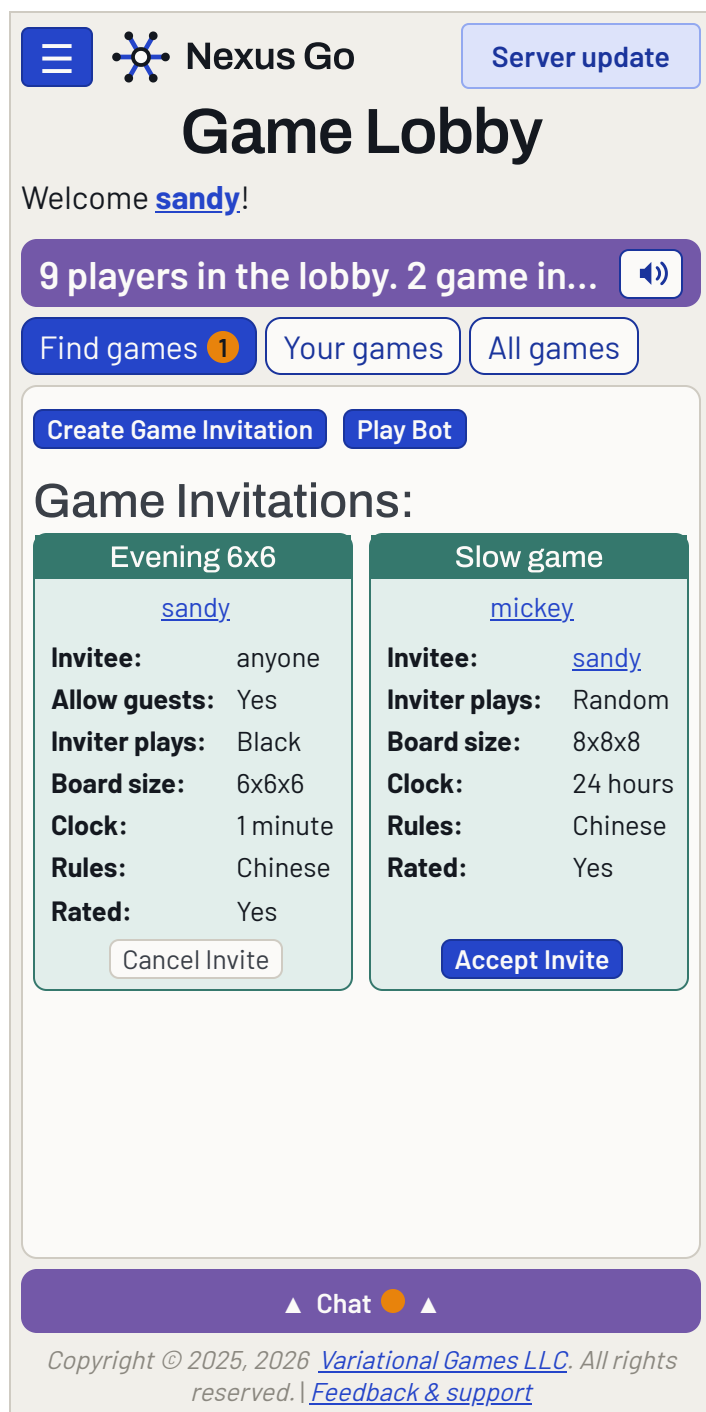
Archivo display Barlow interface

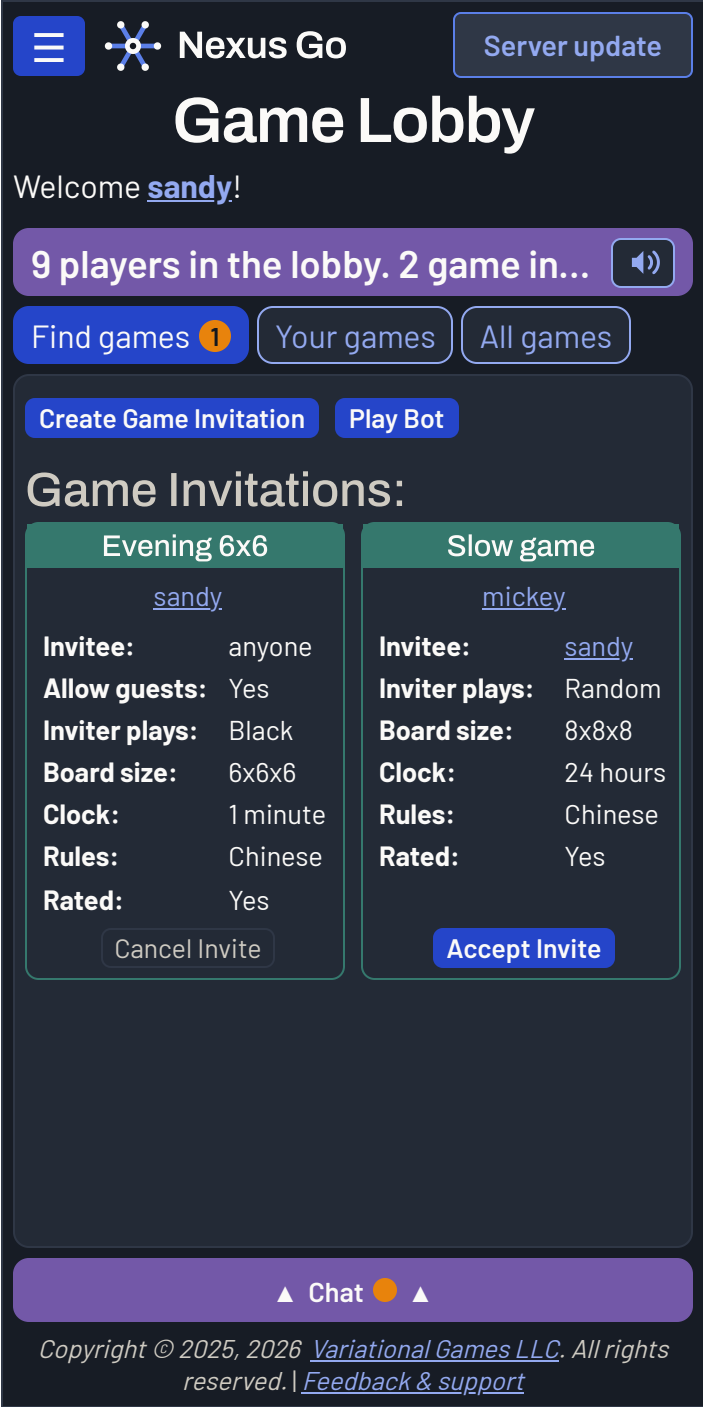
Archivo is a signage grotesque with tight apertures that hold at small sizes; its SemiBold 600 carries the wordmark. Barlow, drawn from public-signage letterforms, takes every interface job. Both belong to the printed map rather than to a brand.

400 500 600 700 400 600 700

**DSEG7 Modern Bold — kept**
Paper digits on an ink bezel, and no inner shadow — the flat rule applies here too.

ROLE	SIZE	WT	FAMILY
Page title — h1	2em / 32px	600	Archivo · ink
Section heading — h2	1.5rem / 24px	500	Archivo · slate
Status bar message	1.2rem / 19px	600	Barlow · ink
Logo wordmark	1.2em / 19px	600	Archivo · ink, one weight
Invite tile title	1.1em / 15px	500	Archivo · was 700
Body — everything else	1rem / 16px	400	Barlow · ink
COMPONENT LABEL	0.9rem / 14px	600	caps 0.05em · grey
Game button — status bar	1rem / 16px	400	Barlow · 1.3rem tall
Collapsed panel · chat date	0.85 / 14px	600	Barlow
Footer · button group label	0.8em–0.75rem	400	Barlow · grey



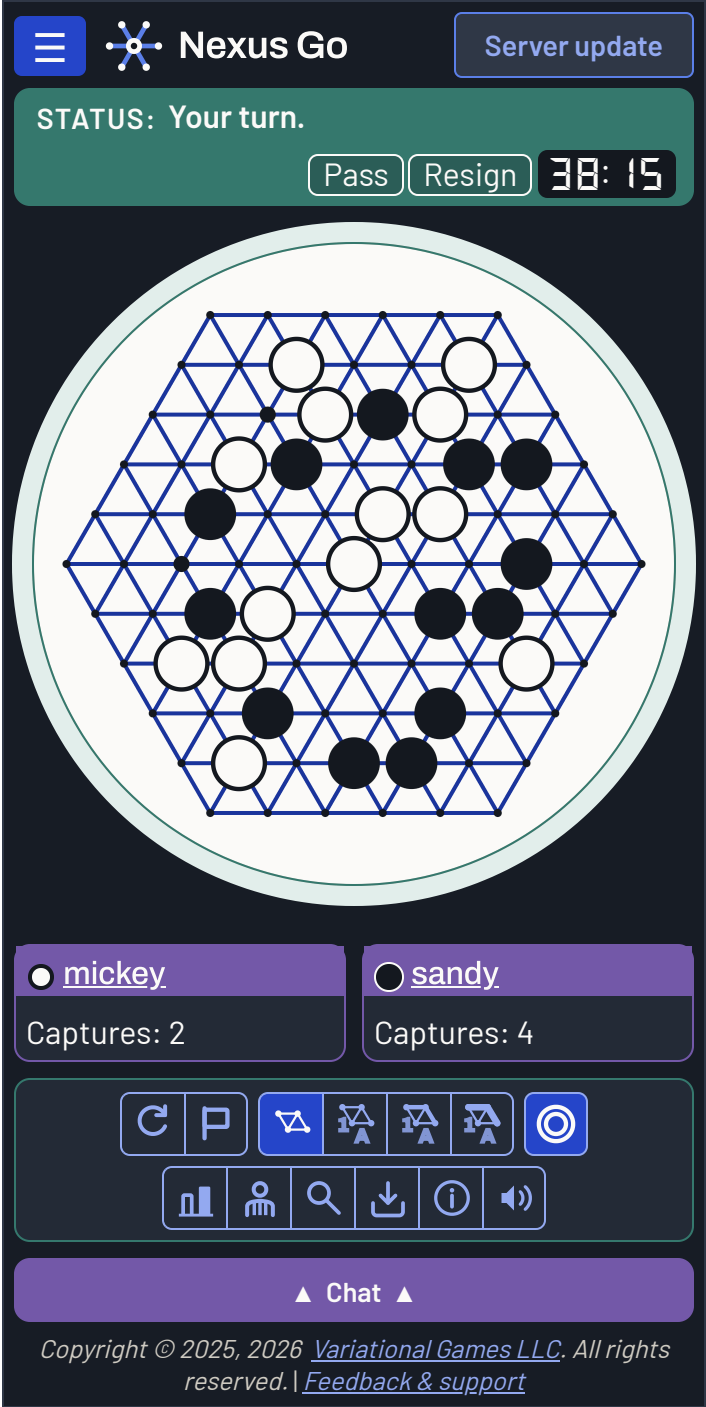


Game Lobby ROUTE /

04 — WHAT CHANGED

HELD	Every section, state, string, measurement and layout. Only values change, except the board ring, which moves inboard.
FLATTENED	Night tokens, no longer reserved: ground #171C25, panels #232A36, borders #2F3746. Controls are outlined, not filled.
SIGNAL	The blues shift: Signal #2545C9 carries fills under paper text, Signal pale #93A9F0 carries text and glyphs, Signal light stays on the mark, disabled drops to grey.

SYNTHETIC Board positions, capture counts, clock readings, presence counts and game titles are made up. Usernames sandy and micky are placeholders, not repo fixtures. Every other string is the shipped app's literal copy, unchanged by the rebrand.



Game Page ROUTE /game/:gameId

BOARD	Field and stones unchanged, still light — stones must read alike in both modes. Only the ring moves inboard, a light band outside.
POINTS	Unchanged — ink on the paper board.
STONES	Unchanged. Ink filled and paper open, so a position looks identical in either mode.
NOT DONE	Route tints do not invert — a filled header on the plain panel, no tinted body.

Flower Go — Brand & Design Reference

Direction: Flower Go · Sheet 10 of 12 — Brand

SYMBOL FROM doc/brand-ideas/flower-go.jpg
STRUCTURE + IA FROM THE BADUX GO SHEET
COPY UNCHANGED FROM variationalgo@main

01 — IDENTITY



Every neighbouring pair of points is joined by two arcs, each struck at a radius equal to the distance between them — nothing elsewhere, so the silhouette is hexagonal with a bump per arc. Seven points in the mark, nineteen on the splash.



TAGLINE PROVENANCE CARRIED OVER

From the concept art, repunctuated into two sentences. The art's near-black ground becomes deep foliage green, and the wordmark drops its two weights and two colours for one of each.



SPLASH · 1:1 · FULL-BLEED VECTOR — NO ARTWORK NEEDED

02 — COLOR

* = ANCHOR FROM THE CONEFLOWER

FOLIAGE

every surface

#08190E night · splash floor	#12351F ★ foliage · page	#1C4B2C leaf shade · panel floor	#275C38 leaf · panel ceiling	#327D4C stem · every border	#58A570 stem light · mark ring, hover	#6EBC8A leaf light · board field
---------------------------------	-----------------------------	-------------------------------------	---------------------------------	--------------------------------	--	-------------------------------------

PETAL

accent and action

#F0BE28 ★ petal · mark spokes, links	#E0A81C petal deep · pressed, rims	#FFD24A petal light · ring crown	#6B4A12 petal shade · disabled gold	gradient the rosette, top to foot
---	---------------------------------------	-------------------------------------	--	--------------------------------------

CONE, PAPER & STATE

stones and text

#4A2C1A ★ cone · black stone	#22140B cone deep · bezel, gold ink	#F5EFDD ★ paper · all body text	#C9BFA6 paper dim · labels	radial black stone, bronzed	radial white stone, warmed	#D1503A alarm · low clock, mention
---------------------------------	--	------------------------------------	-------------------------------	--------------------------------	-------------------------------	---------------------------------------

TRANSLATED SURFACES

what replaces what

panel was bg-medium → dark	control was light → darker	pressed was #8fa3c8	page was #b7ccec, flat	board arcs on light green	badge was orange-notify	clock gold digits, cone bezel
-------------------------------	-------------------------------	------------------------	---------------------------	------------------------------	----------------------------	----------------------------------

FIRST DARK ONE

The only direction so far that inverts: text is Paper on foliage rather than ink on a tint. Links are Petal #F0BE28 on every surface, underlined, so the two-surface rule Lotus Go needed does not apply here.

03 — TYPE

SIZES HELD FROM BADUX GO · FAMILIES REPLACED

Aa Aa

Jost display Karla interface

Jost is geometric and Futura-descended, which is what the art's letterforms reach for; its Regular 400 carries the wordmark, all of it in petal gold. Karla, a grotesque, takes every interface job without competing with it.

300 400 500 600 400 600 700



DSEG7 Modern Bold — kept
Gold digits on the cone bezel; the face itself is untouched.

ROLE	SIZE	WT	FAMILY
Page title — h1	2em / 32px	400	Jost · petal
Game title on board	1.5rem / 24px	300	Jost · paper dim
Status bar message	1.2rem / 19px	600	Karla · paper
Logo wordmark	1.2em / 19px	400	Jost · petal, one weight
Invite tile title	1.1em / 15px	500	Jost · was 700
Body — everything else	1rem / 16px	400	Karla · paper
COMPONENT LABEL	0.9rem / 14px	600	caps 0.05em · paper dim
Game button — status bar	1rem / 16px	400	Karla · 1.3rem tall
Collapsed panel · chat date	0.85 / 14px	600	Karla
Footer · button group label	0.8em–0.75rem	400	Karla · paper dim

Flower Go

Server update

Game Lobby

Welcome sandy!

9 players in the lobby. 2 game...

Find games 1

Your games

All games

Create Game Invitation

Play Bot

Game Invitations:

Evening 6x6

sandy

Invitee: anyone

Allow guests: Yes

Inviter plays: Black

Board size: 6x6x6

Clock: 1 minute

Rules: Chinese

Rated: Yes

Cancel Invite

Slow game

mickey

Invitee: sandy

Inviter plays: Random

Board size: 8x8x8

Clock: 24 hours

Rules: Chinese

Rated: Yes

Accept Invite

Chat

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Flower Go

Server update

STATUS: Your turn.

Pass

Resign

38:15

mickey

Captures: 2

sandy

Captures: 4

↺

↻

↗

↘

↙

↚

⦿

📊

👤

🔍

⬇

ℹ

🔊

Chat

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Game Lobby ROUTE /

Game Page ROUTE /game/:gameId

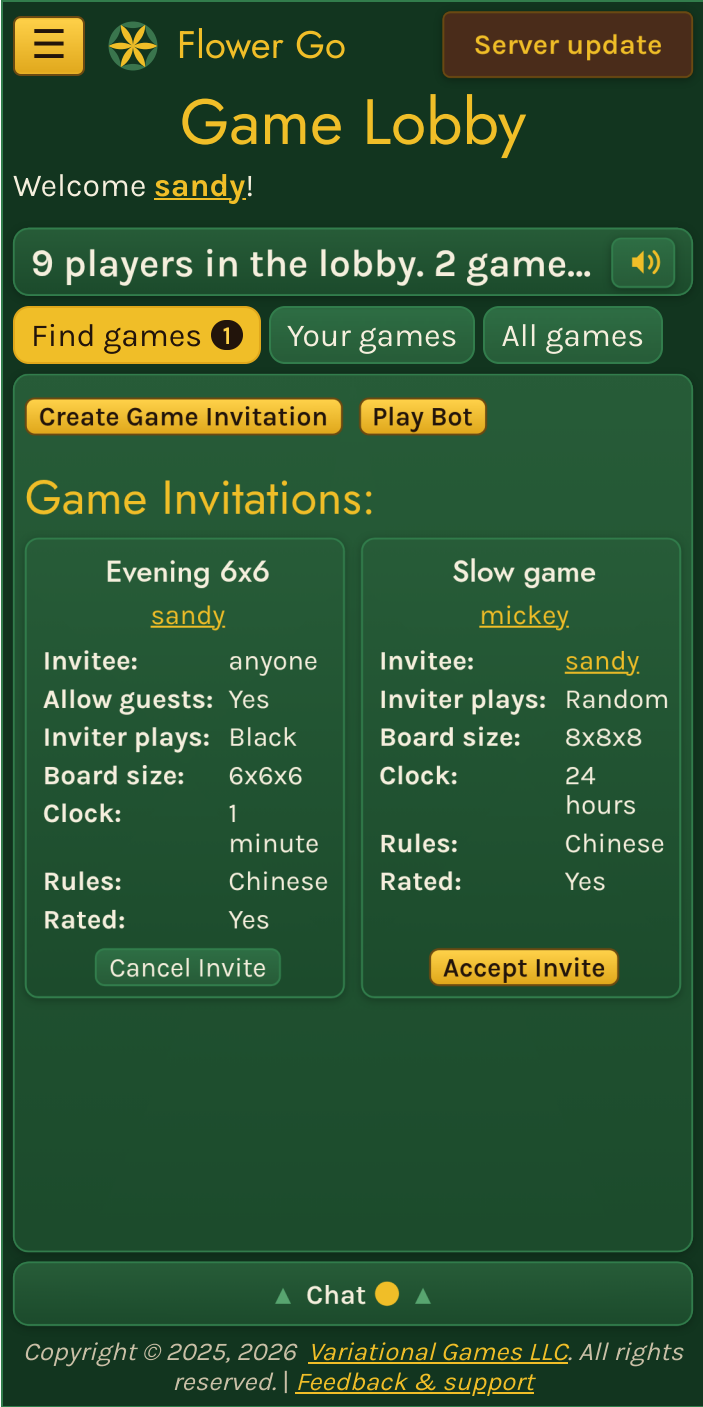
04 — DAY LADDER

FLOWER GO SHIPS DARK — THIS IS THE SECOND MODE

#ebdc8a	#fbf3b8	#f1e596	#fffc8	#cab557	#2a6b41	#55654f	#12351f
Paper shade	Paper	Paper base	Sunlit	Hairline	Stem	Leaf grey	Foliage
page ground	panel top — shipped	panel gradient end	chips and buttons	borders and rules	links	secondary text	body text and

ONE RULE GIVES

Foliage and Paper swap places, so the night sheet's ink becomes the day sheet's ground. Gold cannot follow: petal #F0BE28 on Paper is 1.5:1, so links move to Stem #2A6B41 and headings to Foliage. Gold keeps the jobs where it sits on a dark fill of its own — the selected tab, the Server update button, the zoom control, the clock digits — and the mark trades its gold bloom for Petal shade in a Stem ring. Stem does second duty as the line colour — panels, cards and field labels take a green line, and every secondary control is a solid Stem fill carrying Paper text, leaving gold to the one primary action per screen, and gold hairline survives only on the device edge — so the page carries two hues instead of one. The board is unchanged; it was already a light field.

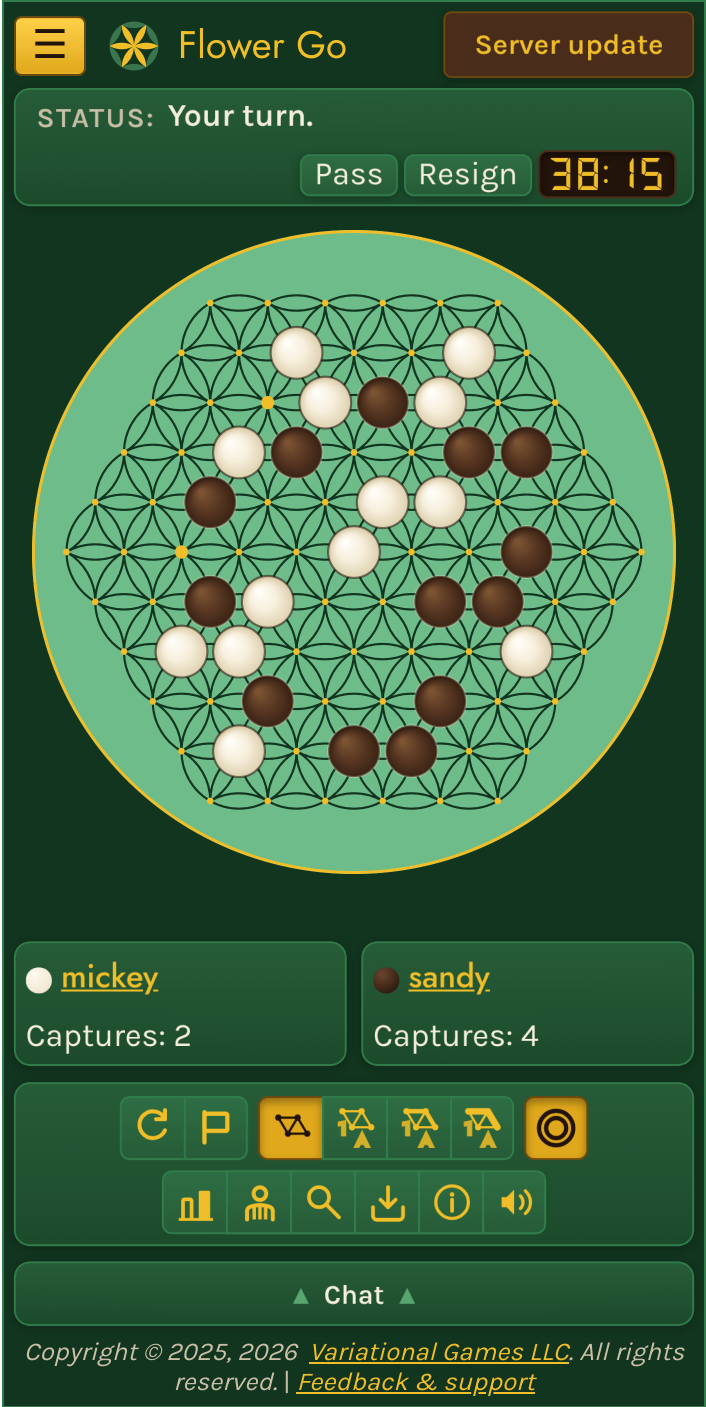


Game Lobby ROUTE /

04 — WHAT CHANGED

HELD	Every section, state, string and measurement. Same breakpoints, same adaptive default, same 10rem invite-tile floor.
INVERTED	The app goes dark: Paper text on Foliage, gold links and headings. The gradient panels survive, translated into leaf greens.
GOLD	Petal marks the one active thing on screen — the selected tab, the pressed control, the unread dot, the running clock.

SYNTHETIC Board positions, capture counts, clock readings, presence counts and game titles are made up. Usernames sandy and mickey are placeholders, not repo fixtures. Every other string is the shipped app's literal copy, unchanged by the rebrand.



Game Page ROUTE /game/:gameId

BOARD	Exactly two arcs per adjacent pair of points, each a 60° span of radius equal to their spacing.
POINTS	Gold. Star points twice the radius of ordinary ones — the ratio from BoardSurface.tsx, at 82%.
STONES	Bronzed: the cone's #22140B core against a warmed paper white.
OPEN	Considered, not adopted: the mark drawn into the board in gold.
NOT DONE	No IA changes. Straight lattice lines gone; arcs do that job.