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import React, { useState } from 'react';

interface IntelProps {
  topic: string;
  content: string;
}

const IntelOverlay: React.FC<IntelProps> = ({ topic, content }) => {
  const [intel, setIntel] = useState<any>(null);
  const [scanning, setScanning] = useState(false);

  const triggerDeepScan = async () => {
    setScanning(true);
    // API Call to the augmented Curriculum Worker
    const res = await
fetch(`~/api/decode?topic=${encodeURIComponent(topic)}`);
    const data = await res.json();
    setIntel(data);
    setScanning(false);
  };

  return (
    <div className="mt-8 border-t border-red-900/30 pt-4 font-mono">
      {!intel ? (
        <button
          onClick={triggerDeepScan}
          disabled={scanning}
          className="text-[10px] text-red-500 hover:text-red-400
border border-red-900 px-2 py-1 bg-red-900/10 uppercase
tracking-tighter"
        >
          {scanning ? 'Decoding Signal...' : '[ Initiate Tactical
Decoding ]'}
        </button>
      ) : (
        <div className="bg-red-900/5 p-4 border-l-2 border-red-600
animate-in fade-in duration-500">
          <div className="flex justify-between items-start mb-2">
            <span className="text-red-600 font-bold text-xs
uppercase">Phase {intel.tactical_overlay.phase}:
{intel.tactical_overlay.breadcrumb_id}</span>
            <span className="text-[10px] bg-red-600 text-black
px-1">UNSEEN_GAME_KERNEL_ACTIVE</span>
          </div>
          <div className="text-sm text-gray-300 grid grid-cols-1
md:grid-cols-2 gap-4">
            <div>
              <p className="text-[10px] text-red-800 uppercase

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font-bold">Orchestrator Intent</p>
      <p className="text-xs
italic">{"intel.tactical_overlay.orchestrator_intent}"</p>
    </div>
    <div>
      <p className="text-[10px] text-blue-800 uppercase
font-bold">Counter-Move Protocol</p>
      <p
className="text-xs">{"intel.tactical_overlay.counter_move}"</p>
    </div>
    </div>
    <div className="mt-4 border-t border-red-900/20 pt-2">
      <p className="text-[10px] text-gray-500 uppercase">Inner
Game Signal</p>
      <p className="text-xs
text-red-400/80">{"intel.inner_game_signal}"</p>
    </div>
  </div>
  )}
</div>
);
};

export default IntelOverlay;

```