World of Tetris: Fragments of the Sleepless Realm

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Addendum: Unified Emotional Timing Standard

This addendum clarifies and supersedes all previous timing references related to emotional reactions, avatar animations, terminal states, and their associated audiovisual feedback. No previously defined systems or structures are removed; only timing descriptions are updated.

Unified Timing Rule
All emotional reactions, avatar representations, terminal visual states, and associated sound effects use a unified duration of exactly **4 seconds**. This rule applies uniformly across logic, visuals, and audio.

Scope of Application
The 4-second standard applies to:
– Short-term emotional reactions (Hero, Pet, Black Baron)
– Terminal states (Victory Triumph, Defeat visuals)
– 2D avatar animations (static images and video media)
– All emotion-related and terminal sound effects

Static and Animated Media
Static avatar images (PNG) are treated as time-bound visual states and adhere to the same 4-second duration as animated video assets. Static representation does not imply indefinite display.

System Consistency
No subsystem may define emotional, audiovisual, or terminal timing values that differ from the unified 4-second standard. This ensures synchronization across animation, sound design, and gameplay feedback.

Canon Status
This addendum is mandatory and overrides any earlier timing descriptions. All future implementations must conform to this unified timing rule.