

World of Tetris: Fragments of the Sleepless Realm

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37. Emotional States Catalog (Hard Canon)

This page defines the complete canonical catalog of emotional states used in the game. These emotional states are used by artists and animators to create 2D avatars, sprite animations, and visual reactions for all active entities. This list is exhaustive and constitutes hard canon.

Hero — Emotional States

- 1 NEUTRAL — default idle state.
- 2 SMILE — minor success (line clear).
- 3 HAPPY — moderate success (multi-clear, combo).
- 4 EXCITED — high success (tetris, big combo).
- 5 TRIUMPH — strong success (perfect clear, strike).
- 6 FOCUSED — extended clean play, high concentration.
- 7 RELIEF — escape from near-failure.
- 8 WORRIED — mistake or unstable board.
- 9 PANIC — near game over.
- 10 ANGRY — repeated mistakes.
- 11 VICTORY_TRIUMPH (Terminal) — victory at level 100.

Pet — Emotional States

- 1 NEUTRAL — mirrors Hero neutral.
- 2 SMILE — mirrors Hero smile.
- 3 HAPPY — mirrors Hero happy.
- 4 EXCITED — mirrors Hero excited.
- 5 TRIUMPH — mirrors Hero triumph.
- 6 FOCUSED — mirrors Hero focused.
- 7 RELIEF — mirrors Hero relief.
- 8 WORRIED — mirrors Hero worried.
- 9 PANIC — mirrors Hero panic.
- 10 ANGRY — mirrors Hero angry.
- 11 VICTORY_TRIUMPH (Terminal) — victory at level 100.

Black Baron — Emotional States

- 1 NEUTRAL — baseline presence.
- 2 CALM — observing the player.
- 3 CUNNING — setting traps.
- 4 PRESSURING — forcing haste.
- 5 COLD — denying recovery.
- 6 ANNOYED — reacting to player success.
- 7 ANGRY — reacting to strong player success.
- 8 FURIOUS — reacting to big combos or strikes.
- 9 AMUSED — reacting to player struggle.
- 10 SMIRK — reacting to minor mistakes.
- 11 DISDAIN — reacting to repeated mistakes.
- 12 IMPATIENT — reacting to prolonged resistance.
- 13 BROKEN_CONTROL — loss of composure (pre-final).
- 14 ARCHITECT_REVEALED — final form emotional baseline.
- 15 TRIUMPH (Terminal) — player defeat.

Canon Status

All emotional states listed on this page are mandatory. No additional emotional states may be introduced without explicit canon revision. Artists must create visual assets strictly according to this

catalog.