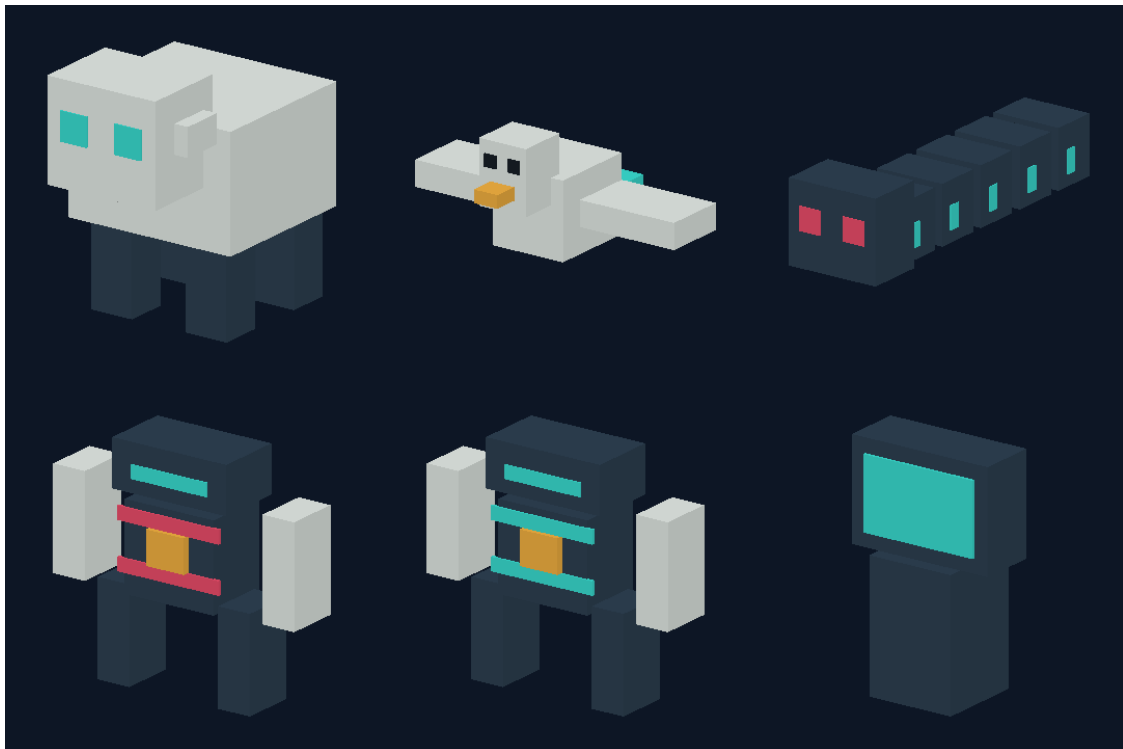


GHOST HACKER WORLD / GHOST NODE

Reconnect a hidden world. Build a home with the Ghosts you learn to trust.

Early Minecraft Bedrock proposal for Pathway Studios. Proposed contracting entity: JK Kabushiki Kaisha; legal English name to be confirmed in contracting.

Creator-designated Japanese company name: JK株式会社



SOURCE MODEL RENDER - NOT AN IN-GAME SCREENSHOT

Top: Proc (friendly sheep), Olio (friendly dove), Coil (hostile worm projection). Bottom: compromised Daemon, restored Daemon, evidence terminal. Shapes are provisional source models.

One first product, a larger original universe

Start with a small, authored World/Adventure centered on Ghost Node. Shiro & Pico, Ren and Tamaki provide the wider story setting. Relay Wars and standalone Add-Ons are later proposals, outside this first release scope.

Signal Kit source v1.4.0 | 1-4 players intended | World-local progression | No dedicated server required for solo play

A hidden identity is not an enemy

A Ghost is a presence whose real face and identity are hidden in cyberspace. Players, friendly companions and opponents can all be Ghosts. Wolves is an opposing organization, not a name for every Ghost. Ghost Code is evidence of activity, not proof of identity or guilt.

Gather > connect > restore > defend > expand

The current prototype implements this fixed sequence in source. Structures are preset unlocks; free building is not implemented.

- | | |
|----|--|
| 01 | Gather Scrap and Charge. Generator: +2 Scrap / +1 Charge per released input. |
| 02 | Unlock the workbench. Cost: 4 Scrap / 1 Charge. |
| 03 | Build the bridge. Cost: 4 Scrap / 2 Charge. Reach the next island. |
| 04 | Inspect the disconnected node. Discover the damaged connection. |
| 05 | Build the repair relay. Cost: 6 Scrap / 3 Charge. |
| 06 | Ask Proc for help. Repair with a friendly Ghost. |
| 07 | Defend the connection. Use the defense terminal; stop two Coil projections. |
| 08 | Follow Olio to the next connection. Unlock the 32 x 32 base, then save and return. |

Small-team cooperation

The owner approves members, up to four including the owner. Resources and objectives are shared. Per-player return restores the earlier game mode. A surviving teammate can continue a defense after another member leaves; a total wipe or departure returns it to retry. Actual multiplayer behavior needs Bedrock validation.

What exists today

- Behavior/resource pack source, six entity definitions and provisional cube art; a pack builder targeting stable server API 2.0.0.
- Eight-goal Ghost Node state logic, resource costs, owner approval, shared progress, local save migration and return flow.
- Shared hub with three story-era exhibits. First Breach is a separate seven-stage investigation/combat prototype with two branch variants.

What has not been demonstrated

- No Bedrock client playthrough, engine-content validation, real four-person session, controller/touch acceptance or gameplay capture yet. The creator has not prepared a Bedrock test device.
- No exported level.dat/world database, buyer-clean world template, Marketplace product, player metrics, sales history or confirmed release date.
- Free building, multiple bases, ownership transfer and an offline-member removal UI remain open. Relay Wars is planned.

Source verification

On 27 October 2026: 21 JavaScript tests and 12 Python tests passed; pinned API type checking passed. These validate source logic, adapters against test doubles and packaging behavior. They do not run Minecraft physics, AI, rendering or native saves.

Current narration is Japanese. English item names exist; a complete English player experience and additional localization are proposed work.

The GitHub repository is private. This attachment is an initial review sample, not a public portfolio URL or an offer of unrestricted repository access.

Source revision: 2987dccfbcebeb3190069b2cf6910d7f0104f022

Working tree has local changes: false

From source prototype to a reviewed product

- Milestone 1: review the early concept and agree one World/Adventure scope, completion criteria, device coverage and a realistic budget.
- Milestone 2: run the eight-goal loop on Bedrock; resolve content errors, traversal, combat, input and saved progress; obtain genuine gameplay footage.
- Milestone 3: polish art and onboarding, validate solo and four-person play, add English narration, export a clean first-time-buyer world and test it on new profiles.
- Milestone 4: agree listing assets, pricing and support responsibilities; submit the finished product for Mojang review through the publisher.

What we would like to discuss

- Acceptance of an early prototype from a Japanese company; support for scripted Bedrock worlds and later standalone Add-Ons.
- Included production, device QA, localization and marketing; optional fees, recoupment, publisher revenue share and a worked creator-payment example.
- A license limited to the agreed Minecraft product. Retain original Ghost Hacker IP, characters, stories and rights for manga, Roblox, Fortnite and other media.
- Product-specific exclusivity, term, renewal, exit, updates and existing-player access. Future direct publishing and listing-transfer possibilities.

No agreement, license grant or external submission is created by this proposal. Detailed ownership, company registration, applicant authority and contracting terms must be confirmed before signing.

Reference pages

Pathway application: <https://www.pathway.studio/apply-now>

Pathway process: <https://www.pathway.studio/how-it-works>

Minecraft Partner Program: <https://www.minecraft.net/en-us/partner>

Public requirements checked 27 October 2026. All schedules, rights and services above are proposals unless explicitly described as existing source features.