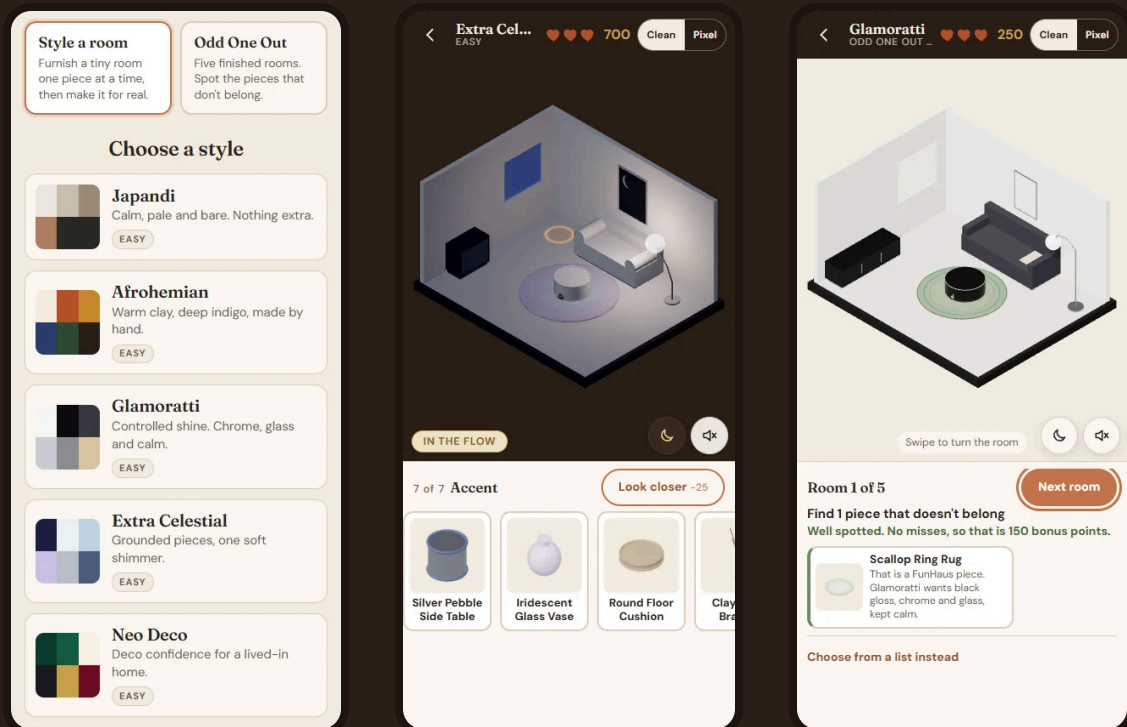


MINIATURE DESIGNS · A FREE GAME

Tiny Room Stylist

The full guide. Both games, every button, how the scoring works, the six styles, your rewards, and how to build your room for real as a tiny paper model.



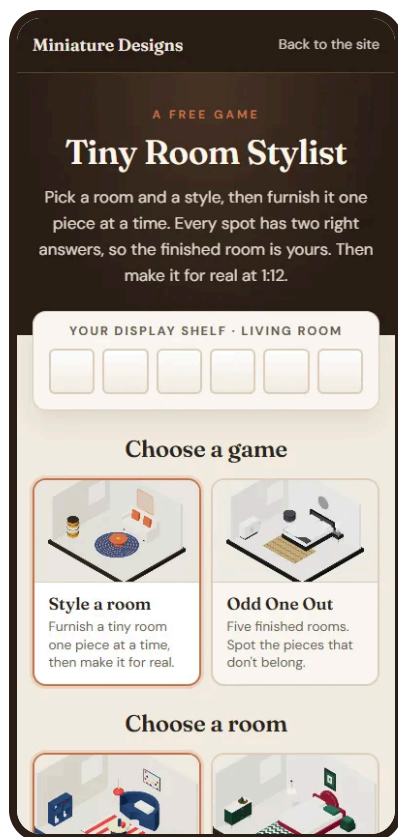
Play free at miniatures.artblibs.com/niche-room/
artblibs · info@artblibs.com · 2026

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1 Getting started

Tiny Room Stylist is a calm little game about styling tiny diorama rooms. There is no timer. Take as long as you like over every choice.



The start page

1. Choose a game

- **Style a room.** Furnish an empty room one piece at a time, then make it for real.
- **Odd One Out.** Five finished rooms, each with a piece or two that don't belong. Spot them.

The game remembers your choice for next time.

Your display shelf

The six little boxes at the top are your display shelf. Each time you finish a room in a style, a picture of that room fills its box. Every room has its own shelf, so switch rooms to see the others.

2. Choose a room

Pick a living room, bedroom, kitchen, home office or bathroom. Both games use the room you choose, and the game remembers it.

Each room card names its biggest pieces, and once you have finished a room it shows how many styles are done.

3. Choose a style

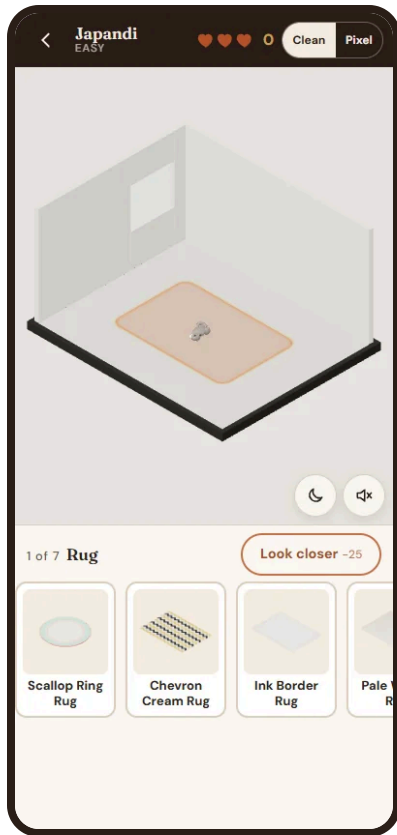
Pick one of six styles: Japandi, Afrohemian, Glamoratti, Extra Celestial, Neo Deco or FunHaus. Each card shows the style's colours, one line about it and your level in that style.



Choose a room, then a style

Your level, best score and shelf picture are kept for each room and style. Finishing a Japandi bedroom does not change your Japandi living room.

2 The play screen



A fresh Japandi room

The top bar

- **Back arrow:** back to the start page.
- **Style name and level** (Easy, Normal or Hard).
- **Hearts:** you have three per room.
- **Score.**
- **Clean Pixel**: two looks for the room. Switch any time. Your room, hearts and score stay as they are.

The room

The spot you are filling glows. The room starts pale, and the colour comes back as you add the right pieces. A small grey cat lives here too.

The two round buttons in the corner switch between **day and evening** and turn **sound** on or off.

The tray

Under the room you see which spot you are on ("1 of 7 Rug"), the **Look closer** button, and four cards. Scroll the cards sideways to see them all.

The seven spots, in order

Every room has seven spots. They fill from big to small, so the room builds naturally:

ROOM	SPOTS, IN ORDER
Living room	Rug, sofa, coffee table, storage, lighting, wall art, accent
Bedroom	Bed, rug, storage, bedside table, lighting, wall art, accent
Kitchen	Kitchen units, table, rug, seating, lighting, wall art, accent
Home office	Desk, rug, storage, chair, lighting, wall art, accent
Bathroom	Bath, vanity, bath mat, storage, lighting, wall art, accent

Some pieces sit on others. A lamp can sit on the bedside table or the desk, a vase on the coffee table, and a throw on the bed.

3 Placing a piece

Each spot shows four cards. Two of them fit the style and two do not. The order is shuffled every time.

There are three ways to place a card. Use whichever feels easiest.

Drag it

Press a card and drag it up into the room, onto the glowing spot. On a wide screen the tray sits at the side, so drag to the left. You don't need to be exact: the spot catches a drop that lands close to it.

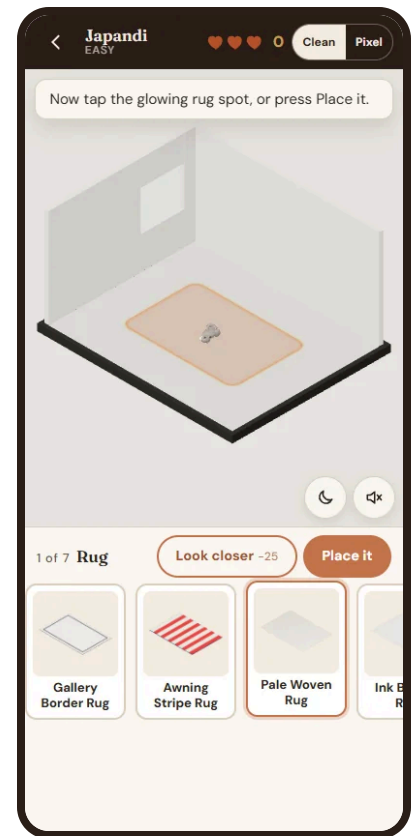
Tap, then tap

Tap a card to pick it up (it lifts and gets an orange outline), then tap the glowing spot in the room.

Place it

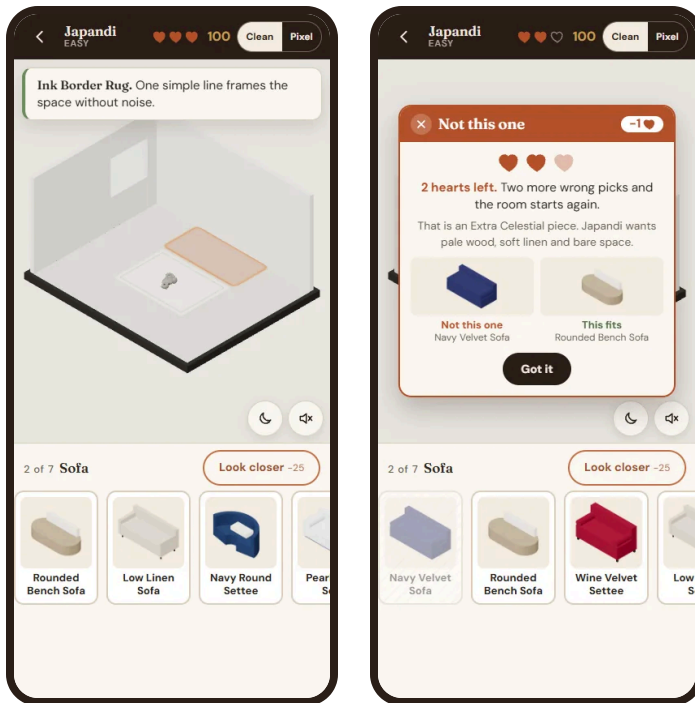
Tap a card, then press **Place it**. This works well with a keyboard too.

Changed your mind? Tap the same card again to put it down.



A card is selected

4 Right picks and wrong picks



A right pick

A wrong pick costs a heart

A right pick

The piece drops into the room with a little bounce and locks in place. A short line tells you why it fits, then the next spot lights up.

A wrong pick

The card bounces back and a **Not this one** card pops up over the room. It shows:

- **-1 heart**, and your hearts with the lost one breaking.
- How many hearts are left, and how many more wrong picks start the room again.
- Why the piece does not fit this style.
- The piece you chose next to one that does fit, so you can see the difference.

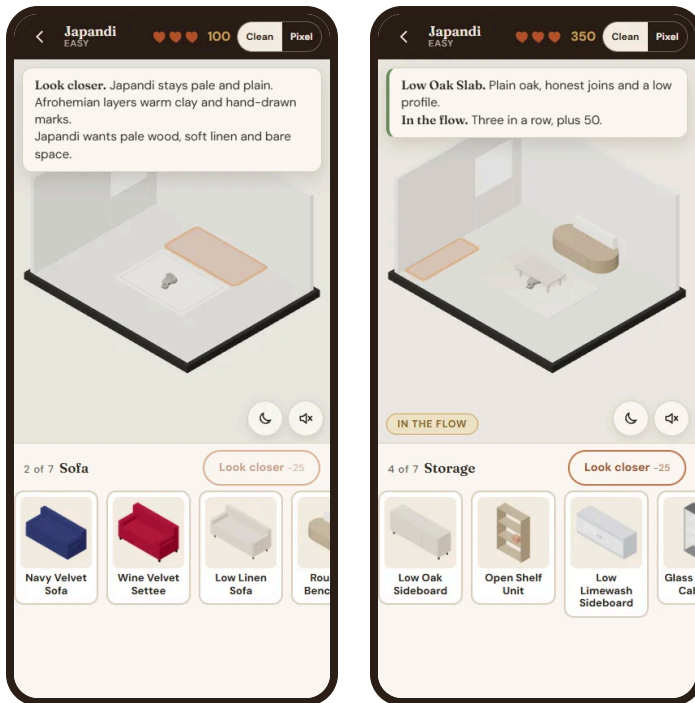
The card closes by itself after a few seconds, or press **Got it**.

The card you tried stays in the tray, faded. It cannot cost you a second heart.

Out of hearts

You have three hearts per room. If you lose all three, an **Out of hearts** card says the game is over for this room. The room then starts again: it empties, your score goes back to 0, and you get fresh cards. No pressure. Press **Try again** whenever you like.

5 Look closer and In the flow



Look closer

In the flow

Look closer

Not sure? Press **Look closer**. It shows how to tell this style apart from its closest look-alike, plus what the style wants. The spot also gives a soft gold glow.

It never costs a heart. It takes 25 points off this one spot instead, so a right pick scores 75 instead of 100. You can use it once per spot.

In the flow

Three right picks in a row light a small **In the flow** badge and give you a bonus of 50 points. Keep going for another 50 at six in a row. A wrong pick simply ends the run, and nothing else is lost.

6 Scoring and Perfect Eye

WHAT HAPPENED	POINTS
Right on your first try at a spot	100
Right after a wrong try at the same spot	50
You used Look closer at this spot	25 less
Three right picks in a row (In the flow)	+50
A finished room with no wrong picks at all (Perfect Eye)	+200

A perfect room scores 1,000: seven first-try picks (700), two In the flow bonuses (100) and Perfect Eye (200). Look closer does not stop you earning Perfect Eye. Only a wrong pick does.

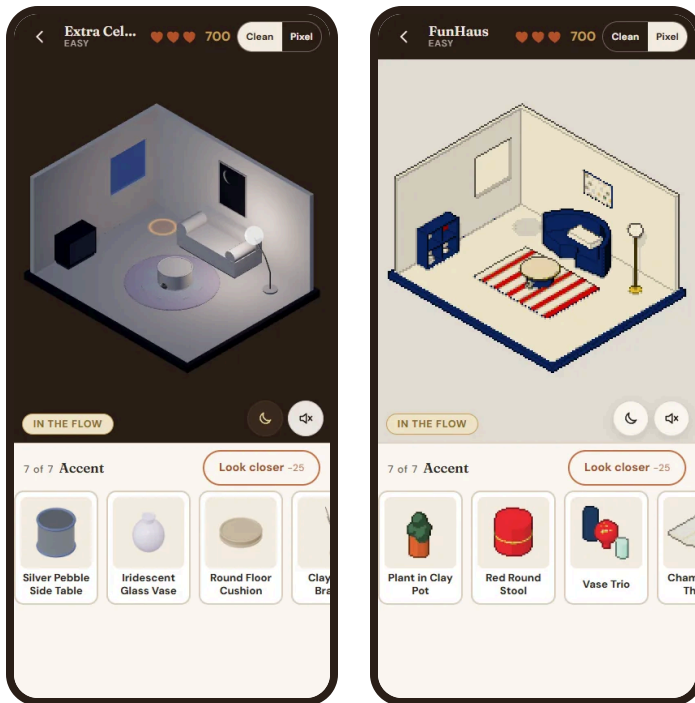
7 Easy, Normal and Hard

Each style has its own level, shown on its card and in the top bar. The difference is how tricky the two wrong cards are.

LEVEL	WHEN	THE WRONG CARDS
Easy	Your first room in a style	Pieces from styles that look very different
Normal	After you finish one room in that style	One piece from the style's closest look-alike, one from a far style
Hard	After you earn Perfect Eye in that style	Both from the closest look-alike, plus one sneaky piece made to fool you

Odd One Out uses the same level as your Style a room game in that style.

8 Your room: turn, zoom, evening, sound



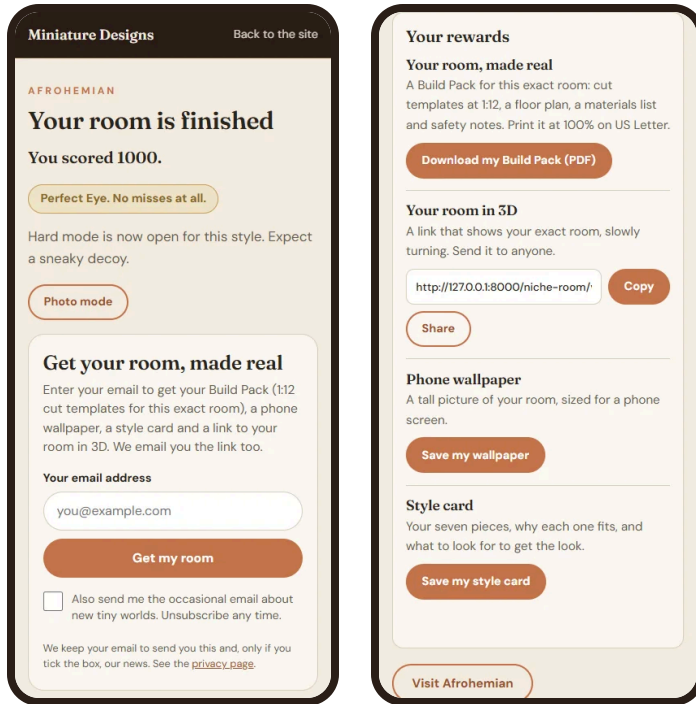
Evening light

The Pixel look

- **Turn the room:** swipe sideways across it. It turns a little each way, like walking round a display case.
- **Look closer:** pinch with two fingers, or use the scroll wheel on a computer.
- **Evening:** the moon button. The window turns dusky and the lamps glow. The cat curls up for the night. Press it again for daylight.
- **Sound:** the speaker button. Sound is off until you turn it on, and the game remembers your choice. On an iPhone, the silent switch also mutes the game.
- **Clean or Pixel:** Clean is smooth and soft. Pixel turns the room into crisp pixel art in the style's own colours. The buttons and text stay sharp either way.

Watch the room come to life as you play: the light from the window drifts across the floor, the lamps glow softly, plants sway, and the cat wanders about. It might nap on the rug or curl up somewhere soft. Tap the cat and it trots or leaps away, or jumps down from the sofa or bed. Tapping the cat never counts as a pick and never costs a heart.

The reveal and your rewards



Your room is finished

Your rewards

When the seventh piece lands, it is party time. Confetti in your style's own colours bursts over the room, a **Room complete!** banner counts up your score, and your seven pieces pop into the tray. The lights warm up and the room turns slowly so you can admire it. As it settles, one last burst of confetti, and then you see your score, and whether you earned Perfect Eye. With the sound on, you also hear a little fanfare.

Get your room, made real

Enter your email address to unlock four rewards for this exact room. The box to get our occasional news is **not** ticked: tick it only if you want to. We also email you the link to your room.

- **Your Build Pack (PDF).** Cut templates for all seven pieces, a floor plan, a materials list and safety notes. See Build your room for real.
- **Your room in 3D.** A link that shows your exact room, slowly turning. Use **Copy** or **Share** to send it to anyone.
- **A phone wallpaper.** A tall picture of your room, sized for a phone screen.
- **A style card.** Your seven pieces, why each one fits, what to look for to get the look, and the style's colours.

Come back to the same style on the same device and you won't need to enter your email again.

10 Photo mode

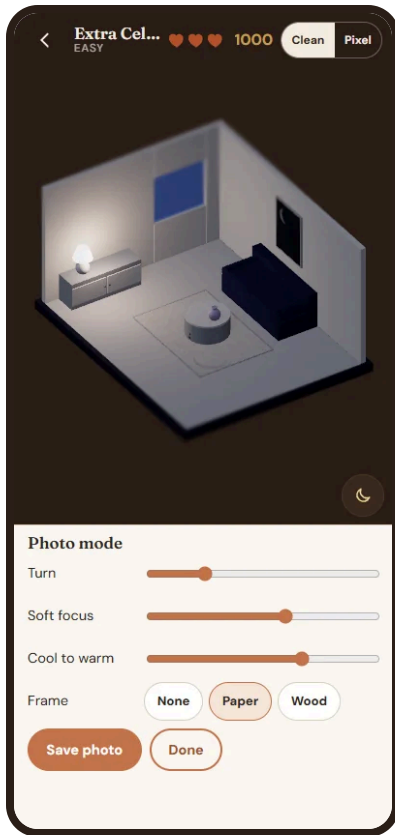


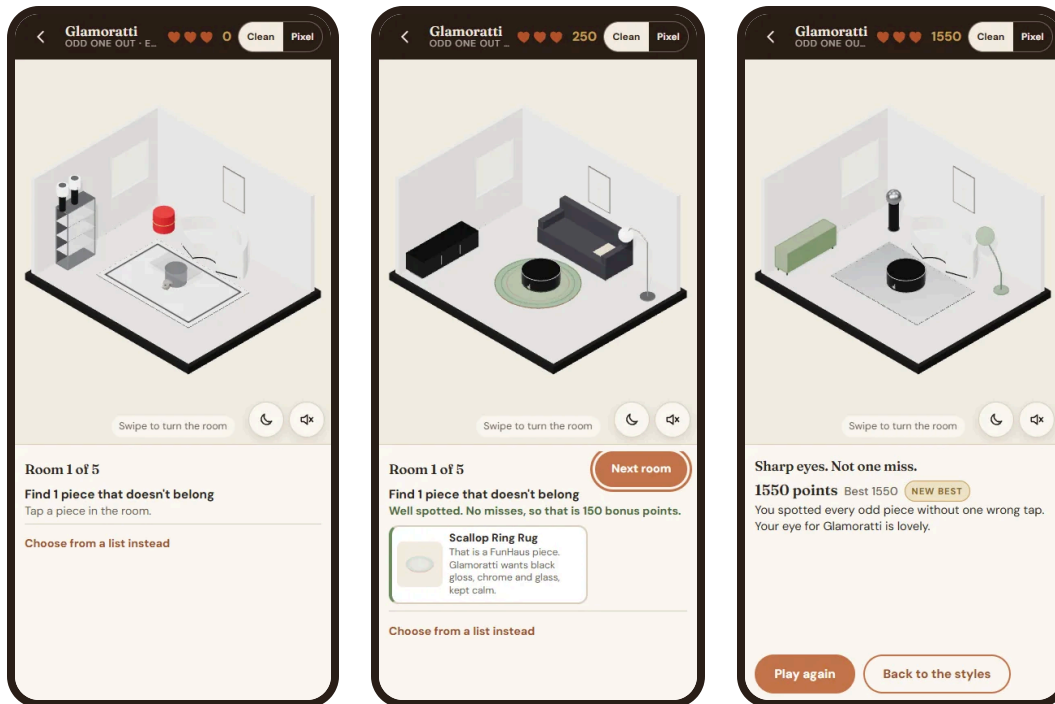
Photo mode

On the finished screen, press **Take a snapshot of your Room** (next to your score) to open photo mode and take a picture of your room. It is free, with no email needed.

- **Turn:** pick the angle.
- **Soft focus:** blurs the top and bottom of the picture, so the room looks like a real miniature photographed up close.
- **Cool to warm:** sets the mood of the light.
- **Frame:** None, Paper (a white mat with a caption) or Wood (a walnut frame with a thin brass line).

Use the moon button first if you want an evening photo. Press **Save photo** to keep it, then **Done** to go back.

11 Odd One Out



Room 1 of 5

Found it

The end of a run

Choose **Odd One Out** on the start page, then a style. You see five finished rooms in a row. Each one has pieces that don't belong to the style.

- Rooms 1 and 2 hide **one** odd piece. Rooms 3, 4 and 5 hide **two**.
- **Tap a piece in the room** that you think does not belong. Or open **Choose from a list instead** and pick it by name.
- Found one? It gets a soft green glow, and its line tells you why it is odd.
- Tapped a piece that does belong? A **That one belongs** card shows -1 heart, the hearts left for this run, and why the piece fits. Tapping it again costs nothing.
- You have **three hearts for the whole run** of five rooms.
- When a room is done, press **Next room**.

ODD ONE OUT	POINTS
Find an odd piece	100
Find it after a wrong tap in the same room	50
A room with no wrong taps	+150

A perfect run scores 1,550. Your best score for each style shows on its card when Odd One Out is chosen. If you run out of hearts, the end screen shows the odd pieces you missed, with their lines, so you learn for next time.

12 The six styles

Every wrong card belongs to another style. The best way to win is to learn each style's tell, the one thing that sets it apart from its closest look-alike.

Japandi

Calm, pale and bare. Nothing extra.



Wants: Pale wood, soft linen and bare space.

Closest look-alike: Afrohemian. Japandi stays pale and plain. Afrohemian layers warm clay and hand-drawn marks.

More Japandi ideas at japandi.artblibs.com

Afrohemian

Warm clay, deep indigo, made by hand.



Wants: Warm clay, indigo and hand-made marks.

Closest look-alike: Japandi. Afrohemian layers warm clay and hand-drawn marks. Japandi stays pale and plain.

More Afrohemian ideas at afrohemian.artblibs.com

Glamoratti

Controlled shine. Chrome, glass and calm.



Wants: Black gloss, chrome and glass, kept calm.

Closest look-alike: Neo Deco. Neo Deco repeats fans, chevrons and brass. Glamoratti is plain chrome, glass and black gloss.

More Glamoratti ideas at glamoratti.artblibs.com

Extra Celestial

Grounded pieces, one soft shimmer.



Wants: Matte, grounded pieces with one soft shimmer.

Closest look-alike: Glamoratti. Glamoratti is black gloss and chrome. Extra Celestial stays matte with one pearl shimmer.

More Extra Celestial ideas at extracelestial.artblibs.com

Neo Deco

Deco confidence for a lived-in home.



Wants: Emerald, brass and one confident curve.

Closest look-alike: Glamoratti. Neo Deco is geometry and brass. Glamoratti is plain chrome and glass.

More Neo Deco ideas at neodeco.artblibs.com

FunHaus

Play, rhythm and restraint.



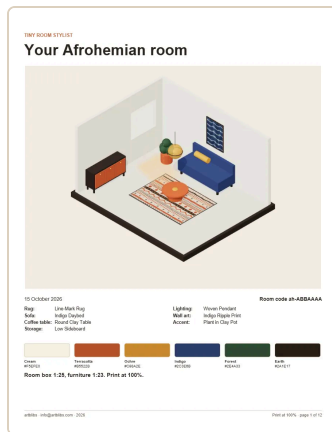
Wants: One bold lead on a calm cream ground.

Closest look-alike: Neo Deco. FunHaus uses soft awning stripes and scallops. Neo Deco uses sharp fans and black lacquer.

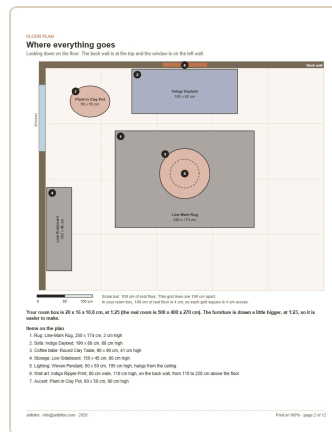
More FunHaus ideas at funhaus.artblibs.com

Build your room for real

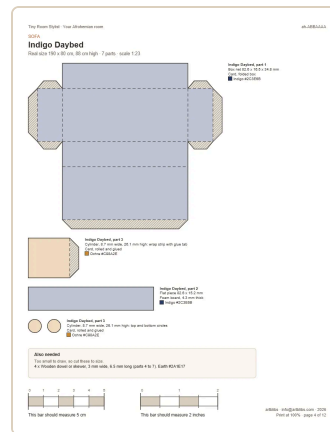
Your Build Pack turns the room you styled into a real miniature. The room box is $20 \times 16 \times 10.8$ cm, at 1:25: 1 cm in the box is 25 cm in real life. That is small enough to sit on your desk. The furniture is drawn a little bigger, at 1:23, so the pieces are easier to cut and fold. They still fit in the room. Every piece in the game is built from simple shapes with real sizes, so the pack fits your exact room.



Cover



Floor plan



A template page

What is inside

1. **Cover:** a picture of your room, its room code and the style's colours.
2. **Floor plan:** where every piece goes, with real sizes in centimetres. The whole room box is $20 \times 16 \times 10.8$ cm.
3. **Templates:** one or more pages per piece, in the order you placed them.
4. **Materials list:** what to gather per piece, then one shopping summary for the whole room.
5. **Safety page.**

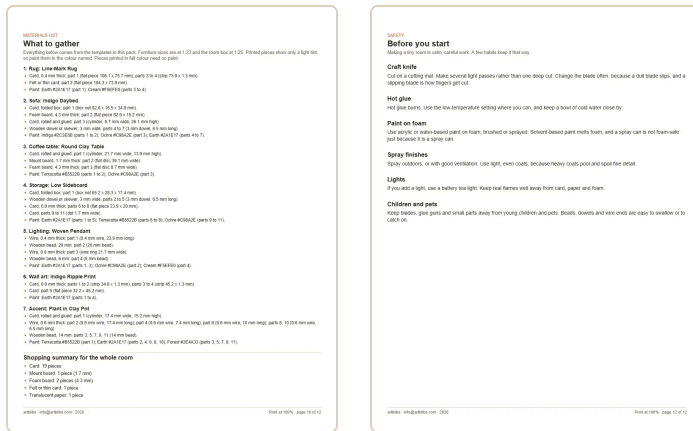
Print it right

Print on US Letter at **100%**. Some printers call this "Actual size". Never choose "Fit to page". Then measure the two check bars at the bottom of every template page: one should be exactly **5 cm** and the other exactly **2 inches**. If they are not, check your printer's scale setting and print again.

Reading a template

- **Solid lines:** cut.
- **Dashed lines:** score with a blunt point (an empty ballpoint pen works), then fold.
- **Hatched tabs:** glue tabs. Fold them in and glue them under the matching edge.
- Every piece is labelled with its name, its part number, the material, and its colour as a palette name and hex code, so you can mix the right paint.
- **Pieces on two sheets:** if a piece is too big for one sheet, it is split across sheets that overlap by 1 cm. Line up the crosses on both sheets, then join them.

- **"Also needed":** parts too small to cut from card, such as thin legs, become dowels, wooden beads or wire. They are listed in this box with their sizes.
- Metal-look parts are best made from silver card or mirror foil. Parts that glow in the game can be made from translucent paper, with an optional battery tea light behind them.



Materials list

Safety page

A good order to build in

1. Read the safety page first and gather everything on the materials list.
2. Build the room box from the floor plan sizes.
3. Make the pieces in the same order as the game, from the biggest to the smallest.
4. For each piece: cut, score, fold and glue. Let the glue set before you paint.
5. Paint in the colours named on each label, then place every piece where the floor plan shows it.

Stay safe. Cut on a cutting mat with light passes, and change blades often, because a dull blade slips. Hot glue burns, so keep a bowl of cold water close by. Only use acrylic or water-based paint on foam, because solvent spray paint melts it. Spray outdoors or with good ventilation. Keep blades, glue guns and small parts away from young children and pets.

14 Playing your way

- **No dragging needed.** Tap, then tap, or use **Place it**.
- **Keyboard:** every card and button can be reached with **Tab** and pressed with **Enter** or **Space**. In Odd One Out, use **Choose from a list instead**.
- **Reduced motion:** if your device is set to reduce motion, the game skips the bounces, the flying confetti, the camera swing and the drifting light. Everything else works the same.
- **No 3D?** On a device that can't show the 3D room, you get a flat plan of the room with the same seven spots and the same rules. Photo mode and the wallpaper need the 3D room. The Build Pack, the room link and the style card still work.

- **Any screen:** on a phone held upright, the tray sits under the room. On a tablet held sideways or a computer, it moves to the side.
-

15 Questions and fixes

My progress has gone.

Your finished rooms, levels and best scores are kept in your browser on this device. They are not saved if you play in a private window, or if you clear your browser data. They also don't move to another device.

The rewards form says something went wrong.

Your room is safe. Press **Retry**, or try again a little later.

I didn't get the email with my room link.

Check your spam or junk folder. You can also copy the link straight from the rewards panel.

My Build Pack prints too small or too big.

Your printer is scaling the page. Choose 100% or "Actual size", turn off "Fit to page", and measure the check bars again.

I can't hear anything.

Sound is off until you turn it on with the speaker button. On an iPhone, check the silent switch too.

Can I style a bedroom or a kitchen?

Yes. Choose the room on the start page, under the game chooser. There are five rooms: living room, bedroom, kitchen, home office and bathroom.

Is it free?

Yes. Both games are free, and so are the rewards. We only ask for your email to send your room link and unlock the rewards. See our privacy page.

Anything else? Write to info@artblibs.com.