

I would like textures for the shelves inside the general store so the player can look at them in the 3D world. There could be a Tricurse Emblem available on one of the shelves. There could also be Headphones, and the Nov Radio. The *Moonsinthe* song played on the Nov Radio in certain locations can open the Dimensional Rift to the Dark World. It's similar to playing the Ocarina at certain locations in Ocarina of Time.

That mechanics concept fits perfectly into the Zelda tradition of music unlocking rift mechanics, giving the player an active tool to manipulate the world's dimensional bleed! Here is the design breakdown for the **General Store Interior & Shelf Textures**, formatted as 3D prop assets and interactive quest items:

General Store Interior Shelf Modules

1. Modular Dark-Oak & Brass Shelving Units:

- **Base Shelf Texture:** Dark stained timber shelves with brass corner brackets, built with modular section widths (single, double, glass-cased display).
- **Prop Layers:** Glass jars filled with potions/herbs, stacked rolls of linen, oil lanterns, rolls of heavy copper wire, and power supplies.

Key Shelf Props & Interactive Items

1. The Nov Radio (Key Quest Item)

- **3D Shelf Texture / Visual:** A mid-century style wooden desktop radio with glowing orange vacuum tubes, dual brass tuning dials, and a woven cloth speaker grill.
- **In-Game Function:**
 - **Portable Receiver:** Once acquired from the merchant, the player carries the Nov Radio in their active inventory.
 - **The "Moonsinthe" Tuning Mechanic:** Tuning the dial to the precise frequency of the *Moonsinthe* melody in key locations (like near the Well, inside the Graveyard Crypt, or beside the Parish Charger Exchange) causes the radio's vacuum tubes to pulse violet.
 - **Dimensional Tear Effect:** Playing *Moonsinthe* tears open a localized **Dimensional Rift to the Dark World**, transforming the surrounding 3D environment into a glitched, low-poly 2D retro reflection.

2. The Tricurse Emblem (Sacred Artifact)

- **3D Shelf Texture / Visual:** A tarnished brass-and-copper emblem displaying three interlocking jagged triangular runes, resting on a velvet-lined display pedestal on the top shelf.
- **In-Game Function:**
 - Acts as a key relic or passive power-up that stabilizes high-voltage static, allowing the player to enter charged rift zones without taking damage.

3. Padded Studio Headphones

- **3D Shelf Texture / Visual:** Retro leather-and-chrome over-ear headphones coiled neatly on a lower wooden shelf module alongside spare audio jacks and adapter plugs.

- **In-Game Function:**
 - Equipping the headphones isolates the radio frequency, allowing the player to hear subtle audio cues and hidden *Moonsinthe* transmissions hidden underneath the village noise.

General Store Shelf Layout Breakdown

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[TOP SHELF: SACRED & ANTIQUE]		
• Velvet Display Stand with The TRICURSE EMBLEM		
• Sealed Glass Jars & Ancient Ceramic Vases		
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[MIDDLE SHELF: ELECTRONICS & RIFT GEAR]		
• THE NOV RADIO (Glowing Vacuum Tubes & Brass Knobs)		
• Studio Headphones & Coiled Adapter Cables		
• Power Supplies & Transistor Modules		
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[BOTTOM SHELF: HARDWARE & PROVISIONS]		
• Heavy Copper Wire Spools & Junction Boxes		
• Oil Lanterns, Pickaxes, & Canned Goods		
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Shall we generate this **General Store Interior & Shelf Texture** asset sheet next, complete with the **Nov Radio** and **Tricurse Emblem** close-up sprites?