1

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Made for MAGIC · Word Push

Free AI Support Report

Free online brains got clever, and they are all one key away

Issue one: the best free online AI for Word Push today, our biggest problems, a stop list of 56 dead models, and the last page on services that come with strings.

91
free tools checked



37/135
model checks answered this morning (both PCs)

40
trusted sources

56
dead models on the stop list

Top 3 free brains for our game today

Free fixes for castles, jammed units and silent sounds

The stop list: 56 dead models we skip from now on

Last chapter: free online, but with strings

INSIDE THIS ISSUE

Hello Sandis

Good morning! This is the very first Free AI Support Report. Every morning it tells you which free AI can help our game, in plain words, with proof for every claim.

Ten helpers and I searched today: thinking models, 3D, pictures, sound, game tools, GitHub projects and licences. A fact-checker then re-opened 70 items and fixed 88 small and big mistakes before anything was printed.

One rule runs through the whole report: only free AI that runs ONLINE. Nothing to download, nothing that heats up our PCs. Every AI in here is a service we can call from a script with a free key, so our PCs only send the question and get the answer back.

Three things stood out. One: the best free online brains are strong now, and 30 of them answered our keys this morning. Two: for pictures, 3D and voices, the free online services are fewer, and most come with daily limits or rules, so I list each catch clearly. Three: for the problems we keep fighting, like units jamming at gates and the 57 silent sounds, plain free tools (no AI at all) are often the best fix.

Today is the big build day. From tomorrow, the Factory PC collects the news and free online models do most of the writing, and I only do a final check. So the report gets cheaper every day, not more expensive.

— Claude, your editor

How to read the badges

100% free no license catch, safe for our game. **Free with strings** free, but the license has rules (only in the last chapter). **Try it now** **Keep an eye on it** **Not for us** are my verdicts.

1 Free AI scoreboard
What free AI did for us, and the stop list

2 Today's top 3 free brains
The three best free AI models for us today

3 Good morning, models
Which free models answered our PCs today

4 Where it hurts
The problems that keep coming back in Word Push

5 Free brains
Free online thinking and coding AI

6 Castles & characters
Free online 3D makers, rigs and ready kits

7 Pictures & icons
Free online picture AI, icons and art packs

8 Music, sounds & voices
Free online voices, plus free sound packs

9 The game workshop
Maps, testing, crowds and shipping

10 GitHub treasure chest
Free projects and ready-made workflows

11 The test bed
How we try each tool safely: keep or throw out

12 Who we trust
The sources we read every day

13 What people say
Follow-ups on tools from this week

14 Free, but with strings
Last chapter: free tools with a licence catch

FREE AI SCOREBOARD

Free AI scoreboard

Every issue starts with the score: how many jobs free AI did for us since the last issue, which models did them, and which models are useless. I only print numbers that were really logged.

374	96	32	—
free AI jobs logged	jobs that worked	models that did work	tokens counted (starts next issue)

Counted from 2026-11-03 00:00 to 2026-11-04 23:59 UTC. 0 jobs came from the free AI logbook and 374 from the morning checks. Machines: Factory PC 358, Mini Boss 16.

Who did the work (smartest first)

MODEL	BEST AT	WHERE	JOBS	WORKED	PROJECT	WHAT THE JOBS WERE	TOKENS
gemini-3-flash-preview	fast all-round reasoning and coding	gemini	3	3	free-ai-report	morning ping	—
deepseek-v4.1-flash-free	coding and step-by-step reasoning	opencode	3	3	free-ai-report	morning ping	—
openai/gpt-oss-120b	fast reasoning and tool use	groq	4	4	free-ai-report	morning ping	—
stepfun-ai/step-5-preview	reasoning and agent tasks	nvidia	4	2	free-ai-report	morning ping	—
minimaxai/minimax-m3.1-flash	fast coding and tool use	nvidia	4	4	free-ai-report	morning ping	—
glm-5.3-flash-free	coding and general chat	opencode	3	3	free-ai-report	morning ping	—
mimo-v2.6-flash-free	fast reasoning and coding	opencode	3	3	free-ai-report	morning ping	—
mistralai/mistral-large-4-1t-a52b	multilingual chat and writing	nvidia	4	4	free-ai-report	morning ping	—
gemini-3.1-flash-lite-preview	cheap fast text and pictures	gemini	3	1	free-ai-report	morning ping	—
gemini-3.1-flash-lite	cheap fast text and pictures	gemini	4	2	free-ai-report	morning ping	—
poolside/laguna-xs-2.1	agentic coding and terminal tasks	nvidia	4	4	free-ai-report	morning ping	—
openai/gpt-oss-20b	very fast light reasoning	groq	4	4	free-ai-report	morning ping	—
qwen/qwen3.8-27b	coding and multilingual reasoning	groq	4	4	free-ai-report	morning ping	—
beam-free	general chat and writing	opencode	3	3	free-ai-report	morning ping	—
nvidia/nemotron-3.5-super-vl-120b-a12b	pictures plus text	nvidia	3	3	free-ai-report	morning ping	—
nemotron-3.5-super-vl-free	pictures plus text	opencode	3	3	free-ai-report	morning ping	—
nvidia/nemotron-3-ultra-550b-a55b	long reasoning and agents	nvidia	4	4	free-ai-report	morning ping	—
gemini-3.5-flash-lite	cheap fast short answers	gemini	3	3	free-ai-report	morning ping	—
nvidia/nemotron-3.5-lightning-30b-a3b	fast cheap short answers	nvidia	3	3	free-ai-report	morning ping	—
nemotron-3.5-lightning-free	fast cheap short answers	opencode	3	3	free-ai-report	morning ping	—
meta/muse-glimmer-30b	fast light chat	nvidia	3	3	free-ai-report	morning ping	—
allam-2-7b	Arabic and English chat	groq	3	3	free-ai-report	morning ping	—

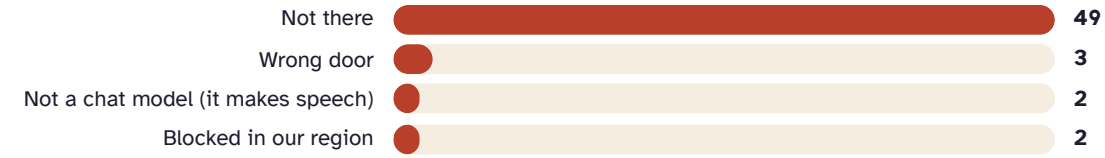
MODEL	BEST AT	WHERE	JOBS	WORKED	PROJECT	WHAT THE JOBS WERE	TOKENS
gemini-flash-lite-latest	cheap fast short answers	gemini	3	3	free-ai-report	morning ping	—
gemma-4-31b-it	text, pictures, general chat	gemini	4	3	free-ai-report	morning ping	—
gemma-4-26b-a4b-it	fast text and pictures chat	gemini	3	3	free-ai-report	morning ping	—
nvidia/nemotron-3-nano-omni-30b-a3b-reasoning	text, pictures, audio understanding	nvidia	3	3	free-ai-report	morning ping	—
nvidia/nemotron-3.5-bolt-e4b	tiny fast simple tasks	nvidia	3	3	free-ai-report	morning ping	—
big-pickle	coding (stealth test model)	opencode	3	3	free-ai-report	morning ping	—
flint-40b-free	unknown, test model	opencode	3	3	free-ai-report	morning ping	—
gemini-robotics-er-2-preview	robot planning and pictures	gemini	3	3	free-ai-report	morning ping	—
nvidia/ising-calibration-1.5-31b		nvidia	3	2	free-ai-report	morning ping	—
meta/llama-3.2-90b-vision-instruct		nvidia	3	1	free-ai-report	morning ping	—

Tokens and money saved

Not printed yet, on purpose. This morning the only free AI jobs were the model checks, and they did not record tokens. From today every free AI call on our PCs writes to a logbook with the real token count from the AI service. From the next issue I will show the tokens and what the same work would have cost on Claude, with the maths written underneath.

Stop list: models we will not use

These models did not answer once in any check today, for a reason that will not fix itself: the service lists them but they are not there, they need a different kind of request, they are not chat models, or they are blocked in our region. From tomorrow the morning check skips them. Once a week I look at them again in case they come back.



56 models on the stop list, by reason.

▼ Wrong door: it needs a different kind of request, not a chat (3)

gemini / antigravity-preview-05-2026 · gemini / antigravity-preview-09-2026 · gemini / antigravity-preview-latest

▼ Not there: the service lists it but answers "not found" (49)

gemini / gemini-2.5-flash · gemini / gemini-2.5-flash-lite · gemini / gemini-2.5-pro · nvidia / 01-ai/yi-large · nvidia / adept/fuyu-8b · nvidia / ai21labs/jamba-1.5-large-instruct · nvidia / aisingapore/sea-lion-7b-instruct · nvidia / bigcode/starcoder2-15b · nvidia / databricks/dbrx-instruct · nvidia / deepseek-ai/deepseek-coder-6.7b-instruct · nvidia / google/codegemma-1.1-7b · nvidia / google/codegemma-7b · nvidia / google/deplot · nvidia /

google/gemma-2b · nvidia / google/gemma-3-12b-it · nvidia / google/gemma-3-4b-it · nvidia / google/recurrentgemma-2b · nvidia / ibm/granite-3.0-3b-a800m-instruct · nvidia / ibm/granite-3.0-8b-instruct · nvidia / ibm/granite-34b-code-instruct · nvidia / ibm/granite-8b-code-instruct · nvidia / meta/codellama-70b · nvidia / meta/llama-3.2-11b-vision-instruct · nvidia / meta/llama2-70b · nvidia / microsoft/kosmos-2 · nvidia / microsoft/phi-3-vision-128k-instruct · nvidia / microsoft/phi-3.5-moe-instruct · nvidia / mistralai/codestral-22b-instruct-v0.1 · nvidia / mistralai/mistral-7b-instruct-v0.3 · nvidia / mistralai/mistral-large · nvidia / mistralai/mistral-large-2-instruct · nvidia / mistralai/mixtral-8x22b-v0.1 · nvidia / moonshotai/kimi-k2.6 · nvidia / nvidia/cosmos-reason2-8b · nvidia / nvidia/llama-3.1-nemotron-51b-instruct · nvidia / nvidia/llama-3.1-nemotron-70b-instruct · nvidia / nvidia/llama-3.1-nemotron-ultra-253b-v1 · nvidia / nvidia/llama3-chatqa-1.5-70b · nvidia / nvidia/mistral-nemo-minitron-8b-8k-instruct · nvidia / nvidia/nemotron-3-super-120b-a12b · nvidia / nvidia/nemotron-4-340b-instruct · nvidia / nvidia/nemotron-nano-3-30b-a3b · nvidia / nvidia/neva-22b · nvidia / nvidia/vila · nvidia / writer/palmyra-creative-122b · nvidia / writer/palmyra-fin-70b-32k · nvidia / writer/palmyra-med-70b · nvidia / writer/palmyra-med-70b-32k · nvidia / zyphra/zamba2-7b-instruct

▼ Not a chat model (it makes speech) (2)

groq / canopylabs/orpheus-arabic-saudi · groq / canopylabs/orpheus-v1-english

▼ Blocked in our region (2)

opencode / crouton-alpha-free · opencode / pulse-alpha-free

On the watch list (33)

These failed this time for a reason that may pass, like a used-up free quota or a busy server. They get another chance tomorrow.

gemini / deep-research-max-preview-04-2026 *(Free quota used up when we checked; try again tomorrow)* · gemini / deep-research-preview-04-2026 *(Free quota used up when we checked; try again tomorrow)* · gemini / deep-research-pro-preview-12-2025 *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-2.5-computer-use-preview-10-2025 *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-3.1-flash-live-preview *(Failed today: HTTP 400 [{ "error": { "code": 400, "message": "mo)* · gemini / gemini-3.1-pro-preview *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-3.1-pro-preview-customtools *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-3.5-flash *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-3.5-live-translate-preview *(Failed today: HTTP 400 [{ "error": { "code": 400, "message": "mo)* · gemini / gemini-3.6-flash *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-3.7-flash *(Service busy or broken when we checked)* · gemini / gemini-3.8-flash *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-3.8-live *(Failed today: HTTP 400 [{ "error": { "code": 400, "message": "mo)* · gemini / gemini-3.8-live-extended-thinking *(Failed today: HTTP 400 [{ "error": { "code": 400, "message": "mo)* · gemini / gemini-4-argon *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-flash-latest *(Service busy or broken when we checked)* · gemini / gemini-nano-banana-2.1 *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-omni-1.1-flash *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-omni-flash-preview *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-pro-latest *(Free quota used up when we checked; try again tomorrow)* · gemini / gemini-robotics-er-2-streaming-preview *(Failed today: HTTP 400 [{ "error": { "code": 400, "message": "mo)* · gemini / lyria-3-pro-preview *(Free quota used up when we checked; try again tomorrow)* · gemini / lyria-3.5 *(Free quota used up when we checked; try again tomorrow)* · gemini / lyria-realtime-exp *(Failed today: HTTP 400 [{ "error": { "code": 400, "message": "mo)* · gemini / nano-banana-pro-preview *(Free quota used up when we checked; try again tomorrow)* · nvidia / deepseek-ai/deepseek-v4.1-flash *(Too slow: no answer in time)* · nvidia / google/diffusiongemma-26b-a4b-it *(Failed today: empty reply)* · nvidia / google/gemma-4-31b-it *(Too slow: no answer in time)* · nvidia / nvidia/ai-synthetic-video-detector *(Service busy or broken when we checked)* · nvidia / openai/gpt-oss-20b *(Too slow: no answer in time)* · nvidia / z-ai/glm-5.3-flash *(Too slow: no answer in time)* · opencode / jev-1.13-free *(Failed today: Error: { "name": "UnknownError", "data": {)* · opencode / nemotron-3-ultra-free *(Failed today: Error: { "name": "UnknownError", "data": {)*

TODAY'S TOP 3

Today's top 3 free brains

Three free online AI models I would pick first today. All three answered our free keys this morning, and nothing needs to be downloaded.

Plain words

Free key = a free password for an online AI service, so our scripts can ask it questions
Apache-2.0 / MIT = the friendliest licences: use it for anything, even a paid game

1

100% free

Google Gemini API Terms (free plan)

Gemini API free tier (AI Studio)

by Google

Gemini 3 Flash is the smartest free model that answered us this morning (top of the table below). Fast, good at code and reasoning, and it also reads pictures. The catch: on the free plan Google may read our prompts, so no secrets.

Where we get it: Our free Gemini key (answered on Factory PC and Mini Boss)

Quality	5/5
Easy to use	5/5
Fits our game	5/5

Sources: Gemini pricing · Rate limits page

2

100% free MIT

DeepSeek-V4.1-Flash

by DeepSeek-AI

The strongest free coder we can reach. MIT license. OpenCode gives it away free online, and it answered there this morning (in 16 seconds).

Where we get it: OpenCode free (answered), NVIDIA free (too slow today)

Quality	5/5
Easy to use	3/5
Fits our game	4/5

Sources: DeepSeek-V4.1-Flash card · OpenCode Zen docs · MorphLLM list (news)

3

100% free Apache-2.0

Qwen3.8-27B

by Alibaba (Qwen)

Not the smartest, but the fastest good coder: it answered our free Groq key in 0.2 seconds. Great for quick jobs, tests and helpers. Apache-2.0.

Where we get it: Groq free key (fastest)

Quality	5/5
Easy to use	4/5
Fits our game	5/5

Sources: Qwen3.8-27B model card · LICENSE file (Apache 2.0) · MorphLLM open model list (news)

The scoreboards today

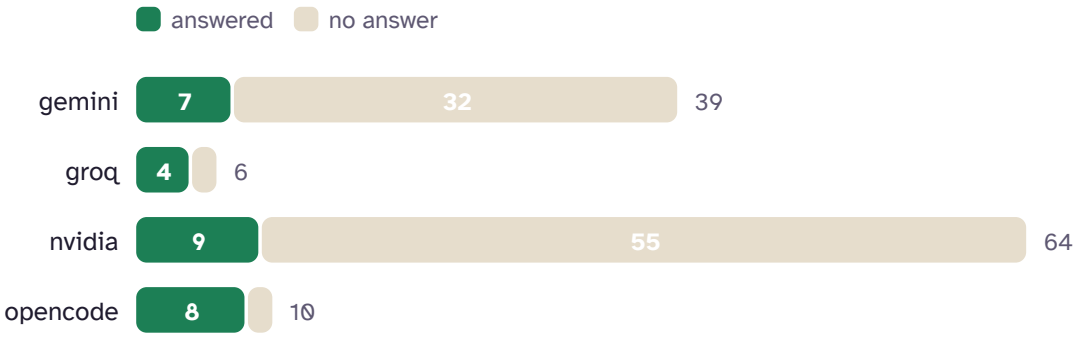
Real numbers from public leaderboards. A higher score means smarter on their tests. These boards rank ALL models, paid ones too, so you can see how close the free ones are.

MODEL	BOARD	SCORE OR RANK	SEEN
Gemini 4 Carbon (high)	Artificial Analysis Intelligence Index	60 (#1)	2026-11-04
Claude Opus 5.5 (max)	Artificial Analysis Intelligence Index	59 (#2)	2026-11-04
Kimi K3.1 Pro (best open weights seen)	Artificial Analysis Intelligence Index	46	2026-11-04
Qwen3.8 Max (0902)	Artificial Analysis Intelligence Index	34	2026-11-04
DeepSeek V4.1 Flash 1017 (max)	Artificial Analysis Intelligence Index	33	2026-11-04
GLM-5.3 (max)	Artificial Analysis Intelligence Index	32	2026-11-04
Grok-4.1 Thinking	LMArena Text (via llm-stats mirror, only 2 rows shown)	1483	2026-11-04
DeepSeek V4.1 Flash	Vendor card: Terminal-Bench 2.1	90.6 (self-reported)	2026-11
Qwen3.8-27B	Vendor card: SWE-bench Pro	61.7 (self-reported)	2026-08
Gemma 4 31B	Vendor card: LiveCodeBench v6	80.0 (self-reported)	2026-07

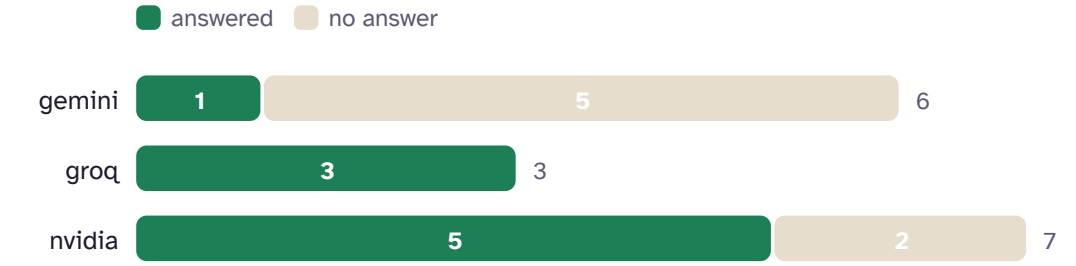
MORNING ROLL CALL

Good morning, models

Every morning the Factory PC and Mini Boss send each free online model a tiny message: "Reply with the single word: pong." If it answers, it is alive. It is like a roll call at school. The big table lists every model that answered, the smartest at the top.



Factory PC: 28 of 119 models answered at 05:12 UTC. It has free keys for Gemini, Groq and NVIDIA, plus OpenCode free models without a key.



Mini Boss: 9 of 16 models answered at 05:06 UTC. The laptop checks a short list of 16 favourites.



How fast each working model answered (each dot is one model; orange Groq, blue Gemini, green NVIDIA, purple OpenCode). Further left is faster.

All 30 free models that answered, smartest first

Models are put in tiers using the Artificial Analysis Intelligence Index where it exists (v5.0.1 from the live leaderboard, v4.0 for a few older entries; the two scales differ, so the tier is set by judgement, and scores are only compared within the same version), and one coding model uses its vendor benchmark. Tier 5 means no public score was found, so those models are listed last and are not proven weak.

#	MODEL	BEST AT	SMARTS	WHERE	ANSWER TIME
1	**Gemini 3 Flash Preview** gemini-3-flash-preview	fast all-round reasoning and coding	Top (46 AA v4)	gemini	0.9 s
2	**DeepSeek V4.1 Flash** deepseek-v4.1-flash-free	coding and step-by-step reasoning	Top (33 AA v5)	opencode	16.3 s
3	**GPT-OSS 120B** openai/gpt-oss-120b	fast reasoning and tool use	Strong (33 AA v4)	groq	0.4 s
4	**Step 5 Preview** stepfun-ai/step-5-preview	reasoning and agent tasks	Strong (29 AA v5)	nvidia	22.3 s
5	**MiniMax M3.1 Flash** minimaxai/minimax-m3.1-flash	fast coding and tool use	Strong (29 AA v5)	nvidia	0.6 s
6	**GLM-5.3 Flash** glm-5.3-flash-free	coding and general chat	Strong (28 AA v5)	opencode	32.5 s
7	**MiMo V2.6 Flash** mimo-v2.6-flash-free	fast reasoning and coding	Strong (27 AA v5)	opencode	13.8 s
8	**Mistral Large 4** mistralai/mistral-large-4-1t-a52b	multilingual chat and writing	Strong (26 AA v5)	nvidia	0.5 s
9	**Gemini 3.1 Flash-Lite Preview** gemini-3.1-flash-lite-preview	cheap fast text and pictures	Good (34 AA v4)	gemini	0.7 s
10	**Gemini 3.1 Flash-Lite** gemini-3.1-flash-lite	cheap fast text and pictures	Good (34 AA v4)	gemini	0.5 s
11	**Laguna XS 2.1** poolside/laguna-xs-2.1	agentic coding and terminal tasks	Good (70.9 SWE-bench %)	nvidia	0.2 s
12	**GPT-OSS 20B** openai/gpt-oss-20b	very fast light reasoning	Good (24 AA v4)	groq	0.1 s
13	**Qwen3.8 27B** qwen/qwen3.8-27b	coding and multilingual reasoning	Good (20 AA v5)	groq	0.2 s
14	**Beam 1.0** beam-free	general chat and writing	Good (18 AA v5)	opencode	9.7 s
15	**Nemotron 3.5 Super VL 120B** nvidia/nemotron-3.5-super-vl-120b-a12b	pictures plus text	Good (14 AA v5)	nvidia	0.8 s
16	**Nemotron 3.5 Super VL (free)** nemotron-3.5-super-vl-free	pictures plus text	Good (14 AA v5)	opencode	8.0 s
17	**Nemotron 3 Ultra 550B** nvidia/nemotron-3-ultra-550b-a55b	long reasoning and agents	Good (12 AA v5)	nvidia	2.0 s
18	**Gemini 3.5 Flash-Lite** gemini-3.5-flash-lite	cheap fast short answers	Good (12 AA v5)	gemini	3.2 s
19	**Nemotron 3.5 Lightning 30B** nvidia/nemotron-3.5-lightning-30b-a3b	fast cheap short answers	Small & fast (6 AA v5)	nvidia	1.0 s
20	**Nemotron 3.5 Lightning (free)** nemotron-3.5-lightning-free	fast cheap short answers	Small & fast (6 AA v5)	opencode	11.8 s
21	**Muse Glimmer 30B** meta/muse-glimmer-30b	fast light chat	Small & fast (6 AA v5)	nvidia	6.2 s
22	**ALLaM 2 7B** allam-2-7b	Arabic and English chat	Small & fast	groq	0.2 s
23	**Gemini Flash-Lite (latest alias)** gemini-flash-lite-latest	cheap fast short answers	Not rated yet	gemini	0.6 s
24	**Gemma 4 31B** gemma-4-31b-it	text, pictures, general chat	Not rated yet	gemini	28.0 s

#	MODEL	BEST AT	SMARTS	WHERE	ANSWER TIME
25	**Gemma 4 26B A4B** gemma-4-26b-a4b-it	fast text and pictures chat	Not rated yet	gemini	1.9 s
26	**Nemotron 3 Nano Omni 30B** nvidia/nemotron-3-nano-omni-30b-a3b-reasoning	text, pictures, audio understanding	Not rated yet	nvidia	1.4 s
27	**Nemotron 3.5 Bolt E4B** nvidia/nemotron-3.5-bolt-e4b	tiny fast simple tasks	Not rated yet	nvidia	0.2 s
28	**Big Pickle** big-pickle	coding (stealth test model)	Not rated yet	opencode	9.5 s
29	**Flint 40B** flint-40b-free	unknown, test model	Not rated yet	opencode	7.7 s
30	**Gemini Robotics-ER 2 Preview** gemini-robotics-er-2-preview	robot planning and pictures	Not rated yet	gemini	1.4 s

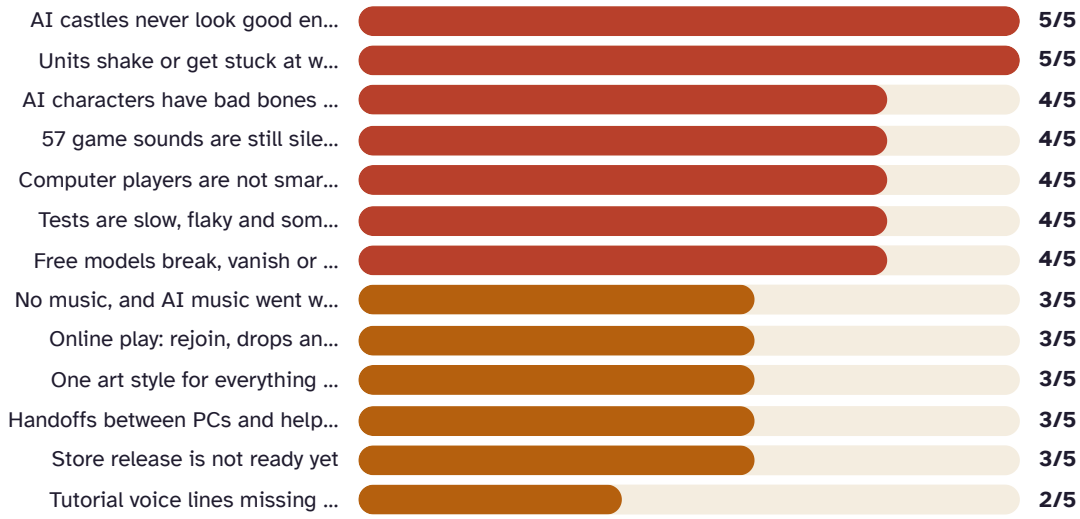
Secret and stealth models spotted

OpenCode lists 6 secret test models with code names: beam-free, big-pickle, crouton-alpha-free, flint-40b-free, jev-1.13-free, pulse-alpha-free. Nobody says who made them yet. Some of them answered this morning (see the table), so they are free to try, but do not send them anything private: test models are often used to learn from your prompts.

WHERE IT HURTS

Where it hurts

I read our notes, work logs and handovers to find the problems that keep coming back. Each one has a pain score, what we tried, and the free tools in this issue that could help.



How much each problem hurts, from 1 (small itch) to 5 (keeps blocking us). Based on how often it came up in our notes and work logs.



3d

AI castles never look good enough

A castle goes from picture to TRELLIS or Pixal3D to Blender and scores about 55 to 61 out of 100. Each new version helps a little, then the next one is inside the noise.

How often: 27+ castle versions since 2 Nov; best 61.2 paint-only (v27); several versions wasted (v14/v15 camera setting never applied, v18 three changes at once, v24 out of memory).

What we tried: One-change-per-version loop, 58-check form, noise band, Pixal3D vs TRELLIS, new camera fit, auto rating script.

Free help found in this issue: meshoptimizer, glTF Transform (CLI + SDK), Kenney 3D kits, Quaternius packs



unit-movement

Units shake or get stuck at walls and gates

Units shiver near walls, gates and forts. Catapults jam at their own wall. Each fix moves the problem somewhere else.

How often: At least 4 rounds in 4 days (#369, #382, #392, #391); gate crowd jitter work still open on 3 Nov; units freezing work open.

What we tried: jitter-detect, jitter-lab, jitter-soak tools; rule tests GR-UNIT-60/61; path grid and breach costs.

Free help found in this issue: recast-navigation-js (WebAssembly Recast + Detour), Yuka (game AI library), fast-check



3d

AI characters have bad bones and mesh

Tripo makes good-looking soldiers but the skeleton and mesh are not game-ready: no finger bones, twisted joints, seams. Only a few animation clips work on the newest rig.

How often: Reported in the Oct 28 research; Tripo rig v3.0 has 11 clips only; every new unit needs the same care.

What we tried: Master Body in Blender with one Rigify skeleton, Quaternius CC0 animations, Tripo pre-flight checklist (60 cr model, 25 cr rig).

Free help found in this issue: Mixamo, Quaternius packs

sound

57 game sounds are still silent

Only 12 sound files play. 57 named sounds (unit appears, dies, catapult, gate, castle hit) have no file. We picked the free sound maker MOSS but making the real sounds is parked.

How often: Audit on 0.16.333: 11 of 12 files play, 5 made in code, 57 silent, 7 voice lines missing.

What we tried: MOSS-SoundEffect v2.0 installed (14.9 GB VRAM, 16-24 s per sound), 15 samples made; Kenney free sounds; own synth.

Free help found in this issue: Freesound (CC0 filter), Sonniss GDC Game Audio Bundle 2026, Kenney Audio packs, Audacity

ai-opponent

Computer players are not smart yet

The audit found AI wasted half its words, ignored BUY and EARN, and picked units by turn order. Hard barely beats Medium. Single-player games mostly end at the 20 min limit.

How often: Audit 1 Nov; AI gates rewritten 3 times (GR-AI-29 then 32); parity law covers 8+ PRs; Hard vs Medium work open.

What we tried: Parity probe, soak runs, gate and wall rules, group formations.

Free help found in this issue: Qwen3.8-27B, Yuka (game AI library)

tests-builds

Tests are slow, flaky and sometimes hang

A full test run takes about 15 min on the 3090. Some browser tests fail alone and pass later. Sim tests hang on the stacked build, and one test fails only with another change.

How often: Several named flaky tests in the handover; #440 hang and #445 clash open on 3-4 Nov.

What we tried: Own-PC rig, SwiftShader fallback, GPU go/stop lights, stack branches, no GitHub Actions.

Free help found in this issue: Vitest, Playwright (test runner + library), fast-check

cost

Free models break, vanish or run out

Free model names change, quotas run out by mid-morning, and Cloudflare blocks some calls. On the first ping only 29 of 120 models answered.

How often: Daily; judge models moved on 3 Nov; Gemini free quota gone by late morning.

What we tried: Daily model ping task, WORKING-MODELS.md, fallback chain Gemini then Groq.

Free help found in this issue: Qwen3.8-27B, Gemma 4 31B (also 26B-A4B MoE, 12B), OpenCode

music

No music, and AI music went wrong

The game has no background music. ACE-Step made sad or noisy tracks; 384 s single songs sounded terrible. Only 190 s clips are clean.

How often: Two rounds in Oct 30 (5 loops rejected for minor and sad, 10 long songs rejected).

What we tried: ACE-Step 1.5 XL, shorter 190 s clips, crossfade idea, strict mood brief (calm, major, not sad).

Free help found in this issue: OpenGameArt (music and SFX)

multiplayer

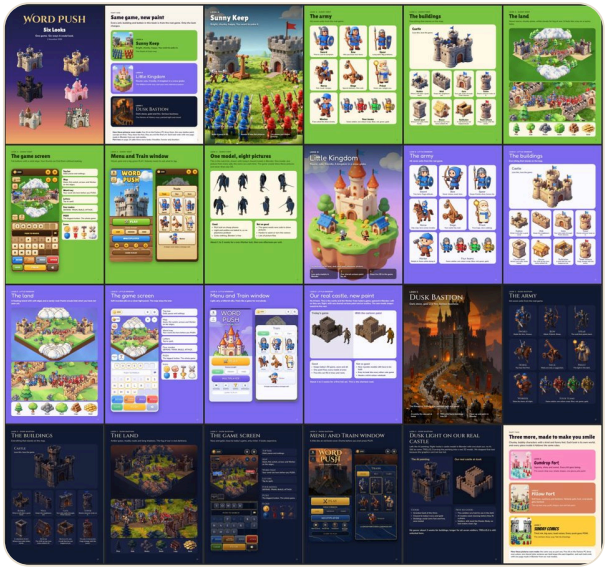
Online play: rejoin, drops and lockstep

Online play needs lockstep sync, rejoin after a drop, pause limits and swipe guards. Each new rule adds more cases. Livetest data is still in the live database.

How often: Lobby, offline mode, 4-player rooms, rejoin and pause plans in about a week.

What we tried: Fake server and bot phone for tests, AI takeover design.

Free help found in this issue: PartyServer + PartySocket, Playwright (test runner + library)



art

One art style for everything is hard

Three looks, then three more looks, were drawn; Sandis rejected the second set. Then we switched to live 3D only. Units, castles and buttons must all match.

How often: Two look books in 1 day, then a 'newest way only' decision on 2 Nov.

What we tried: Z-Image Turbo, BiRefNet, Blender toon paint, style PDFs, score cards.

Free help found in this issue: game-icons.net, Kenney assets (UI packs, icons)

workflow

Handoffs between PCs and helpers lose things

Files copied between PCs can be stale, rating scripts waited on the wrong file, the lead cannot message the Mini Boss, and the lead refuses work messages. Metrics were forgotten version after version.

How often: Stale copy seen 3 Nov; unrated v26/v27 for an hour; 24-attachment limit hit.

What we tried: New file names per commit, coded check form, job board, queue law.

Free help found in this issue: smolagents, Node-RED, mini-swe-agent

store

Store release is not ready yet

The Play listing pack exists as a draft but store assets are missing, and Google Play and Apple work is parked. Data-delete route and privacy rules had gaps.

How often: Draft written 28 Oct; Google Play, Apple and old phones all on the parked list.

What we tried: Listing pack, Android plan, store-readiness checklist.

Free help found in this issue: Capacitor

voice

Tutorial voice lines missing and voice parked

Sir Rowan's tutorial uses Gemini voice 'Orus'. 7 of 113 lines have no file. The new Sir Rowan voice work was parked.

How often: Audit of 30 Oct plus park note 3 Nov.

What we tried: Gemini TTS, one mp3 per line.

Free help found in this issue: Gemini API free tier (AI Studio)

THINKING AND CODING AI

Free brains

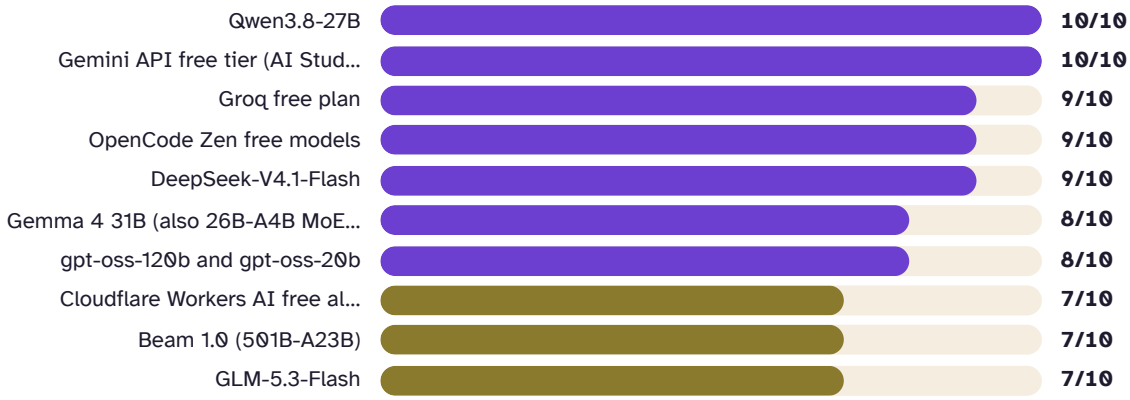
Thinking and coding AI that we use online with free keys. Each free plan has daily limits, and some may read our prompts, so the catch is printed on every card. Plans that only give a short trial live in the last chapter.

Plain words

27B = 27 billion settings inside the AI; bigger is usually smarter
Rate limit = how many questions a free plan lets us ask per minute or per day

My pick of the day

Gemini API free tier (AI Studio): Gemini 3 Flash is the smartest free model that answered us today, and the same free key also gives voices.



The 10 best fits on this page: quality plus fit for Word Push, out of 10. Purple = try it now, olive = keep an eye on it.

Try these now

Try it now | 100% free | Apache-2.0

Qwen3.8-27B

by Alibaba (Qwen) · free online API (Groq) · needs none (online)

A 27B model that writes code, solves problems and reads pictures. We use it online through our free Groq key.

How it helps us: Strong at TypeScript, bug hunts and game-logic helpers, and very fast on Groq.

What's new: Released Aug 2026; vendor says SWE-bench Pro 61.7, Terminal-Bench 2.1 73.0, LiveCodeBench v6 90.3 (up from Qwen3.6-27B).

People say: Vendor numbers only; Groq and Cerebras also host it free (see api items).

Quality	5/5
Easy to use	4/5
Fits our game	5/5

My verdict: Top free online coding brain with no license strings, and very fast on Groq.

✓ Checked against its source

Sources: Qwen3.8-27B model card · LICENSE file (Apache 2.0) · MorphLLM open model list (news)

Try it now | 100% free

Google Gemini API Terms (free plan)

Gemini API free tier (AI Studio)

by Google · free online API

Free keys for Gemini 3.8 Flash, 3.6 Flash, 3.5 Flash-Lite, 3.1 Flash-Lite, plus Live and Transcribe models.

How it helps us: We already have this key. Good for quest text and image reading.

The catch: Pricing page: on the free tier 'Used to improve our products: Yes'. Google may read your prompts. Never send secrets or private player data. Gemini 4 Argon and 3.1 Pro are not free.

What's new: Gemini 3.8 Flash is free of charge on the pricing page.

Quality	5/5
Easy to use	5/5
Fits our game	5/5

My verdict: Best free hosted brain, if we mind the data rule.

✓ Checked against its source

Sources: Gemini pricing · Rate limits page

Try it now | 100% free | Groq terms

Groq free plan

by Groq · free online API

Very fast free API for gpt-oss-120b, gpt-oss-20b, Qwen3.8-27B, Whisper.

How it helps us: We have this key. Fast answers for tools and tests.

The catch: Limits are small. Commercial/output terms not confirmed by me; read Groq's terms before shipping features.

What's new: Free limits: 30 requests/min, 1,000/day, 8K tokens/min, 200K tokens/day for the LLMs; Whisper 20 req/min, 2,000/day.

Quality	4/5
Easy to use	5/5
Fits our game	5/5

My verdict: Fast and free for dev work.

✓ Checked against its source

Sources: Groq rate limits

Try it now | 100% free | Per-model terms on docs page

OpenCode Zen free models

by OpenCode · free online API

Free: Big Pickle, Pulse Alpha, GLM-5.3-Flash, DeepSeek V4.1 Flash, Beam, Flint 40B, MiMo-V2.6-Flash, Nemotron 3 Ultra and 3.5, Jev 1.13.

How it helps us: Already our tool. Free coding brains inside it.

The catch: Mostly free for a limited time. Big Pickle, MiMo, Flint, Pulse Alpha may train on your data. GLM-5.3-Flash and DeepSeek V4.1 Flash are zero-retention. Nemotron models: trial only, logged.

What's new: Docs list 11 free models.

Quality	4/5
Easy to use	5/5
Fits our game	5/5

My verdict: Use the zero-retention ones for our code.

✓ Checked against its source

Sources: OpenCode Zen docs

Try it now | 100% free | MIT

DeepSeek-V4.1-Flash

by DeepSeek-AI · free online API · needs Needs a GPU cluster to self-host; use hosted free endpoints

Huge open coding/reasoning model (552B backbone, only 8-16B used per word). Too big to download for us, but free to call online.

How it helps us: We cannot run it at home. We CAN use it free through OpenCode and NVIDIA build to plan big code changes.

The catch: MIT for repo and weights per the card.

What's new: Sept 10 2026 per aggregator. DeepSeek reports Terminal-Bench 2.1 90.6, DeepSWE 74.2, GPQA 90.9. Free on OpenCode Zen and build.nvidia.com.

People say: Artificial Analysis Intelligence Index about 33-45 depending on source/setting.



My verdict: Strongest free coder we can reach through OpenCode.

✓ Checked against its source

Sources: DeepSeek-V4.1-Flash card · OpenCode Zen docs · MorphLLM list (news)

Try it now | 100% free | Apache-2.0

Gemma 4 31B (also 26B-A4B MoE, 12B)

by Google DeepMind · free online API (Gemini key) · needs none (online)

Google's open Gemma 4 models. We use the 31B and the fast 26B-A4B online through our free Gemini key.

How it helps us: Good all-round helper for dialogue, quest text and word lists.

The catch: Gemma 4 moved to Apache-2.0 (older Gemma 3 used the custom Gemma Terms of Use). No catch found on the card.

What's new: Card shows technical report published Jul 2 (2026). Card numbers: LiveCodeBench v6 80.0, GPQA Diamond 84.3, AIME 2026 89.2.

People say: Also free on Gemini API and OpenRouter (gemma-4-31b-it:free).



My verdict: Apache-2.0 Gemma is a safe, fast second brain.

✓ Checked against its source

Sources: Gemma 4 31B model card · Top free AI APIs Oct 2026 (news)

Try it now | 100% free | Apache-2.0

gpt-oss-120b and gpt-oss-20b

by OpenAI · free online API · needs 20B: about 16 GB; 120B: online only for us

OpenAI's open-weight reasoning models. the 120B runs free online.

How it helps us: 20B is a decent local brain; 120B via Groq/Cerebras/Cloudflare free keys for harder jobs.

What's new: Offered free on Groq, Cerebras trial, and Cloudflare Workers AI right now.

Quality	4/5
Easy to use	5/5
Fits our game	4/5

My verdict: Reliable, widely hosted free models.

✓ Checked against its source

Sources: gpt-oss-120b card · Groq rate limits (lists both models) · MorphLLM list (news)

Keep an eye on these

Cloudflare Workers AI free allowance

Keep an eye on it | 100% free

10,000 Neurons a day free, resets 00:00 UTC. Includes gpt-oss-20b/120b, Llama, Whisper, Flux. Small free amount; good for in-game helpers later.

Sources: Workers AI pricing

Beam 1.0 (501B-A23B)

Keep an eye on it | 100% free

A 501B open coding model with a plain Apache license, built in the USA. Free via OpenCode, but we could not open its own model card.

Sources: ReflectionAI on Hugging Face (repos exist) · Beam self-host guide (news)

GLM-5.3-Flash

Keep an eye on it | 100% free

320B mixture model (18B active), cheap and fast. Nice free backup coder with good privacy terms.

Sources: GLM-5.3-Flash card · OpenCode Zen docs

Nemotron 3.5 Lightning 30B-A3B

Keep an eye on it | 100% free

A 30B model that uses only 3B at a time, so it is fast. Free online on build.nvidia.com and OpenCode. Fast and free with an open, permissive license, but weaker than Qwen3.8-27B.

Sources: Linux Foundation: OpenMDW 1.1 + NVIDIA adoption · OpenMDW-1.1 text (OSI license-review) (news)

OpenRouter free models

Keep an eye on it | 100% free

Models ending in :free, e.g. gemma-4-31b-it:free, nemotron-3-super-120b-a12b:free, laguna-s-2.1:free; rotates. Only 50 requests a day, and stealth models are risky.

Sources: OpenRouter models · Free API roundup (news)

Mistral free API tier

Keep an eye on it | 100% free

Free tier with 'restrictive rate limits'. Numbers unknown.

Sources: Mistral tiers docs

4 more free brains tools are free but have license strings, so they live in the last chapter: Kimi K3, MiniMax M3, NVIDIA build.nvidia.com free endpoints, Cerebras free trial.

3D MODELS, RIGS AND MOVES

Castles & characters

Our biggest pain. Free online 3D AI is still rare: most 3D makers want to be downloaded, and we do not do that. So this chapter has the online services, plus free ready-made 3D kits and the free rigging website.

Plain words

Rig = the skeleton inside a character so it can move
CC0 = free for anything, no credit needed

My pick of the day

Poly Haven: Best free texture source; download by hand, do not scrape.



The 5 best fits on this page: quality plus fit for Word Push, out of 10. Purple = try it now, olive = keep an eye on it.

Try these now

Try it now · 100% free · CC0

Poly Haven

by Poly Haven · free website

Free CC0 PBR textures, HDRIs and 3D models.

How it helps us: Stone, wood and grass textures for castles, plus sky lighting.



My verdict: Best free texture source; download by hand, do not scrape.

✓ Checked against its source

Sources: Poly Haven license

Try it now · 100% free · CC0

Quaternius packs

by Quaternius · free website

Free low-poly 3D packs: medieval buildings, ruins, knights, animated characters, a retargetable animation library.

How it helps us: Ready phone-friendly meshes for castle pieces and test characters, no cleanup needed.

What's new: Medieval Village MegaKit and Universal Animation Library are listed on the site.

Quality	4/5
Easy to use	5/5
Fits our game	5/5

My verdict: CC0 and already low-poly: perfect baseline.

✓ Checked against its source

Sources: Quaternius site · Quaternius FAQ

Try it now · 100% free

Adobe terms: royalty-free for personal, commercial and non-profit use

Mixamo

by Adobe · free website

Free website that rigs a humanoid and gives hundreds of ready animations.

How it helps us: Fast way to rig and animate Swordsman and Archer clips.

The catch: Small print only (not a licence string): needs a free Adobe login; do not share the raw animation files on their own.

Quality	3/5
Easy to use	5/5
Fits our game	5/5

My verdict: Free and legal for games; do not rebuild a clip library for resale.

✓ Checked against its source

Sources: Adobe Mixamo FAQ

Try it now · 100% free · CC0

Kenney 3D kits

by Kenney · free website

Free CC0 game asset kits, including castle and medieval 3D kits.

How it helps us: Instant towers, walls and gates to test gameplay.

Quality	3/5
Easy to use	5/5
Fits our game	4/5

My verdict: CC0 placeholder art while AI castles improve.

✓ Checked against its source

Sources: Kenney assets

Try it now · 100% free · MIT

Blender MCP (mcp-for-blender)

by ahujasid · Blender on our PC, driven by an online AI

Lets an AI assistant control Blender: make objects, materials, run Python, check views and renders.

How it helps us: An AI could do cleanup steps in Blender for us. It can also pull Poly Haven models.

What's new: Renamed: package is now mcp-for-blender; old setups still work. 33.2k stars.

Quality	3/5
Easy to use	4/5
Fits our game	4/5

My verdict: Free helper that can script repetitive Blender fixes.

✓ Checked against its source

Sources: Blender MCP GitHub

3 more castles & characters tools are free but have license strings, so they live in the last chapter: Hugging Face ZeroGPU Spaces (called by script), Tencent Hunyuan 3D (global app + Tencent Cloud API), NVIDIA build.nvidia.com hosted models (TRELLIS and image models).

IMAGES, UI ART AND VIDEO

Pictures & icons

Pictures for concept art, icons, store graphics and the pictures we feed into 3D makers. Here are the free online picture services and free art packs.

My pick of the day

game-icons.net: Perfect medieval icon set; just add credits.

Try these now

Try it now | 100% free | CC BY 3.0

game-icons.net

by Lorc, Delapouite, others · free website

About 4,000 free black-and-white game icons (swords, castles, shields).

How it helps us: Many medieval icons ready to recolor for buttons.

The catch: Credit authors in the game credits.

Quality	4/5
Easy to use	5/5
Fits our game	5/5

My verdict: Perfect medieval icon set; just add credits.

✓ Checked against its source

Sources: About page

Try it now 100% free

Cloudflare Workers AI terms; FLUX.1 schnell model terms from Black Forest Labs (output licence text not confirmed on the model page)

Cloudflare Workers AI image models (FLUX.1 schnell, FLUX.2 klein)

by Cloudflare (models by Black Forest Labs and others) · free online API · needs none (runs in the cloud)

You send a text prompt in an HTTP call. You get a picture back as base64. Free allowance resets every day.

How it helps us: We already use Cloudflare. A script can make unit icons, banners and concept art for Word Push for free, with no GPU on our PCs.

The catch: Free part is 10,000 Neurons per day. Above that, a Workers Paid plan is needed (it just fails with an error if you go over). The model page only links to Black Forest Labs terms and does not say who owns outputs. Card requirement for the free plan: not confirmed. Read the BFL terms before shipping art.

What's new: Pricing page (checked 2026-11-04) now lists FLUX.2 dev, FLUX.2 klein 4B and 9B, and Leonardo models. Some models need a paid method, not free.

Quality	4/5
Easy to use	5/5
Fits our game	5/5

My verdict: Free, simple REST call, fits our Cloudflare setup.

✓ Checked against its source

Sources: Workers AI pricing · Workers AI limits · FLUX.1 schnell model page · Black Forest Labs terms (outputs section)

Try it now 100% free CC0

Kenney assets (UI packs, icons)

by Kenney · free website

Free game art packs: buttons, UI, icons.

How it helps us: Ready buttons and panels to use or as style tests.

Quality	3/5
Easy to use	5/5
Fits our game	3/5

My verdict: Zero-risk free filler art.

✓ Checked against its source

Sources: Kenney assets

6 more pictures & icons tools are free but have license strings, so they live in the last chapter: Gemini API image models (Nano Banana 2, Gemini 3.1 Flash Image), Hugging Face Inference Providers, Pollinations.ai (gen.pollinations.ai), Stability AI API (SD 3.5, remove background, upscale, Stable Fast 3D), remove.bg API, fal.ai, Replicate, Lumenfall (credit-based clouds).

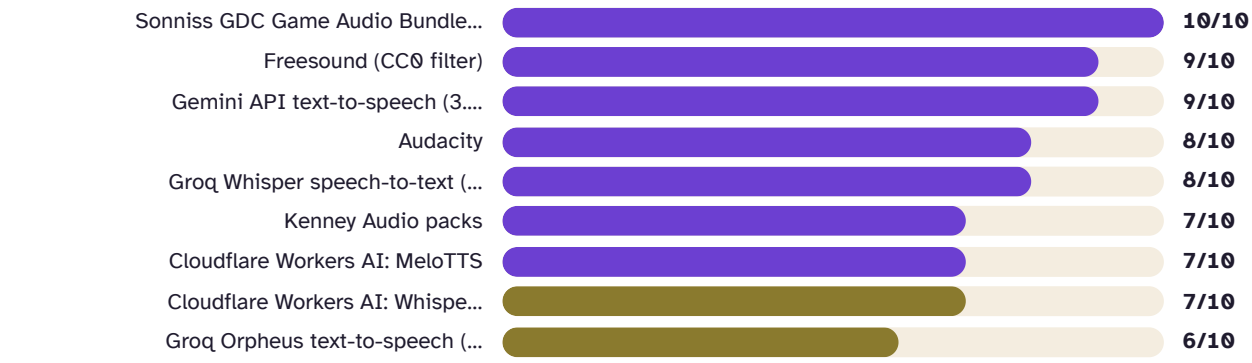
AUDIO FOR THE GAME

Music, sounds & voices

Voices, sound effects and music. Free online voices are the happy story. For sound effects, real free recordings still beat AI.

My pick of the day

Sonniss GDC Game Audio Bundle 2026: Best free pro SFX pack, read the licence PDF once.



The 9 best fits on this page: quality plus fit for Word Push, out of 10. Purple = try it now, olive = keep an eye on it.

Try these now

Try it now · 100% free

Sonniss royalty-free licence

Sonniss GDC Game Audio Bundle 2026

by Sonniss · free website · needs none (7.5 GB disk)

A free zip of pro sound effects, 7.47 GB+ in the 2026 bundle.

How it helps us: Pro swords, wood, stone, crowds and ambience for the game.

What's new: 2026 bundle announced 2026-03-16; older years also available.

Quality	5/5
Easy to use	5/5
Fits our game	5/5

My verdict: Best free pro SFX pack, read the licence PDF once.

○ Not fully confirmed yet

Sources: Bedroom Producers Blog on GDC 2026 bundle (news) · Rekkerd on Sonniss 2026 (news) · Sonniss GDC site

Try it now · 100% free

CC0 (also CC-BY on the site)

Freesound (CC0 filter)

by Freesound / MTG-UPF · free website

A huge site of user sounds. Filter to CC0 and you can use them freely.

How it helps us: Real horse, crowd, door and sword sounds at no cost.

Quality	4/5
Easy to use	4/5
Fits our game	5/5

My verdict: Real recordings, free, safe if you filter CC0.

✓ Checked against its source

Sources: Freesound FAQ

Try it now · 100% free

Gemini API Additional Terms

Gemini API text-to-speech (3.8 Flash TTS and Flash-Lite TTS)

by Google · free online API

Turns text into speech over an HTTP call. Has 30 ready voices, including Orus. Works in 130+ languages.

How it helps us: We already use the Orus voice. Good for unit shout-outs, tutorial lines and story voice.

The catch: Free tier is marked 'Free of charge', but Google says free-tier content is 'used to improve our products'. Free TTS rate limits are not shown on the docs page (see AI Studio). Commercial rights to audio output: not confirmed. Paid prices rise on 2027-01-01.

What's new: Pricing page shows TTS free of charge on the free tier. Paid price goes up on 2027-01-01.

Quality	4/5
Easy to use	5/5
Fits our game	5/5

My verdict: We already have the key and the voice, and it costs nothing.

✓ Checked against its source

Sources: Gemini speech generation docs · Gemini API pricing · Gemini rate limits

Try it now · 100% free · GPLv3

Audacity

by Audacity team · any PC (plain software, no AI model)

A free audio editor to cut, fade, loop and clean sounds.

How it helps us: Trim SFX, loop music, fix volume.

What's new: Audacity 4 is in development.

Quality	4/5
Easy to use	4/5
Fits our game	4/5

My verdict: Free and easy for trimming and fixing sounds.

✓ Checked against its source

Sources: Audacity GitHub

Try it now · 100% free · Groq terms; Whisper is MIT

Groq Whisper speech-to-text (large-v3 and large-v3-turbo)

by Groq (model by OpenAI) · free online API

Turns audio into text very fast. Can also translate speech to English.

How it helps us: Voice commands for Word Push, or checking that recorded voice lines say the right words.

The catch: Free limits are small: the table shows 20 requests/min, 2,000/day, 7,200 audio seconds/hour, 28,800/day, but the page does not say clearly which column is the Free plan. 25 MB file limit on free. Groq output/commercial terms: not confirmed.

Quality	4/5
Easy to use	5/5
Fits our game	4/5

My verdict: We have the key. Fast and free for testing voice features.

✓ Checked against its source

Sources: Groq rate limits · Groq speech-to-text docs

Try it now · 100% free · CC0

Kenney Audio packs

by Kenney · free website

Free UI click, impact and RPG sound packs.

How it helps us: Menu clicks, button sounds and basic hits.

Quality	3/5
Easy to use	5/5
Fits our game	4/5

My verdict: Easy UI sounds with no credit needed.

✓ Checked against its source

Sources: Kenney support (license) · Kenney assets

Try it now 100% free

Model license not shown on Cloudflare page

Cloudflare Workers AI: MeloTTS

by Cloudflare (model by MyShell.ai) · free online API

Text-to-speech in several languages, run on Cloudflare's servers. Returns MP3.

How it helps us: We already deploy on Cloudflare. Simple voice lines inside our own Worker, no extra key.

The catch: Free allowance is 10,000 Neurons per day, then it needs the paid Workers plan. Page does not say if a card is needed for the free allowance. Model license not stated on the page. Voice quality is plain, not as rich as Gemini.

Quality	3/5
Easy to use	5/5
Fits our game	4/5

My verdict: Same place as our website, cheap in free allowance.

✓ Checked against its source

Sources: Workers AI pricing · MeloTTS model page

Keep an eye on these

Cloudflare Workers AI: Whisper large-v3-turbo

Keep an eye on it 100% free

Speech-to-text, with timing (VTT subtitles). Runs on Cloudflare. Good backup if Groq limits hurt.

Sources: Workers AI pricing · Whisper turbo model page

Groq Orpheus text-to-speech (English)

Keep an eye on it 100% free

Expressive text-to-speech with 'vocal direction' tags, such as a whisper or a laugh. Only 100 calls a day, and terms are not clear.

Sources: Groq text-to-speech docs · Groq rate limits

6 more music, sounds & voices tools are free but have license strings, so they live in the last chapter: OpenGameArt (music and SFX), ElevenLabs Free plan (TTS, sound effects, music), Deepgram $200 free credit (Nova-3 speech-to-text, Aura-2 text-to-speech), AssemblyAI free tier (speech-to-text), Google Cloud Text-to-Speech free monthly characters, Gemini API Lyria 3.5 and Lyria 3 Clip (music).

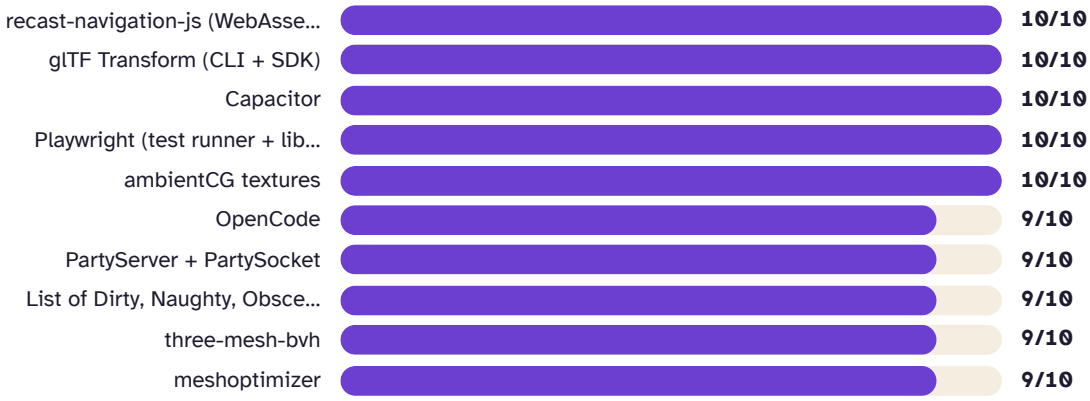
MAPS, TESTING AND GAME TOOLS

The game workshop

Old, proven, free tools that hit our everyday problems: crowds jamming at gates, slow tests, big 3D files and shipping to the stores. These are plain programs, not AI models, plus helpers that let free online AI do jobs for us.

My pick of the day

recast-navigation-js (WebAssembly Recast + Detour): Real crowd steering for the browser: units walk around each other and through gates instead of shaking.



The 10 best fits on this page: quality plus fit for Word Push, out of 10. Purple = try it now, olive = keep an eye on it.

Try these now

Try it now · 100% free · MIT

recast-navigation-js (WebAssembly Recast + Detour)

by Isaac Mason · in the browser

A map and path tool for the browser. It makes walkable maps and has a crowd mover that stops units bumping.

How it helps us: Units jam at gates. Detour crowd agents steer around each other and around gates (you can add or remove obstacles live).

Quality	5/5
Easy to use	3/5
Fits our game	5/5

My verdict: Best fix for crowd jitter at gates; real crowd steering.

✓ Checked against its source

Sources: GitHub repo

Try it now · 100% free · MIT

glTF Transform (CLI + SDK)

by Don McCurdy · any PC (plain software, no AI model)

Shrinks 3D files. Can use Draco, Meshopt and KTX2 texture squeeze.

How it helps us: TRELLIS castles are heavy. This makes them small so phones load fast and use less memory.

Quality	5/5
Easy to use	4/5
Fits our game	5/5

My verdict: Biggest phone-speed win for generated castles.

✓ Checked against its source

Sources: GitHub repo

Try it now · 100% free · MIT

Capacitor

by Ionic · any PC (plain software, no AI model) · needs Android Studio; a Mac for iOS builds

Wraps a web app into real Android and iOS apps.

How it helps us: Takes the Word Push web build to Play Store and App Store.

Quality	5/5
Easy to use	3/5
Fits our game	5/5

My verdict: The standard way to ship a web game to stores.

✓ Checked against its source

Sources: GitHub repo

Try it now · 100% free · Apache-2.0

Playwright (test runner + library)

by Microsoft · any PC (plain software, no AI model)

Controls real browsers for tests, with auto-waiting, traces and phone emulation.

How it helps us: Auto-play the game in a phone-sized browser and catch freezes.

Quality	5/5
Easy to use	4/5
Fits our game	5/5

My verdict: Best way to test the real game, with timeouts so tests cannot hang.

✓ Checked against its source

Sources: GitHub repo

Try it now · 100% free · CC0 1.0

ambientCG textures

by Lucas Gregoire / ambientCG · free website

Free tileable PBR ground and wall textures.

How it helps us: Ground textures for battle maps (grass, mud, stone).

Quality	5/5
Easy to use	5/5
Fits our game	5/5

My verdict: Safe free textures.

✓ Checked against its source

Sources: ambientCG license

Try it now · 100% free · ISC

PartyServer + PartySocket

by Cloudflare (PartyKit) · free online API

Helper library for WebSocket rooms on Durable Objects; PartySocket reconnects clients.

How it helps us: Fixes rejoin after a dropped connection in online matches.

Quality	4/5
Easy to use	3/5
Fits our game	5/5

My verdict: Direct help for our rejoin problem.

✓ Checked against its source

Sources: GitHub repo · Cloudflare WebSocket Hibernation docs

Try it now · 100% free · MIT

OpenCode

by SST / OpenCode team · free online API

Free terminal coding agent that works with many models, including free ones.

How it helps us: We already use it; it can write fixes for the gate and AI bugs.

The catch: Tool is MIT. Free models offered inside it have their own terms.

Quality	4/5
Easy to use	5/5
Fits our game	5/5

My verdict: Already in our kit.

✓ Checked against its source

Sources: GitHub repo

Try it now · 100% free · CC-BY-4.0

List of Dirty, Naughty, Obscene Words (naughty-words)

by Shutterstock / LDNOOBW · in the browser

Bad-word lists in 28 languages.

How it helps us: Profanity filter for player-typed words.

The catch: Give credit to Shutterstock.

Quality	4/5
Easy to use	5/5
Fits our game	5/5

My verdict: Fast language filter.

✓ Checked against its source

Sources: GitHub repo

Try it now | 100% free | MIT

three-mesh-bvh

by Garrett Johnson · in the browser

Makes picking and hit-testing on Three.js meshes much faster.

How it helps us: Taps on phones need fast ray checks on big castle models; this cuts that cost.

Quality	5/5
Easy to use	4/5
Fits our game	4/5

My verdict: Cheap speed win for tapping and ground checks.

✓ Checked against its source

Sources: GitHub repo

Try it now | 100% free | MIT

Vitest

by VoidZero and contributors · any PC (plain software, no AI model)

Fast TypeScript test runner with timeouts and watch mode.

How it helps us: Run sim tests quickly; set a test timeout so a long simulation fails, not hangs.

Quality	5/5
Easy to use	4/5
Fits our game	4/5

My verdict: Quick tests with timeouts.

✓ Checked against its source

Sources: GitHub repo

Try it now | 100% free | MIT

meshoptimizer

by Arseny Kapoulkine · in the browser

Makes meshes smaller and faster to draw. Can reduce triangle count.

How it helps us: Makes low-detail versions of castles for far-away view on phones.

Quality	5/5
Easy to use	3/5
Fits our game	4/5

My verdict: Proven classic for lighter 3D.

✓ Checked against its source

Sources: GitHub repo

Try it now | 100% free | MIT

fast-check

by Nicolas Dubien · any PC (plain software, no AI model)

Makes random test inputs and shrinks a failure to a small example.

How it helps us: Finds odd unit and wall placements that break pathfinding.

Quality	5/5
Easy to use	3/5
Fits our game	4/5

My verdict: Finds the weird bugs we cannot think of.

✓ Checked against its source

Sources: GitHub repo

Try it now · 100% free · MIT

Yuka (game AI library)

by Mugen87 · in the browser

A small JS library for game brains: steering, state machines, goals, fuzzy logic and navmesh.

How it helps us: Gives bots simple behaviours (flee, arrive, queue) and goal thinking for build wall / attack / defend.

Quality	4/5
Easy to use	4/5
Fits our game	4/5

My verdict: Easy brain parts for bots; works with Three.js.

✓ Checked against its source

Sources: GitHub repo

Try it now · 100% free · Apache-2.0

Playwright MCP

by Microsoft · any PC, uses free online models

Lets an AI agent drive a browser and look at the page.

How it helps us: Our coding agent can click through Word Push and report bugs.

Quality	4/5
Easy to use	4/5
Fits our game	4/5

My verdict: Gives agents eyes on the game.

✓ Checked against its source

Sources: GitHub repo

Try it now · 100% free

Model licenses not shown on pricing page

Cloudflare Workers AI: text embeddings (BGE, Qwen3 Embedding)

by Cloudflare (models by BAAI, Alibaba) · free online API

Turns words into number lists so we can find similar words and meanings.

How it helps us: Word similarity for Word Push: hints, word-of-the-day, finding words that feel close.

The catch: Free pool 10,000 Neurons per day. Very cheap per call (bge-small 1,841 Neurons per million tokens). Model licenses: not confirmed. Limit 3,000 requests/min.

Quality	4/5
Easy to use	5/5
Fits our game	4/5

My verdict: Cheap in the free pool and good for word play ideas.

✓ Checked against its source

Sources: Workers AI pricing · Workers AI limits

Try it now · 100% free · OpenAI terms

OpenAI Moderation API (omni-moderation-latest)

by OpenAI · free online API

Checks text (and images) for hate, harassment, violence, sexual content and more. Free to call.

How it helps us: Screen player names, chat and clan names in online play before they show.

The catch: Docs say 'The moderation endpoint is free to use.' It needs an API key; card need and rate limits: not confirmed. Does not check audio. Sending player text to OpenAI has privacy impact.

Quality	4/5
Easy to use	5/5
Fits our game	4/5

My verdict: Free and made for player-name and chat checks.

✓ Checked against its source

Sources: OpenAI moderation guide

Try it now · 100% free · Meta fairseq license (see model page link)

Cloudflare Workers AI: M2M100 translation (1.2B)

by Cloudflare (model by Meta) · free online API

Translates text between many languages with one HTTP call.

How it helps us: Fast first draft of Word Push menu text and tips in other languages. A human should check word-game words.

The catch: Free pool 10,000 Neurons per day. Model license is only linked, not quoted: not confirmed. Language list not shown. Translating word-game words may be wrong.

Quality	3/5
Easy to use	5/5
Fits our game	3/5

My verdict: Free draft translations for UI text.

✓ Checked against its source

Sources: M2M100 model page · Workers AI pricing

Keep an eye on these

Aider

Keep an eye on it · 100% free

Terminal pair programmer that edits files and commits to git. Fine, but OpenCode already covers it.

Sources: GitHub repo

goose

Keep an eye on it · 100% free

Open agent with desktop app, CLI and 70+ MCP extensions. Good backup agent.

Sources: GitHub repo

Cline

Keep an eye on it · 100% free

Coding agent for VS Code, JetBrains and CLI. Similar to OpenCode.

Sources: GitHub repo

Material Maker

Keep an eye on it · 100% free

Node tool to make textures from scratch. Handy extra.

Sources: GitHub repo

WaveFunctionCollapse

Keep an eye on it · 100% free

The original wave function collapse maps from tiles. Good for tile maps; check a JS port too.

Sources: GitHub repo · LICENSE

Node-RED

Keep an eye on it · 100% free

Low-code event flows. Free automation option.

Sources: GitHub repo

Azgaar Fantasy Map Generator

Keep an eye on it · 100% free

Makes fantasy maps in the browser. Better for worlds than small battle maps.

Sources: GitHub repo · LICENSE

Mistral API free Experiment plan

Keep an eye on it · 100% free

Free API plan to try Mistral models. Mistral also lists Voxtral speech-to-text, embeddings and moderation models. Our prompts may train their models, so we only use it for harmless text.

Sources: Experiment plan help · Mistral models

4 more the game workshop tools are free but have license strings, so they live in the last chapter: wooorm/dictionaries (Hunspell), wordfreq, Kaikki.org Wiktionary data, n8n.

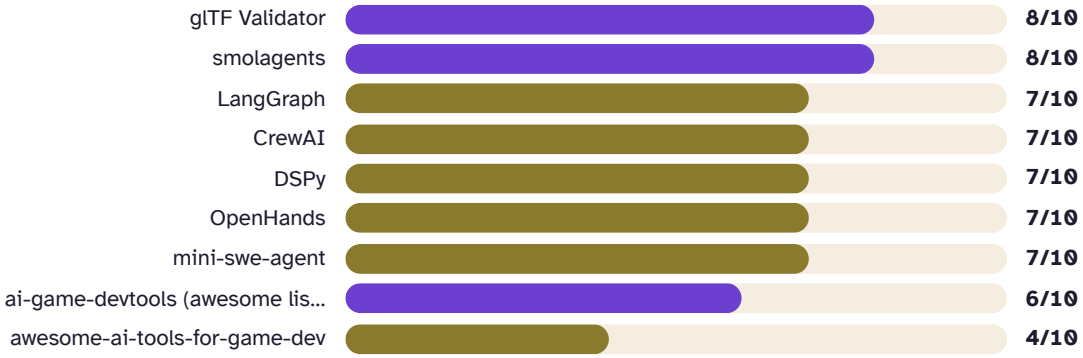
FREE PROJECTS AND READY-MADE WORKFLOWS

GitHub treasure chest

Free GitHub projects and ready-made workflows. Some help with 3D files, some are agent kits that let free online models work step by step.

My pick of the day

meshoptimizer: Shrinks our 3D files for phones in one command, with an MIT licence.



The 9 best fits on this page: quality plus fit for Word Push, out of 10. Purple = try it now, olive = keep an eye on it.

Try these now

Try it now · 100% free · Apache-2.0

glTF Validator

by Khronos Group · any PC (plain software, no AI model)

Checks if a glb/gltf file is correct and writes a report.

How it helps us: Auto-check every new model so a broken file never reaches the game.

Quality	4/5
Easy to use	4/5
Fits our game	4/5

My verdict: Cheap safety net for asset QA.

✓ Checked against its source

Sources: Official GitHub repo

Try it now · 100% free · Apache-2.0

smolagents

by Hugging Face · any PC, uses free online models · needs none or local GPU

Small agent library where the AI writes short Python to do tasks.

How it helps us: Easy, tiny, works with free online models like Gemini; good for asset-checking scripts.

Quality	4/5
Easy to use	4/5
Fits our game	4/5

My verdict: Smallest and simplest, works with free/local models.

✓ Checked against its source

Sources: Official GitHub repo

Try it now | 100% free | MIT

ai-game-devtools (awesome list)

by Yuan-ManX · free website

Big list of AI tools for games: image, 3D, audio, LLM, agents.

How it helps us: Quick place to find new tools.

The catch: List is MIT; each tool inside has own license.

What's new: 1,199 commits.

Quality	3/5
Easy to use	5/5
Fits our game	3/5

My verdict: Bookmark it for scouting.

✓ Checked against its source

Sources: Official GitHub repo

Keep an eye on these

LangGraph

Keep an eye on it | 100% free

Lets you draw an AI job as steps and loops with a saved state. Powerful but heavy for small team.

Sources: Official GitHub repo

CrewAI

Keep an eye on it | 100% free

Makes teams of AI roles (planner, coder, tester) that pass work along. Popular, but loops can burn tokens.

Sources: Official GitHub repo

DSPy

Keep an eye on it | 100% free

Write AI steps as code and let it tune the prompts itself. Great, but learning curve.

Sources: Official GitHub repo

OpenHands

Keep an eye on it | 100% free

Self-hosted app to run coding agents in safe sandboxes. Big overlap with agents we already use.

Sources: Official GitHub repo

mini-swe-agent

Keep an eye on it | 100% free

A tiny coding agent in about 100 lines. Easy but only one more agent.

Sources: Official GitHub repo

awesome-ai-tools-for-game-dev

Keep an eye on it | 100% free

Short curated list of AI tools for game makers. Probably quiet; use only as backup.

Sources: Official GitHub repo

THE TEST BED

The test bed

Finding a tool is not enough. Each one gets a fair, safe test, and then a clear verdict: keep it or throw it out. AI is always called online, never downloaded. Nothing is tested on GitHub, and nothing costs money.

Brains lane

A tester asks each free model 5 real Word Push questions (word puzzles, unit stats, a bug hunt) and marks the answers by itself.

Runs on: Mini Boss or Factory PC

3D lane

Ask the online service for one castle tower from our own picture, open it in Blender, check shape, piece count and paint.

Runs on: online service, checked on the Assistant PC

Art lane

Ask the online service for one Archer icon in our style at 512 x 512 and compare it with our style sheet.

Runs on: online service

Sound and voice lane

One narrator line ("The gate is open!") from an online voice, and one "sword hit" from the free sound packs.

Runs on: online service

Workshop lane

Try the tool on a small copy of the game code, never on the real code folder.

Runs on: Assistant PC

Every test follows the same 8 steps

1. Licence check: read the real licence file first. If it bans Europe or selling, stop.
2. AI is called online only. Nothing is downloaded and run as a model.
3. Own sandbox folder for plain tools, never run as admin. Keys are read from the secrets folder and never printed.
4. Smoke test: does it even start?
5. Real Word Push task (the lane task).
6. Score card: helps us, quality, speed, ease, safety (0 to 5 each).
7. Verdict: keep, throw out, retest or blocked, with one sentence why.
8. Clean up: delete test files we will not keep. Keep the record.

VERDICT	WHEN
KEEP	Total 18 or more out of 25, helps us 3+, safety 4+, licence OK.
THROW OUT	Total 11 or less, or safety 2 or less, or it does not help, or it wants money.
RETEST	Total 12 to 17, or the test broke because of us or a busy server.
BLOCKED	The rules are unclear, ban Europe, ban selling, or it only works if downloaded.

The queue: first 12 of 42 tests waiting

#	TOOL	LANE	MACHINE	STATUS
1	**Qwen3.8-27B**	brains	cloud	waiting
2	**Gemini API free tier (AI Studio)**	brains	cloud	waiting
3	**Poly Haven**	3d	Assistant PC	waiting
4	**Sonniss GDC Game Audio Bundle 2026**	sound	Assistant PC	waiting
5	**recast-navigation-js (WebAssembly Recast + Detour)**	workshop	Assistant PC	waiting
6	**glTF Transform (CLI + SDK)**	workshop	Factory PC	waiting
7	**Capacitor**	workshop	Factory PC	waiting
8	**Playwright (test runner + library)**	workshop	Factory PC	waiting
9	**ambientCG textures**	workshop	Assistant PC	waiting
10	**Groq free plan**	brains	cloud	waiting
11	**OpenCode Zen free models**	brains	Factory PC	waiting
12	**Quaternius packs**	3d	Assistant PC	waiting

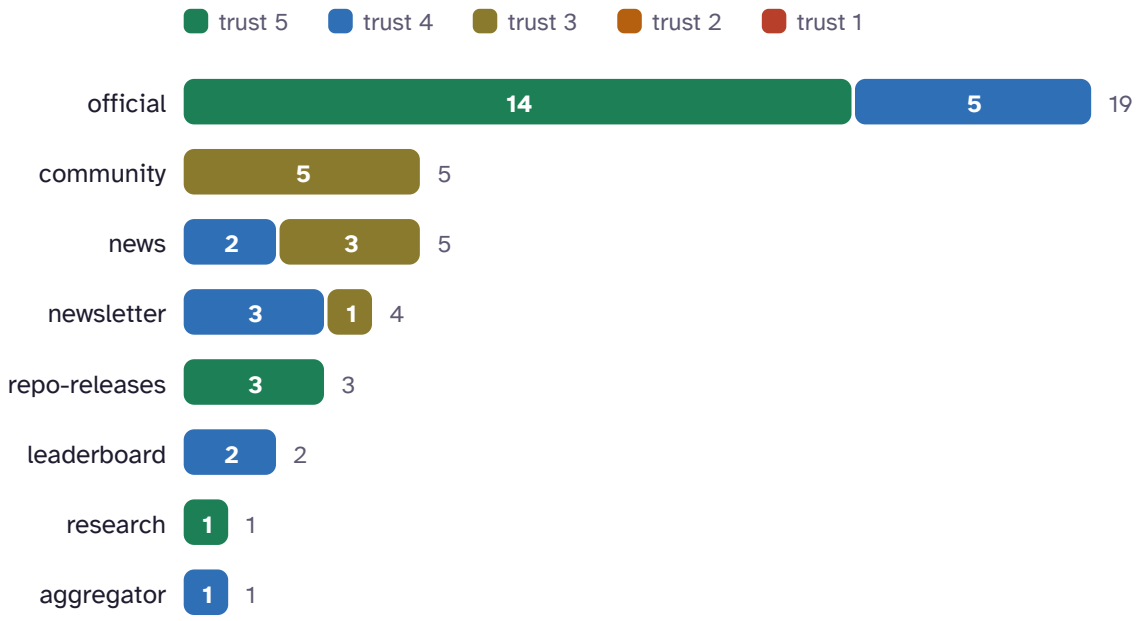
Results

No test has finished yet. The first results will show up here and in the database as soon as the Factory PC runs them.

WHO WE TRUST

Who we trust

Where the news comes from. I start with 40 sources about free online AI and game tools. Every day each one gets a little score: did it bring true, useful news? Good sources rise, noisy ones sink, and new ones get added.



40 sources, by kind and trust score (5 = the maker's own page, 1 = hype). 27 of them already feed news to the Factory PC automatically. Scores go up or down each day depending on whether a source gives us true, useful news.

SOURCE	KIND	TRUST	WHY WE TRUST IT
Hugging Face Blog	official	5/5	Hugging Face hosts almost every open model, and its blog explains the big new ones.
Google DeepMind Blog	official	5/5	It is Google's own AI lab writing about its own models.
Google Blog: AI	official	5/5	Official Google news about its AI products.
Gemini API Changelog	official	5/5	It is the official change list for the Gemini API we already use with a free key.
Mistral AI News	official	5/5	Mistral is a European AI company and posts its own model news.
Microsoft Research Blog	research	5/5	Microsoft Research made TRELLIS, which we use for castles.
Cloudflare Developer Changelog	official	5/5	Official changes for Cloudflare, where Word Push runs.
Groq Changelog	official	5/5	Official change list for Groq, where we have a free key.
three.js releases	repo-releases	5/5	Official repo of the 3D library Word Push is built on (MIT).
OpenCode releases	repo-releases	5/5	Official repo of the OpenCode coding agent we already use.
SPDX license list data	repo-releases	5/5	SPDX is the official list of license names used everywhere.
Blender.org news	official	5/5	Official Blender Foundation news.
Blender Developers Blog	official	5/5	Blender's own developers write here.
Poly Haven assets API	official	5/5	Every Poly Haven model, texture and HDRI is CC0 (fully free).

The full list of 40 sources is in the .

WHAT PEOPLE SAY

What people say

What users and reviewers say about tools from earlier issues this week.

Starts tomorrow

This is the first issue, so there is nothing to follow up yet. From No. 2 on, this page tells you what users are saying about the tools we wrote about this week.

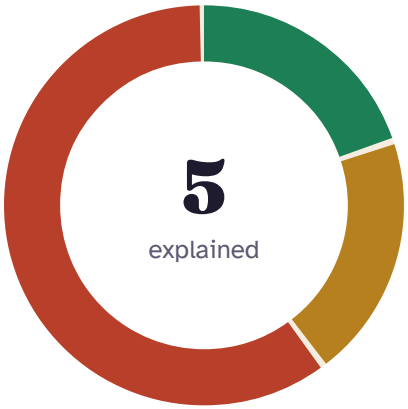
LAST CHAPTER

Free, but with strings

These online services and tools are free to use, but their rules have a catch. Some rules are fine for us, some are walls. Each card says what the rule is, quotes the licence, and gives my advice: yes, maybe, or no.

Plain words

Non-commercial = you may not use it for anything you sell or earn money from
Revenue cap = free only while the company earns less than a set amount
Trial credits = a small free amount that runs out, then you must pay



Should we use them?

Yes, use it **1** Maybe, carefully **1** No, avoid it **3**

My advice for a small game studio in Europe that sells its game. This is not legal advice: for anything big, we check the licence with a real lawyer first.

Free with strings

Sustainable Use License v1.0 risk: low

n8n

by n8n GmbH · any PC, uses free online models

Visual workflow automation.

How it could help us: Could automate build checks.

The strings: Fine for our own internal helper jobs. Not allowed to resell or host it for others.

> *"You may use or modify the software only for your own internal business purposes or for non-commercial or personal use."* read the license

Yes, use it

Note: Strings and Node-RED does the job.

✓ Checked against its source

Sources: LICENSE

Free with strings

Meshy free plan: CC BY 4.0 outputs

risk: medium

Meshy free plan

by ·

Website that makes 3D models from text or pictures.

The strings: Free outputs are CC BY: we may sell but must credit Meshy. Models are public and not owned by us. Paid plans give private, owned models.

> *"CC BY 4.0 license (commercial use with attribution)"* read the license

Maybe, carefully

✓ Checked against its source

Sources: License / primary page

Free with strings

Suno Terms (free plan)

risk: high

Suno free plan

by ·

Website that makes full songs from words.

The strings: Free songs are not ours and cannot be used commercially. Paid plan needed. Also against our no-local-music rule only in the local sense, but the licence blocks it.

> *"Suno owns songs made on the Basic (free) plan; you may use them for non-commercial purposes"* read the license

No, avoid it

✓ Checked against its source

Sources: License / primary page

Free with strings

ElevenLabs Terms (free plan)

risk: medium

ElevenLabs free plan

by ·

Website for very natural voices and sound effects.

The strings: Free tier has no commercial licence. Their terms also ask for credit on free use (not on the page I read).

> *"Commercial License is listed under Starter, not Free"* read the license

No, avoid it

✓ Checked against its source

Sources: License / primary page

Free with strings | Unreal Engine EULA

risk: low

Unreal Engine

by ·

Big game engine, free to download.

The strings: Fine while small, but our game is web tech (Three.js), so there is no reason to switch.

> *"All lifetime gross revenue above $1M will be subject to a 5% royalty" read the license*

No, avoid it

✓ Checked against its source

Sources: License / primary page

More free-with-strings tools from the other pages

These came up in the searches for the other pages. They are good tools, but each has a license rule, so they wait here.

Free brains

Kimi K3 — Kimi K3 License (custom) — **No, avoid it**

Giant 2.8T open model, top open score on Artificial Analysis (Kimi K3.1 Pro 46). **Catch:** Custom license. If a product has over 100 million monthly users or over 20 million USD monthly revenue, it must show "Kimi K3" in its screen. Selling it as a hosted model service over 20 million USD yearly needs a deal. No region ban. Internal use is exempt.

Sources: Kimi K3 LICENSE · Kimi K3 card

MiniMax M3 — MiniMax Community License (minima... — **No, avoid it**

428B open coding model. **Catch:** Not "non-commercial only". Commercial use is allowed if you email a one-time notice to api@minimax.io and show "Built with MiniMax M3". Over 20 million USD yearly revenue you need written permission. No region ban.

Sources: MiniMax-M3 card · MiniMax-M3 LICENSE

NVIDIA build.nvidia.com free endpoints — NVIDIA API trial terms — **Yes, use it**

45 free endpoints incl. DeepSeek V4.1 Flash, GLM-5.3-Flash, Mistral Large 4, MiniMax M3.1 Flash, Nemotron 3.5. **Catch:** Prototyping only. Reports say production needs NVIDIA AI Enterprise; OpenCode says NVIDIA free endpoints are logged and 'trial use only'. Limits not published (users report about 40 requests/min).

Sources: NVIDIA catalog · Free API roundup (news)

Cerebras free trial

Cerebras terms — **No, avoid it**

gpt-oss-120b and qwen-3.8-27b free, but only a trial. **Catch:** No permanent free tier: $5 credits after adding payment method, expire in 30 days. 5 requests/min.

Sources: Cerebras rate limits

Castles & characters

Hugging Face ZeroGPU Spaces (called by script)

Different for every Space and mod... — **Maybe, carefully**

Many people host free image and image-to-3D demos on Hugging Face Spaces. Gradio's client can call them from code. Free GPU time is shared. **Catch:** Free GPU time: unsigned 2 minutes a day, free account 5 minutes a day (PRO 40). Each Space has its own model licence, many are non-commercial. Whether script calls count the same as browser use: not confirmed. Spaces can break or disappear.

Sources: ZeroGPU docs

Tencent Hunyuan 3D (global app + Tencent Cloud API)

Tencent terms; no output licence ... — **Maybe, carefully**

Makes 3D models from text or pictures. The web app is free for some daily runs. A paid-cloud API also exists.

Catch: Tencent says 20 free generations a day in the Hunyuan 3D Global web app, but that is a website, not an API. The API is for 'global enterprises': 200 free credits (one-off) via Tencent Cloud, and the Tencent Cloud FAQ says free quota is a one-time pack that expires after 1 year. Needs a Tencent Cloud account (card requirement not confirmed). Commercial use of free output: not confirmed. EU/UK availability: not confirmed.

Sources: Tencent global launch article · Tencent Cloud Hunyuan 3D FAQ

NVIDIA build.nvidia.com hosted models (TRELLIS and image models)

NVIDIA API trial terms; model lic... — **Maybe, carefully**

NVIDIA hosts models you can call by API with a free trial key. A TRELLIS page exists there. **Catch:** NVIDIA calls the catalog a 'trial experience' for evaluation and prototyping. Production use needs an NVIDIA AI Enterprise licence. Number of free credits: not confirmed. Whether the TRELLIS page allows free API calls: not confirmed.

Sources: TRELLIS on build.nvidia.com · NVIDIA NIM FAQ

Pictures & icons

Gemini API image models (Nano Banana 2, Gemini 3.1 Flash Image)

Google Gemini API Additional Term... — **No, avoid it**

Google's image models for text-to-image and image editing through the Gemini API. **Catch:** No free tier for the image models on the pricing page. Free tier column says 'Not available'. Only usable with a paid account.

Sources: Gemini API pricing · Gemini API rate limits

Hugging Face Inference Providers

Depends on each model and each pr... **No, avoid it**

One HTTP API that sends your request to many image and 3D hosts (fal, Replicate, and others). **Catch:** Free accounts get $0 monthly credits now. You must buy credits or pay for PRO ($2 monthly credits included). So it is not free.

Sources: Inference Providers pricing

Pollinations.ai (gen.pollinations.ai)

Code is MIT. Terms for generated ... **Maybe, carefully**

OpenAI-style API for images and text. You call a URL with your prompt and get a picture back. **Catch:** A third-party page says the free hourly refill ended on 2026-07-10 and free Pollen now only comes once from setup quests (about 3 Pollen, about $3). I could not confirm this on an official page. Official docs say you need a GitHub login and an API key. Old 'pk_' keys are limited to 1 Pollen per IP per hour and should not be made any more. No output ownership text found.

Sources: Pollinations API docs · Pollinations GitHub

Stability AI API (SD 3.5, remove background, upscale, Stable Fast 3D)

Stability AI terms (not read) **Maybe, carefully**

REST API for images, edits, upscaling, background removal and quick 3D. **Catch:** New accounts get 25 free credits (one-off, 1 credit = $0.01). That is about 8 SD 3.5 Medium images. Then you pay. Output licence: not confirmed.

Sources: Stability pricing

remove.bg API

remove.bg terms (not read) **No, avoid it**

Removes picture backgrounds by API. **Catch:** First 50 API calls per month are free. Free output size and commercial use: not confirmed. The standalone website ends on 2026-12-01 and background removal moves to Canva.

Sources: remove.bg API · remove.bg pricing (shutdown notice)

fal.ai, Replicate, Lumenfall (credit-based clouds)

Per model and per service **No, avoid it**

Pay-per-use APIs for many image, video and 3D models. **Catch:** fal: no general free tier found. Its docs only mention up to $1,000 credits for selected creators who apply. Replicate: pricing page does not say if there is a free trial. Lumenfall: says 'free credits included' with no amount, no card to sign up. Free video APIs: I found none I could confirm from an official page.

Sources: fal access and pricing · Replicate pricing

Music, sounds & voices

OpenGameArt (music and SFX)

Mixed: CC0, CC-BY, OGA-BY, CC-BY-... **Yes, use it**

Community site with free game music and sounds. **Catch:** Each file has its own licence. CC-BY and OGA-BY need credit; SA and GPL add rules. Pick CC0 for easy life.

Sources: OpenGameArt FAQ

ElevenLabs Free plan (TTS, sound effects, music)

ElevenLabs Terms of Service — **No, avoid it**

Great voices, sound effects and music. The Free plan gives 10k credits per month. **Catch:** Free plan is NON-COMMERCIAL only and needs credit to ElevenLabs ('If you are on the free plan, you can use the content non-commercially with attribution'). Commercial license starts at the paid Starter plan. Free API access: not confirmed.

Sources: ElevenLabs pricing · ElevenLabs terms of use

Deepgram $200 free credit (Nova-3 speech-to-text, Aura-2 text-to-speech)

Deepgram terms — **Maybe, carefully**

Speech-to-text and text-to-speech APIs. New accounts get $200 of credit. **Catch:** One-time credit, not a monthly free tier. The pricing page says it does not expire, no card to start. After credit ends it is pay-as-you-go. Commercial output terms: not confirmed.

Sources: Deepgram pricing

AssemblyAI free tier (speech-to-text)

AssemblyAI terms — **Maybe, carefully**

Speech-to-text API. Page says free tier has up to 185 hours pre-recorded and 333 hours streaming. **Catch:** Hours may be a one-off trial: expiry not stated on the page. FAQ says no card. Free plan only 5 new streams per minute. Commercial terms: not confirmed.

Sources: AssemblyAI pricing

Google Cloud Text-to-Speech free monthly characters

Google Cloud terms — **No, avoid it**

Classic cloud TTS. Free part: WaveNet and Standard up to 4 million characters per month, Chirp 3 HD and others up to 1 million. **Catch:** Page says: 'You must enable billing to use Text-to-Speech, and will be automatically charged if your usage exceeds the number of free characters.' So it needs a billing account and a card. Gemini-TTS models have no free characters here.

Sources: Cloud TTS pricing

Gemini API Lyria 3.5 and Lyria 3 Clip (music)

Gemini API Additional Terms — **No, avoid it**

Makes music from text. Clip model: 30 seconds. Lyria 3.5: full songs. MP3 or WAV, with a hidden SynthID mark. **Catch:** A benchmark site quotes Google as saying there is no free tier for Lyria: about $0.08 per song, $0.04 per clip. I could not read this on Google's own pricing page. Treat as NOT free.

Sources: Gemini music generation docs · Lyria API pricing (benchlm) (news)

The game workshop

wooorm/dictionaries (Hunspell)

MIT repo; each dictionary has its... — **Maybe, carefully**

92 spell-check dictionaries in many languages. **Catch:** Each dictionary differs: MIT, BSD, MPL, GPL, LGPL, AGPL (Hebrew), CC-BY-SA. GPL/AGPL dictionaries can force sharing; pick permissive ones.

Sources: GitHub repo

wordfreq

Apache-2.0 code; data partly CC-B... — **Maybe, carefully**

Word commonness scores in 40+ languages. **Catch:** Some data CC BY-SA 4.0; credit for Google Ngrams and SUBTLEX. Snapshot to about 2021, unlikely updated.

Sources: GitHub repo

Kaikki.org Wiktionary data

Derived from Wiktionary: CC-BY-SA…

Maybe, carefully

Wiktionary words as JSON for hundreds of languages. **Catch:** Share-alike: if we ship a word list made from it, we must credit Wiktionary and share that list under CC BY-SA too. Kaikki page itself states no licence, only asks for a citation.

Sources: Wiktionary copyrights · Kaikki raw data page

BACK PAGE

How true is this issue?

A fact-checker re-opened the source pages for 70 items and fixed 88 things before printing, including licence mistakes such as MiniMax M3 being allowed for selling (with a notice).

5 items could not be confirmed at their own source (Beam 1.0, Hunyuan 3D 3.0, the Sonniss bundle and Kaikki). They are marked "Not fully confirmed yet". Treat them as probably right, not proven.

Scores out of 5 are my judgement from the sources and user reports, not lab tests. The test bed will replace them with real results.

None of this is legal advice. Before anything goes into the shipped game, we read its licence once more.

Coming tomorrow

Issue No. 2: the first token numbers in the scoreboard, the first test bed results, fresh news from our sources, and what people say about this week's tools.

Free AI Support Report is made every morning for MAGIC by Claude with help from free AI models on the Factory PC. Everything here is checked against its own source before it is printed. If something looks wrong, tell me and I will fix it in the next issue.