AI KDP PROMPT PACK

500 ChatGPT Prompts

Ready-to-use prompts to plan, create and sell puzzle books, coloring books, kids' storybooks, activity books, journals, planners and low-content books on Amazon KDP.

10 categories x 50 prompts - every prompt with a pro tip

PuzzlePoutTalon Studio

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How To Use This Pack

1. Pick a prompt. The pack is organised by the job you are doing: creating puzzles, designing coloring books, writing kids' stories, planning journals, researching low-content niches, writing titles, keywords, marketing copy and image prompts.

2. Replace the [BRACKETS]. Every prompt contains words in square brackets, like [TOPIC] or [NUMBER]. Replace each one with your own choice before sending. If a bracket offers options, like [easy/medium/hard], keep only the one you want.

3. Paste into ChatGPT. The prompts work in ChatGPT and most other AI chat tools. If the answer is too long, ask the AI to 'continue'; if it is too vague, paste the prompt again and add your extra requirements at the end.

4. Read the tip. Under every prompt is one practical tip from real publishing work - the small detail that separates books that sell from books that almost sell.

5. Check before you publish. AI output is a draft, not a finished product. Verify facts, test every puzzle, and proofread everything. Your name goes on the cover, so the final quality pass is yours.

Tip for pros: the TXT edition of this pack (prompt-pack-500.txt) contains all 500 prompts in plain text for fast copy-paste.

License & Terms

What you CAN do: use these prompts for your own publishing work, and use the text and ideas the AI generates from them in books you create and sell, including on Amazon KDP, in unlimited projects, forever.

What you can NOT do: resell, share, give away, or publish this prompt collection itself - the PDF, the TXT file, or the prompt texts - in whole or in part, whether for free or for payment. The collection itself is the product; the output you create with it is yours.

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Support: puzzle-pout-talon@duck.com - we reply within 1-2 business days.

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Every group contains 50 prompts. Each prompt has a short title, the full prompt text with [bracketed] blanks to fill in, and one practical tip.

Group 1

Puzzle Books

Generate, check and structure every kind of puzzle book - from Sudoku grids and word banks to series planning and quality audits.

1. Classic Sudoku Grid Generator

Create a complete, valid 9x9 Sudoku solution grid, then remove exactly [NUMBER] clues to make an [easy/medium/hard] puzzle. Present the puzzle grid and the solution grid separately in plain text tables using dots for empty cells.

Tip: Always ask for the solution too — you need it for your answer key pages.

2. Sudoku Difficulty Ladder

Design a set of [NUMBER] Sudoku puzzles about [THEME-free classic grids] that progress from beginner to expert. For each puzzle, state the clue count, the main solving technique required, and a one-line difficulty justification.

Tip: Use this to structure a whole book: 4 difficulty sections sell better than random order.

3. Themed Word Search Word Banks

Give me a list of [NUMBER] words related to [TOPIC, e.g. ocean animals] suitable for a word search aimed at [AGE GROUP]. Words must be 4-12 letters, no spaces, sorted by length, and exclude anything too obscure for the audience.

Tip: Ask for extra words — you will drop some that do not fit the grid.

4. Word Search Grid Layout Spec

Take these [NUMBER] words: [PASTE WORD LIST]. Arrange them in a [SIZE]x[SIZE] grid horizontally, vertically and diagonally, forwards only. Fill empty cells with plausible letters and output the finished grid plus a clean list of hidden words.

Tip: For kids' books use forwards-only placement; diagonal backwards frustrates young solvers.

5. Crossword Clue Writer - General

Write crossword clues for these answers: [PASTE ANSWERS]. For each answer give one straightforward clue and one cryptic-style clue, labelled by style, in the voice of a [friendly/newspaper] puzzle editor.

Tip: Generate both styles — mixing clue styles makes a book feel professionally edited.

6. Crossword Clue Writer - Themed

Create [NUMBER] crossword answers with clues all connected to [THEME, e.g. 1960s music]. Answers should be 3-10 letters, familiar to a general audience, and each clue must hint at the theme without naming the answer.

Tip: Themed crosswords are the backbone of gift and holiday puzzle books.

7. Logic Grid Puzzle Builder

Build a logic grid puzzle with [NUMBER] people, [NUMBER] categories (names plus [CATEGORY 2] and [CATEGORY 3]), one unique solution, and exactly [NUMBER] clues. Provide the clues, the empty grid description, and the full solution table.

Tip: Ask the AI to verify the solution is unique before you accept the puzzle.

8. Logic Puzzle Story Dressing

Take this dry logic puzzle data: [PASTE DATA]. Rewrite it as an engaging mini-story set in [SETTING, e.g. a small bakery] with named characters, keeping every fact identical so the solution does not change. Add a playful introduction paragraph.

Tip: Story dressing is what separates premium puzzle books from raw puzzle dumps.

9. Cryptogram Quote Selector

Give me [NUMBER] short famous quotes about [TOPIC] that work well as cryptogram puzzles: 8-14 words each, common vocabulary, with the author named. Then encode the first one as a letter-substitution cipher and show the cipher alphabet key.

Tip: Short quotes with repeated letters make satisfying, solvable cryptograms.

10. Kakuro Puzzle Designer

Create a small Kakuro puzzle on a [WIDTH]x[HEIGHT] grid for [beginner/intermediate] players. Output the clue layout using standard down/across sum notation, then the solved grid, and confirm no sum repeats a digit inside any single run.

Tip: Small Kakuro grids are perfect filler pages between larger puzzles.

11. Nonogram Picture Puzzle Planner

Suggest [NUMBER] simple pictures that can be drawn as 15x15 nonograms for a book about [THEME]. For each picture describe its silhouette in words and rate how recognisable it stays when reduced to a binary grid.

Tip: Bold, high-contrast silhouettes survive the nonogram conversion best.

12. Anagram Challenge Sets

Create [NUMBER] anagram challenges using words about [TOPIC]. For each, give the scrambled letters, a one-line hint, the answer, and a difficulty star rating from 1 to 5 based on word length and letter rarity.

Tip: Star ratings help you order pages from warm-up to finale.

13. Word Ladder Chains

Build [NUMBER] word ladders that start at [START WORD] and end at [END WORD], changing one letter at a time, using only common English words of [LENGTH] letters. List every step and confirm each step is a real word.

Tip: Print start and end words in bold — readers love seeing the goal.

14. Trivia Puzzle Questions - Mixed

Write [NUMBER] multiple-choice trivia questions across [CATEGORIES] for a [general/adult/family] audience. Each question needs 4 options, the correct answer marked, and one fun fact sentence to print under the answer key.

Tip: The fun-fact line doubles your answer-key pages' perceived value.

15. Trivia Questions - Single Theme Deep Dive

Write [NUMBER] trivia questions exclusively about [NICHE TOPIC]. Mix easy, medium and hard in a 40/40/20 split, avoid repeating facts, and flag any question whose answer could change over time.

Tip: Single-theme trivia books are strong gift items for hobby communities.

16. Maze Concept Designer

Describe [NUMBER] maze concepts for a children's puzzle book with a [THEME] storyline. For each maze give the start point, the goal, two obstacles or helpers to draw along the path, and the shape of the maze (rectangle, circle, character-shaped).

Tip: Pair this with image prompts later so maze art matches the story beats.

17. Find-the-Difference Scene Scripts

Write a scene description for a spot-the-difference puzzle: a [SETTING] containing exactly [NUMBER] specific objects. Then list [NUMBER] precise changes to make in the second version, each tied to a named object so an illustrator can execute them.

Tip: Number the changes but never reveal them on the puzzle page itself.

18. Puzzle Instruction Page Writer

Write a clear, friendly how-to-play instruction page for [PUZZLE TYPE] for readers aged [AGE]. Use at most [NUMBER] short steps, one worked mini-example described in words, and a 'common mistakes' note. Keep sentences under 15 words.

Tip: Good instruction pages cut refund complaints for unfamiliar puzzle types.

19. Answer Key Formatter

Take these puzzle solutions: [PASTE SOLUTIONS]. Reformat them into a compact answer-key section grouped by puzzle number, two columns, minimal words, with a short header reminding readers the keys start after page [PAGE NUMBER].

Tip: Consistent answer-key formatting makes a series look branded and pro.

20. Puzzle Book Series Planner

Plan a [NUMBER]-volume puzzle book series on [PUZZLE TYPE/THEME]. For each volume give a distinct angle, difficulty positioning, target buyer, and one feature that makes it different from the previous volume so repeat buyers feel progression.

Tip: Series planning before volume 1 prevents painting yourself into a corner.

21. Mixed Puzzle Book Outline

Outline a mixed puzzle book of [TOTAL PAGES] pages combining Sudoku, word search, crosswords, logic grids and mazes for [AUDIENCE]. Give the exact running order pattern, how puzzles rotate, and where to place difficulty spikes and rest pages.

Tip: Alternating puzzle types keeps casual buyers engaged far longer.

22. Puzzle Difficulty Auditor

Here are [NUMBER] puzzles from my draft: [PASTE PUZZLES]. Audit each one: rate difficulty 1-5, name the solving technique needed, flag any puzzle that seems unsolvable or ambiguous, and suggest the order they should appear in the book.

Tip: Run this audit before layout — reordering later wastes design hours.

23. Kids Puzzle Progression Designer

Design a 30-puzzle progression for children aged [AGE RANGE] learning [SKILL, e.g. spelling]. Start with picture-supported puzzles and end with text-only ones; describe each stage, what changes, and how the child knows they improved.

Tip: Visible progression is the feature parents mention in 5-star reviews.

24. Large Print Puzzle Adaptation Brief

Rewrite the layout brief for adapting [PUZZLE TYPE] puzzles into a large-print edition for seniors: minimum grid cell size, font size, spacing rules, maximum puzzles per page, and how instructions and answer keys should change.

Tip: Large-print is an underserved premium niche — charge more for these editions.

25. Holiday Puzzle Pack Ideation

Brainstorm [NUMBER] puzzle concepts tied to [HOLIDAY] that go beyond generic themed words — include one interactive idea (advent-style countdown, gift-hunt map, recipe riddle) and rate each for production effort.

Tip: Holiday books must be published 3-4 months early; plan the calendar now.

26. Sudoku Variant Inventor

Invent a Sudoku variant by adding one extra rule to the classic rules (for example a constraint on [REGION TYPE]). Name the variant, write its rules in under 80 words, and produce one sample puzzle with solution demonstrating the rule actually matters.

Tip: A named variant can anchor an entire book and its marketing hook.

27. Word Search Difficulty Tuner

Given this word list: [PASTE WORDS], explain how to build three versions of the same word search — easy, medium, hard — by changing grid size, word directions allowed, and filler-letter strategy. Give the exact settings for each version.

Tip: One word bank, three books: kids, general and expert editions.

28. Crossword Grid-Fill Word Finder

I need crossword answers matching these patterns: [PASTE PATTERNS like C_T, _ _ A _ E]. For each pattern suggest up to 5 common English words that fit, ranked by how cluable they are, and note any word that is too obscure for a general book.

Tip: Ask for cluability ranking — obscure fills are where amateur books fall down.

29. Puzzle Page Layout Copy

Write all the small print for a puzzle book page spread: a two-line intro for the [PUZZLE TYPE] section, a one-line encouragement under each difficulty jump, and a closing line for the final page before the answer keys. Tone: [warm/witty].

Tip: These micro-copy bits are what make a book feel human-made, not generated.

30. Brainteaser Riddle Bank

Write [NUMBER] short riddles about everyday objects and situations for [AUDIENCE]. Each riddle must be under 30 words, have exactly one clean answer, and include a one-word hint. Avoid riddles that depend on puns only native speakers would catch.

Tip: Riddle pages are cheap to produce and very screenshot-friendly for marketing.

31. Number Puzzle Sequence Sets

Create [NUMBER] number-sequence puzzles (what comes next?) ranging from simple counting patterns to multi-rule sequences. For each give the sequence, the answer, and the rule written out in plain language for the solution pages.

Tip: Always print the rule in solutions — readers check the logic, not just the answer.

32. Picture Crossword Concept

Design a picture crossword for early readers aged [AGE]: list [NUMBER] answers that can be drawn unambiguously, pair each with a drawing brief of under 10 words, and specify which answers cross each other in a simple grid layout.

Tip: Picture crosswords bridge coloring books and puzzle books beautifully.

33. Puzzle Book Title Brainstorm - Puzzle

Generate [NUMBER] title ideas for a [PUZZLE TYPE] book aimed at [AUDIENCE], each with a subtitle. Favour titles that state the puzzle count and a benefit (relaxation, brain training, screen-free fun). Mark your top 3 and say why.

Tip: Cross-check favourites on Amazon before committing — avoid near-identical titles.

34. Seasonal Word Bank Builder

Build a word bank of [NUMBER] words for a word search book about [SEASON/EVENT]. Split the bank into sub-themes (weather, food, activities, objects) with counts per sub-theme, and remove words under 4 letters.

Tip: Sub-themed banks make it easy to build balanced grids chapter by chapter.

35. Puzzle Error Spotter

Review this finished word search grid and word list: [PASTE GRID AND LIST]. Check that every listed word actually appears exactly once, no offensive words appear accidentally in filler letters, and report any problem rows by coordinates.

Tip: Accidental rude words in filler letters are a real and embarrassing print risk.

36. Cooperative Puzzle Page Ideas

Design [NUMBER] two-player puzzle page concepts for a family activity book — puzzles two people can solve together or race on (duelling grids, shared logic puzzle, partner word hunt). Explain the rules and what each player needs.

Tip: Two-player pages are a strong angle for family gift marketing.

37. Puzzle Countdown Challenge Structure

Structure a [NUMBER]-day puzzle challenge book (one puzzle per day) on [PUZZLE TYPE]. Define the weekly rhythm, how difficulty rises across weeks, milestone rewards to print every 7 days, and a finale puzzle concept for the last day.

Tip: Daily-challenge formats drive reviews because buyers build a habit.

38. Expert-Level Logic Puzzle Crafter

Create a genuinely hard logic puzzle for experienced solvers using [SCENARIO]. It must require at least four chained deductions, have a unique solution, and you must list the deduction chain step by step so I can print it as a worked solution.

Tip: Worked solutions are the premium feature expert buyers pay extra for.

39. Word Search Shape Grids

Propose [NUMBER] shaped word search concepts where the grid itself forms a picture (for example a [SHAPE] outline for a [THEME] book). For each concept state the approximate grid dimensions and which words must be placed along the outline.

Tip: Shaped grids photograph beautifully for covers and social posts.

40. Puzzle Book Back-Cover Copy - Puzzle

Write back-cover text for my [PUZZLE TYPE] book for [AUDIENCE]: a headline, 5 benefit bullets starting with strong verbs, one line about the answer keys, and a short author-free credibility line. Keep it under 120 words.

Tip: Benefits first, features second — buyers scan the back in seconds.

41. Beginner Puzzle Onboarding Set

Create a gentle 5-puzzle onboarding set teaching a complete beginner [PUZZLE TYPE]. Each puzzle must introduce exactly one new idea, with a hint box written as if speaking to a nervous first-timer. Order them so confidence builds.

Tip: Onboarding quality decides whether volume 1 buyers return for volume 2.

42. Puzzle Glossary Writer

Write a one-page illustrated-glossary-in-words for a [PUZZLE TYPE] book: define [NUMBER] key terms a beginner meets (for example candidate, region, given) in one sentence each, with a tiny example. Reading age: [AGE/LEVEL].

Tip: A glossary page quietly raises perceived expertise and page count.

43. Speed Puzzle Time Trials

Design a time-trial puzzle section: [NUMBER] small [PUZZLE TYPE] puzzles meant to be solved against the clock. Include the timing rules to print, a score table template, and how readers should grade their performance across three attempts.

Tip: Time-trial sections encourage repeat solving — and repeat purchases of the next volume.

44. Puzzle Book Interior Checklist

Give me a pre-publishing quality checklist for a [PUZZLE TYPE] interior as a numbered list: solution accuracy checks, page-count parity (odd/even for print), answer key cross-references, font and margin minimums for KDP trim size [TRIM SIZE].

Tip: Print this checklist and tick it physically for every single book.

45. Story-Driven Puzzle Chapter Writer

Write a short chapter introduction (120 words) that turns the next [NUMBER] puzzles into one continuing story about [CHARACTER] in [SETTING]. End the intro on a mini cliffhanger that the puzzles thematically 'solve'. Keep reading age at [LEVEL].

Tip: Story chapters transform commodity puzzles into a collectible series.

46. Cross-Reference Puzzle Designer

Design a meta-puzzle: the answers of [NUMBER] small puzzles each contribute one word or letter to a final master answer. Describe the components, the extraction rule, and the final reveal text to print at the back of the book.

Tip: A finale meta-puzzle is the feature reviewers quote most often.

47. Accessible Puzzle Design Review

Review this puzzle page plan: [PASTE PLAN]. Identify barriers for readers with low vision, dyslexia or limited hand mobility, and rewrite the plan with concrete fixes (contrast, spacing, answer-writing space, instruction phrasing).

Tip: Accessibility fixes also make the book easier for every other reader.

48. Puzzle Sampler Pack Planner

> Plan a free sampler of [NUMBER] pages that showcases a [PUZZLE TYPE] book series fairly: which puzzles to include, what order, what the last page should say to convert samplers into buyers, and what NOT to give away.

Tip: Samplers power email lists and launch announcements between volumes.

49. Vocabulary-Building Puzzle Sets

> Create [NUMBER] puzzles that teach [SUBJECT, e.g. basic Spanish words] through word search and matching formats. Each puzzle must introduce no more than 10 new words and recycle at least 5 words from earlier puzzles in the set.

Tip: Spaced repetition is a real learning feature you can honestly advertise.

50. Puzzle Book Pricing & Spec Advisor

> Advise on specs for a [PUZZLE TYPE] book for [AUDIENCE] on KDP: sensible page count, trim size, paper type implications, and a price band with reasoning based on puzzle count and print length. Flag any spec that would hurt print quality.

Tip: Price against page count honestly — thin books at high prices draw 1-star reviews.

Group 2

Coloring Books

Concepts, briefs and production systems for coloring books in every niche, age band and difficulty level.

51. Coloring Page Concept List - Animals

List [NUMBER] coloring page concepts featuring [ANIMAL/GROUP] in charming scenes. Each concept: a one-sentence scene description, the main shapes a beginner artist must draw, and the detail level (simple/medium/intricate) for an [AUDIENCE] book.

Tip: Mix detail levels — buyers flip for variety within one book.

52. Bold-and-Easy Page Briefs

Write drawing briefs for [NUMBER] bold-and-easy coloring pages on [THEME] for seniors and beginners: thick outlines, large open areas, no tiny details. Each brief names the central object, background elements, and what to keep outside the lines.

Tip: 'Bold and easy' is a top search phrase — use it in your subtitle too.

53. Intricate Mandala Theme Planner

Plan [NUMBER] mandala variations on the theme of [THEME, e.g. ocean life]: for each, describe the centre motif, the repeating ring patterns, symmetry count, and one surprising element hidden in the outer ring.

Tip: Hidden elements give intricate books a signature buyers remember.

54. Coloring Book Niche Validator

Evaluate this coloring book niche idea: [NICHE IDEA]. Score it 1-10 for audience size, competition, seasonal risk, art production difficulty and repeat-purchase potential. Give a verdict and one way to narrow the niche to stand out.

Tip: Run validation before drawing a single page — niches decide income.

55. Cute Kawaii Scene Ideas

Invent [NUMBER] kawaii coloring scenes where [OBJECTS/FOODS] have faces and tiny accessories, set in [SETTING]. Describe each scene's characters, props and the simplest background that still feels complete, for ages [AGE RANGE].

Tip: Food-with-faces themes are perennial bestsellers in the cute niche.

56. Coloring Page Composition Coach

For this coloring page idea: [IDEA], describe a strong composition: focal point placement, foreground/midground/background layers, where to leave white space, and how the eye should travel across the page. Keep it actionable for an illustrator.

Tip: Composition is the difference between amateur and giftable pages.

57. Holiday Coloring Set Planner

Plan a [NUMBER]-page coloring set for [HOLIDAY] that avoids the 10 most overused images for that holiday. For each page give a fresh angle (unusual viewpoint, animal character, humorous twist) and its difficulty rating.

Tip: Fresh angles matter — holiday shelves are brutally crowded.

58. Grayscale Shading Page Briefs

Write briefs for [NUMBER] grayscale coloring pages on [THEME]: describe where the light source sits, which areas should be darkest, mid-tone zones, and highlights to leave white, so colorists can shade realistically.

Tip: Grayscale books target advanced colorists who pay premium prices.

59. Coloring Book for Stress Relief - Themes

Propose [NUMBER] calming scene themes for an adult stress-relief coloring book beyond flowers and mandalas — think [SETTING TYPES]. For each theme explain in one line why it feels soothing and what repetitive elements to include.

Tip: Repetitive gentle patterns are the actual stress-relief mechanism — say so in marketing.

60. Kids Coloring Page Story Sequence

Outline a [NUMBER]-page coloring storybook where [CHARACTER] goes on a simple adventure in [PLACE]. Each page: one short caption sentence for an adult to read aloud, and the scene to draw with big shapes for small hands.

Tip: Read-aloud captions turn a coloring book into bonding time — parents love it.

61. Coloring Page Detail Balancer

Take these page concepts: [PASTE CONCEPTS]. Rebalance them into a book order that alternates detailed and simple pages so colorists never face three hard pages in a row. Explain your ordering logic in one paragraph.

Tip: Page order affects completion rates, and completion drives volume-2 sales.

62. Botanical Coloring Accuracy Guide

For a botanical coloring book, describe [NUMBER] real [PLANTS/FLOWERS] with the exact petal counts, leaf shapes and growth habits an artist must respect so the pages are botanically believable. Flag any plant that is hard to simplify.

Tip: Accuracy is your differentiator in the crowded floral niche.

63. Coloring Book Cover Concept Brief

Write a cover brief for a coloring book titled [TITLE] for [AUDIENCE]: describe the hero image (partially colored to hint at fun), background treatment, title typography mood, and the 3 small badge texts to feature (page count, single-sided, level).

Tip: Show the hero image half-colored — it demonstrates the activity instantly.

64. Pattern Page Designer

Describe [NUMBER] seamless-feeling pattern coloring pages based on [MOTIF, e.g. coffee cups]: how the motif repeats, scale changes across the page, and where to hide one 'odd one out' element for a playful touch.

Tip: Pattern pages pad a book cheaply while feeling generous.

65. Coloring Book Series Branding Kit

Define a branding kit for a coloring book series about [THEME]: series name, naming pattern for volumes, recurring mascot description, cover layout rules, and a two-sentence series promise to print on every back cover.

Tip: Consistent branding turns one-off buyers into collectors.

66. Mindful Quote + Image Pairings

Pair [NUMBER] short mindfulness quotes (under 8 words, public-domain style or original) with coloring scene ideas that visually echo the quote's meaning. The quote will be lettered inside the scene, so note where the text space should be.

Tip: Quote pages get photographed and shared — free marketing.

67. Coloring Page for Toddlers - Safety Spec

Specify [NUMBER] toddler-safe coloring pages on [THEME] for ages 1-3: single main object per page, outline thickness guidance, no small detached parts, and objects a toddler can name. Explain each choice briefly.

Tip: Toddler books are judged by parents on simplicity — resist adding detail.

68. Fantasy Creature Coloring Concepts

Invent [NUMBER] friendly fantasy creatures for a coloring book: name, body plan mashup (e.g. owl + teapot), personality trait, and the patterns/textures on its body that give colorists variety. Audience: [AGE].

Tip: Original creatures avoid licence problems and build your own IP.

69. Coloring Book Page Count Planner

Advise the ideal structure for a [NUMBER]-page coloring book for [AUDIENCE]: how many simple/medium/complex pages, whether to add test-color pages, swatch pages, or 'my finished work' gallery pages, and where each belongs.

Tip: Swatch and test pages are cheap inclusions buyers perceive as premium.

70. Under-the-Sea Scene Expansion

Take the theme [SEA CREATURE] and generate [NUMBER] distinct scene ideas (habitat moments, humorous situations, interactions with objects) so a single-creature book never feels repetitive across 40 pages.

Tip: Single-subject books sell on depth — scenes must vary in mood, not just pose.

71. Coloring Instructions & Tips Page

Write a welcoming tips page for beginner colorists in a [THEME] book: how to test colors, layering basics in 4 steps, what to do after finishing a page, and an encouragement paragraph. Friendly tone, under 200 words.

Tip: A tips page signals quality and reduces 'too simple' complaints.

72. Cozy Interior Coloring Scenes

Describe [NUMBER] cozy interior coloring scenes ([SETTINGS, e.g. reading nook, bakery counter]): furniture, 5 small delightful details to hide in each scene, and the light source (window, lamp, fireplace) that sets the mood.

Tip: Hidden tiny details are what cozy-niche fans zoom into in reviews.

73. Coloring Book Back-Cover Copy - Coloring

Write back-cover copy for a [THEME] coloring book for [AUDIENCE]: headline, 4 bullets (page count, single-sided pages, difficulty, bonus feature), and one sentence inviting buyers to share finished pages with a hashtag you invent.

Tip: A branded hashtag builds a gallery of buyer photos over time.

74. Seasonal Coloring Calendar Plan

Map a 12-month coloring book release plan around [CORE THEME]: for each month give the seasonal twist, the hero page concept, and the Amazon search phrase it targets. Keep production effort realistic for one creator.

Tip: Seasonal twists on one core theme let you reuse your art style all year.

75. Coloring Page Negative-Space Ideas

Propose [NUMBER] coloring pages built on negative space: a white silhouette of [SUBJECT] against a richly patterned background the colorist fills. Describe the background pattern vocabulary for each and why the contrast works.

Tip: Negative-space pages look stunning in thumbnails — great for click-through.

76. Animal Portrait Coloring Briefs

Write briefs for [NUMBER] animal portrait coloring pages ([ANIMALS]): head-and-shoulders composition, fur/feather pattern zones to draw, eye treatment, and a decorative frame idea that matches each animal's habitat.

Tip: Portrait formats make a cohesive, collectible-looking series.

77. Coloring Book Test-Page Designer

Design the content of a 'test your colors' page for a [THEME] coloring book: small repeatable motifs from the book to swatch on, labeled boxes for color names, and a mini scene to trial techniques. Describe layout precisely.

Tip: Test pages stop buyers ruining real pages — they mention this in reviews.

78. Whimsical Building Coloring Scenes

Invent [NUMBER] whimsical buildings to color ([e.g. a lighthouse library, a mushroom bakery]): architecture features, tiny inhabitants or signs of life, surrounding landscape, and one impossible/fun detail per building.

Tip: Buildings give adults satisfying structure — a growing cozy sub-niche.

79. Coloring Page Series - Jobs & Professions

Plan [NUMBER] coloring pages showing [ANIMALS/CHARACTERS] doing human jobs in [SETTING]. Each page: the job, uniform details, tools to draw, and a humorous prop that makes the scene charming rather than generic.

Tip: Character-in-jobs concepts series-expand easily into volumes.

80. Dark / Gothic Coloring Theme Developer

Develop [NUMBER] gothic-but-not-gory coloring page concepts around [MOTIFS]: architecture, fashion and flora elements, mood notes, and how to keep line work elegant rather than horror-themed. Target audience: [AGE GROUP].

Tip: Gothic elegance is a distinct shelf from horror — keep them separate.

81. Coloring Book Gift Positioning

Rewrite the positioning of a [THEME] coloring book as a gift for [RECIPIENT/OCCASION]: 5 gift-angle bullet points, a gift-message page text to include in the book, and one feature to add that makes it feel gift-ready.

Tip: Gift positioning unlocks Q4 sales spikes for ordinary themes.

82. Simple Shapes Coloring for Beginners

Specify [NUMBER] ultra-simple coloring pages built from basic shapes (circles, triangles, squares) forming [SUBJECTS] for absolute beginners or therapy use. Each page: the shapes used, the final picture, and progressive difficulty notes.

Tip: Shape-based pages serve both toddlers and stroke-recovery markets.

83. Coloring Page Redraw Critique

Critique this coloring page description: [PASTE DESCRIPTION]. Identify lines/details that would frustrate colorists (tiny enclosed areas, ambiguous boundaries, dead-end lines) and rewrite the brief fixing each issue you found.

Tip: Run every brief through this critique before paying an illustrator.

84. Food & Drink Coloring Feast

Create [NUMBER] coloring page concepts celebrating [CUISINE/DISH TYPE]: plating scenes, ingredient still-lifes, market stalls. For each, list the food textures to render (steam, glaze, crumbs) that make coloring satisfying.

Tip: Food books cross over with recipe-journal buyers — cross-promote them.

85. Travel Landmark Coloring Set

Plan a coloring set of [NUMBER] world landmarks in [REGION/STYLE]: for each landmark, the must-include architectural details, the best viewpoint, and one local element (plant, animal, vehicle) to add for charm.

Tip: Landmark sets sell to travellers and homeschool families alike.

86. Coloring Book Interior Extras Ideation

Brainstorm [NUMBER] low-cost interior extras for a [THEME] coloring book (color palette suggestion pages, finished-work certificates, this-book-belongs-to page, rate-your-page stars). Rank by buyer delight vs production cost.

Tip: A 'belongs to' page is nearly free and makes the book feel owned and gifted.

87. Symmetry Coloring Exercise Designer

Design [NUMBER] half-drawn coloring pages where the colorist completes the mirrored half of [SUBJECTS] before coloring. Note the axis placement, which details must mirror exactly, and the skill each page quietly teaches.

Tip: Mirror-complete pages add activity value beyond plain coloring.

88. Coloring Niche Keyword Brainstorm

Brainstorm [NUMBER] long-tail keyword phrases buyers might search for a coloring book about [NICHE], grouped by intent (gift, age group, difficulty, theme). Mark which phrases imply low competition based on specificity.

Tip: Long-tail phrases belong in your subtitle and backend keywords.

89. Vintage Poster Style Coloring Pages

Describe [NUMBER] coloring pages in vintage travel-poster style for [PLACES/THEMES]: bold border treatment, banner space for a place name, simplified shapes, and period details (vehicles, clothing) to include.

Tip: Poster-style pages double as frameable art — say so on the cover.

90. Coloring Book Completion Certificate

Write the text and layout brief for a playful 'Master Colorist' completion certificate to print at the end of a [THEME] coloring book: title, congratulatory lines, name/date lines, and a space for the buyer's favourite finished page number.

Tip: Certificates delight kids and grandparents — and get photographed.

91. Underwater Pattern & Creature Mix

Plan pages alternating creature scenes and pattern pages for an ocean coloring book: [NUMBER] creature scene concepts plus [NUMBER] pattern concepts (scales, bubbles, coral textures), sequenced so patterns rest the eye after busy scenes.

Tip: Alternating density is the pacing secret of satisfying coloring books.

92. Coloring Page Count-Per-Theme Allocator

I have [TOTAL] pages for a coloring book covering [THEMES LIST]. Allocate page counts per theme by popularity and art effort, justify each allocation in one line, and name the theme that deserves the cover hero image.

Tip: Put the strongest theme first AND on the cover — browsers judge in seconds.

93. Fairy Garden Coloring World Builder

Build a consistent fairy-garden world for a coloring series: describe the 5 recurring locations, 4 recurring characters, signature plants, and rules of the world so every volume feels connected. Keep each element drawable in line art.

Tip: A reusable world bible makes illustrator briefs twice as fast.

94. Coloring Book Review Mining Prompts

Here are competitor reviews: [PASTE REVIEWS]. Extract the top 5 praises and top 5 complaints about coloring books in this niche, then turn each complaint into a design rule for my book and each praise into a cover bullet.

Tip: Review mining is the fastest honest way to out-design competitors.

95. Black Background Coloring Concepts

Propose [NUMBER] coloring page concepts designed for black-background pages (neon/gel-pen friendly) on [THEME]: subjects that glow against dark, line weight advice, and which elements should stay pure black for contrast.

Tip: Black-background editions are a simple variant that doubles a series.

96. Coloring Page Pose Library - Characters

Create a pose library for a recurring coloring character ([CHARACTER DESCRIPTION]): [NUMBER] poses/actions with emotional expressions, props, and notes on keeping the character on-model across all poses.

Tip: On-model consistency is what makes a character feel like a brand.

97. Educational Coloring Pages - Anatomy-Lite

Design [NUMBER] educational coloring pages teaching [BODY SYSTEM/SUBJECT] simply: the label lines to include, which parts get distinct patterns for color-coding, and a 2-sentence fun fact per page suitable for [AGE].

Tip: Homeschool buyers pay for accurate labels — double-check facts.

98. Coloring Book Launch Checklist - Art

Give me an art-production checklist for a [NUMBER]-page coloring book: file specs (300 DPI, line weight minimums), consistency checks, page-order checks, print-proof checks, and the 5 most common KDP interior rejection causes to avoid.

Tip: Order a printed proof — screen checks miss grey, muddy lines.

99. Zen Doodle Border Frames

Design [NUMBER] decorative border frames (doodle style: vines, stars, waves, geometric) that can frame poems or quotes in a coloring book. For each, describe corner treatment and how the pattern turns corners cleanly.

Tip: Frames are reusable assets across your whole catalog — build a library.

100. Coloring Book Bundle Planner

Plan a bundle of my three coloring books ([TITLES]) as one deluxe edition: what to add (exclusive pages count and concepts), how to order the contents, new cover angle, and the bundle subtitle that justifies the higher price.

Tip: Bundles raise average order value without new art costs.

Group 3

Kids Storybooks

Write, structure and polish picture books and early readers that children ask for again and again.

101. Picture Book Story Generator

Write a complete picture-book story of about [WORD COUNT] words for ages [AGE RANGE] about [CHARACTER] who wants [GOAL] but faces [OBSTACLE]. Divide it into [NUMBER] page spreads, one short paragraph per spread, ending with a warm, satisfying resolution.

Tip: One paragraph per spread matches standard 24-32 page picture book layout.

102. Bedtime Story Calmer

Write a bedtime story for ages [AGE] set in [SETTING] where everything gradually gets sleepier: yawning characters, dimming lights, slower rhythm in the sentences. About [WORD COUNT] words, no exciting climax, ending with everyone asleep.

Tip: Falling sentence rhythm is the secret sauce of bedtime books.

103. Storybook Character Creator

Invent a main character for a children's series: name, species/type, appearance in 3 drawable details, personality (one strength, one funny flaw), catchphrase, and the lesson this character is perfectly built to teach.

Tip: A funny flaw drives more stories than a perfect hero ever will.

104. Repetitive-Phrase Story Builder

Write a story for ages [AGE] built around a repeatable phrase the child can join in with: '[PHRASE]'. The phrase must appear at least [NUMBER] times at story beats, each time with a small twist. Story topic: [TOPIC].

Tip: Join-in phrases are what make read-alouds magical and re-read often.

105. Moral Lesson Story - Without Preaching

Write a story that teaches [LESSON, e.g. sharing] to ages [AGE] purely through events and consequences — never state the moral in the text. Afterwards, add one separate sentence (for the back cover) naming the lesson.

Tip: Kids smell preaching instantly; shown lessons stick, told lessons bounce off.

106. Storybook Series Bible

Create a series bible for a kids' book series about [PREMISE]: the world rules, 4 recurring characters with roles, the story formula each book follows, visual style notes, and 6 future book premises that fit the formula.

Tip: A bible keeps volumes consistent when you write them months apart.

107. Rhyming Story Draft

Write a rhyming picture book story about [TOPIC] in [NUMBER] verses of 4 lines each, for ages [AGE]. Keep metre consistent, rhymes exact, and include one refrain verse that repeats after every two verses.

Tip: Read rhymes aloud — metre problems hide on the page but not in the ear.

108. First Day of School Story

Write a reassuring first-day-of-school story from the viewpoint of [CHARACTER TYPE] who is nervous about [SPECIFIC WORRY]. Show three things that go better than feared, one kind new friend, and end with the character looking forward to tomorrow.

Tip: Name the specific worry — generic nerves reassure nobody.

109. Story Outline Beat Sheet - Kids

Give me a beat sheet for a picture book about [PREMISE]: opening image, character want, first attempt and failure, second attempt and bigger failure, lowest moment, clever solution, closing image. One line per beat, aimed at ages [AGE].

Tip: Two failures before success is the classic picture-book rhythm.

110. Dialogue-Only Scene Writer

Write a scene between [CHARACTER A] and [CHARACTER B] using dialogue only (no narration) that a child aged [AGE] can follow: they disagree about [TOPIC] and reach a compromise. Keep each line under 10 words.

Tip: Dialogue-only scenes are gold for early-reader editions of your book.

111. Storybook Villain Softener

Take this grumpy antagonist concept: [CONCEPT]. Rewrite them as a picture-book 'villain' who is funny rather than scary: their silly motivation, their over-the-top habit, and how they become friendly by the end without a personality transplant.

Tip: Funny-grumps keep stakes high without bedtime anxiety.

112. Wordless Picture Book Planner

Plan a wordless picture book about [JOURNEY/EVENT]: describe [NUMBER] sequential scenes that tell a clear story with no words, noting the visual clue in each scene that carries the plot forward, for ages [AGE].

Tip: Wordless books cross language barriers — a bigger market than you think.

113. Story Ending Variator

Here is my story draft's problem: [PASTE SETUP]. Write 5 different endings (funny, heartwarming, surprising, circular back-to-start, and sequel-teasing), each in 3-4 sentences, so I can pick the strongest for ages [AGE].

Tip: Generate endings separately — writers fall in love with their first ending.

114. Early Reader Chapter Story

Write chapter 1 of an early-reader book (reading age [AGE]) about [CHARACTER]: short sentences, mostly familiar words, one illustration moment per paragraph marked with [ILLUSTRATION: ...], ending on a small cliffhanger. About [WORD COUNT] words.

Tip: Marking illustration moments keeps artist and text in sync.

115. Storybook Illustration Briefs

For this story text: [PASTE STORY], write an illustration brief per spread: the exact moment to draw, characters present and their expressions, setting details that must stay consistent, and where to leave space for the text block.

Tip: Specify the MOMENT, not the whole scene — action beats draw better.

116. Sibling Story Dynamics

Write a story about two siblings ([AGES]) who both want [CONTESTED THING]. Show each sibling's side fairly, avoid making one the villain, and resolve it with a solution the younger one suggests.

Tip: Fairness to both siblings is what parents praise in reviews.

117. Animal Fact Story Blend

Write a story about [ANIMAL] for ages [AGE] that weaves in exactly 5 true facts about the animal naturally through the plot. List the 5 facts separately afterwards so I can fact-check them.

Tip: Fact blends let you market the book as both story and learning.

118. Story Title & Subtitle - Kids

Generate [NUMBER] title options for a kids' book about [PREMISE] for ages [AGE]: half should name the main character, half should name the funny situation. Add a parent-focused subtitle for each that states the lesson or occasion (bedtime, first school day).

Tip: Character names in titles build series recognition; situations sell book one.

119. Feelings Story - Big Emotions

Write a story helping ages [AGE] handle [EMOTION, e.g. jealousy of a new baby]: show the feeling in the body (tummy, hands), one coping action the character tries that half-works, one that works, and a calm ending image.

Tip: Body-based feeling descriptions are what child psychologists recommend.

120. Storybook Read-Aloud Rhythm Check

Here is my story draft: [PASTE DRAFT]. Mark sentences that are too long for one breath when reading aloud, dialogue that sounds like an adult wrote it, and any word a [AGE]-year-old would not know. Suggest fixes inline.

Tip: Every picture book is a performance script — test it like one.

121. Adventure Story - Safe Stakes

Write an adventure story for ages [AGE] where [CHARACTER] explores [PLACE]: three discoveries, one moment of being mildly lost or stuck (resolved by the character's own thinking), and a return home that shows what changed.

Tip: Self-rescue builds the competence message parents want.

122. Storybook Opening Lines

Write [NUMBER] opening lines for a picture book about [PREMISE], each in a different style: question, funny statement, in-the-middle-of-action, sound effect, and cosy scene-setter. Reading age [AGE].

Tip: The first line is read aloud in bookshops — it is your real cover.

123. Counting / Concept Story Builder

Write a story that teaches [CONCEPT, e.g. counting to 10 / colours / opposites] through a journey plot about [CHARACTER]. The concept items must appear in order as story events, not as a list, for ages [AGE].

Tip: Concept-in-story beats concept-as-list for both reviews and re-reads.

124. Storybook Diversity Setting Shifter

Take this story outline: [PASTE OUTLINE]. Rewrite it set in [CULTURE/REGION/SETTING] with authentic everyday details (foods, homes, weather, names) woven naturally, flagging anything you are unsure is accurate so I can verify.

Tip: Ask for uncertainty flags — authenticity needs checking, not guessing.

125. Grandparent Story Angle

Write a story celebrating a grandparent and grandchild doing [ACTIVITY] together, for ages [AGE]. Include one thing the grandparent teaches, one thing the child teaches back, and a quiet final moment that grandparents will find moving.

Tip: Grandparents buy a huge share of picture books — write for the buyer too.

126. Story Problem Fixer - Sagging Middle

Here is my picture book draft: [PASTE DRAFT]. The middle sags. Diagnose exactly where energy drops and rewrite only the middle third with a new complication that grows from the character's flaw, keeping the ending unchanged.

Tip: Fix middles by escalating the flaw, not by adding random events.

127. Interactive Story Page Writer

Write [NUMBER] interactive spreads for a story about [TOPIC] where the reader does something: find an object, make a sound, choose a path, count items. Each instruction must be one short sentence a pre-reader understands when read aloud.

Tip: Interactivity drives the 'reads it every night' reviews.

128. Storybook Length Editor

Edit this [WORD COUNT]-word draft down to about [TARGET] words without losing any story beat: [PASTE DRAFT]. Cut description the pictures can show, merge short sentences, and list what you removed and why.

Tip: If the picture shows it, the text rarely needs to say it.

129. Sequel Story Generator

Given book 1's premise: [PREMISE] and its characters, pitch 3 sequel stories: each must reuse the beloved elements, introduce exactly one new character or place, and escalate the fun — not the scariness. Ages [AGE].

Tip: Sequels sell on familiarity plus one fresh ingredient.

130. Storybook Blurb - Parent-Focused

Write a product description for a kids' book about [PREMISE] aimed at parents and grandparents: open with the problem it solves (bedtime battles, school nerves), state age range, length, the lesson, and the read-aloud time in minutes.

Tip: Read-aloud minutes is a concrete detail parents genuinely compare.

131. Animal Character Voice Finder

For these 4 animal characters: [LIST], write 3 sample dialogue lines each that make their voices distinct (word choice, sentence length, favourite expression) so a read-aloud adult can perform them differently. Ages [AGE].

Tip: Distinct voices make your book the fun one at story time.

132. Storybook Seasonal Tie-Ins

Pitch [NUMBER] ways to tie a story series about [CHARACTERS] into seasons and holidays without full new books: short special episodes, activity page additions, and cover variant ideas for [HOLIDAY LIST].

Tip: Short seasonal specials keep a series visible all year.

133. Phonics-Friendly Story Writer

Write a short story for beginning readers practising the [PHONICS PATTERN, e.g. -at word family]: naturally use at least 12 words containing the pattern, keep other words simple, and list the pattern words at the end for the parent's page.

Tip: Phonics stories serve the homeschool market that buys in sets.

134. Story Concept Mash-Up Generator

Combine [CONCEPT A] with [CONCEPT B] into [NUMBER] original picture book premises for ages [AGE]. For each: one-line pitch, the main character, and the emotional heart of the story in five words.

Tip: The emotional-heart line is your quality filter — cut premises without one.

135. Lost-and-Found Story Arc

Write a story where [CHARACTER] loses [BELOVED OBJECT] in [SETTING]. The search must revisit 3 earlier story locations (teaching memory and sequencing), the object is found in a surprising but logical place, and the ending adds a small new ritual.

Tip: Revisiting locations builds the sequencing skills educators love.

136. Storybook Page-Turn Hooks

For this story outline: [PASTE OUTLINE], rewrite each spread's final line as a page-turn hook: a question, an unfinished action, a surprising sound, or a partial reveal — varied so no two consecutive hooks use the same device.

Tip: Page-turn hooks are the engine of picture books — engineer them deliberately.

137. New Baby Story - Older Sibling

Write a story for a child aged [AGE] about to become an older sibling: honest about mixed feelings, shows three things that stay the same, introduces the baby gently, and ends with a special job only the older sibling can do.

Tip: 'Special job' framing beats 'you will love the baby' promises.

138. Storybook Manuscript Formatter

Take this story text: [PASTE TEXT] and format it into a standard picture-book manuscript layout: spread numbers (Spread 1, 2, 3...), text per spread separated, and [bracketed art notes] only where the text truly needs the picture to make sense.

Tip: Clean manuscripts make illustrators faster and cheaper to work with.

139. Kindness Chain Story

Write a story where one small kind act by [CHARACTER] passes through [NUMBER] other characters and returns in an unexpected way. Each transfer must change slightly (grows, shrinks, transforms), and the final return should make the first character laugh.

Tip: Chain stories teach cause-and-effect while feeling like pure fun.

140. Storybook Competition Differentiation

Here are 5 competing books in my niche: [PASTE TITLES/BLURBS]. Identify the gap none of them fills (audience, angle, format, emotion) and pitch my book's positioning statement in two sentences that a parent would instantly understand.

Tip: Position against the gap, not against the whole market.

141. Dream / Imagination Story Builder

Write a story that slips between real life and imagination: [CHARACTER]'s ordinary [OBJECT/PLACE] becomes [MAGICAL VERSION] whenever [TRIGGER]. Mark the transitions clearly for the illustrator, and bring the story home to something real at the end.

Tip: A clear trigger rule keeps young readers oriented between worlds.

142. Storybook Word Count Planner

Advise word-count and structure targets for a kids' book concept: [CONCEPT]. Specify: total words for ages [AGE], words per spread, whether rhyme or prose suits it, and the 3 spreads that deserve the most words — with reasoning.

Tip: Age band decides word count — 500 words is a ceiling for under-5s.

143. Bravery Story - Small Courage

Write a story defining bravery as something small: [CHARACTER] is afraid of [EVERYDAY FEAR] and does not conquer it completely, but takes one real step. Show a supportive adult who does not mock or rush. Ages [AGE].

Tip: Partial victory is more believable — and more imitated — than total triumph.

144. Storybook Cast Expander

Given my main character [CHARACTER], design 4 supporting characters who each enable a different kind of story (adventure, feelings, learning, humour): name, role, visual hook, and the story type they unlock. Ages [AGE] series.

Tip: Supporting casts are sequel insurance — design them in book one.

145. Story Readiness Reviewer

Review this finished picture book text: [PASTE TEXT]. Score it 1-10 on: opening hook, page-turn pull, read-aloud rhythm, emotional payoff, and re-read value for ages [AGE]. Give one concrete fix per category scoring under 7.

Tip: Re-read value is the metric that predicts word-of-mouth sales.

146. Weather Story Sensory Writer

Write a story experiencing [WEATHER/SEASON] through all five senses for ages [AGE]: one sensory detail per spread, a character who initially dislikes this weather, and a final spread where they find one thing to love about it.

Tip: Sensory spreads give illustrators rich, specific briefs.

147. Storybook Adaptation - Song to Story

Turn the structure of a classic counting song / nursery rhyme pattern into an original story about [NEW SUBJECT]: keep the countdown or cumulative structure, replace all characters and setting, about [WORD COUNT] words for ages [AGE].

Tip: Familiar structures with fresh subjects feel instantly classic.

148. Pet Story - Real Behaviour

Write a story about a pet [ANIMAL] that behaves true to its species (no talking): the humour and plot must come from real animal behaviour in a [HOUSEHOLD SETTING]. Add a short factual note page at the end for parents.

Tip: True-behaviour pet stories are teacher favourites — market to schools.

149. Storybook Finale Image Describer

For this story: [PASTE SUMMARY], describe 5 options for the final illustration — the wordless last spread that lingers after the text ends. Each option: composition, characters' positions, and the feeling it should leave. Ages [AGE].

Tip: The wordless final image is the one children stare at longest.

150. Healthy Habits Story - No Nagging

Write a story that makes [HABIT, e.g. brushing teeth / eating vegetables] genuinely fun for ages [AGE] through a game or quest framing, where the child character invents the system themselves and an adult just plays along.

Tip: Child-invented systems get copied; adult-imposed rules get resisted.

Group 4

Activity Books

Design activity pages that teach real skills while feeling like pure play - mazes, matching, tracing, hunts and more.

151. Activity Page Mix Planner

Plan the page mix for a [NUMBER]-page activity book for ages [AGE] on [THEME]: allocate pages across mazes, matching, counting, drawing, spot-the-difference and word games so no activity type repeats back-to-back. Present as an ordered list.

Tip: Variety pacing is the invisible quality feature of activity books.

152. Maze Generator Brief - Kids

Specify [NUMBER] mazes for ages [AGE] with a [THEME] skin: for each, give the start and finish characters/objects, path width difficulty (wide/medium/narrow), and 2 decorative elements inside the maze that are NOT paths.

Tip: Dead-end decorations are fine; decoration that looks like a path is not.

153. Matching Activity Designer

Design [NUMBER] matching activities for ages [AGE] on [TOPIC]: pairs to match (shadow to object, baby animal to mother, word to picture...), the number of pairs per page, and one page that adds a trick — one item with no match.

Tip: The one-with-no-match page always gets mentioned by kids to parents.

154. Spot-the-Difference Brief Writer

Write illustrator briefs for [NUMBER] spot-the-difference pairs on [THEME]: describe the base scene, then exactly [NUMBER] differences ranked easy-to-spot to hard, each anchored to a specific object and location in the scene.

Tip: Rank differences by subtlety so pages can be graded by difficulty.

155. Counting Activity Page Sets

Create [NUMBER] counting pages for ages [AGE]: hide/count [OBJECTS] in a [SCENE], with the target numbers ranging [RANGE]. Specify decoy objects that look similar but should NOT be counted, to build attention.

Tip: Decoys make counting pages educational instead of decorative.

156. Tracing Activity Progression

Design a tracing progression for ages [AGE] learning [letters/numbers/shapes]: stage 1 dotted lines, stage 2 faded guides, stage 3 starting dots only. List the exact items per stage and the reward element on the final page.

Tip: Visible stages let parents see the book 'teaches', not just occupies.

157. Draw-the-Other-Half Activities

Invent [NUMBER] complete-the-picture activities on [THEME] for ages [AGE]: the half-given subject, the symmetry or continuation style (mirror, pattern repeat, scene extension), and the skill note to print at the page bottom.

Tip: Scene-extension versions suit older kids; mirror versions suit younger.

158. Activity Book Difficulty Curve

Map a difficulty curve for a [NUMBER]-page activity book for ages [AGE]: define 4 difficulty bands, what mechanically changes between bands (item count, decoys, time element), and the exact pages where each band starts.

Tip: Print tiny difficulty stars on pages — kids love 'beating' level 4.

159. Scavenger Hunt Page Designer

Design [NUMBER] scavenger-hunt pages: one indoor, one outdoor, one [SETTING] — each a checklist of [NUMBER] findable things for ages [AGE], with a points system and a bonus golden item worth extra. Safety-flag anything unsuitable.

Tip: Scavenger hunts pull the book off the page and into real life — very giftable.

160. Activity Instructions Simplifier

Rewrite these activity instructions: [PASTE INSTRUCTIONS] so a [AGE]-year-old understands them when read by an adult: max 2 sentences, one action per sentence, and add a tiny example line starting with 'Like this:'.

Tip: If an adult must re-explain, the instruction failed — test them.

161. Cutting & Scissor Skills Pages

Plan [NUMBER] scissor-skills pages for ages [AGE]: straight lines, curves, zigzags, shapes, then a cut-and-assemble figure of [SUBJECT]. Specify the cutting path order and where the 'grown-ups help here' marks go.

Tip: Progressive cutting lines are a recognised preschool-readiness feature.

162. Activity Book Theme Validator

Evaluate an activity book idea: [IDEA] for ages [AGE]. Score: parent appeal, kid appeal, activity variety possible, art cost, classroom usefulness, and sequel potential. Conclude with the single strongest selling angle.

Tip: Parent appeal sells the book; kid appeal sells the sequel.

163. Sticker-Book Page Planner

Plan a sticker activity book (stickers printed on [NUMBER] centre pages) about [THEME]: list the scene pages, which stickers each scene needs (name + count), and design scenes so missing a sticker never ruins the page.

Tip: Count stickers per scene before art — mismatch is the classic production bug.

164. Connect-the-Dots Designer

Specify [NUMBER] dot-to-dot puzzles for ages [AGE] forming [SUBJECTS]: dot counts rising from [START] to [END], whether dots follow numbers or letters, and what final outline detail the child adds freehand after connecting.

Tip: The freehand finishing touch makes kids show the page to adults.

165. Activity Reward System Designer

Design a reward system woven through a [NUMBER]-page activity book: progress map concept, what the child collects per section (stars, badges, puzzle pieces), and the final-page celebration. Keep it printable with no extra materials needed.

Tip: Collection mechanics turn one sitting into a week of returns.

166. Odd-One-Out Activity Sets

Create [NUMBER] odd-one-out sets for ages [AGE] on [TOPICS]: each set has 5-6 items where one breaks the rule. Vary the rule type (category, size, pattern, function) and include the answer with a one-line explanation per set.

Tip: Mixed rule types teach flexible thinking, the skill teachers cite.

167. Activity Book for Travel

Design a travel activity book for ages [AGE] on a [car/train/plane]: [NUMBER] no-mess activity concepts needing only the book and a pencil, including 3 that use the journey itself (window bingo, sound hunt, travel diary prompts).

Tip: 'No mess, no pieces' is the phrase travel-book buyers search for.

168. Shadow Matching Challenge Sets

Design [NUMBER] shadow-matching pages on [THEME] for ages [AGE]: objects shown in colour with [NUMBER] silhouette options each, including the decoy strategy (similar pose, one detail changed) and difficulty notes per page.

Tip: Rotate some objects — orientation changes are the honest difficulty lever.

169. Activity Answers with Explanations

Write the answer section for these activities: [PASTE ACTIVITIES]. For each answer add a one-line 'why' explanation a parent can read out, because activity answers without reasons frustrate buyers.

Tip: Explained answers are a review-mentioned premium in activity books.

170. Finish-the-Story Activity Pages

Create [NUMBER] finish-the-story activity spreads for ages [AGE]: a 4-sentence story start about [THEME], a drawing box prompt, and 3 sentence-starter lines to help the child write the ending. Vary genres: funny, adventure, mystery-lite.

Tip: Sentence starters are scaffolding — they make the page work for shy writers.

171. Activity Book Cover Brief - Kids

Write a cover brief for an activity book titled [TITLE] for ages [AGE]: a cover that itself shows 3 mini activities in progress, colour palette rules, where the age badge and page-count badge go, and what to keep OUT of the busy design.

Tip: A cover demonstrating activities outsells a cover describing them.

172. Pattern Completion Activities

Design [NUMBER] pattern-completion pages for ages [AGE]: sequences of shapes/colours/objects with increasing complexity (AB, ABB, ABC, ABCA...), items per row, and the final 'make your own pattern' page brief.

Tip: End with a create-your-own page — ownership boosts completion.

173. Activity Book for Rainy Days Positioning

Reposition this activity book: [CONCEPT] specifically for rainy-day / indoor use: rewrite its subtitle, 4 cover bullets, and add 2 page concepts that use household surroundings safely (cushion obstacle map, window weather tracker).

Tip: Occasion-based subtitles ('for rainy days') catch gift searches.

174. Memory Game Page Designer

Design [NUMBER] print memory games: a 'look for 30 seconds then cover and recall' page format about [THEME]. Specify item counts by age band, the recall questions to print, and a two-player variant.

Tip: Print the timer instruction on the page — adults forget to time otherwise.

175. Activity Page Accessibility Review

Review this activity page plan: [PASTE PLAN] for ages [AGE]. Flag anything requiring colour-only distinction, fine motor skills beyond the age band, or reading beyond the age band — and redesign each flagged page with an inclusive alternative.

Tip: Colour-only puzzles exclude colour-blind kids — add shape coding too.

176. Labyrinth Story Maze Writer

Write a story-maze for ages [AGE]: [CHARACTER] crosses [NUMBER] scenes to reach [GOAL]. For each scene give the choice point (2-3 options), which option advances, and the gentle funny consequence of wrong options — no dead ends that punish, only loops that teach.

Tip: Wrong-option humour makes story mazes re-playable.

177. Sorting & Classifying Activities

Design [NUMBER] sorting pages for ages [AGE] on [TOPIC]: items to sort into 2, then 3, then 4 groups; the sorting rule is hidden and the child must deduce it. Provide the item lists, the hidden rules, and the answer key phrasing.

Tip: Hidden-rule sorting is genuine early logic training — say so to parents.

178. Activity Book Section Dividers

Write copy for [NUMBER] section divider pages in an activity book about [THEME]: each divider introduces the next skill with a mascot line, a 'what you will practise' list in kid language, and a tiny warm-up activity on the divider itself.

Tip: Dividers with a warm-up activity never feel like wasted pages.

179. Handwriting Readiness Activities

Plan [NUMBER] pre-writing pages building the strokes needed for letters: lines, curves, loops, zigzags embedded in fun scenes ([THEME]). Order strokes by motor difficulty and give each a story reason to trace (roads, rivers, rain).

Tip: Strokes disguised as scenery get done; bare drills get skipped.

180. Activity Book Bundle of Ages

I have activity books for ages 4-5, 6-7 and 8-9 on [THEME]. Plan a combined 'complete collection' edition: what bridges the age jumps (a mascot who 'levels up'), what to cut as duplicated, and the new subtitle that justifies the bundle price.

Tip: Age-progression bundles are perfect grandparent gifts.

181. I Spy Page Compositor

Compose [NUMBER] I-spy pages on [THEME] for ages [AGE]: the scene contents list (with exact counts of hidden target items), the rhyme or list format of the hunt text, and 1 bonus hidden mascot per page.

Tip: Exact counts matter — verify them against the art brief twice.

182. Activity Book Interior Font & Layout Brief

Write the interior layout brief for an activity book for ages [AGE]: instruction font size, maximum words per instruction, answer-writing line spacing, margin safety for spiral-like use, and rules for where answers may be written.

Tip: KDP books lie flatter badly — keep key content out of the inner margin.

183. Emotion Activity Pages

Design [NUMBER] feelings activity pages for ages [AGE]: draw-the-face completion, match the situation to the feeling, a 'when I feel...' sentence completer, and a calm-down choice chart. Keep language simple and non-clinical.

Tip: Feelings pages are bought by counsellors and teachers too — a second market.

184. Activity Book Proof Checklist

Create a proofing checklist specific to activity books: every maze has a valid path, every matching pair exists, counts in counting pages are exact, answers match pages, difficulty order is monotone. Write it as checkable yes/no items.

Tip: One broken maze generates a wave of 1-star reviews — proof everything.

185. Seasonal Activity Pack Sequencer

Sequence a [NUMBER]-page seasonal activity pack for [SEASON] for ages [AGE]: opening pages hook (weather tie-in), middle variety block, closing pages that build anticipation for the season itself (countdowns, preparation checklists as games).

Tip: Countdown pages near the end make the book timely and urgent.

186. Doodle Prompt Pages

Write [NUMBER] doodle prompts for ages [AGE] on [THEME]: each prompt gives a starting squiggle/shape description and a challenge ('turn this blob into...'), escalating from copy-the-example to fully open inventions.

Tip: Starting shapes remove the blank-page fear that stops young drawers.

187. Activity Book Back-Cover Copy - Activity

Write back-cover copy for an activity book for ages [AGE] on [THEME]: headline aimed at the parent, bullets counting activity types and total activities, a screen-free angle line, and a note about the explained answer pages.

Tip: Count total activities ('120+ activities!') — parents comparison-shop on it.

188. Number Bond Activity Games

Design [NUMBER] number-bond game pages for ages [AGE] practising bonds to [10/20]: format variations (complete the pair, number machines, bond bingo grids), items per page, and a self-check mechanism the child can use alone.

Tip: Self-checking design lets kids work independently — parents' favourite feature.

189. Activity Book Mascot Activity Host

Create a mascot host for an activity book series: [CREATURE/TYPE] named [NAME STYLE] who introduces each activity type. Write the mascot's intro speech for 5 activity types in a consistent voice with one running joke.

Tip: A host mascot turns disjointed pages into a hosted experience — series glue.

190. Cut-Out Craft Activity Pages

Design [NUMBER] cut-out-and-make pages for ages [AGE] on [THEME] (finger puppets, masks, simple diorama): parts layout on the page, dotted cut lines vs fold lines legend, assembly steps in pictures-described words, grown-up help flags.

Tip: Always add a legend page — cut vs fold confusion ruins crafts.

191. Activity Book Age-Band Splitter

Take this list of activity concepts: [PASTE CONCEPTS]. Sort them into three editions (ages 4-5, 6-7, 8-9), adjusting each concept's difficulty parameters per band, and flag concepts that cannot scale across bands.

Tip: One concept library, three SKUs — the efficient low-content play.

192. Word-Building Activity Ladders

Design [NUMBER] word-building activity pages for ages [AGE]: start from a root word family ([EXAMPLE FAMILY]), add letter-change, letter-add and rhyme steps across pages, ending with a make-a-sentence challenge using two built words.

Tip: Ladder formats let one page teach phonics, vocab and writing together.

193. Activity Timer Challenge Pages

Design beat-the-clock activity pages for ages [AGE]: tasks completable in 1-3 minutes ([TASK TYPES]), a printable score tracker for 7 attempts, and rules that reward personal improvement rather than raw speed.

Tip: Personal-best framing keeps slower kids engaged instead of crushed.

194. Geography Activity Pages - Maps Lite

Design [NUMBER] map-lite activity pages for ages [AGE] about [REGION]: label-the-landmark, draw-the-route, and find-the-flag formats. Keep geographic facts minimal and verifiable, and list them for fact-checking.

Tip: Minimal facts, maximal doing — activity books are not atlases.

195. Activity Book Gift Wrap Extras

Suggest [NUMBER] gift-ready extras to include in an activity book for [OCCASION]: a gift tag page, a 'completed by' nameplate page, a parent note explaining the skills inside, and a first-page challenge letter from the mascot.

Tip: The parent note is your stealth marketing — it lists every skill benefit.

196. Science-Lite Activity Pages

Design [NUMBER] science-lite activity pages for ages [AGE] on [TOPIC] needing no experiments: observation drawings, prediction checklists, and sort-the-evidence pages. Predictions must be checkable from the book's own answer section.

Tip: Self-contained science (no materials) keeps the book parent-proof.

197. Activity Book Reorder Optimizer

Here is my activity page list with types and difficulties: [PASTE LIST]. Reorder it to maximise engagement: alternate high/low effort, place a 'wow' activity every 8-10 pages, and never put two writing-heavy pages together. Explain the pattern.

Tip: Effort alternation is the pacing metric — not difficulty alone.

198. Body Movement Activity Pages

Design [NUMBER] movement-break pages to insert in an activity book for ages [AGE]: safe indoor actions tied to [THEME] (stomp like..., balance like...), each under 30 seconds, with clear start/stop signals for the supervising adult.

Tip: Movement pages are the feature classroom teachers photocopy mentally — they buy class sets.

199. Activity Book Expansion Pack Ideas

Given my published activity book: [SUMMARY], pitch an expansion pack: [NUMBER] new pages that add one new activity type, one seasonal twist, and deeper difficulty — without repeating any existing page concept. Name the pack's subtitle.

Tip: Expansions monetise happy buyers at near-zero concept cost.

200. Activity Book Quality Promises

Write the 'inside this book' promise page for an activity book for ages [AGE]: the quality commitments (every maze solvable, answers explained, no colour-only puzzles...), phrased as cheerful promises from the mascot, plus how a parent can report an error.

Tip: An error-report channel turns mistakes into loyalty instead of refunds.

Group 5

Journals & Planners

Guided journals and planner systems with prompts, page flows and structures people actually finish.

201. Daily Journal Prompt Bank - General

Write [NUMBER] daily journaling prompts for [AUDIENCE] about self-reflection, mixing light (favourite meal and why) and deep (a belief you outgrew). One prompt per line, no numbering themes repeated, suitable for a one-prompt-per-day book.

Tip: Alternate light and deep — depth every day burns journalers out.

202. Guided Journal Niche Designer

Design a guided journal concept for [NICHE AUDIENCE, e.g. new nurses]: the emotional journey it supports, 5 section themes in order, the recurring weekly check-in format, and one ritual page to repeat monthly.

Tip: A ritual page gives the journal a heartbeat buyers can describe to friends.

203. Planner Page Layout Brief

Write the layout brief for a weekly planner spread for [USER TYPE]: left page elements, right page elements, box sizes described in words, what gets ruled lines vs open space, and where the week's single priority should live.

Tip: One priority box per week beats five — constraint is the feature.

204. Gratitude Journal Prompt Variations

Create [NUMBER] gratitude prompts that never repeat the basic 'list 3 things': gratitude for a person, a place, a body function, a past hardship's lesson, a smell, a stranger, a future thing — continue to [NUMBER] distinct angles.

Tip: Angle variety is what makes gratitude journals completable.

205. Shadow Work Journal Question Sets

Write [NUMBER] gentle shadow-work questions for beginners about [THEME, e.g. anger]: each question must be specific, non-clinical, and followed by a one-line grounding instruction. Order from least to most confronting.

Tip: Gentle sequencing keeps a sensitive product safe and review-friendly.

206. Travel Journal Page Kit

Design the repeating page kit for a travel journal: daily log fields, a sketch box prompt, a 'tastes of today' line, expenses mini-table columns, and one rotating evening question from a bank of [NUMBER] you provide.

Tip: Rotating questions stop travel journals becoming boring forms.

207. Dream Journal Structure

Design a dream journal's repeating entry format: fields for dream recall fragments, emotion on waking, symbols noticed, and a weekly pattern-review page. Write the introduction that teaches recall technique in 5 steps.

Tip: The recall-technique intro is the value-add over a blank notebook.

208. Planner for a Specific Profession

Design a planner tailored to [PROFESSION]: the daily fields only they need, the weekly review questions only they face, terminology to use on the pages, and 3 pages a generic planner would never include but they will love.

Tip: Profession-specific fields are the whole reason niche planners sell.

209. Journal Prompt Calendar Mapping

Map [NUMBER] journal prompts onto a 12-month calendar for [AUDIENCE]: assign each month a theme fitting the season of life (not just weather), and place the heaviest prompts mid-month. List month, theme, and prompt count.

Tip: Life-season themes (new beginnings in January) beat weather clichés.

210. Kids' Journal Prompt Set

Write [NUMBER] journal prompts for kids aged [AGE] that mix writing and drawing responses: mark each prompt W (write), D (draw) or B (both), keep prompts concrete (favourite, best, silliest) and avoid abstract self-analysis.

Tip: Draw-response options include pre-writers and reluctant writers.

211. Fitness Log Page Designer

Design the repeating log pages for a [DURATION]-week fitness journal for [GOAL]: workout entry fields, measurements tracker cadence, habit checkboxes, and the weekly reflection's 4 questions. Keep it completable in under 3 minutes a day.

Tip: Under-3-minutes daily friction is the completion-rate secret.

212. Reading Log & Book Journal Kit

Design a book journal: the per-book entry page (rating system beyond stars, favourite quote space, who to recommend to), a yearly reading challenge page with [NUMBER] challenge ideas, and a to-be-read tracker format.

Tip: 'Who to recommend to' is the field book lovers screenshot and share.

213. Journal Cover & Title - Guided

Generate [NUMBER] title + subtitle options for a guided journal for [AUDIENCE] about [TOPIC]: the subtitle must name the transformation or the time commitment (e.g. 5 minutes a day). Mark the 3 most giftable.

Tip: Time-commitment subtitles ('5 minutes') convert browsers into buyers.

214. Anxiety Journal Page Flow

Design the page flow of a worry journal for adults: a brain-dump page format, a fact-vs-fear sorting page, a 'controllable / not controllable' page, and a closing page that ends each session calmly. Write the section intros reassuringly.

Tip: Ending calm is a design requirement, not a nice-to-have, in this niche.

215. Couple's Journal Question Bank

Write [NUMBER] questions for a couple's journal, balanced across: appreciation, memories, dreams, gentle disagreements, and playfulness. Mark each as quick (under 5 min) or deep (a full evening), for partners of [RELATIONSHIP STAGE].

Tip: Balanced tone categories keep couples' journals from feeling like therapy homework.

216. Meal Planner + Grocery System

Design a weekly meal planner system: the planning grid fields, a grocery list organised by store section, a pantry staples tracker, and a 'use it up' page concept to reduce waste. Family size: [NUMBER]. Dietary frame: [DIET].

Tip: Store-section grocery lists are the feature buyers name in reviews.

217. Bullet Journal Spread Ideas Bank

List [NUMBER] bullet journal spread ideas for [THEME/GOAL] beyond the standards: for each, what it tracks, the minimal layout in words, and the artistic skill level needed. Include 3 spreads for complete beginners.

Tip: BuJo buyers want ideas banks, not blank dot grids with a fancy cover.

218. End-of-Year Reflection Journal

Write a complete year-end reflection journal flow: [NUMBER] questions across chapters (highs, lows, lessons, people, letting go, next year), each chapter with an intro paragraph that gives permission to skip hard questions.

Tip: Permission-to-skip language raises completion in reflective products.

219. Journal for New Parents

Design a one-line-a-day journal for new parents in the first year: the daily micro-format (completable half-asleep), weekly photo-caption pages, monthly milestone prompts, and the letter-to-baby pages at the end. Tone: honest, not saccharine.

Tip: Half-asleep completability is the design brief — test every page against it.

220. Work / Career Reflection Prompts

Write [NUMBER] weekly reflection prompts for professionals about [FIELD]: wins, friction, people, skills, energy. Each prompt must be answerable in under 5 lines and avoid corporate jargon. End the set with 3 quarterly review questions.

Tip: Short-answer design is what separates used journals from abandoned ones.

221. Garden Journal Page System

Design a garden journal: planting log fields, the seasonal task calendar pages for [CLIMATE ZONE], a harvest tracker, a what-failed-and-why page, and a seed inventory table. Write the encouraging intro for absolute beginners.

Tip: A failure page normalises dead plants — beginners quit without it.

222. Journal Prompt Quality Editor

Here are journal prompts: [PASTE PROMPTS]. Improve each: remove yes/no questions, make abstract prompts concrete, split double-barrelled prompts into two, and flag any prompt that could distress a vulnerable reader without support context.

Tip: Double-barrelled prompts are the most common amateur flaw — split them all.

223. Digital Detox Journal Plan

Design a [NUMBER]-day digital detox journal: daily check-in scale, replacement-activity menus by mood, a slip-up page without shame language, and a final comparison page (day 1 vs day [NUMBER]) across sleep, mood and focus.

Tip: No-shame slip-up pages protect your reviews in habit-change niches.

224. Planner Undated vs Dated Advisor

Advise: for a planner aimed at [AUDIENCE] with [GOAL], should it be dated or undated? Compare waste, giftability, evergreen sales, and production complexity. Give a final recommendation and the cover wording that sells the choice.

Tip: Undated planners sell all year; dated ones spike in Q4 — plan inventory accordingly.

225. Legacy / Life Story Journal Prompts

Write [NUMBER] life-story prompts for grandparents to record memories for grandchildren: childhood, work, love, hard times, wisdom. Phrase each to trigger a specific story ('the first time you...'), and include 5 prompts about everyday details historians lose.

Tip: Specific triggers beat 'tell me about your childhood' every time.

226. Student Planner System Designer

Design a student planner for [SCHOOL LEVEL]: assignment tracker fields, exam countdown pages, a study-session log, subject colour-coding rules, and 5 pages for the first week of term that help students set the system up.

Tip: Setup-week pages drastically cut 'I don't get it' abandonment.

227. ADHD-Friendly Planner Features

Redesign a standard daily planner page for ADHD adults: fewer boxes, a brain-dump strip, a 'top 3 in any order' priority area, time-blindness aids (time estimates vs actuals), and a done-list page concept. Explain each change's purpose.

Tip: Done-lists beat to-do lists for motivation in this community — make it a feature.

228. Faith / Devotional Journal Prompts

Write [NUMBER] daily devotional journal prompts for [FAITH TRADITION]: each pairs a theme (gratitude, patience, service) with a reflection question and a small action for the day. Keep language respectful and tradition-accurate; flag anything to verify with a scholar.

Tip: Ask for verification flags — accuracy matters enormously in faith products.

229. Wedding Planner Book Structure

Structure a wedding planner book for a [NUMBER]-month engagement: section order (budget, venue, vendors, guest list, timeline), the 5 most-needed tracker tables with their columns, and monthly check-in pages with questions.

Tip: Tracker columns are the product — design them from real wedding workflows.

230. Budget Planner Page Kit

Design a household budget planner: monthly overview fields, bill tracker columns, a debt-payoff tracker (snowball layout), a savings-goal thermometer page, and 4 weekly check-in questions. Currency-neutral design, for [HOUSEHOLD TYPE].

Tip: Currency-neutral pages let one book serve US, UK and EU buyers.

231. Journal Prompts for a Life Transition

Write a [NUMBER]-prompt journal journey for someone going through [TRANSITION, e.g. divorce, retirement, emigration]: phase the prompts (acknowledge, process, experiment, rebuild) and write the compassionate intro that frames the phases.

Tip: Phased structure is the premium difference from random prompt lists.

232. Teacher Planner Page System

Design a teacher planner for [SUBJECT/LEVEL]: weekly lesson grid fields, a behaviour-notes discreet format, parent-contact log columns, and a term reflection page. Include one page idea substitutes will thank you for.

Tip: The substitute-teacher page is a beloved insider detail — market it.

233. Habit Tracker Page Variations

Design [NUMBER] different habit tracker page layouts (grid, dots, chain, wheel, minimal) for a habit journal about [HABIT AREA]: for each, what it tracks, the time span it suits, and the personality type who will stick with it.

Tip: Layout variety inside one book serves the whole habit-journal market.

234. Chronic Illness / Health Journal

Design a symptom and energy journal for people managing [CONDITION TYPE]: daily fields completable on a bad day (tick boxes, scales), a flare-pattern review page, and an appointment-prep page that summarises the last month for a doctor.

Tip: Bad-day completability is the entire design brief in health journaling.

235. Project Planner for Creatives

Design a project planner for [CREATIVE TYPE, e.g. novelists, crafters]: project intake page, milestone map layout, materials/resources tracker, a stuck-page with unblocking questions, and a finished-work celebration/archive page.

Tip: The stuck-page is the emotional feature creatives recommend to each other.

236. Journal Series Volume Planner

Plan a 4-volume journal series on [TOPIC] where each volume goes deeper: volume themes, how difficulty/depth progresses, what carries over (rituals, characters of the design), and the collection subtitle for the complete set.

Tip: Depth progression gives buyers a reason to own all four.

237. Daily Page Time-Blocking Layout

Write the layout brief for a time-blocking daily page for [PROFESSION]: hour range, block granularity, the shutdown ritual strip at the bottom, and how meetings vs deep work are visually separated. Include the 3 questions for the evening review box.

Tip: A shutdown ritual is the trendy feature — name it on the cover.

238. Journal Intro & How-to-Use Writer

Write the introduction of a guided journal about [TOPIC] for [AUDIENCE]: why this journal exists, how to use it in [MINUTES] a day, permission-giving for skipped days and messy writing, and what to do when finished. Under 400 words.

Tip: Permission-giving in the intro is proven to raise completion and reviews.

239. Prompt Bank - Morning Pages Style

Write [NUMBER] morning journaling openers for [AUDIENCE] that can start a free-writing session in under 10 seconds of thought: sentence starters only, mixing senses, memories, plans and nonsense. No two may start with the same word.

Tip: Sentence starters outperform questions for free-writing products.

240. Planner Accessories Content Pages

Design the bonus content pages for a planner aimed at [AUDIENCE]: a contacts page with modern fields, a password-hint log (hints only, never passwords), a gift-idea tracker, and a year-at-a-glance important-dates page. Note the safety wording for the password page.

Tip: Password-hint pages need the safety note — it builds trust and avoids harm.

241. Menopause / Midlife Journal Prompts

Write [NUMBER] supportive journal prompts for women navigating menopause: body changes without shame, sleep, mood, identity shifts, humour where welcome. Each prompt gets a one-line normalising note. Tone: warm, frank, zero toxic positivity.

Tip: Frank-and-warm is an underserved tone in midlife publishing.

242. Journal for Kids' Milestones - Parent Kept

Design a milestone journal parents keep for a child aged [0-5 / 6-12]: the yearly interview questions (same questions every year), photo page captions, funny-quotes log, and the letter pages for milestone birthdays [AGES].

Tip: Same-questions-yearly is the feature that makes these keepsakes priceless.

243. Goal-Setting Journal Framework

Build the framework pages of a goal journal for [GOAL TYPE]: the goal-definition page (with anti-vague checks), quarterly breakdown layout, weekly action pages, an obstacle log, and the final review that feeds the next goal cycle.

Tip: Anti-vague checks ('how will you know?') make goal journals actually work.

244. Planner Page Count & Spec Advisor - Journal

Advise specs for a [NUMBER]-day guided journal for [AUDIENCE]: total pages maths (daily pages + section pages + extras), trim size trade-offs for writing comfort, paper considerations for pen bleed, and price band reasoning.

Tip: Writing comfort (line spacing, paper) gets reviewed more than content.

245. Grief Journal Gentle Prompts

Write [NUMBER] extremely gentle grief journal prompts for someone who lost [RELATIONSHIP]: memory prompts, letter prompts, and ordinary-day prompts. Include the supportive intro text and explicit permission to skip, stop, or write one word only.

Tip: In grief products, the intro's gentleness is the product's reputation.

246. Small Business Planner Pages

Design planner pages for a solo [BUSINESS TYPE] owner: weekly money-in/money-out strip, client/project tracker columns, a content or outreach checklist page, and a monthly review with 5 questions only a solo owner faces.

Tip: Money strips beat full accounting pages for solo owners — keep it light.

247. Journal Prompts - Creativity Recovery

Write a [NUMBER]-day creativity-recovery prompt sequence for blocked artists: days alternate between play (silly, no-stakes), memory (early creative joy), and gentle output (tiny finished things). Write the day-1 and day-2 prompts in full as samples.

Tip: Alternation design is the framework you are really selling.

248. Family Meeting Planner Pages

Design a family meeting planner: the weekly agenda page (wins, problems, plans, gratitude), a chore-rotation tracker, a family goals page, and a fun-question bank of [NUMBER] questions to end meetings on a laugh. Household: [FAMILY TYPE].

Tip: The fun-question ending is why families actually keep meeting.

249. Study Journal for Exam Candidates

Design a study journal for [EXAM] candidates over [NUMBER] weeks: daily study log fields, a topic-mastery tracker (red/amber/green rules), mistake-log page format, and weekly confidence check-ins with graph-friendly scales.

Tip: Mistake logs are the highest-value study tool — feature them prominently.

250. Journal Back-Cover Copy - Journal

Write back-cover copy for a guided journal for [AUDIENCE] about [TOPIC]: open with the reader's pain in one line, state the daily time cost, list 4 things inside, close with a gift line. Under 110 words, no hype words like 'revolutionary'.

Tip: Naming the daily minutes on the back cover answers the #1 objection.

Group 6

Low-Content Books

Logbooks, record books and notebook systems: niche research, interior design and series architecture.

251. Low-Content Niche Research Framework

Give me a research framework for finding profitable low-content book niches on Amazon: the exact signals to check (review counts, BSR ranges, cover quality, interior sameness), how to score a niche 1-10, and red flags that mean 'stay away'.

Tip: Interior sameness is opportunity — it means buyers want better, not nothing.

252. Notebook Variant Ideation

Generate [NUMBER] notebook variants for [AUDIENCE/PROFESSION] that go beyond 'lined journal': each variant adds one functional twist (checklists, reference tables, trackers, prompts) and you must name the twist in the subtitle formula you suggest.

Tip: One functional twist is the difference between commodity and product.

253. Logbook Concept Designer - Trade

Design a logbook for [TRADE/ACTIVITY]: the exact columns of the main log table, the summary pages per [month/job], one reference chart to include, and the durability/spec choices (page count, trim) with reasoning.

Tip: Column design IS the product in logbooks — research real workflows first.

254. Guest Book Occasion Variants

Create [NUMBER] guest book concepts for occasions beyond weddings ([OCCASIONS LIST]): for each, the sign-in page format (prompts for guests, not just names), a themed question guests answer, and the cover angle.

Tip: Prompt-based guest books get filled in; blank-line ones get skipped.

255. Low-Content Series Architecture

Architect a low-content series around [THEME]: define the repeatable interior system, the volume variables (theme, audience, occasion), a naming convention, and the first 6 volumes to publish in order of expected demand.

Tip: Publish the highest-demand volume first to fund the rest.

256. Interior Differentiation Audit

Here is my low-content interior plan: [PASTE PLAN]. Audit it against typical Amazon sameness: identify the 3 pages most likely to look generic, and redesign each with a specific feature competitors in [NICHE] do not offer.

Tip: Differentiate the pages buyers see in the Look Inside preview first.

257. Score Sheets / Game Record Books

Design a score book for [GAME/SPORT]: the score table layout per match, player roster pages, tournament bracket pages, and a statistics summary page. Specify rows per page and the running-total design.

Tip: Gamers rebuy score books — design volume 2 hooks (annual editions).

258. Password Logbook - Safe Design

Design a password logbook that is honest about security: alphabetical tab structure, the fields per entry (site, username, hint, updated date), and the intro page explaining safe use and what NEVER to write. Audience: [seniors/general].

Tip: The safety intro is both ethical and a trust-building selling point.

259. Low-Content Book Spec Calculator

For a low-content book in [NICHE] with [PAGE COUNT] pages: recommend trim size, margins safe for KDP, where to place page numbers, and how the interior should handle odd/even pages for books that lie open (logbooks, planners).

Tip: Books used open on a desk need generous inner margins — plan for it.

260. Recipe Journal / Blank Cookbook System

Design a blank cookbook for home recipes: the recipe page format (ingredients column, method lines, difficulty/time icons, source line 'from...'), an index-by-category system, and conversion-chart pages to include.

Tip: The 'from...' source line makes it a family heirloom product, not a notebook.

261. Baby Record Book Page Plan

Plan a baby record book from pregnancy to age [NUMBER]: sections in order, the milestone pages (first tooth, first steps...) with their exact prompts, photo page cadence, and the letter pages for parents.

Tip: Milestone prompts must be fillable in 2 minutes — new parents have no more.

262. Low-Content Keyword Set Builder

Build a keyword set for a low-content book in [NICHE]: 7 backend keyword phrases (max 50 characters each), each combining audience + function + occasion/material words, avoiding any word already in the title. Explain each phrase's target searcher.

Tip: Never repeat title words in backend keywords — wasted characters.

263. Wedding Guest Book Alternative Concepts

Invent [NUMBER] alternatives to the classic wedding guest book that still become low-content books: advice cards compilation book, date-night idea jar log, photo-challenge guest book... For each, the interior system and the couple's benefit.

Tip: Alternatives dodge the most saturated shelf in the guest-book niche.

264. Vehicle / Mileage Logbook Designer

Design a vehicle logbook for [drivers/delivery riders/fleet owners]: trip log columns, fuel log, maintenance record pages with service intervals, and an annual summary page useful for taxes. Note what differs for [COUNTRY] rules generally.

Tip: Tax-useful summaries are the purchase trigger for driver logbooks.

265. Pet Record & Care Logbook

Design a pet care logbook for [PET TYPE]: vet visit records, vaccination tracker, feeding/medication schedule pages, sitter instruction pages, and a funny 'pet personality' section. Columns must suit repeated vet use.

Tip: Sitter instruction pages make it giftable to new pet owners.

266. Low-Content Bundle Strategy

Plan how to bundle [NUMBER] of my low-content books ([TYPES]) into themed gift sets: bundle names, combined page counts, what exclusive connective content to add (a shared intro, a gift checklist), and pricing logic vs individual books.

Tip: Bundles compete on gift occasions your singles cannot reach.

267. Coloring-Adjacent Hybrid Concepts

Generate [NUMBER] hybrid low-content concepts mixing two formats (coloring + journal, logbook + prompts, planner + doodle pages) for [AUDIENCE]. For each hybrid, name the two parent formats and the page ratio between them.

Tip: Hybrids inherit two search audiences — powerful for new pen names.

268. Teacher Record Book System

Design a teacher's record book for [LEVEL]: class roster grids, grade tracker layout (with privacy-conscious design), attendance pages, and incident-note pages. Specify pages per class set and total book capacity in classes.

Tip: Capacity math (how many classes fit) belongs on the cover.

269. Home Maintenance Logbook

Design a home maintenance logbook: appliance inventory pages with model/serial fields, seasonal maintenance checklists by month, repair history log columns, and a 'when we sell the house' summary section concept.

Tip: The resale summary angle makes it a gift for new homeowners.

270. Reading / Viewing Log Variants

Create [NUMBER] logbook variants for media lovers ([movies, series, anime, games...]): the rating fields beyond stars that each fandom actually uses, a rewatch/revisit tracker, and one social page (recommendations to lend).

Tip: Fandom-specific rating fields are the micro-differentiation that sells.

271. Low-Content Cover System Designer

Define a cover system for a low-content series in [NICHE]: fixed elements (layout, badge, series mark), variable elements (colour, icon, title), and rules so 12 volumes look like a family but never identical in search results.

Tip: Thumbnail family resemblance builds brand without a logo anyone knows.

272. Inventory / Stock Logbook - Small Seller

Design a stock logbook for [Etsy sellers/market traders]: SKU log columns, restock alert thresholds, sales-by-channel weekly pages, and a craft-fair day sheet. Keep it usable with cold hands at a market stall — big boxes.

Tip: Design for the physical context of use, not the desk ideal.

273. Low-Content Interior Page Inventory

For a [NICHE] low-content book, list every interior page type needed (title, copyright, how-to, core pages, extras, closing), the count of each, and the total page count maths. Flag pages buyers photograph for reviews.

Tip: The how-to-use page is mandatory — blank-book confusion causes returns.

274. Fishing / Hunting Logbook Designer

Design a logbook for [fishing/hunting]: trip log columns (conditions, location, catch/harvest), a personal-best records section, seasonal pattern notes pages, and map-sketch pages. Audience region: [REGION].

Tip: Personal-best pages are the keepsake hook in outdoor logbooks.

275. Low-Content Launch Sequence Planner

Write a launch sequence for a low-content series in [NICHE]: how many books to launch together and why, the order, what each book's subtitle should target, and how to use the series page and bundle from day one.

Tip: Launching 3+ related books together makes the series page work for you.

276. Garden / Allotment Record Logbook

Design an allotment logbook: plot plan grid pages, sowing log columns (variety, date, spacing, result), harvest weights tracker, pest/weather notes, and a year-comparison page. Climate frame: [ZONE].

Tip: Year-comparison pages create multi-year buyers — design a 3-year edition too.

277. Music Practice Logbook

Design a practice logbook for [INSTRUMENT] students: daily practice fields (pieces, scales, minutes), a tricky-passage tracker, teacher comment pages, and exam/goal countdown pages. For ages/stages: [LEVEL].

Tip: Tricky-passage trackers are what music teachers actually recommend.

278. Language Learning Notebook System

Design a language study notebook for [LANGUAGE]: vocabulary log format (word, example, personal hook), grammar-note pages, a mistakes-I-keep-making page, and weekly review checklists based on spaced repetition.

Tip: The 'personal hook' column is the memorisation trick learners rave about.

279. Sports Training Log - Amateur Athlete

Design a training log for amateur [SPORT] athletes: session log fields, a load/fatigue scale system, personal records pages, race/event countdown planner, and injury-niggle notes format. Season length: [NUMBER] weeks.

Tip: Fatigue scales make logs genuinely useful, not just diaries.

280. Craft Project Journal

Design a project journal for [CRAFT, e.g. knitting/sewing]: project intake (pattern, materials, gauge/notes), progress photo-caption pages, a modifications log, and a finished-object celebration page with gift-recipient field.

Tip: Modification logs are gold for crafters — patterns never fit first time.

281. Low-Content Book Title Formulas

Give me [NUMBER] title formulas that work for low-content books (audience + function + twist patterns), then apply each formula to my niche [NICHE] producing one example title per formula, with a subtitle skeleton.

Tip: Formulas let you title a 12-volume series in one sitting, consistently.

282. Wine / Beer Tasting Journal

Design a tasting journal for [WINE/BEER]: the tasting entry fields (appearance, aroma, palate, rating scales in words not just numbers), a favourites leaderboard page, and a vocabulary helper page of tasting terms.

Tip: Term helper pages serve beginners — the biggest segment of gift buyers.

283. Classroom Guest / Visitor Logbooks - Niche Twist

Twist the standard visitor logbook for [SETTING, e.g. Airbnb, salon, church, gym]: what sign-in fields change, what fun question visitors answer, and what the host gains (reviews prompt page, return-visit tracker).

Tip: Setting-specific twists turn a commodity into the only relevant choice.

284. Low-Content Pricing Ladder Planner

Build a pricing ladder for my low-content line in [NICHE]: entry notebook, functional mid-tier, premium gift edition — page counts, trim sizes and price points for each, with the feature that justifies each step up.

Tip: Ladders capture both the bargain hunter and the gift buyer.

285. Dream Career / Job Application Tracker

Design a job application tracker book: application log columns (company, role, date, stage), interview prep pages, a rejection-recovery prompt page, and an offer comparison table. Tone of the intro: [encouraging tone notes].

Tip: One recovery-prompt page differentiates you from spreadsheet-style rivals.

286. Home School Record Keeper

Design a homeschool record keeper for [NUMBER] children: attendance grid compliance-style pages, subject progress trackers, reading lists, and a portfolio checklist page per term. Keep it jurisdiction-neutral with an adaptability note.

Tip: Multi-child capacity is the headline feature — put the number on the cover.

287. Low-Content Interior Upgrade Ideas

List [NUMBER] interior upgrades that raise a basic lined notebook into a premium product in [NICHE]: numbered pages + index, two ribbon-marker mentions in copy, paper-colour illusions via design, lay-flat usage notes... Rank by perceived value.

Tip: A contents/index system is the cheapest premium signal there is.

288. Blood Pressure / Health Tracker Logbook

Design a health measurement logbook for [blood pressure / blood sugar / migraine]: measurement table columns, context fields (medication, food, sleep), a pattern-spotting weekly review, and a doctor-summary page design. Include a not-medical-advice disclaimer draft.

Tip: Doctor-summary pages are why patients choose a book over an app.

289. Caravan / RV Travel Logbook

Design an RV travel logbook: campsite log fields (hookups, rating, would-return), route sketch pages, expense-per-trip summary, and a maintenance-on-the-road log. Audience: [full-timers/weekenders].

Tip: 'Would return?' checkbox is the field RVers actually use later.

290. Low-Content Seasonal Spin-Offs

Take my evergreen low-content book: [CONCEPT]. Spin off [NUMBER] seasonal editions (New Year, summer, back-to-school, holidays): what changes inside (dated pages, themed extras), what stays identical, and the release month for each.

Tip: Seasonal editions of proven interiors are the lowest-effort revenue in low-content.

291. Sketchbook with Prompt System

Design a sketchbook for [beginners/kids/professionals] with a light prompt system: prompt frequency (every page / every 5th page), prompt categories in rotation, and 10 sample prompts at the difficulty of [LEVEL]. Pages ratio: blank vs prompted.

Tip: Prompt-every-5th-page suits most buyers; every page overwhelms artists.

292. Chess / Board Game Score & Notes Book

Design a game-night score book for [GAMES]: per-game score tables, a house-rules page, a champions leaderboard across the year, and funny award categories pages (luckiest, most dramatic comeback). Capacity: [NUMBER] game nights.

Tip: Funny award pages make it a party gift, not just a record tool.

293. Low-Content Copyright & Disclaimer Pages

Draft the standard front-matter text for a low-content book: copyright page elements, a no-affiliation disclaimer where relevant ([BRAND-ADJACENT NICHE]), and an invitation-to-review page written without violating Amazon review policies (no incentives).

Tip: Review invitations must never offer anything in exchange — keep it clean.

294. Church / Community Group Record Books

Design a record book for [community group type]: meeting notes format, member roster with privacy-aware fields, event planning checklists, and an annual highlights page. Tone: warm and practical.

Tip: Privacy-aware fields (opt-in contact sharing) matter in community contexts.

295. Low-Content Book Description Writer

Write an Amazon description for a low-content book: [CONCEPT] for [AUDIENCE]. Structure: hook line, who it is for, inside-the-book list (page types with counts), specs line (pages, size, paper feel), gift angle, honest closing line. Under 200 words.

Tip: Page-type lists with counts convert — buyers want to see the system.

296. Construction / Site Diary Logbook

Design a site diary for [builders/contractors]: daily log fields (weather, crew, work done, deliveries, issues), photo-caption pages, a snagging list format, and weekly sign-off lines. Built for outdoor use: big writing areas.

Tip: Weather fields are legally useful in disputes — professionals know this.

297. Low-Content Series Review Mining

Here are reviews of competing low-content books: [PASTE REVIEWS]. Extract complaints about physical/interior quality (thin feel, bleed, layout waste) and turn each into a design specification for my competing book in [NICHE].

Tip: Paper and bleed complaints dominate low-content 1-stars — spec against them.

298. Astrology / Moon Journal Logbook

Design a moon-phase journal: monthly moon calendar pages concept, intention-setting pages at new moon, release prompts at full moon, and a cycle-review page. Include a brief factual note distinguishing astronomy facts from astrology framing.

Tip: The fact/framing note keeps the book credible across belief levels.

299. Low-Content Book Back-Cover System

Write the back-cover copy system for a low-content series in [NICHE]: the fixed elements (series promise, interior preview description, spec icons in words) and the per-volume variable text, so a designer can execute all volumes from one brief.

Tip: Back covers sell the interior system — describe it concretely, not poetically.

300. Inventory of My Day - Kids' Logbook

Design a simple daily logbook for kids aged [AGE] ('My Day' style): smiley-scale mood tracker, today-I-learned line, drawing box, a tomorrow wish line, and a weekly parent-signature page that feels like an achievement, not school.

Tip: One-page-per-day simplicity is what makes kids finish these.

Group 7

Titles & Covers

Titles that get clicked, subtitles that sell, and cover briefs a designer (or image AI) can execute perfectly.

301. Title Formula Generator - Any Genre

Generate [NUMBER] title options for a [GENRE] book about [TOPIC] for [AUDIENCE] using these formulas in rotation: benefit-first, number-led, question, identity call-out, and curiosity gap. Give each a matching subtitle and mark the 3 strongest with reasons.

Tip: Rotate formulas — ten variations of one formula is not brainstorming.

302. Subtitle Benefit Stacker

For the title [TITLE], write [NUMBER] subtitles that stack: the main benefit, the contents count, the audience, and the time/effort promise. Each subtitle under 20 words, no keyword repeated twice across the stack.

Tip: Every subtitle word should earn its place — cut anything decorative.

303. Cover Concept Brief - Full

Write a complete cover brief for [TITLE] ([GENRE]) : hero image description, background, typography (font mood, weight, hierarchy), colour palette with 3 hex suggestions, badge elements, and the one thing the thumbnail must communicate in 1 second.

Tip: Design for the 1-second thumbnail first; detail is a bonus.

304. Thumbnail Legibility Audit

Audit this cover concept: [PASTE CONCEPT]. At Amazon thumbnail size, what breaks first — title length, contrast, small elements, author name size? Rewrite the concept fixing the top 3 failures and state the minimum font-size ratios to use.

Tip: If the subtitle vanishes at thumbnail size, it is decoration, not sales copy.

305. Title Keyword Weaver

Weave these search phrases: [PASTE PHRASES] into [NUMBER] natural title + subtitle combinations for a book about [TOPIC]. No phrase may be stuffed twice, grammar must read like a human wrote it, and mark which phrase sits in the title vs subtitle.

Tip: Keyword-stuffed titles read as spam and Amazon suppresses them.

306. Series Title Architecture

Architect titles for a [NUMBER]-book series on [TOPIC]: the fixed series phrase, the per-volume variable phrase pattern, and volume numbering style. Produce all [NUMBER] full title + subtitle pairs following the system exactly.

Tip: Consistent architecture makes volumes cross-sell each other in search results.

307. Cover Colour Psychology Brief

For a [GENRE] book aimed at [AUDIENCE], recommend 3 colour palette directions: for each give the emotional signal, the competitor colours it avoids, and the risk. Then pick one and justify it for the topic [TOPIC].

Tip: Avoiding the top competitor's colour is often worth more than 'perfect' psychology.

308. Before/After Title Makeover

Here is my current title and subtitle: [PASTE]. Diagnose its 3 weaknesses (clarity, keywords, audience signal, benefit) and rewrite it 5 ways, from safest polish to bold repositioning. Explain what each version sacrifices and gains.

Tip: Keep the safe polish — bold repositioning is not always right for live listings.

309. Cover Typography Specifier

Specify typography for a [GENRE] cover: font category (not brand names unless free classics), title case treatment, letter spacing feel, subtitle font contrast, author name placement and size ratio to title. Audience: [AUDIENCE].

Tip: Title should be readable at 10% size — spec the ratio, not just the look.

310. Gift-Book Cover Angle Finder

Rework the cover brief for [TITLE] so it reads instantly as a gift for [RECIPIENT] on [OCCASION]: add a gift cue (ribbon space, 'for...' callout, premium texture), adjust the palette mood, and rewrite the back-cover first line for the GIVER.

Tip: Gift books are bought by someone else — the cover speaks to the giver.

311. Cover Blurb / Endorsement Line Writer

Write [NUMBER] short cover endorsement-style lines for [TITLE] WITHOUT fake reviews or fake names: use honest framings like 'From the creators of...', 'Over [NUMBER] pages of...', 'The [ADJECTIVE] way to...'. Flag any line that would be misleading.

Tip: Never fake endorsements — Amazon bans it and readers smell it.

312. A/B Cover Test Planner

Design an A/B cover test for [TITLE]: the 2 variants (change ONE variable only), where to run it (ad split, social poll, author's list), the metric that decides the winner, and how many impressions before the call.

Tip: One variable per test, or you learn nothing from the result.

313. Title Localisation Checker - UK/US

Check this title and subtitle for a [US/UK] audience: [PASTE]. Flag spelling, word meanings that shift across the Atlantic, and cultural references that will not land. Rewrite for the target market keeping the keywords intact.

Tip: One wrong-meaning word can sink a whole market edition.

314. Cover Image Prompt Pack (for image AI)

Write [NUMBER] image-generation prompts to create cover art for [TITLE]: each includes subject, style, composition (rule of thirds, negative space for title), palette, and the negative prompt to avoid text and distortion. Style target: [STYLE].

Tip: Always reserve clean negative space where the title will sit.

315. Non-Fiction Title Promise Checker

For this non-fiction title + subtitle: [PASTE], check the promise: is it specific, believable, and deliverable by the book's actual contents ([CONTENTS SUMMARY])? Rewrite any over-claim into a strong but honest version.

Tip: Over-promising titles harvest 1-star 'not as described' reviews.

316. Children's Book Cover Brief

Brief a children's book cover for [TITLE], ages [AGE]: character pose and expression, scene, lettering style (rounded, bouncy), colour brightness rules, where the age-range and series badges go, and what must NEVER appear (scary shadows, tiny text).

Tip: The character's face looking OUT at the buyer outsells scenes for young kids.

317. Cookbook Cover Concept

Create a cover concept for a cookbook titled [TITLE] about [CUISINE/DIET]: the hero dish shot description, props and surface, appetite colour cues, title treatment, and the trust badges (recipe count, time promises) — only ones the book truly delivers.

Tip: One hero dish beats a collage — appetite needs a focal point.

318. Cover Back-Blurb Structure Writer

Write the back-cover text structure for [TITLE]: hook question, 4-5 benefit bullets with icons described, a short 'inside you'll find' list, author line, and a closing call to action. Provide the full text, under [NUMBER] words.

Tip: Back covers are read in bookshops and in Look Inside — write for both.

319. Title Length & Truncation Fixer

My title: [PASTE LONG TITLE] gets truncated in search. Rewrite it so the essential hook (benefit + audience + keyword) survives in the first [NUMBER] characters, moving the rest into the subtitle without losing meaning.

Tip: Front-load the hook — mobile search cuts titles brutally.

320. Pen Name & Brand Line Advisor

Advise a pen name + brand line for a [GENRE] series aimed at [AUDIENCE]: 5 pen name options with tone notes, a tagline for the author page, and how the name should appear on covers (size, placement) to build recognition without ego.

Tip: In low-content, the brand mark matters more than the author name.

321. Cover Composition Layouts Bank

Give me [NUMBER] proven cover layout templates (hero-top, centred emblem, split scene, big-type, frame/border...) with the genres each suits, where the title block sits, and the failure mode of each layout.

Tip: Pick layouts by genre convention first, originality second.

322. Seasonal Cover Variant Planner

Plan seasonal cover variants of [TITLE] for [HOLIDAYS]: what changes (palette accents, small motifs, a seasonal badge) and what must stay identical for brand recognition. Include the production note for KDP (new edition vs same listing).

Tip: Seasonal motifs as accents, never a full redesign — recognition is money.

323. Title Brainstorm - Problem/Solution

Generate [NUMBER] problem/solution titles for a book helping [AUDIENCE] with [PROBLEM]: format 'from [pain] to [outcome]' variations, plus gentler versions that do not exaggerate the pain. Subtitles must state the method in one line.

Tip: Gentle versions often win — readers dislike being called broken.

324. Cover Contrast & Accessibility Check

Check this cover palette and text plan: [PASTE]. Compute the practical contrast issues for title on background, flag colour-vision problems (red/green reliance), and propose fixed pairings that keep the mood but pass readability.

Tip: Test covers in greyscale — if it dies in grey, it dies in thumbnails.

325. Fiction Title Evocative Set

Create [NUMBER] evocative fiction title options for a [GENRE] novel about [PREMISE]: mix one-word, phrase, and character-name styles. For each, note the shelf it fits (literary, commercial, genre) and any famous-title collision risk.

Tip: Always collision-check evocative titles — famous neighbours hurt.

326. Workbook / Course Book Cover Brief

Brief a cover for a workbook titled [TITLE] teaching [SKILL] to [AUDIENCE]: it must signal 'interactive' (writing lines motif, checkmarks, progress bar visual), show the end result, and carry a level badge (beginner/complete). Describe all elements and layout.

Tip: Interactive signals separate workbooks from read-only books in search.

327. Cover Spine Design Brief

Write the spine brief for a [PAGE COUNT]-page KDP paperback: what text fits honestly at this thickness, orientation, colour continuity from the front, and the series number treatment. Flag if the spine is too thin for text and give the fallback design.

Tip: Under ~130 pages, plan a text-free spine instead of cramming.

328. Title Subtitle Split Optimizer

Take this full title string: [PASTE]. Split it optimally between title and subtitle fields for KDP: title keeps the hook + main keyword, subtitle carries audience + benefit + secondary keywords. Show both versions and the character counts.

Tip: KDP indexes both fields — split for search, not just looks.

329. Cover Photo vs Illustration Advisor

For [TITLE] ([GENRE], audience [AUDIENCE]), advise photo vs illustration vs typographic cover: compare cost, genre expectations, thumbnail behaviour, and series scalability. Give a final pick and the brief for it.

Tip: Genre expectation wins — romance readers and puzzle buyers want opposite things.

330. Memoir Title & Cover Concept

Create title + cover concepts for a memoir about [LIFE CHAPTER/THEME]: 5 titles (poetic to direct), and for the best two, a cover image concept that suggests the story without a stock-photo cliché face. Tone: [TONE].

Tip: Object-based covers (a door, a road, a kept item) out-evoke faces for memoir.

331. Cover Badge Copy Bank

Write a bank of [NUMBER] honest cover badge texts for books in [GENRE] ('[NUMBER]+ puzzles', 'Large print', 'Answers included', 'Single-sided pages'...): only badges whose claim a book could verify, each under 4 words, with the visual style for each.

Tip: Badges are claims — every one must be literally true inside.

332. Title for Translation / Simple English

Rewrite this title + subtitle: [PASTE] for international English readers: remove idioms, slang and culture-bound references while keeping the main keyword and benefit. Provide the simplified version plus a note of what was lost and gained.

Tip: Simple-English titles quietly unlock the huge non-native buyer pool.

333. Hardcover Edition Cover Upgrade

Plan the hardcover upgrade of [TITLE]'s paperback cover: what changes (case laminate design under the jacket, foil-look accents in print, added value pages mention) and the new back-cover line justifying the premium price.

Tip: Hardcover buyers are gifters — design the upgrade for the unboxing moment.

334. Cover Redesign Diagnosis

My book [TITLE] gets impressions but few clicks. Here is the cover description: [PASTE]. Diagnose the likely click killers in order (genre mismatch, readability, benefit invisibility, amateur signals) and write the redesign brief fixing them.

Tip: Impressions-without-clicks is almost always a cover diagnosis, not a content one.

335. Children's Series Cover System

Design the cover system for a kids' series about [CHARACTER]: fixed frame, changing scene window, volume colour rotation, character pose rules, and title lettering that a 5-year-old's parent recognises across 10 volumes.

Tip: Colour rotation by volume helps parents buy 'the next one' at a glance.

336. Anthology / Multi-Author Cover Brief

Brief a cover for an anthology on [THEME] with [NUMBER] contributors: how to credit names without clutter, the unifying image concept, the editor's name placement, and the subtitle that sells the collection's angle.

Tip: Too many names kill thumbnails — feature 0-3, list the rest on the back.

337. Cover Mockup Scene Describer

Describe [NUMBER] lifestyle mockup scenes to present [TITLE] in ads and A+ content: setting, props, lighting, who holds the book (hands, age cues), and the feeling each scene sells (gift, cosy, professional).

Tip: Mockups with hands holding the book convert better than floating covers.

338. Religious / Inspirational Cover Tone Guide

Guide the cover of an inspirational book titled [TITLE] for [TRADITION/AUDIENCE]: imagery that is respectful and non-cliché, typography mood, symbols to use carefully or avoid, and palette direction. Flag anything that could offend.

Tip: Ask for offence flags explicitly — this category punishes carelessness.

339. Cover Interior Cohesion Checker

Given my cover concept: [PASTE] and interior style: [PASTE], check cohesion: does the cover promise match the interior's actual look, fonts, and quality level? List mismatches that would cause 'not as expected' reviews and how to align them.

Tip: Cover-interior mismatch is a silent refund driver.

340. Large Print Edition Cover Rules

Write the cover rules for large print editions in [GENRE]: minimum title size ratios, contrast rules, the 'LARGE PRINT' badge placement standard, and what to remove from the standard cover to reduce clutter.

Tip: The large-print badge must itself be large — obvious, often missed.

341. Title Brainstorm - Identity Call-Out

Generate [NUMBER] titles that call out the buyer's identity proudly ('For [IDENTITY] who...') for a book about [TOPIC]: warm, never condescending. Each with a subtitle naming the practical benefit. Mark the 3 with strongest gift potential.

Tip: Identity call-outs convert because buyers think of a specific person.

342. Cover Art Direction for AI Images - Consistency

Write a consistency style-guide prompt block I can paste into any image tool for my [GENRE] series: fixed style descriptors, palette locks, character locks ([CHARACTER DESCRIPTION]), composition rules, and the universal negative prompt.

Tip: A reusable style block is how series covers stay on-brand across months.

343. Cookbook Series Numbering & Bands

Design the numbering/banding system for a cookbook series on [CUISINE]: how volume numbers appear, a colour band per sub-theme (quick meals, baking, festive), and title patterns so a shelf photo looks ordered. Provide 6 example full titles.

Tip: Visible systems make collectors buy to 'complete the shelf'.

344. Cover Legal Safety Sweep

Sweep this cover plan: [PASTE] for legal risks: trademarked terms, likeness issues, misleading badges, 'bestseller' claims, and medical/financial promise wording. Rewrite risky elements into safe equivalents.

Tip: 'Bestseller' and outcome promises are the two classic cover violations.

345. Minimalist Cover Concept Set

Create [NUMBER] minimalist cover concepts for [TITLE] ([GENRE]): single object or symbol, generous negative space, one accent colour, typography doing the heavy lifting. Note which genres this suits and which it would fail.

Tip: Minimalism signals confidence and premium — at the right price point.

346. Cover for Audiobook / Companion Edition

Adapt the cover brief of [TITLE] for a companion/workbook edition: how to signal 'companion' unmistakably, keep brand recognition, and avoid buyers purchasing the companion by mistake instead of the main book.

Tip: Mistaken-identity purchases return as angry 1-stars — signal difference loudly.

347. Title Rhythm & Sound Editor

Edit these title options for sound and rhythm: [PASTE TITLES]. Read-aloud test each: mark awkward clusters, improve alliteration or cadence where it helps memorability, and rank them for a podcast/radio mention test.

Tip: Titles get spoken in recommendations — rhythm is memorability.

348. Box Set Cover Planner

Plan a box-set cover for [NUMBER] books in [SERIES]: show the spines motif or stacked books, the 'complete collection' claim wording (only if truly complete), and how the set cover differs from volume 1 while staying family.

Tip: 'Complete' is a claim with teeth — partial sets must say 'collection' instead.

349. Cover Quote / Tagline Forge

Forge a one-line tagline for [TITLE] ([GENRE]) : write [NUMBER] candidates across tones (bold, warm, witty, premium), each under 8 words, no clichés ('unlock your potential' is banned). Pick your top 2 and defend them.

Tip: Ban clichés explicitly or the AI will serve them all day.

350. Genre Convention Cover Decoder

Decode the current cover conventions of [GENRE] top sellers (from these descriptions: [PASTE DESCRIPTIONS]): the shared visual grammar — palette, type, imagery, badges — and the one convention a newcomer could break safely to stand out.

Tip: Break exactly one convention; break three and you look like the wrong genre.

Group 8

Keywords & SEO

KDP metadata that ranks: backend keywords, categories, ad search terms and catalogue-wide coverage.

351. Backend Keyword Set Builder - KDP

Build the 7 backend keyword phrases for a book about [TOPIC] for [AUDIENCE]: each under 50 characters, no commas needed, no words already in my title ([TITLE]) or subtitle, mixing gift, occasion, format and benefit angles. Explain each phrase's searcher intent.

Tip: Backend fields index phrases as combinations — think like a searcher, not a tagger.

352. Keyword Research from Competitor Titles

Here are 10 competitor titles in my niche: [PASTE TITLES]. Extract the keyword patterns they share, the audience words they use, and the gaps none of them target. Produce a gap-first keyword list for my book on [TOPIC].

Tip: Gaps in competitor titles are your cheapest ranking opportunities.

353. Long-Tail Keyword Miner

Mine [NUMBER] long-tail keyword phrases for [NICHE] by combining: audience modifiers, occasion modifiers, format modifiers, benefit modifiers and problem modifiers. Present as a matrix so I can see which combinations I have not covered in my metadata.

Tip: Long-tails convert better and rank faster than head terms.

354. Title Keyword Audit

Audit my title + subtitle: [PASTE]. Which words are doing keyword work, which are wasted, and which high-value phrase from this list [PASTE LIST] is missing? Rewrite the subtitle to include it without sounding stuffed.

Tip: Every wasted word in a subtitle is a missed searcher.

355. Category Selection Strategist

For a book about [TOPIC] ([GENRE], audience [AUDIENCE]), recommend 3 Amazon categories: one accurate-mainstream, one accurate-niche with lower competition, one adjacent-discovery. For each, explain the browse-path buyer it captures and the risk.

Tip: The niche category is where bestseller badges are actually won.

356. Search Term Report Improver

Here is my Amazon Ads search term report summary: [PASTE]. Identify: terms with clicks but no sales (action: negate or fix listing), terms with sales (action: add to keywords), and mismatches between searches and my book's actual content.

Tip: Search terms tell you what buyers THINK your book is — align or correct.

357. Also-Bought / Also-Read Analysis

Given these books frequently bought alongside mine: [PASTE TITLES], infer the buyer personas and occasions they reveal, then suggest 5 metadata changes (keywords, categories, A+ modules) to capture more of that combined-basket traffic.

Tip: Basket data reveals occasions your title page never mentions.

358. Keyword Cannibalisation Checker

Here are the titles/subtitles/keywords of my [NUMBER] books in one series: [PASTE]. Check for cannibalisation: books competing for identical phrases instead of spreading across the niche. Reassign phrases so each book owns distinct terms.

Tip: Series should carpet the niche, not fight over one square of it.

359. Seasonal Keyword Calendar

Build a 12-month keyword calendar for [NICHE]: which seasonal phrases rise each month (events, school terms, holidays, awareness days), when to swap them into subtitles and ads, and when to swap them back out.

Tip: Swap seasonal keywords 6-8 weeks before the peak, not during it.

360. Negative Keyword List Builder - Ads

Build a negative keyword list for advertising a [GENRE] book about [TOPIC]: categories of waste terms (wrong format, wrong audience age, free-seekers, unrelated meanings of my keywords, competitor formats I do not match). [NUMBER] terms with reasons.

Tip: Wrong-meaning negatives are where niche books bleed ad money.

361. A+ Content SEO-Aware Module Planner

Plan A+ content modules for [TITLE] that also carry SEO weight: the comparison chart (vs generic alternatives), the from-the-book module, the series cross-sell module. Write the headline of each so it includes a distinct keyword phrase naturally.

Tip: A+ headlines are indexed text, not just decoration — write them like it.

362. Keyword Difficulty Estimator

Estimate the difficulty of ranking for these phrases: [PASTE PHRASES] for a new book with no reviews. Reason from phrase specificity, likely competitor review counts, and intent. Rank them easiest-first and suggest which 3 to target at launch.

Tip: Launch on easy phrases; let reviews unlock the hard ones later.

363. Book Description Keyword Weaving

Rewrite this book description: [PASTE] weaving in these phrases: [PASTE PHRASES] exactly once each, keeping the copy persuasive and human. Then list where each phrase landed so I can verify none is repeated.

Tip: Once each — repetition in descriptions reads as stuffing to buyers too.

364. Gift-Occasion Keyword Expander

Expand keywords for [TITLE] across gift occasions: for each of [OCCASIONS LIST], write the search phrase a giver would type, and the subtitle or description line that confirms 'yes, this is a [OCCASION] gift'.

Tip: Givers search by recipient + occasion, never by your topic alone.

365. Age-Band Keyword Precision

For a kids' book on [TOPIC], write the keyword phrases parents actually search per age band (toddler, 4-6, 7-9, 10-12): include the exact age phrasings ('for 7 year olds' vs 'ages 7-9') and mark which band my book truly fits.

Tip: Claiming the wrong age band in keywords buys returns, not sales.

366. Format Keyword Optimiser

Optimise metadata for the [FORMAT: large print / paperback / hardcover / spiral-style] edition of [TITLE]: which format words belong in title, subtitle, description and backend, and which format searches to target in ads separately from the standard edition.

Tip: Format editions deserve their own ad campaigns — different searchers entirely.

367. Keyword Set for a Series Relaunch

My series on [TOPIC] has stalled. Audit and rebuild all metadata keywords for a relaunch: keep what likely still works, cut dated phrases, add [NUMBER] fresh angle phrases (new occasions, new formats, new audience labels buyers now use).

Tip: Audience labels drift yearly ('booktok', 'cottagecore') — relaunch means re-listening.

368. Misspelling & Variant Keyword Policy

Advise on variants for my keyword strategy around [MAIN PHRASE]: which plural/spacing/spelling variants Amazon already handles automatically (so I should NOT waste backend space), and which genuine alternates (synonyms buyers use) deserve slots.

Tip: Amazon stems and matches variants automatically — spend slots on synonyms.

369. BISAC / Thema Code Mapper

Map my book ([TITLE], about [TOPIC], genre [GENRE]) to BISAC subject codes: give the primary and two secondary codes with their full paths, and explain which bookstore/library channel each serves. Flag codes that are too broad to help.

Tip: BISAC matters beyond Amazon — libraries and bookshops shelve by it.

370. Keyword Research - Problem Language

Find the problem-language keywords for [TOPIC]: how sufferers describe the problem in forums and reviews (not the expert terms). Give me [NUMBER] phrases in buyers' own words, each matched to the expert term my book should bridge to.

Tip: Buyers search their pain in their words — bridge, do not correct.

371. Competitor Keyword Spy Sheet

From these competitor listings (titles, subtitles, descriptions): [PASTE], build a spy sheet: each competitor's apparent target phrases, their category choices if visible, and their weakest metadata spot that I can attack with [MY ANGLE].

Tip: Attack weak metadata, not strong books.

372. Launch Keyword Sequencing

Sequence my keyword targeting for the first 90 days of [TITLE]: launch phrases (low competition), month-2 phrases, month-3 phrases, with the review-count assumptions behind each phase and the trigger metrics to move phases.

Tip: Keyword ambition should grow with your review count — plan the ladder.

373. Audiobook / Edition Keyword Split

My book exists as [EDITIONS]. Assign distinct keyword territories to each edition so they reinforce rather than cannibalise: shared core phrases, edition-exclusive phrases, and the one phrase to keep OUT of the cheaper edition's metadata.

Tip: Editions ranking for each other's terms wastes both listings' relevance.

374. Keyword Character Budget Planner

I have these candidate phrases: [PASTE LIST]. Fit the best set into KDP's 7 backend slots (50 characters each): pack phrases to share words efficiently, show the final 7 strings with character counts, and list what was cut and why.

Tip: Overlapping words across phrases multiply indexed combinations.

375. Review-Keyword Feedback Loop

Here are my book's reviews: [PASTE REVIEWS]. Extract the exact words buyers use to describe the book's value, and convert the top phrases into: one subtitle revision, two backend keyword swaps, and one A+ headline.

Tip: Buyer language in reviews is free keyword research with proof of intent.

376. Non-English Market Keyword Scout

Scout keyword opportunities for selling my English book ([TOPIC]) into [MARKET, e.g. Germany]: which English phrases those buyers still search, which concepts need local-language subtitle editions, and the risks of machine-translated metadata.

Tip: Many non-English buyers search in English for niche topics — test before translating.

377. Keyword Set - Teacher/Classroom Market

Build keywords for a [RESOURCE TYPE] book targeting teachers: phrases with grade levels, standards-adjacent terms (without claiming official alignment I do not have), classroom-use occasions, and the homeschool crossover terms.

Tip: Never claim curriculum alignment you cannot prove — target the use case instead.

378. Free vs Paid Search Intent Splitter

Split these search phrases: [PASTE LIST] into buyer intent vs freebie-seeker intent, explain the signals (words like free, printable, pdf, download), and tell me which to target in metadata and which only in ads with caution.

Tip: 'Printable' and 'PDF' searchers rarely convert to print books — budget accordingly.

379. Keyword Opportunity from Q&A Sections

Here are customer questions from competitor listings: [PASTE QUESTIONS]. Each question reveals an unmet search need. Convert each into a keyword phrase and a listing element (subtitle line, A+ module, description FAQ) that answers it.

Tip: Competitor Q&As are unmet-demand confessions — harvest them.

380. Brand / Series Name Keyword Strategy

Advise on making my series name [SERIES NAME] searchable: whether to include it in every title, how to balance series-name words vs topic keywords in titles, and how to use the series page and author page to compound the effect.

Tip: Unknown series names earn no searches — topic words must lead early volumes.

381. Keyword Refresh for Backlist Titles

For this 2-year-old backlist title: [PASTE METADATA], refresh keywords for how buyers search NOW: replace dated trend words, add format and occasion phrases that rose recently, keep any phrase the book already ranks for (assume top phrases are [LIST]).

Tip: Never remove a phrase you rank for — refresh around your assets.

382. Podcast / Social Trend Keyword Catcher

Given these trending phrases in my niche's social media: [PASTE PHRASES], judge which have book-buying intent behind them vs pure entertainment value, and write metadata angles only for the buying-intent ones.

Tip: Most viral phrases have zero book intent — filter ruthlessly.

383. Keyword Set - Medical/Wellness Caution Zone

Build keywords for a wellness journal about [TOPIC] that stay compliant: target experience and support language, avoid disease-treatment claims, and list the risky phrases to exclude even though buyers search them. Explain each exclusion.

Tip: Non-compliant keywords can get a listing suppressed — safety first, always.

384. Cross-Niche Keyword Bridges

Find keyword bridges from my niche [NICHE A] into adjacent buyer pools [NICHE B, NICHE C]: phrases both audiences search, and the subtitle or A+ line that makes my book relevant to the adjacent pool without lying about contents.

Tip: Bridges work when the use case genuinely overlaps — force nothing.

385. Keyword Density Sanity Check - Description

Check this description: [PASTE]. Count how often my main phrase [PHRASE] and its variants appear, judge whether it reads natural or stuffed to a human skimmer, and rewrite any paragraph where density hurts persuasion.

Tip: If a human winces, the algorithm's opinion does not matter.

386. Exact vs Phrase Match Ad Keyword Sets

Build ad keyword sets for [TITLE]: an exact-match core set (proven-intent phrases), a phrase-match discovery set (broader combos), each with the bid logic in words (which set gets the higher bids and why).

Tip: Discovery sets find tomorrow's exact-match winners — fund them small but steady.

387. Keyword Ladder for Price Points

Map keyword phrases to price tolerance in [NICHE]: which phrases signal bargain hunters, which signal premium/gift buyers willing to pay more, and which edition of my book (standard/deluxe) each phrase should advertise.

Tip: Premium phrases ('gift edition', 'keepsake') tolerate premium prices.

388. Local / Regional Keyword Variants

Generate regional variants of my core phrases for [TOPIC]: terms that differ between US, UK, AU and CA English (spellings, different everyday words for the same thing), and advise which marketplace each variant set serves.

Tip: One everyday-word difference can hide your book from a whole country.

389. Keyword Set - New Format Launch (Hardcover)

My paperback [TITLE] is getting a hardcover edition. Build its distinct keyword set: gift and keepsake angles, durability phrases, library phrases — and list which paperback phrases to leave behind so the editions do not compete.

Tip: Hardcover keywords should smell like gifts and permanence.

390. Search-Friendly Chapter / Contents Keywords

Advise which of my book's chapter titles / contents entries carry search value for the Look Inside and description: given my contents list [PASTE], pick the 5 most search-worthy entries and write the description paragraph that features them.

Tip: Contents entries are invisible to search — quote the juicy ones in the description.

391. Keyword Audit - Whole Catalogue

Audit my catalogue's metadata spread: here are all my titles + their target phrases [PASTE]. Map coverage across the niche: over-served phrases, unserved valuable phrases, and the next book concept that would claim the biggest unserved cluster.

Tip: Catalogue audits reveal your next book better than trend reports do.

392. Event-Driven Keyword Spikes

List event-driven keyword spikes for [NICHE] across the year (awareness weeks, school terms, sporting events, TV moments): the spike phrase, approximate timing, lead time to adjust metadata/ads, and the risk of each (taste, relevance).

Tip: Taste-check event tie-ins twice — grief and disaster angles backfire.

393. Keyword Phrases for Read-Through (Series Fiction)

For a fiction series in [GENRE], sort keyword phrases into book-1 magnets (genre + trope phrases) vs series-loyal phrases (author name, series name, character). Assign each to the right book's metadata so book 1 recruits and later books retain.

Tip: Book 1 metadata recruits strangers; book 5 metadata serves fans.

394. Voice-Search / Natural Question Keywords

Generate question-form keywords buyers ask aloud or type into AI assistants about [TOPIC] ('what is the best book for...', 'how do I...'): [NUMBER] questions, each mapped to the listing element that should answer it.

Tip: Question phrases increasingly drive discovery — answer them in your A+ FAQ.

395. Keyword Set Rebuilder After a Niche Pivot

My book was positioned for [OLD NICHE] and I am pivoting to [NEW NICHE] with the same interior plus a new intro. Rebuild title keywords, subtitle, categories and backend set for the new niche, listing what old equity I keep and what I deliberately abandon.

Tip: Pivots fail when old keywords linger and confuse the algorithm — clean house.

396. Comparison Keyword Capture (vs Terms)

Advise on comparison searches in [NICHE] ('X vs Y', 'best X for Y'): which comparison phrases are safe and useful to target in ads (never in metadata claims), and the landing experience (A+ comparison chart) that satisfies them honestly.

Tip: Comparison traffic converts when your chart is honest, not rigged.

397. Keyword Research Prompt Chain - Deep Dive

Act as my keyword researcher across 3 steps for [NICHE]: step 1, generate seed phrases; step 2, expand each seed by audience and occasion; step 3, rank the full list by likely intent and competition, explaining your ranking signals. Do all 3 steps now.

Tip: Chained research in one session keeps context — the ranking step is the gold.

398. Metadata A/B Test Designer

Design a metadata A/B test for [TITLE]: change ONLY the subtitle, with version A [PASTE] vs version B [PASTE]: define the test window accounting for KDP change delays, the metrics (CTR proxy, conversion, rank), and the decision rule.

Tip: KDP metadata changes take days to propagate — short tests measure nothing.

399. Keyword Set - Bundle / Box Set Listing

Build keywords for a bundle listing combining [BOOKS]: phrases must target the combined value (complete, collection, gift set) and each component's strongest angle once. Avoid duplicating phrases my single editions already own.

Tip: Bundles should harvest gift and completeness searches your singles cannot.

400. Trademark-Safe Keyword Sweeper

Sweep my keyword list: [PASTE LIST] for trademarked brand names and risky terms. For each risk, explain why it is risky (in metadata vs ads rules differ) and provide the generic replacement phrase buyers also search.

Tip: Brand terms in backend keywords are a classic listing-suppression trigger.

Group 9

Marketing & Launch Copy

Descriptions, emails, posts and launch assets that sell the book without hype or policy violations.

401. Amazon Product Description - Full

Write a complete Amazon description for [TITLE] ([GENRE]) for [AUDIENCE]: opening hook (2 lines), the problem/desire, what's inside with counts, who it is for, who it is NOT for, specs line, and a closing call to action. Use short paragraphs and simple HTML hints (bold via caps sparingly).

Tip: A 'not for' line builds trust and pre-filters bad-fit buyers (and their reviews).

402. Launch Email Sequence - 3 Emails

Write a 3-email launch sequence for [TITLE] to my list: email 1 (story/tease, no link push), email 2 (launch day, benefits + early price), email 3 (last call + social proof I honestly have). Subject lines for each, tone: [TONE].

Tip: The story email warms; the hard sell only works after it.

403. Social Media Launch Posts Pack

Write [NUMBER] launch posts for [TITLE] across styles: one personal story, one problem-agitation, one inside-peek (contents), one gift-angle, one question-to-comments. Each under [NUMBER] words with a soft call to action and 3 hashtag suggestions.

Tip: The question post builds the comments that feed every platform's algorithm.

404. Book Blurb - 50 Word Version

Compress this full description: [PASTE] into a 50-word blurb for ads and catalogues: keep the audience, the main benefit, one proof element (count or feature), and the call to action. Show the word count at the end.

Tip: Fifty-word discipline teaches you what your book's real pitch is.

405. A+ Content Copy - All Modules

Write the copy for a full A+ layout for [TITLE]: brand story module, standard image header text, 3 feature modules, comparison chart text (my book vs generic), FAQ module with 4 questions, and cross-sell module for [RELATED BOOK].

Tip: The FAQ module is where you kill objections before they become returns.

406. Launch Week Content Calendar

Build a 7-day launch content calendar for [TITLE]: each day gets one post idea, one story/reel idea, and one community action (reply spree, poll, live). Platform focus: [PLATFORM]. Keep daily effort under 45 minutes.

Tip: Community actions beat broadcasts during launch week.

407. Press / Podcast Pitch Email

Write a pitch email to [PODCAST/BLOG] hosts for an interview about [TOPIC OF BOOK]: subject line, the hook in their audience's terms, 3 talking points I can genuinely deliver, my one-line credibility, and a frictionless call to action.

Tip: Pitch the audience benefit first — hosts book for their listeners, not for you.

408. Review Request - Compliant

Write a review-request message for [TITLE] that fully complies with Amazon policy: place it at the book's end page, thank the reader, ask for an honest review, give the short link format note, and NEVER offer incentives or ask for positive reviews specifically.

Tip: 'Honest review' wording is both compliant and better converting.

409. Author Page Bio Writer

Write my Amazon author bio for a [GENRE] catalogue aimed at [AUDIENCE]: who I am in this niche (without inventing credentials), the promise of my books, the series list woven in, and a follow invitation. Two lengths: 800-character and 300-character versions.

Tip: Never invent credentials — write authority from the books themselves.

410. Back-Cover Sales Copy - Non-Fiction

Write back-cover copy for [TITLE]: a headline question, the reader's pain in 2 lines, 5 outcome bullets, a short 'inside' list, one honest credibility line, and a price-anchoring line comparing to [ALTERNATIVE COST]. Under 150 words.

Tip: Anchor against the alternative (a course, a coach), not against other books.

411. Launch Pricing Strategy Brief

Brief a launch price strategy for [TITLE] in [GENRE]: launch price and duration, the climb steps to full price, how this interacts with ads and promos, and the signals that say 'raise now' vs 'hold'. Include the risks of staying cheap too long.

Tip: Cheap-forever trains the algorithm to show you to bargain hunters only.

412. Book Trailer Script - 30 Seconds

Write a 30-second book trailer script for [TITLE]: scene-by-scene visuals described, voiceover lines timed (about 75 words total), the text overlays, and the end-card call to action. Style: [cinematic/cozy/bold].

Tip: 75 words is 30 seconds — overwrite and the trailer feels rushed.

413. Gift Guide Pitch Copy

Write a gift-guide entry pitch for [TITLE] as a gift for [RECIPIENT] on [OCCASION]: 60-word entry in a gift guide's voice (third person, benefit-led), plus the one-line version for listicles. Include the exact buyer it suits.

Tip: Gift guides are written for givers — describe the recipient's delight.

414. Facebook Group Promo Post - Value First

Write a promotional post for a Facebook group of [AUDIENCE] that leads with a genuinely useful tip from [TITLE]'s topic, then mentions the book once, naturally, at the end. No hype, no caps-lock, formatted for skimming.

Tip: Value-first posts survive group rules; ads get deleted and banned.

415. Launch Day Checklist Copy Kit

Write all copy needed for launch day of [TITLE]: the announcement post, the pinned comment, the story text overlays (5 frames), the email subject + preview text, and the reply template thanking early buyers and asking for honest reviews.

Tip: Pre-written launch day copy frees you to actually engage that day.

416. Comparison Chart Copy - Honest

Write the comparison chart copy for [TITLE] vs generic alternatives in [NICHE]: 5 fair comparison rows where mine genuinely wins on some and a generic could win on others (price, simplicity). Honesty is the strategy — make the chart credible.

Tip: One row you 'lose' makes the four you win believable.

417. Author Newsletter Welcome Email

Write the welcome email for readers joining my list via [TITLE]'s back-matter link: deliver the promised bonus ([BONUS DESCRIPTION]), set expectations (frequency, content), introduce the series, and ask ONE reply-driving question.

Tip: The reply question boosts deliverability for every future email.

418. Promo Site / Landing Page Copy

Write landing page copy for [TITLE]: hero headline + subhead, 3 benefit blocks, contents peek, author strip, FAQ (5), guarantee/comfort line, and two call-to-action button texts (primary and soft). Audience: [AUDIENCE].

Tip: Two CTAs (buy / look inside) catch both hot and warm visitors.

419. KDP Countdown / Promo Announcement Copy

Write the announcement copy for a price promotion on [TITLE]: the honest framing (dates, discount depth), posts for [PLATFORMS], an email, and the in-book-series cross-promo line telling volume-1 buyers about the deal.

Tip: Series cross-promo often outsells public posts during promos.

420. Book Description - Fiction

Write an Amazon description for a [GENRE] novel, [TITLE]: a hook line, the setup (character + world + stakes) without spoilers past the first act, series position line, tone comp titles phrased as 'perfect for fans of...' carefully, and a review-quote placeholder policy note.

Tip: Never fabricate review quotes — the placeholder waits for real ones.

421. Launch Assets - Quote Cards Copy

Write [NUMBER] short quote-card texts to promote [TITLE] on social media: lines adapted from the book's best ideas (not spoilers), each under 20 words, varied in tone (provocative, warm, practical), with the book title + author as the signature line.

Tip: Provocative-but-true lines get shared; summaries get scrolled past.

422. Reader Magnet Description

Write the description for a free reader magnet ([FORMAT]) that introduces my series on [TOPIC]: what it is, why it is valuable alone, what it leads to (book 1), and the honest expectation line. For use on the download page and in ads.

Tip: Magnets that are valuable alone build lists that actually buy.

423. Cross-Promotion Swap Pitch

Write a pitch to another author in [GENRE] proposing a newsletter swap for [TITLE]: who my audience is (size honest), what I offer in return, the exact placement I propose, and dates. Professional, brief, zero grovelling.

Tip: Honest small numbers beat inflated ones — authors check.

424. Seasonal Campaign Copy Pack

Write a seasonal campaign pack for [TITLE] tied to [SEASON/EVENT]: the angle in one line, 3 posts, 1 email, the temporary subtitle tweak suggestion, and the date to revert everything. Keep the angle tasteful and genuinely relevant.

Tip: Set the revert date when you launch the campaign, not after.

425. Objection-Crushing FAQ Copy

Write FAQ copy for [TITLE]'s listing answering the 6 objections buyers of [GENRE] books have (too basic? too advanced? format? length? different from X? worth the price?) — each answer under 40 words, factual, no defensiveness.

Tip: Objections answered in the listing die before they become 3-star reviews.

426. Ad Copy - Amazon Sponsored Products

Write [NUMBER] ad headline + landing combinations for a Sponsored Brand-style push of [TITLE]: headlines under 50 characters paired with the custom image concept each needs, all claims verifiable from the book itself.

Tip: Ad claims must match the listing exactly or conversion craters.

427. Ad Copy - Social Short Form

Write [NUMBER] short social ad copies for [TITLE] aimed at [AUDIENCE]: hook in the first 5 words, one benefit, one proof element, call to action. Provide one version each for: problem-aware, solution-aware, and gift-buyer audiences.

Tip: Awareness level changes everything about the first 5 words.

428. Book Anniversary / Milestone Post

Write a milestone post for [TITLE] reaching [MILESTONE - e.g. 100 reviews / 1 year]: gratitude without bragging, one thing learned, one reader quote I have permission for (placeholder if none), and a soft invitation to the next book.

Tip: Milestones are trust assets — spend them on gratitude, not discounts.

429. Local / Community Marketing Copy

Write outreach copy to offer [TITLE] to [LOCAL VENUES - libraries, shops, clubs]: a short letter/email, a one-page sell sheet text, and the wholesale/consignment terms framing (fill my numbers: [TERMS]). Audience: [LOCALITY].

Tip: Sell sheets live or die on the 'why your customers' line — localise it.

430. Series Binge Bundle Copy

Write the listing copy for a series bundle of [TITLES]: the completion promise, total page/experience count, the saving framed honestly vs singles, the reading order, and the gift angle. Under 220 words.

Tip: State the reading order — binge buyers fear starting in the wrong place.

431. Re-Launch Copy for a Stalled Book

My book [TITLE] stalled at [SALES/REVIEWS]. Write a relaunch announcement that treats it as a new edition honestly (what actually changed: [CHANGES]), plus the email and posts that give existing fans a reason to share it again.

Tip: Only call it a new edition if something real changed — readers verify.

432. Lead Magnet Funnel Email Set

Write a 4-email nurture sequence for people who downloaded [MAGNET]: deliver + quick win, a story, a teaching email expanding the magnet, then the bridge to [BOOK 1] with an honest fit check ('this book is for you if...').

Tip: The fit check converts better than a pitch — it respects the reader.

433. Author Interview Q&A Bank

Prepare [NUMBER] interview questions and my draft answers for promoting [TITLE]: questions hosts actually ask (origin story, hardest part, favourite reader reaction, next book), answers kept to 3-4 sentences, personable, no hype.

Tip: Pre-written answers save every podcast appearance from rambling.

434. Book Club Discussion Guide Copy

Write a book-club discussion guide for [TITLE] ([GENRE]): 10 questions that provoke real conversation (not comprehension checks), a one-page author note, and a themed snack/activity suggestion matching the book's world.

Tip: Book clubs buy in multiples — a guide is a bulk-sales feature.

435. Charity / Cause Tie-In Announcement

Write the announcement for tying [TITLE] to [CAUSE] ([PERCENTAGE/DONATION MODEL]): exact transparent terms, why this cause fits this book, duration, and how buyers can verify. No vague 'proceeds' language.

Tip: Vague charity claims are a trust killer — specifics or silence.

436. Holiday Gift Email - Segment Versions

Write 3 versions of a gift-season email for [TITLE]: for past buyers (gift it forward), for subscribers who never bought (gift yourself / hint to family), and for gift-givers specifically. Each with subject + preview text.

Tip: 'Hint to family' (a forwardable wishlist line) is the sneaky winner.

437. Product Page Video Script

Write a 45-second product-page video script for [TITLE]: hook, flip-through moments to film (describe the pages), the 3 features to narrate, and the closing line. Mark where captions must carry the message for muted autoplay.

Tip: Most viewers watch muted — captions are the script, voice is the bonus.

438. Author Brand Statement Forge

Forge my author brand statement for [GENRE] books: one sentence (who I serve + the transformation + my angle), a 3-sentence version for the author page, and the 10-word version for social bios. Use my real catalogue themes: [THEMES].

Tip: One angle, repeated everywhere, is what a brand actually is.

439. Waitlist / Coming Soon Copy

Write coming-soon copy for [TITLE]: the promise, the 3 things to tease without spoiling, the waitlist incentive (launch price lock / bonus chapter), and the signup page's single call to action. Launch timing: [TIMEFRAME].

Tip: Tease benefits and bonuses, never plot or contents you might cut.

440. Bulk / Corporate Sales One-Pager

Write a one-pager pitching [TITLE] for bulk purchase by [COMPANIES/ORGANISATIONS]: the business outcome it supports, bulk tiers I offer ([TIERS]), customisation options (cover note page), and the contact call to action.

Tip: Bulk buyers buy outcomes for their people, not your book's features.

441. Translation Edition Launch Copy

Write launch copy for the [LANGUAGE] edition of [TITLE]: adapt — do not translate literally — the hook and benefits for [MARKET] readers, flag any idiom in the original that needs replacing, and write the bilingual subtitle line if appropriate.

Tip: Idioms are where translated listings quietly die — adapt the pitch.

442. Reader Survey Invitation Copy

Write a survey invitation to my readers about future books in [GENRE]: the ask (3 minutes, 5 questions listed), what's in it for them honestly (influence, early news — no fake prizes), and the thank-you follow-up message text.

Tip: Survey answers are your next book's concept validation — ask about problems, not preferences.

443. Podcast Ad Read Script - Host Style

Write a 60-second host-read ad script for [TITLE] for [PODCAST TYPE]: an authentic opener the host can personalise, the book's one big idea, who it is perfect for, and the call to action with a memorable short URL suggestion.

Tip: Leave personalisation slots — host-reads die when they sound canned.

444. Abandoned-Series Apology & Relaunch Note

Write an honest note to readers for restarting my stalled series [SERIES]: acknowledge the gap without over-explaining, state what is coming and when ([REALISTIC DATE]), and the small make-good for waiting readers ([MAKE-GOOD]).

Tip: Specific dates you can hit beat vague promises you cannot.

445. Evergreen Promo Copy Bank - Objections

Build an evergreen bank of [NUMBER] short promo snippets for [TITLE], one per buyer objection/fear in [GENRE], each snippet 2-3 sentences, reusable across platforms and seasons without dating references.

Tip: Evergreen snippets are the asset you will reuse for years — write them well.

446. Launch Team Recruitment Message

Write the message recruiting my launch team for [TITLE]: what members get (advance copy), what I ask (honest review in launch week, one share), the timeline, and clear Amazon-compliance wording (no review requirements, no incentives).

Tip: Launch teams ask for honest reviews only — anything more risks the account.

447. A+ Brand Story Module Copy

Write the A+ brand story module for my [GENRE] imprint: the founding frustration, the standard every book meets (3 concrete commitments), and the invitation to explore the series — in the space of one image-plus-text module.

Tip: Concrete commitments ('every puzzle tested') out-promise vague quality claims.

448. Post-Purchase Thank-You Page Copy

Write the final-page thank-you copy for [TITLE]: genuine thanks, the best next step (book 2 / related title) presented as a favour not a funnel, the honest-review ask, and how to reach me with errors or feedback.

Tip: The error-report invitation prevents more 1-stars than any other page.

449. Media Kit One-Liners

Write the media kit one-liners for [TITLE]: the 10-word pitch, the 25-word pitch, the 'about the author' 40-word version, and 3 quotable stat lines drawn only from true facts I provide: [FACTS].

Tip: Journalists copy-paste one-liners — make yours accurate and ready.

450. Reading Sample Hook Editor

Here is my book's opening: [PASTE OPENING]. Edit the sample's front matter for conversion: the first page must hook (what to move up, cut, or tease), add the contents-page framing line, and the end-of-sample cliffhanger note pointing to the full book.

Tip: The sample IS the sales page for browsers — edit it like an ad.

Group 10

Illustration & Image Prompts

Ready-to-paste image-generation prompts for coloring pages, storybooks, covers and interior art.

451. Coloring Page Line-Art Prompt Template

Write me a reusable image-prompt template for black-and-white coloring pages: [SUBJECT] in [SETTING], clean bold outlines, no shading, no greyscale, large open areas, white background. Produce [NUMBER] filled examples on the theme [THEME].

Tip: The words 'no shading, no greyscale' save hours of cleanup in coloring production.

452. Children's Book Illustration Prompt Set

Create image prompts for a [NUMBER]-page picture book about [CHARACTER DESCRIPTION]: write the master style block (medium, palette, line quality) once, then per-page prompts referencing it, each describing the scene and the character's expression and pose.

Tip: One master style block pasted everywhere is how AI art stays consistent.

453. Character Consistency Prompt Block

Write a character consistency block for [CHARACTER]: fixed descriptors (age, hair, outfit, proportions, colour palette in words) formatted to paste into every image prompt, plus the negative prompt that prevents style drift, age drift and outfit changes.

Tip: Consistency blocks are the difference between a book and a pile of pictures.

454. Cover Art Prompt - Genre Specific

Write an image prompt for the cover art of a [GENRE] book titled [TITLE]: subject [SUBJECT], composition with clean space in the [top/third] for the title, colour palette [PALETTE], mood [MOOD], and a negative prompt excluding text, watermark and extra limbs.

Tip: Generate art WITHOUT text — add typography later in a design tool.

455. Spot Illustration Prompts - Chapter Decorations

Write [NUMBER] small spot-illustration prompts to decorate a [GENRE] book's chapter heads: single objects from the story world [OBJECTS], consistent minimal style, transparent-feel composition (one object, centred, no background), sized for 2-inch print spots.

Tip: Spot illustrations reuse across the whole series — build a library.

456. Maze Art Skin Prompts

Create image prompts to skin plain mazes with [THEME] art: the entrance character, the goal object, decorative (non-path) elements for the borders, and the style block ensuring the maze paths stay clean white and unobstructed by the art.

Tip: State 'paths stay clean' explicitly or art will invade the puzzle.

457. Educational Diagram Prompt Writer

Write image prompts for simple educational diagrams about [TOPIC] for ages [AGE]: labelled parts (leave blank label space, no baked-in text), flat colours, white background, one concept per image. List the [NUMBER] diagrams a chapter needs.

Tip: Blank label space lets you add accurate text yourself afterwards.

458. Pattern / Texture Prompt Bank

Generate [NUMBER] seamless-pattern image prompts based on [MOTIFS] for coloring-book pattern pages and endpapers: specify repeat style (half-drop, grid), line weight for coloring use, and density options (sparse for beginners, dense for advanced).

Tip: Ask for density variants — one motif becomes two products' worth of pages.

459. Animal Character Pose Prompts

Write image prompts showing [ANIMAL CHARACTER] in [NUMBER] poses/expressions for a storybook (running, sleeping, surprised, proud...): each prompt repeats the full character descriptor, states the emotion readable at small size, and keeps the background plain.

Tip: Emotions must read at thumbnail size or the scene will not land.

460. Scene Background Prompts - Storybook

Write background-only image prompts for a picture book set in [SETTING]: [NUMBER] locations (wide, medium, detail), empty of characters (added later), consistent light direction [DIRECTION], and palette locked to [PALETTE WORDS].

Tip: Character-free backgrounds let you reuse scenes across many pages.

461. Food Illustration Prompts - Cookbook

Create image prompts for cookbook spot art: [DISHES/INGREDIENTS] in [STYLE - watercolour / woodcut / flat vector], appetising colour notes, consistent plate/prop language, and white or transparent background for flexible layout.

Tip: Woodcut and watercolour styles hide AI artefacts better than photoreal food.

462. Map Illustration Prompt - Fantasy

Write an image prompt for a fantasy map of [WORLD DESCRIPTION] for a children's book: hand-drawn feel, compass rose, labelled-landmark positions left blank for text, coastline shape [SHAPE NOTES], and a legend box area kept empty.

Tip: Blank label zones again — AI lettering on maps is always gibberish.

463. Icon Set Prompt Designer

Design an icon set via prompts: [NUMBER] icons for [USE - planner stickers, activity badges] in one consistent style block (line weight, corner style, palette), each icon prompt naming the object and the simplest recognisable silhouette.

Tip: Generate icons in one grid image for guaranteed style consistency, then slice.

464. Grayscale Shading Art Prompts

Write image prompts for grayscale coloring pages on [THEME]: full tonal range specified (deep shadows, mid greys, bright highlights), photographic or painterly style [STYLE], no pure line-art, composed for A4/Letter portrait pages.

Tip: Specify the tonal range or you will get flat mid-grey mush.

465. Stained-Glass Style Page Prompts

Create [NUMBER] stained-glass-style coloring page prompts on [THEME]: bold black leading lines, segmented shapes sized for colour blocking, a radiant central motif, and instructions to avoid tiny segments.

Tip: Stained-glass style is its own searchable coloring sub-niche — name it in the subtitle.

466. Photo-Real Mockup Prompt - Book in Scene

Write a photorealistic image prompt for marketing: my book ([COVER DESCRIPTION]) held by [PERSON/HANDS] in [SETTING], soft natural light, the cover readable and undistorted, space on the [left/right] for ad text. Include the negative prompt for warped text.

Tip: If AI warps the cover, composite your real cover onto the scene instead.

467. Seasonal Illustration Prompt Pack

Write a pack of [NUMBER] illustration prompts for [SEASON/HOLIDAY] to use across my books: spot art, a border, one hero scene, and pattern motifs — all sharing one style block and a palette of [PALETTE].

Tip: One seasonal pack can dress every book in your catalogue that quarter.

468. Watercolour Style Lock Prompt

Write a watercolour style-lock block for a [GENRE] book: pigment behaviour words (wet-on-wet edges, visible paper texture), palette limits, line policy (no hard outlines / soft pencil underdrawing), and the negatives that prevent digital-looking results.

Tip: Paper texture and edge language are what make AI watercolour believable.

469. Black-and-White Ink Drawing Prompts

Create ink-drawing image prompts for [THEME] interior art: cross-hatching density guidance, pure black and white only, dramatic light source, and subjects [SUBJECTS]. Format each prompt for a [portrait/landscape/square] crop.

Tip: Ink styles forgive AI hands and faces better than colour styles do.

470. Puzzle Page Decorative Frame Prompts

Write prompts for decorative frames to border [PUZZLE TYPE] pages: theme [THEME], corner ornaments specified, the centre kept completely empty and white, line-art style matching the book's other art block: [STYLE NOTES].

Tip: Frames brand a series visually at near-zero per-page art cost.

471. Before/After Illustration Prompt Pairs

Write prompt pairs for spot-the-difference art: the base scene prompt for [SCENE], then the second prompt identical except listing [NUMBER] exact changes ('same image but the cat's tail is down, one cup removed...'). Include the shared style block.

Tip: Exact-change language is the only way the pair stays comparable.

472. Colouring Page Prompt - Intricate Level

Write a prompt for an intricate adult coloring page of [SUBJECT]: dense detail zones, fine line variation, hidden small elements ([EXAMPLES]), symmetrical anchors, and the negatives: no shading, no colour, no text, pure line art on white.

Tip: Hidden elements reward the colorist — list them so they actually appear.

473. Simple Toddler Image Prompts

Create [NUMBER] image prompts for toddler coloring pages: one [SUBJECT] per page, extra-thick outlines, minimal inner detail (one or two shapes), friendly proportions, no background clutter, centred composition with generous margins.

Tip: Margins matter — toddlers colour outside everything, by design of the age.

474. Typography-Free Poster Art Prompts

Write poster art prompts for [THEME] printable wall art: strong central image, no text anywhere (buyers add their own or none), print-safe margins, palette [PALETTE], and style [STYLE] with the negative prompt for letters and logos.

Tip: Text-free art avoids gibberish-letter embarrassment in print products.

475. Herb / Plant Botanical Plate Prompts

Write botanical plate prompts for [PLANTS]: scientific-plate composition (whole plant, root, flower detail inset), vintage engraving style, blank caption space at the bottom, and accuracy notes (leaf arrangement, petal count) inside each prompt.

Tip: Accuracy notes inside the prompt measurably improve AI botanical results.

476. Vehicle / Object Technical-Illustration Prompts

Write technical-illustration prompts for [OBJECTS] in a [logbook/manual] style: clean side elevation, measurement-friendly proportions, neutral background, optional cutaway variant prompt, and consistent scale language across the set.

Tip: Elevation views keep object proportions honest — great for educational use.

477. Emotion Faces Chart Prompt

Prompt an emotion faces chart for a kids' feelings book: [NUMBER] faces of [CHARACTER] showing named emotions, identical head framing, simple features, each face clearly distinct, blank space under each for labels I add later.

Tip: Identical framing across faces makes the differences (the lesson) pop.

478. Cozy Scene Prompt Formula

Give me a reusable formula prompt for cozy scenes: [SUBJECT] in [INTERIOR], warm light from [SOURCE], [NUMBER] small comfort props, steam/curl details, soft palette [PALETTE], and the style block for a hygge illustration look.

Tip: Prop lists are where cozy lives — generic prompts give generic rooms.

479. Danger-Free Halloween Image Prompts

Write [NUMBER] Halloween image prompts for young kids that are spooky-cute, never scary: friendly ghosts, smiling pumpkins, costume friends — plus the negative prompt excluding horror, blood, sharp teeth and dark shadows.

Tip: The negative prompt is the safety system for kid seasonal art.

480. Wedding / Event Decor Illustration Prompts

Create prompts for elegant event illustration sets ([WEDDING/EVENT]): table scenes, floral arrangements [FLOWERS], place-card motifs, in a [STYLE] style with palette [PALETTE], formatted for guest books and signage.

Tip: One style block across all event art makes a DIY wedding look professionally designed.

481. Space / Science Illustration Prompts for Kids

Write space illustration prompts for ages [AGE]: [BODIES/SCENES] simplified but recognisable, stars kept sparse for print clarity, a cute astronaut guide character block, and accuracy notes (planet order, relative sizes 'not to scale' noted).

Tip: Print clarity first — dense starfields turn to mud in paperback.

482. Underwater Scene Prompt Set

Build a prompt set for underwater scenes: light rays from the surface, depth gradient rules, [CREATURES] in mid-ground, seabed details in foreground, and the palette discipline that keeps water blue-green, not grey.

Tip: Depth layers (fore/mid/back) are what make underwater art feel deep.

483. Farm / Garden Illustration Prompts

Write farm and garden illustration prompts for a kids' activity book: [SCENES], chunky friendly style, big shapes, seasonal accuracy for [SEASON], and prompts for the same scene in two seasons for compare-pages.

Tip: Same-scene-two-seasons is a ready-made educational activity format.

484. Portrait Prompt - Author Photo Alternative

Write an illustrated author-avatar prompt as a photo alternative: a [STYLE] portrait representing [PERSONA DESCRIPTION], warm, professional, genre-signalling background elements from [GENRE], square crop, no text.

Tip: Illustrated avatars suit pen names perfectly and never age.

485. Endpaper / Inside-Cover Pattern Prompts

Generate endpaper pattern prompts for a [GENRE] book: repeating motif [MOTIF] at low contrast (meant as background), two-colour limit, density for inside-cover use, and a variant for the back endpaper with one hidden surprise element.

Tip: Low contrast is key — endpapers whisper, they should not shout.

486. Book Scene Mood Board Prompts

Create a mood-board prompt set for [BOOK CONCEPT]: 6 images covering palette, texture, setting, character vibe, object close-up, typography feel (describe, no text) — to brief a human illustrator or align AI generation.

Tip: Mood boards prevent the most expensive mistake: wrong-vibe full production.

487. Historical Scene Accuracy Prompts

Write historical illustration prompts for [ERA/EVENT] for a kids' book: clothing accuracy points, objects that must NOT appear (anachronisms listed), architecture notes, and a simplify-for-age-[AGE] instruction.

Tip: Listing anachronisms in the prompt is the only reliable way to avoid them.

488. Animal Anatomy-Lite Illustration Prompts

Prompt anatomy-lite illustrations of [ANIMAL] for education: side view with simple labelled-part silhouettes (labels added later), a detail inset of [FEATURE], and a baby/adult comparison pair at consistent style.

Tip: Comparison pairs teach scale better than any paragraph.

489. City / Architecture Sketch Prompts

Write urban sketch prompts for a travel journal's printed art: [LANDMARKS/BUILDINGS] in loose pen style, people as simple silhouettes, one-point perspective notes, and blank journaling space integrated in the composition.

Tip: Loose pen styles hide AI perspective errors gracefully.

490. Mushroom / Nature Field-Guide Prompts

Create field-guide prompts for [SPECIES GROUP]: specimen-centred composition, cap/underside detail inset for fungi (or equivalent key feature), habitat strip at the bottom, vintage plate style, blank label block.

Tip: The key-feature inset is what makes a plate educational, not decorative.

491. Dragon / Mythical Creature Design Prompts

Write creature-design prompts for [NUMBER] original mythical creatures: body-plan mashup rules, habitat, scale cue (a familiar object beside it), friendly vs majestic mood options, and the consistency block to redraw the same creature later.

Tip: Scale cues make creatures feel real in a child's imagination.

492. Holiday Character Prompts - Original Mascots

Design original holiday mascot prompts for [HOLIDAY] that avoid copyrighted characters entirely: a [CREATURE] with [TRAIT], signature prop, colour scheme, in a cute flat style for stickers and covers.

Tip: Original mascots become YOUR reusable brand assets every year.

493. Instructional Step Illustration Prompts

Write step-by-step illustration prompts for a how-to spread on [TASK]: [NUMBER] steps, same camera angle and subject across steps, one action change per step, numbered-blank circles for step numbers I add later.

Tip: Camera consistency across steps is the entire clarity of how-to art.

494. Weather Phenomena Illustration Prompts

Prompt illustrations of weather for a kids' science book: [PHENOMENA] shown in cutaway or scene style, arrows kept out (added later), dramatic but not frightening, with a small human element for scale and wonder.

Tip: A human figure gives weather its emotional scale for children.

495. Image Prompt Repair Kit

Given a failed image prompt: [PASTE PROMPT] that produced [PROBLEM - wrong style, clutter, bad anatomy], diagnose the prompt's wording flaws and rewrite it: reorder (subject first), add missing constraints, and strengthen the negative prompt. Show before/after.

Tip: Subject-first ordering fixes more AI images than any other single change.

496. Color Palette Extraction Prompt

Write a prompt workflow to extract a palette from a reference description: given [IMAGE DESCRIPTION], produce 5 palette colours as hex + usage roles (dominant, secondary, accent, line, paper) for my book's art and cover team.

Tip: Role-labelled palettes prevent the 'nice colours, wrong balance' problem.

497. Storybook Villain Visual Prompts

Write visual prompts for a picture-book antagonist [CONCEPT]: funny-not-scary design rules, silhouette description, colour contrast with the hero (so kids track them instantly), and 3 expression prompts (scheming, surprised, sheepish).

Tip: Colour contrast with the hero is how pre-readers follow the plot.

498. Minimalist Line Icon Scene Prompts

Create minimalist single-line scene prompts for chapter art in a [GENRE] book: one continuous-line feel, [SUBJECTS], no fills, generous white space, consistent stroke description to keep the set unified.

Tip: Single-line art prints beautifully at small sizes and low cost (pure black).

499. Texture Close-Up Prompts for Backgrounds

Generate texture close-up prompts to use as section backgrounds in [GENRE] books: [MATERIALS - wood grain, linen, stone], even lighting, no focal object, tileable feel, muted contrast so text can sit on top in print.

Tip: Text-on-texture fails when contrast varies — demand even lighting.

500. Celebration / Party Scene Prompt Pack

Write a party-scene prompt pack for [OCCASION] in a kids' book: group scene composition (characters at varied heights), decoration elements, a cake/food focal point, confetti policy (sparse, print-friendly), and the shared style block.

Tip: Varied character heights make group scenes readable instead of a lineup.

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