

Host the shared moment.

LOCAL PILOT V2 / Timekeeper + Maker / one World Card / two contributions

Prepare / 30 seconds

Open the local demo and choose Reset demo / Start fresh. Two people share one screen; Marco may click for the guest. Print the portrait proof only if useful. The first physical figure is commissioned without NFC.

00:00-00:45 / Show the object

"This is the Timekeeper. The object opens an invitation. Today these buttons stand in for NFC taps." Simulate the object tap and accept the invitation. Explain Keeper (the person) versus Timekeeper (the character) if needed.

00:45-01:30 / Add the world and roles

"World 062 introduces the invitation beyond the box. I'll play the Timekeeper; would you like to play the Maker?" Tap the World Card, join both roles and enter the encounter. A role is not a supplier commitment.

01:30-03:30 / Make the contribution real

"You need my pin to finish the frame. I need your lens. Shall we exchange?" Offer and accept. Let the Maker build and pass the housing, then read the clue. Timekeeper fits the lens and chooses two lights. Maker rings the bell.

03:30-04:15 / Show the memory

"Two objects from the same edition can develop different histories. Here you can see the exchange and how each person helped." Open Keep this moment. Optional: export the simulation record or revisit the object.

04:15-05:00 / Open the discussion

"These roles can meet in new situations as more people contribute. XO supplies the characters, story and experience. We want to explore your supported route for connecting physical objects to it. Which tag and integration approach would you recommend for a small pilot?"

One pilot. Room to grow.

PARTNER HANDOFF / proposed responsibilities / no supplier commitment

What exists now

Established Timekeeper and Maker artwork; World 062 artwork/story; commissioned untagged prototype; two portrait-card designs; one hosted encounter with a reciprocal exchange, assembly, signal and welcome; local persistence and JSON export.

What we would like to enable

A physical object or card resolves to the right record; a participant voluntarily joins an encounter; the application records their contribution. The same characters can return in separately authored situations inspired by workshops, schools, events and collaborative making.

What the partner could contribute

Recommend complete tags/inlays, sample formats, secure personalisation and verification, antenna placement and embedding. Identify a supported hosted/API connection, implementation contact and tested producers or converters. Agree costs, lead times, key custody, content control and export.

Keep these layers separate

A World Card is a story design. A Character Portrait is a reusable role. A physical object/card needs its own instance identity. Tag authentication, participant permissions and ownership are different questions. User-created play memories must remain distinct from manufacturer-verified facts.

A modest first physical test

Discuss one external evaluation tag for the figure concept and one World Card sample. Character portraits can remain paper in this first test. Select and measure tags before defining cavities or print construction. No retrofit of the first figure is assumed.

What grows next

New encounters could recognise prior memories, reuse resources and invite additional character roles. Those chapters need their own rules and testing. Current scope is two people on one screen; no live multiplayer, automatic generation, verified passport, NFT issuance or real ownership transfer.

Leave with an agreed next step

A named technical contact, proposed sample codes, indicative costs/lead time and a clear owner for the connection to XO. Demonstrate a useful experience first; broader market demand remains to be tested.