

XO Timekeeper pilot meeting guide

Beontag discussion | English script with Dutch host cues | 12 October 2026

Our aim is to agree a small, complete pilot: one figure construction, one World Card, a verified scan and an exportable continuity record. We need a technical contact, a sample route, indicative costs and a next date.

A short introduction

0:00-0:35 Introduce the object

Hi Asia and Giovanni, thank you for taking the time. With XO, we are creating collectible characters and experiences where each physical piece can build its own history. The Timekeeper is our first small test.

Toon de Timekeeper. Houd het bij het object en de ervaring.

0:35-1:10 Explain the opportunity

Imagine a collectible created through a collaboration: its maker, a remarkable event it participated in, and the collectors who carry its story forward. XO would bring those chapters together in an experience people can discover and return to.

Toon de objectroute op de hostpagina.

1:10-1:50 Make the example concrete

For illustration, imagine a watch made with a creator, worn during a documented event and connected to a numbered edition. The actual event-used piece keeps its own history. Each watch in the edition shares the release story and then develops its own chapters.

Dit is een hypothetische samenwerking. Alleen het werkelijk gedragen exemplaar krijgt die claim.

1:50-2:10 Offer the game afterwards

We have a small encounter live at game.xo.box: different people contribute to one shared result. You can explore that in your own time. Anyone can play without buying a figure or card.

Deel de link na het gesprek. Geen speluitleg of room-opstart nodig.

2:10-2:40 Return to the physical pilot

We want to start with one Timekeeper figure and one World Card. The demo taps are simulated. We need your guidance on suitable tags, embedding during production and a reliable connection to each object record.

Maak de eerste stap klein. Thomas blijft betrokken bij de constructie.

2:40-3:00 Invite their expertise

Which small first test would you recommend, and what would you need from us? We would welcome your view on which of your existing services could support this.

Stop hier en laat hen antwoorden.

Six questions to resolve

Show the Timekeeper and the collaboration example, then spend most of the meeting listening. The live game is an optional follow-up. Use these questions in order. Detailed security and integration questions can move to a follow-up with the right engineer.

1 The actual tag

Which complete inlay or finished tag would you recommend for a resin figure and for a printed card? Is TagTamper appropriate for both, or should we use different constructions?

Capture: Exact part/sample codes, dimensions, antenna orientation and recommended attachment method.

2 Small evaluation set

Can we obtain a handful of samples before committing to production, and what do samples, secure personalisation, setup and support cost?

Capture: Written pilot quotation, sample quantity, lead time, MOQ and recurring fees separately stated.

3 Verification and experience

Can an authenticated scan reach an XO-controlled page, with a documented server-side result or signed assertion? Is this supported through Beontag, Temera/Stride or an implementation partner?

Capture: Named integration owner, sandbox/demo, API or redirect contract and example response; no assumption that public APIs are free.

4 Keys and continuity

Who generates, stores and rotates keys, and what options exist for XO-controlled custody or migration if the service changes? Can we keep a stable XO object identifier and export records and supporting evidence?

Capture: Key-custody model, identifier mapping, export format and an exit/migration procedure.

5 Manufacturing

Which converters or figure/card producers have you already worked with on similar embeddings? Can you provide a tested handoff process and quality checklist?

Capture: Introduction where available, cavity/print-stack constraints, personalisation point and final assembly test procedure.

6 The first decision

Who should own the technical follow-up, what do you need from us, and when can we review the sample route and indicative costs?

Capture: One named person on each side, deliverables, due date and next meeting.

Suggested meeting timing

0-3 minutes: object and collaboration example. 3-18: discuss the practical pilot route. 18-25: confirm responsibilities, indicative costs and next date. Play afterwards if guests wish.

Voorkom dat alle toekomstplannen tegelijk op tafel liggen. Begin met de Timekeeper en kaart; parkeer andere onderwerpen zodra de kernvragen nog openstaan.

A repeatable implementation route

We propose five steps. Each should leave a usable record before we commit to the next. Final responsibilities, quantities and acceptance criteria must be agreed with the supplier.

Step	Evidence before moving on
1 Specify	Sample codes, dimensions, materials, antenna orientation, phone test matrix and indicative budget.
2 Verify	An external evaluation tag returns a genuine server-verified result linked to an XO test instance.
3 Embed	The final figure or card construction is tested after assembly, including metal, coatings, handling and a sacrificial tamper sample.
4 Preserve	One encounter is saved, reread after service restart, exported and restored in a separately agreed test environment.
5 Repeat	A maker can repeat the process using the approved specification, serial mapping, quality checks and replacement procedure.

Responsibilities to assign

Responsibility	Proposed lead	Required handoff
Story and experience	XO	Versioned artwork, rules and object metadata.
Tag and verification	Selected supplier	Sample specification, key model and supported integration contract.
Physical assembly	Selected maker	Placement, attachment and tag-to-item quality record.
Release acceptance	XO and supplier	Recorded pass/fail results, failure handling and approved next batch.

Acceptance checks

Test repeat scans on the agreed phones and construction. Reject unauthorised or altered messages; define replay handling. Show clear valid, invalid, tampered and unverified states. Repeated requests must not create duplicate object events. Check authorised access, export, restore and tag replacement.

Keep design, edition, physical instance, chip and player identifiers distinct. A tag check is not proof of purchase or ownership. A case tag identifies its case unless manufacturing and custody evidence binds it to the item inside.

Agree key generation, custody, rotation, service access, record export and a migration route. A provider change should not silently erase the object history or leave its tag pointing to an abandoned service.

Museum records and physical media

Museum continuity and artifact archives

21xo.art is an exploratory direction: connect an object to its maker story, attribution sources, condition evidence and chain of care. A public visitor might see an approved story; a curator or keeper could access the restricted record. We want to work with existing collection systems and archival expertise.

Ask: Do you already support museums or archival partners? Can stable collection identifiers, private evidence, condition reports and custody events be exported or exchanged with their systems? Could one non-sensitive object become an evaluation case?

Conservators must approve reversible attachment. A secure tag check does not authenticate an artwork or locate it continuously. Museum evidence, public lore and precise locations need separate permissions. Spectrum provides useful procedure categories; XO has no museum certification. [S1, S10]

A physical game edition that remains meaningful

A publisher-authorised edition could combine a game or archive disc with its release record, creator contributions, a file manifest and later history. Collectors would retain a recognisable edition; publishers could maintain a useful relationship around it. This is a proposal to test, not an established commercial outcome.

Proposed route: a tag on the case or companion card opens a verified instance record. That record links to a publisher-issued manifest containing file versions, sizes, hashes, runtime notes and licence conditions. Preserve authorised files separately, check them against the reference and document migrations. [S2, S8, S9]

Ask: Can your supported platform reference an externally signed manifest and an archival record? Who would issue the signature, preserve verification keys and maintain the link? Do you have packaging or physical-media partners?

Begin with a small archive of XO-owned material. Direct attachment to a spinning optical disc needs the disc maker's engineering approval; nearby metal and labels can affect performance or preservation. A tag cannot store the game, grant console rights or guarantee future playability. [S2, S3, S11, S12]

What the first archive test should show

Read a manifest, verify a sample file, detect an intentional change to a test copy, retrieve a known-good copy and export the record. A hash demonstrates a match to a reference, not authorship or permission to redistribute content. This architecture still needs supplier and archivist validation.

A collaboration that becomes part of the object

Imagine a watch made with a creator, worn at a documented event and connected to a numbered collector edition. A manufacturer contributes craft, an event partner supplies evidence, a distributor handles the release and XO connects the story to a world people can return to.

The ambitious example

As an imagined future collaboration: a Katy Perry watch, a documented Blue Origin spaceflight and an exclusive Amazon release under separate agreements. A Michael Jordan and Nike sneaker could illustrate a similar route. None of these parties is an announced XO collaborator. No claim is made that an XO object has flown.

Only the actual event-used object could carry a supported claim that it was there. Other pieces in a numbered edition could share the release story and then develop their own histories. Blue Origin and Amazon would be separate counterparties.

The collector journey

Chapter	Contribution
Make	Creator and maker identify the design, edition and individual piece.
Experience	Event participant or organiser supplies evidence about the specific object.
Release	An agreed distributor fulfils the release; XO introduces its story.
Discover	A scan opens the item record and an invitation into the XO world.
Continue	Care, participation and an authorised handover can add later chapters.

The same pattern could start with a small maker release at a local exhibition. Ask: Could the route we establish for Timekeeper also support this kind of collaboration?

Where blockchain might fit

A documented artifact does not require an NFT. Blockchain can anchor selected records or transfers, but does not independently prove an event or the physical link. Temera describes NFC, a digital product passport and an associated NFT in its Tods Di Bag implementation. Ask which supported services fit XO, at what cost and with what export options. [S7]

Keep the wider direction available

Cards, selected maker editions, artworks and physical game archives are possible next applications. xo.watch, xo.shoes, xo.kitchen and xo.furniture are concept directions. A future next-keeper route could preserve agreed history while keeping private data separate. Each release needs its own permissions and implementation tests.

Our Northstar is to preserve meaningful human experiences across generations. The production bible turns that into repeatable briefs, approvals and evidence: what was made, by whom, and what was actually tested.

Meeting decisions and next actions

Close with one actionable pilot. Wider applications can remain promising directions without becoming immediate commitments.

Figure and card samples

Verification route and technical owner

Key custody and export arrangement

Pilot costs and lead time

XO deliverable and due date

Supplier deliverable and next review

Closing question: “Who will send the sample recommendation, verification approach and indicative costs, and when can we review them together?”

Preparation and status

Present from the host page in Zoom. No game room is needed for the meeting. Share game.xo.box afterwards; create a private table only if guests want to play together. The single-screen demo remains optional, with simulated NFC taps. The commissioned first figure is untagged. A real tag-to-record connection still needs a physical pilot.

[Host launchpad](#) | [Play afterwards](#) | [Single-screen demo](#)

[Character portraits](#) | [Italian recap](#) | [21XO Art in English](#)

Source references

Primary sources reviewed 11 October 2026; Temera Di Bag rechecked 12 October. Supplier capabilities described publicly do not establish XO-specific availability or terms.

[S1] [NXP NTAG 424 DNA and TagTamper](#)

[S2] [NXP NTAG 424 DNA data sheet](#)

[S3] [NXP antenna design and metal proximity](#)

[S4] [Temera T journey platform](#)

[S6] [Poltrona Frau DPP launch 25 June 2026](#)

[S7] [Temera and Tods Di Bag](#)

[S8] [Digital Preservation Coalition fixity and checksums](#)

[S9] [Digital Preservation Coalition getting started](#)

[S10] [Collections Trust Spectrum procedures](#)

[S11] [Library of Congress audiovisual care](#)

[S12] [NIST and CLIR care and handling of CDs and DVDs](#)

Un primo passo. Da costruire insieme.

Una breve sintesi in italiano per il nostro incontro

Un oggetto da collezione. Una storia che continua. Un'esperienza a cui partecipare.

Vorremmo partire da qualcosa di concreto: il Timekeeper, un personaggio da collezione di XO Harbor. La proposta è valutare insieme un piccolo progetto pilota in cui un tag NFC sicuro permetta di accedere alla storia del singolo esemplare: origine, realizzazione e tappe del suo percorso.

Per il nostro incontro, vorremmo partire dall'oggetto e mostrare una possibile collaborazione. Il gioco è già disponibile su game.xo.box e può essere esplorato in seguito; non è necessario giocare durante la presentazione.

Il collegamento tra tag e oggetto andrebbe progettato e verificato insieme; nella demo attuale le scansioni sono simulate.

Il passo successivo potrebbe unire il personaggio alle World Cards e alle Character Cards, attraverso incontri di gioco nei quali i partecipanti assumono ruoli diversi e collaborano per raggiungere un risultato comune.

Il gioco resterebbe accessibile anche senza acquistare oggetti fisici. Per chi li possiede, le esperienze condivise potrebbero aggiungere nuovi capitoli alla storia del proprio esemplare.

XO porterebbe il mondo narrativo, i personaggi e l'esperienza dei giocatori e dei collezionisti. Le competenze di Beontag, Temera e Stride potrebbero aiutare a trasformare questa esperienza in un'applicazione concreta e replicabile, utile anche per altri marchi e produttori.

Ci piacerebbe capire quale soluzione proporreste per iniziare, come integrarla durante la produzione e se conoscete produttori o percorsi già collaudati per piccoli progetti pilota.

Più avanti, lo stesso principio potrebbe essere esplorato per documentare la continuità di opere e oggetti d'archivio, insieme a musei e professionisti del settore.

L'obiettivo del primo incontro è semplice: individuare un primo passo realizzabile e capire come costruirlo insieme.

[Leggi la sintesi online](#)

[Esplora la demo](#) | [Le direzioni XO, in inglese](#)

XO · Proposta di collaborazione · Ottobre 2026. La collaborazione tecnica è da definire insieme.