

Make something worth passing on.

A creative co-op for 2 players / about 25-35 minutes.
21 cards. Four colors. One shared story.



COURAGE



KNOWLEDGE



TRUST



XO

01 Print & prepare

Print all five A4 pages single-sided at 100%. Cut out the cards on pages 2-4 and the four passage tokens. Sort the twenty task cards by color. Put card 21, Passage, in the middle. Bring paper and a pen.

02 Choose your project

On the campaign sheet, choose a world poster, story meme or 21-second scene. Pick an XO world or invent one. Start with objects and images you already have permission to use.

03 Four rounds

Play Courage, Knowledge, Trust, XO. Shuffle each pile. Draw two cards of that color and choose one together. Set the other aside. One player is Maker, the other Seeker; swap each round. Allow about four minutes per round.

04 Earn the color

Complete the action and follow the card's rule. Check "Done when" together. Success? Put one token of that color on the campaign sheet. Not yet? Improve it or pick another card. Earn each color once per passage.

05 Open the passage

With four different tokens, a presentable design and a contribution from both players, follow card 21. Save the result. Together you earn one spark on the track. Publishing is a separate choice; likes do not count. Next passage: return the tokens and keep your sparks.

06 Keep the proof

Record the four card codes and both contributions on the campaign sheet. This is jointly confirmed. An extra Watcher can review it independently later. Colors represent strengths; Maker and Seeker are rotating task roles.

— This line is 50 mm at actual size.



TRUST

Watcher

01

Clear agreement

ACTION

Finish your promised result: who is it for, and what will they see? Write one honest sentence together.

RULE

Avoid big words such as unique, revolutionary or world-changing.

DONE WHEN

Both players identify the same audience and result.

21XO / T01

PILOT 0.1



TRUST

Watcher

02

Mirror test

ACTION

The Maker shows the design without explaining it. The Seeker retells what they think it means. Change one unclear detail.

RULE

The Maker can only listen at first.

DONE WHEN

Your intended story matches the retold version.

21XO / T02

PILOT 0.1



TRUST

Watcher

03

Source keeper

ACTION

Check the images and text. Identify your own work, anything needing a source, and clear fiction or concepts. Replace one doubtful element.

RULE

An invented claim can stay only if it is clearly fictional.

DONE WHEN

You can trace or remove every element you use.

21XO / T03

PILOT 0.1



TRUST

Watcher

04

Honest doubt

ACTION

The Seeker gives one reason someone might not believe the story. The Maker makes it more honest without losing the joke.

RULE

You cannot answer: just trust us.

DONE WHEN

The change is visible and needs no unproven promise.

21XO / T04

PILOT 0.1



TRUST

Watcher

05

The receipt

ACTION

Put both versions side by side. Note who contributed what and which improvement you chose together.

RULE

Each player names the other player's useful contribution.

DONE WHEN

Two contributions and one shared choice are on paper.

21XO / T05

PILOT 0.1



COURAGE

Seeker

06

21 seconds of courage

ACTION

Pitch your world to your partner in 21 seconds. The listener chooses the image or line that stayed with them. Keep it.

RULE

Start as if you are an announcer in a very strange harbor.

DONE WHEN

Both players recognize the chosen line or image in your design.

21XO / C01

PILOT 0.1



COURAGE

Seeker

07

Reverse advertising

ACTION

Each invent the worst invitation to your world. Swap them and reverse one bad quality together.

RULE

Make the bad version absurd or very boring, not mean.

DONE WHEN

You have one usable invitation born from the reversal.

21XO / C02

PILOT 0.1



COURAGE

Seeker

08

Tiny stunt

ACTION

Each suggest a surprising scene using paper and objects on the table. Choose one and try it out.

RULE

The least important object on the table is the star.

DONE WHEN

You have a sketch, photo or description of the scene you performed.

21XO / C03

PILOT 0.1



COURAGE

Seeker

09

Failure allowed

ACTION

Take turns making a deliberately awkward version of the message. Find the odd detail that works and make it stronger.

RULE

Nobody defends their first version.

DONE WHEN

A successful detail from the failed attempt appears in your final idea.

21XO / C04

PILOT 0.1



COURAGE
Seeker

10

Visitor from tomorrow

ACTION

The Seeker plays a visitor from the future and asks a strange question about your world. The Maker replies with a scene or line.

RULE

The visitor knows nothing of our everyday lives.

DONE WHEN

The question and answer create a clear hook for your story.

21XO / C05

PILOT 0.1



KNOWLEDGE
Maker

11

One strong image

ACTION

Each choose a familiar object for your world. Combine them in a simple drawing that carries your story.

RULE

Use at most three shapes and one short text.

DONE WHEN

The Seeker can explain what both objects add to the story.

21XO / K01

PILOT 0.1



KNOWLEDGE
Maker

12

Three beats

ACTION

Draw three panels: something is wrong, someone acts, something changes. Fill them together for a poster series or short scene.

RULE

One object appears in all three panels.

DONE WHEN

The panels tell a story that needs no extra explanation.

21XO / K02

PILOT 0.1



KNOWLEDGE
Maker

13

Trait mix

ACTION

Each choose a trait, such as curiosity or care. Work out how they solve a small problem in your world together.

RULE

Buying something cannot be the solution.

DONE WHEN

Both traits appear in an action, image or short line.

21XO / K03

PILOT 0.1



KNOWLEDGE
Maker

14

Turn it around

ACTION

Make two tiny designs with the same message: one serious, one absurd. Your partner picks what works better in each.

RULE

Combine one strong part from each version.

DONE WHEN

You have a third version with two deliberate improvements.

21XO / K04

PILOT 0.1



KNOWLEDGE
Maker

15

More with less

ACTION

Build a first version together using only existing images, paper, voices or objects you already have. Divide two specific contributions.

RULE

No purchases or new image generation this round.

DONE WHEN

You have a tangible design with both contributions visible.

21XO / K05

PILOT 0.1



XO
Weaver

16

Second voice

ACTION

Let the Seeker add a second voice: a resident, object or future visitor reacting to the design. Work it in together.

RULE

The voice playfully disagrees with the narrator.

DONE WHEN

The reaction adds depth while keeping the main message clear.

21XO / X01

PILOT 0.1



XO
Weaver

17

World bridge

ACTION

The Maker chooses your world; the Seeker chooses another place, real or imagined. Create an encounter that needs both.

RULE

An everyday object connects the two places.

DONE WHEN

An outsider can see what changes because of the encounter.

21XO / X02

PILOT 0.1



XO
Weaver

18

Gift message

ACTION

Choose a small gift your story gives its viewer: a laugh, idea, tip or useful question. Invite them to contribute something.

RULE

Do not simply ask people to like or buy.

DONE WHEN

The design offers something useful and one doable invitation.

21XO / X03

PILOT 0.1



XO
Weaver

19

The swap

ACTION

Swap Maker and Seeker. Each add one small detail to the other player's work. Choose together which two details stay.

RULE

Add to the earlier work; do not take it over.

DONE WHEN

Both players recognize their own and a received contribution.

21XO / X04

PILOT 0.1



XO
Weaver

20

Next gate

ACTION

Choose a small contribution a future player could make. Write the task and what counts as done on your campaign sheet.

RULE

The newcomer must be able to start with their own things.

DONE WHEN

You have one clear follow-up task with no required purchase.

21XO / X05

PILOT 0.1

21XO / PASSAGE

21

Open the passage

Place the four different tokens beside this card. Review your result together.

☐ Four colors earned

☐ Both players contributed

☐ One presentable result

☐ Four card codes recorded

Save your result and fill in one shared spark. Passage opened!

21XO / P21

PILOT 0.1

FOUR PASSAGE TOKENS

Cut along the border. Place one token on the campaign sheet for each completed color.



TRUST

EARNED TOGETHER



COURAGE

EARNED TOGETHER



KNOWLEDGE

EARNED TOGETHER



XO

EARNED TOGETHER

From a small joke to a shared project.

A homemade world poster, a scene with a talking bottle, or a meme asking for a useful contribution: your game can produce a story worth sharing.

Play without pressure. Replace a task if it feels uncomfortable. Do not target a real person. Keep stunts small and safe. Ask each other separately before sharing identifiable images or your work publicly.

Early design: ordinary PNP cards are freely printable. A future collectible edition of at most 21 per design is a separate plan. This playtest grants no NFTs, NFC rights or production claims.

Freely printable playtest cards / not a numbered collectible release

04

Our world on one sheet

First make something you want to show. Then decide together whether and where to share it.

WORLD / TITLE

DATE

VOYAGER A

VOYAGER B

OUR RESULT

☐ World poster

☐ Story meme

☐ 21-second scene

COURAGE

Card code: _____

Place your token here.

KNOWLEDGE

Card code: _____

Place your token here.

TRUST

Card code: _____

Place your token here.

XO

Card code: _____

Place your token here.

CONTRIBUTION A

CONTRIBUTION B

WHERE DO WE KEEP THE RESULT? (FILE / PHOTO / PAPER)

Jointly confirmed: _____

An extra Watcher is optional. Record their review separately; your own agreement is called "jointly confirmed".

BUILD TOWARD A BIGGER STORY



1 spark / one saved result
3 sparks / bundle three stories
6 sparks / design a shared showcase

Fill in one spark for each completed passage with a new saved result. Copies and likes earn no extra spark. Sparks track game progress; paid exposure needs a separate budget.

NEXT SMALL TASK + WHEN IS IT DONE?