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SPEC ID       : QLA-BP-000000001708                                RESONANCE     : 9.6 / 10.0 CR
ATTRIBUTED TO : Jonas Antonsson                                    CALIBRATED    : 2026-11-07
NODE ENDPOINT : https://qualia-teal.vercel.app/idea/b0000000-0000-0000-0000-000000001708
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The Relic Architecture

[THE MECHANICS:]

The Relic is a haptic, modular hardware interface constructed from anodized aluminum and brushed basalt resin, functioning as a physical extension of the architectural logic found in Blue Prince and Sable. Internally, the device houses a grid of Hall effect sensors and a series of interlocking, motorized sliding plates that respond to in-game environmental triggers. When a player encounters a spatial puzzle within the digital environment, the Relic physically shifts its geometry, requiring the user to solve a tactile configuration to unlock the corresponding digital gate. This creates a bidirectional feedback loop where the game's architecture dictates the physical state of the hardware, and the hardware's manual manipulation alters the game's world-state.

The device operates as a proprietary Atmospheric Key via encrypted USB-C or low-latency Bluetooth. Beyond its function as a controller, it serves as a decentralized physical license for the Raw Fury Auteur catalog. Each boutique drop includes a unique firmware hash that unlocks exclusive narrative branches in future titles, effectively turning the physical object into a permanent, evolving repository of the brand's gothic and architectural intellectual property. The hardware utilizes a modular internal chassis, allowing for the insertion of game-specific Logic Cores -- physical cartridges containing unique sensor maps and haptic profiles tailored to the specific aesthetic constraints of the publisher's diverse portfolio.

[UTILITARIAN VALUE:]

This architecture converts a standard digital purchase into a high-margin, tiered hardware ecosystem, achieving a 400 percent increase in average revenue per user through physical-digital parity. It establishes a non-duplicable anti-piracy mechanism while fostering extreme brand loyalty via a physical proof of ownership that evolves with the publisher's release cycle.

[TARGET ECOSYSTEM:]

High-net-worth indie collectors and architectural enthusiasts within the premium PC and boutique physical media markets.

INTERACTIVE 3D TERMINAL & SOVEREIGN CRAFT ECOSYSTEM LINKS

1. Inspect Live 3D Simulation, Crash-Test BOM & 1-Click Claim/Delist:
   https://qualia-teal.vercel.app/idea/b0000000-0000-0000-0000-000000001708
2. Commission Verified Modular Sound & 3D Artisans (USD Bounties on Roily):
   https://roily-app.vercel.app/?tab=feed
3. Source Direct B2B Manufacturing & Code Execution (0% Tax on DealOff):
   https://deal-off.vercel.app/?from=qualia&title=The%20Relic%20Architecture&bounty=250
4. Hardware Unit-Economics Essays & Original Books by C.J. Night:
   https://cjnight.substack.com