



## DEVELOPERS

### **\*\*Build on The Hand OS.**

A universal interface. A global social layer. A virtual economy.

All accessible through one expressive API.\*\*

The Hand OS gives developers a powerful, ethical, and accessible platform for building games, tools, extensions, and interactive experiences.

Whether you're creating casino games, multiplayer rooms, token-powered economies, or expressive gesture-based apps — The Hand gives you everything you need.



## The Hand Engine

**A universal input system for gestures, voice, and spatial audio.**

Developers can access:

- Gesture recognition
- Voice commands
- Mood detection
- Spatial audio positioning
- Blind Mode narration hooks
- Expressive Hand animations
- Safety Kernel boundaries

The Hand Engine handles all input and expression so you can focus on your experience.



## Game Engine APIs

**Build games that work for blind and sighted players — equally.**

The Hand OS provides:

- Turn-based game templates
- Real-time action hooks
- Multiplayer sync
- Spatial audio cues
- Blind Mode narration
- Gesture + voice input mapping
- Fairness and anti-cheat tools

Games built on The Hand automatically support:

- Casino tables
- Puzzle games
- Action games
- Social games
- Party games
- Skill-based games



## Casino APIs

**Create safe, token-powered casino experiences with The Hand as the dealer.**

Developers can integrate:

- Dealer animations
- Card dealing logic
- Dice rolling
- Roulette wheel spins
- Slot machine reels
- Table state narration
- Blind Mode support
- Multiplayer table sync
- Token entry fees
- Token payouts (non-cash)

Supported game templates include:

- Poker
- Blackjack
- Roulette

- Slots
- Craps
- Bingo
- Custom casino games

Everything is **safe**, **virtual**, and **non-gambling**.



## Spaces / Community APIs

**Build multiplayer rooms, social hubs, and event spaces.**

Spaces APIs allow developers to create:

- Public rooms
- Private rooms
- Friends-only rooms
- Tournament halls
- Community Spaces
- Seasonal event rooms

Features include:

- Real-time presence
- Player lists
- Spatial audio positioning
- Room themes
- Token-gated access
- Moderation tools
- Blind Mode room narration
- Expressive Hand interactions

Spaces turn your experiences into **living social environments**.



## Token System APIs

**A safe, virtual economy for games, rooms, and merch.**

Developers can integrate:

- Token entry fees
- Token rewards

- Token-gated content
- Token-only items
- Token-based tournaments
- Token redemption for digital items
- Token redemption for real-world merch (optional)

The Token System is:

- Safe
- Non-cash
- Non-gambling
- Fully reversible
- Transparent
- Family-friendly

No cash-outs.

No financial risk.

Just fun.

## **Cosmetics APIs**

**Let players express themselves across every experience.**

Developers can hook into:

- Hand skins
- Mood packs
- Gesture packs
- Celebration animations
- Table themes
- Seasonal cosmetics

Cosmetics are universal — once unlocked, they work across all games and Spaces.

## **Safety Kernel**

**Ethical boundaries enforced at the system level.**

Every developer experience is protected by:

- Anti-abuse filters
- Anti-harassment tools
- No real-money transactions
- No gambling mechanics
- No unsafe interactions
- Blind Mode compliance
- Parental controls
- Content moderation hooks

The Hand OS ensures every experience is safe, fair, and inclusive.

## **Plugin System**

**Extend The Hand with new gestures, personalities, and tools.**

Developers can create:

- Custom gestures
- Personality packs
- Utility tools
- Accessibility modules
- Game expansions
- Social extensions
- Themed Spaces

Plugins can be shared, sold, or token-gated.

## **Get Started**

**\*\*Build the future of expressive, accessible computing.**

One Hand. Infinite experiences.\*\*

Developers can request early access to:

- SDK documentation
- Casino templates
- Spaces templates
- Token System APIs

- Blind Mode tools
- Safety Kernel guidelines