



Own the object. Prove the moment. Use it anywhere.

An end-user field brief for the proof-native internet. What you get, what changes immediately, and why acting early is the rational move.

END USER BRIEF

PROOF-NATIVE OWNERSHIP

MAY 2026

920,992

authored primary source lines already
behind Receiz

153

page routes across the product
surface

380

API route files supporting proof-native
behavior

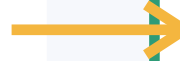
The simple promise: stop treating your digital life like rented access. Make valuable files carry proof you can inspect, keep, share, sell, restore, and verify.

The file stops being a dead attachment.

Receiz turns a digital object into something you can act on. The proof, identity, ownership, provenance, and verification travel with the artifact instead of living only in someone else's account system.

Before: platform permission

You have a link, a screenshot, a login, a receipt, or a marketplace page. Useful until the platform changes, hides, deletes, breaks, or disagrees.



After: artifact authority

The object carries its own proof bundle. You can inspect origin, ownership, allowed actions, and verification logic from the file itself.

Use Receiz when the object matters.

This is not abstract infrastructure. These are direct user outcomes you can feel immediately.

Prove creation

Seal the original bytes so authorship is inspectable, not argued.

Prove ownership

Keep ownership state with the object instead of only inside a platform account.

Verify offline

Check the artifact without needing the original app to be alive.

Sell or transfer

Make the object action-ready for market movement and settlement.

Restore identity

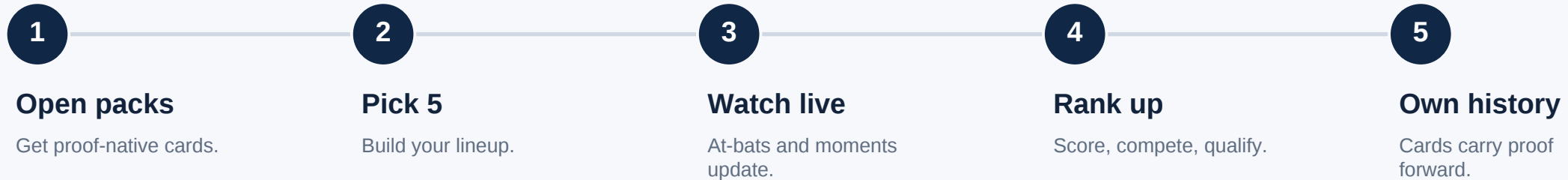
Recover continuity from proof-bearing identity artifacts, not fragile sessions.

Compete and earn

Turn sports cards and proof assets into games, rewards, rankings, and value loops.

Own the player. Watch the game. Let the card remember.

Receiz makes the sports experience simple: collect the card, set your picks, watch real games, and let live outcomes attach value and history to owned proof objects.



End-user payoff: you are not just watching a game. You are building owned memory, ranked proof, and a marketable record around moments that already make fans care.

The screenshot era ends when the artifact carries truth.

AI makes copying easy. Receiz makes origin, ownership, and provenance inspectable. That matters to creators, collectors, brands, and buyers because proof becomes part of the object itself.

User	What you do	What you get
Creator	Seal original media before sharing.	A portable proof object that can travel beyond one platform.
Collector	Buy, hold, verify, transfer.	A file-level record of what you own and why it is original.
Brand/team	Issue trusted objects to fans.	A direct proof surface that can survive screenshots, reposts, and platform drift.
Marketplace	Accept objects that verify themselves.	Less trust theater, stronger authenticity checks, cleaner settlement logic.

The bigger the digital economy gets, the more expensive weak proof becomes.

Three budgets are already converging around the same unsolved user problem: identity, money, and creator assets need portable proof.

\$252B -> \$1.35T

creator economy, 2025 to 2033 projection

Source: Grand View Research

\$44.2B -> \$132.1B

digital identity, 2025 to 2031 projection

Source: MarketsandMarkets

\$170.2B -> \$790.6B

digital payments, 2025 to 2035 projection

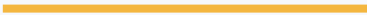
Source: Precedence Research

Inevitable user logic

If AI makes content infinite, then original proof becomes more valuable. If platforms control proof, users do not control their digital assets. Receiz moves proof to the artifact.

Receiz is not a pitch for a future mockup.

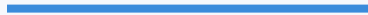
The current system already includes verifier, identity, settlement, wallet, market, sports, public proof, governance, developer surfaces, and an offline verifier.


3,734

tracked files


2,559

primary source files


313

test / contract files


60,643

test / contract lines



Trust ladder

Sealed artifact truth and verified local truth outrank server/session/cache convention.



Copy resistance

A clone can copy UI. It cannot instantly recreate object authority, offline verification, market semantics, and release law.



End-user effect

When the system works, your valuable object does not depend on a single app screen to be believable.

A real proof object should not panic when the server is gone.

Receiz is built around the principle that valuable artifacts should remain inspectable when the original platform, API, session, or dashboard is not available.

OFFLINE VERIFY

- ✓ Original bytes
- ✓ Proof bundle
- ✓ Owner state
- ✓ Allowed actions

1. Save the Receiz object

Keep the actual file, not just a link.

2. Open verifier

Inspect the proof bundle and byte authority.

3. Confirm outcome

Know what it is, who originated it, who owns it, and what it can do.

The first owners do not just buy the object. They own the earliest proof history.

In proof-native systems, timing becomes evidence. Early ownership can create cleaner provenance, lower issuance numbers, stronger social proof, and more visible position in the network before the category becomes obvious.

Lower issuance position

Earlier objects carry earlier history. That history can become part of the object's story.

Cleaner provenance

First-owner chains are easier to explain, easier to verify, and harder to dispute.

Tournament access

Sports users can build rank, history, and eligibility before crowded competition.

Identity continuity

Early users establish proof-bearing identity before proof-native login becomes normal.

Market memory

Every verified action becomes future context: buy, hold, verify, share, compete, sell.

Network advantage

The value of proof increases as more people learn to inspect and demand it.

A proof-native object either carries authority or it does not.

This is the standard users should demand from digital ownership. Anything less is account theater.

- ✓ Can I verify the object without trusting a screenshot?
- ✓ Can I inspect origin and provenance at the artifact level?
- ✓ Can I tell who owns it and what actions are permitted?
- ✓ Can proof survive beyond one platform session?
- ✓ Can the object become an acquisition surface when shared?
- ✓ Can value movement be tied to deterministic proof state?

Decision rule

If the proof only exists in a dashboard, you do not fully control it. If the object carries proof, you can move, inspect, and defend it.

Start with one object you care about.

The way users learn Receiz is not by reading theory. It is by turning something they care about into a proof-native artifact, then watching what that changes.

Day 1

Create or open your first Receiz proof object.

Day 2

Verify it. Learn what proof lives inside it.

Day 3

Share it with one person and have them inspect it.

Day 4

Add sports cards or a creator proof that has emotional value.

Day 5

Track ownership, history, or card outcome.

Day 6

Use it in public: profile, post, proof page, or game loop.

Day 7

Decide what you never want to leave as rented access again.

Receivez it before the internet rents it back to you.

End-user ask: own at least one proof-native object now. Open it. Verify it. Share it. Use it. Then decide whether screenshots, logins, and platform receipts still feel sufficient.

For fans

Own cards that remember games, moments, rank, and market history.

For creators

Seal original work before the feed turns it into contextless content.

For buyers

Demand objects that carry proof instead of promises from a dashboard.

Sources used in this brief

Receivez VC Scale Round Product Truth v85, May 2026: implementation metrics, product surfaces, authority model, and end-user artifact description. Market figures: Grand View Research Creator Economy Market Report; MarketsandMarkets Digital Identity Solutions Market; Precedence Research Digital Payment Market.