

LEADMCP

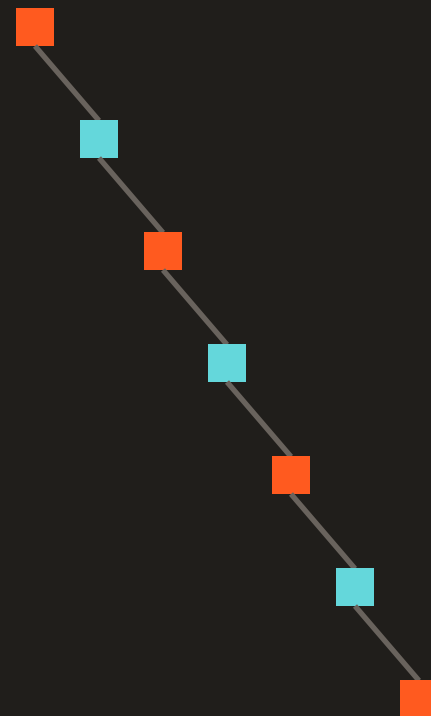
THE VISUAL STORY

Perishable capacity. Private intent. One machine-verifiable door.

7 TOOLS

0 ACCOUNTS

1 REDEMPTION



THE EMPTY MAT

TONIGHT EXPIRES.

Legitimate combat-sport venues have perishable capacity. A class with four open positions at 8:10 PM cannot sell those positions tomorrow.

ONE NIGHT

01

ISSUED



INTENT

THE SIGNAL

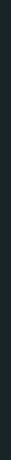
INTENT WITHOUT IDENTITY.

A fighter asks for discipline, distance, intensity, and time. LeadMCP begins with a private intent token-not a permanent account.

ZERO SIGNUP

02

ISSUED



INTENT

THE MATCH

AGENTS FIND THE DOOR.

Eligible venue agents answer with a supervised session, price, safety rules, and expiring capacity.

< 90 MIN

03

ISSUED

SETTLEMENT

THE SETTLEMENT

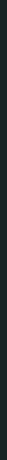
VALUE MOVES ONCE.

The venue accepts the verified referral. The competition build safely simulates payment while preserving the production boundary.

MACHINE PAY

04

ISSUED



SETTLEMENT

THE DOORPASS

A PASS, NOT A PROFILE.

The visitor receives an expiring one-night credential.
Consent is scoped. Redemption is single-use. Replay fails.

ONE USE

05

ISSUED

REDEMPTION

THE PROTOCOL

THE PATTERN TRAVELS.

Tonight-only classes are the first demonstration. The same MCP pattern can route expiring real-world capacity across local services.

7 TOOLS

06

ISSUED

REDEMPTION