Collectible/[Abstract Desire/Goal/Focus] Objects [name pending]:

These are the objects that players will try to acquire, and will motivate their participation in gameplay. Players will be abstractly [happy/fun/satisfied/fulfilled/[the ultimate goal in life]/[something that transcends the best thing imaginable]] by possessing these things and the ultimate and greatest goal in the game will be to possess and [abstractly play with] the ones that you desire. Which [objects] you desire and what they do for you and which [abstract ultimate purpose] they satisfy, is ultimately determined by their aynu-data-structure. Like hot girls, different players will want different types and do/play different things with them…(copy other stuff here, these objects will encapsulate everything I want). These objects can have value that transcends all other things and therefore [the members of this class of objects that you desire] is, for the player, better than anything else, and could, in principle, be traded for anything. These objects >> Ryku >> Players. For anything and everything, there is an [object] for it. The [best thing - aynu ] in the game is to possess and interact and [abstractly use/engage/cuddle/play] with the ones you [abstractly desire].

Abstract concepts describing these [objects]:

[Ryku] [Tyrael] [Elysion]