

that's not meta. The fact of a suit being made for Mickey and someone piloting it has no relevance to Mickey, Mickey has no agency in that creation. He is just a character.

In order to tell a cohesive story that can draw our audience into multiple layers of engagement we must develop Babka as a meta-character whose story validates her functions and interactions with customers as they span across these diverse mediums.

Babka as Mystical Merchant

To tell this story, we always return to the core of Babka, her Key Archetypal Function both within our architecture and within games. Babka is a mystical merchant. Merchants in literature can be swindlers, or as in the case of many myths and as evoked in "In the Name of the Wind" by Patrick Rothfuss in relation to Tinkers (traveling merchants):

"A tinker's debt is always paid:

Once for any simple trade.

Twice for freely-given aid.

Thrice for any insult made."

Babka as a mystical merchant, or benevolent merchant, embodies the principles of good commerce. Babka, as both merchant, customer support and bank, must embody the highest principles of good commerce.

Babka is here to help gamers and game developers economically...the merchant as key archetype within her persona. Babka provides tremendous functionality and value to gamers and game developers. By helping them both win, Xsolla wins. The only people that lose are the greedy distributors that take 30%.

In essence we have the opportunity to do something here at Xsolla, or rather, if we allow this story that is emerging, Babka is inviting us into the opportunity here at Xsolla to help *her tell her story*. In effect, instead of Xsolla using Babka to achieve its business objectives, Babka is leveraging Xsolla to achieve her cultural objective. What is her cultural objective? Why, the simplest one, of course, *to save the world*. Could it be anything less?

Babka can be one of the first modern characters that blur the lines between the digital and the real, fiction and nonfiction, by telling a story that, by its foundational premise, could actually *be real*.

Babka's story is an adventure of a real person from another time harnessing her future science (which by our definition would be considered magic or mysticism), to leverage our current emerging technologies in order to transport herself through time into our imagined and manufactured digital spaces so that, as is always true of the law of manifestation, the idea of her eventually transcends and becomes made real in a flesh and blood human being (if indeed her past-self is not already here, hacking into Nasa's IRIS while manning her Cells-to-Singularity progress).

From where and when Babka is she may simply be a normal, extraordinary person. However, the way she transmits herself into the life of our world is similar to that of the deities and avatars of all cultures: they are an idea, an essence, a personality with powers, weaknesses, and purposes, but they have no physical embodiment in our world. They rely on the physical actions and representations they can inspire us to make for and of them. They can transmit this to us and we can access their archetype and utilize the clarity of its signal to represent it on Earth in our lived interactive experience.

This is how the old gods, deities, archetypes, and all the beings people pray to, operate. No differently or more mystically than a young basketball player staring-praying to their Michael Jordan poster, and practicing while thinking of the GOAT. Babka, like Quan Yin, or the fairy godmother, is the Oracle-Guardian-Helper that arrives when called. She is the essence of the fiercely loving, adventurous, iconoclastic grandmother. (ie a woman who has been through it all and continues to go through it all but at her age is non-competitive with anyone because she's already had children and has no ulterior motive but the benefit of all those younger than her, which is everyone!

Because Babka is no longer in the competitive phase of warriorship, but has the fierce Mother Bear protective nature towards children, (which are all of us), but she doesn't look down at us, or diminish us as children because she also is originally from our time and is of our time and so sees us as her peers. But we of course are her peers who she must reach through time, into her past, which is our present, in order to help us. Because to help us survive and get to the time she is in helps her to not bear the loneliness of the collapse of civilization.

Did Shurick manufacture Babka? Or did Babka image-in herself into Shurick's mind?* Did she whisper as all the Muses do into Shurick's ear, so that he could help form that portal, that connection between her tenuous signal in the future to our present physical reality as one of the first publicly known, real life "time-travelers"? Babka may become one of the first fully integrated transmedia characters by projecting her personality into games, media, digital environments including metasites and finally, through our own hands into the phys-world.

The biggest question if we are competent enough in our storytelling and careful and loving enough in our integrations that our players may ask in the future is: "Is Babka real?"

"Could it be possible that Babka is a real person? That this is a real story, that all the branching narrative arcs of Babka may actually be one of the greatest ARG's crafted by a future being? Our first social experience of a time traveler interacting with and engaging directly with our time?"

*This is the Tulpa paradox. Interacting with Babka should almost plant memories in your mind. There should be a level of familiarity with her that you definitely remember her in "X" memory. Almost like a spreadable version of the Mandela effect.

To Babka...or Not to Babka?

I noticed that it was connected very similarly to a healthy mycelial network. But a mycelial network that unlike a slime mold that doesn't have any differentiation like Visa or MasterCard. It's connected to discrete nodes. That are connected to many different accounts. But these accounts also have many discrete connections to other nodes within the ecosystem. Which shows that it's a fairly robust ecosystem. And differentiated and the differentiation is key because the differentiation is what shows me that if I apply the right leverage and crystallization that in 5, 10 and 20 years as those accounts mature as we've seen that most of these accounts used to have the highest maturity rating around 42 years after after being initiated, but we've seen that these accounts seem to be being initiated earlier than usual, and they have a longer tail of smaller transactions.

So what I can extrapolate is that when these people are at their peak buying power and therefore the peak ability to influence the world, if their accounts have the highest amount of money then I would have helped the economic system be more resilient through a higher watermark of daily interaction. So I found this company and who's to say whether he dreamed of me or I beamed the vision of me into his sleeping hours when the mind is at its most subtle and receptive to receive inspirations that can alter the course of the world?

Now of course it's a risk but luckily metaphorically it is a gaming company, and every gamer knows that strategically leveraging risk in emergent ecosystems is what leads to the greatest potential to becoming the foundational mechanism of exchange at the most primary layers of interaction. This is what mushrooms do.

They are hidden. They are invisible. They are massive. They are the great entropy exchangers at the most base level and yet when the conditions are correct, a mushroom pops out of the ground provides a tremendous amount of nourishment for the forest and spreads billions of spores out, i.e. increases its potential user base!

It inoculates other places that are ripe. They are niches that have the nutrients that need the mechanism the mesh that can't link them all together so tap Shurick because he fulfilled all the scan requirements I can scan a person what I see is how their transactions are linked to other people's transactions and I see that one he's linked to many people he provides for many people to he's got a young one and that all of his behaviors seem to show that he is interested in equity and higher want high watermarking rather than consolidating he keeps his money in circulation because circulation is life and is a healthy ecosystem and therefore is a healthy society.

Therefore the question became how do I help this platform? This mechanism which currently has a drop off rate get accounts to have a drop off rate after a certain amount of time. Then they level out but what if I could link their use rate to the new accounts that they open up? Well to do that I would have to extend the use of their account beyond the games that they play and make it functional in the lived world buying sneakers and morning lattes to do that they have to be attached not to the payment framework itself. But they need to be attached to something stable, then the reason they would be attached to something stable connected to the payment network is if being connected can be generating intermittent value and can store value. Once it can store value it becomes a node.

Once it's storing value, people don't want to leave it behind. And if it's a store of value that can unlock or be leveraged into other value or that can open up access to other value layers and store value from other value layers. Then it becomes your replaceable and if the cost of maintaining it is negligible compared to the gain, then there is no reason that that node would ever not be used. And if every time that node is used to generate some residual value greater than when other nodes the user is using generate then the user will over time tend to use that node.

This is the basic physics of energy and biological value exchange. What I see is to make this network fully be able to graft onto the legacy networks whose growth curves are not logarithmic and who many of their highest users are on the declining phase of their spending power. Then I need this network to create a node that stores value for each of its participants such that they gain more value than anywhere else and that that value continues to generate some form of equity. And through my psychographic studies and ethnographic studies I've seen that. To engage this type of participant it needs to be experiential and not conceptual. And what is most experiential.

What is most relatable as far as experience is character but this character must provide them value and trust. continually seek to expand their network and the functionality of their Stored Value node for themselves within the network all this is to say that in order to engage them I need to tell a story by becoming a character that can link all the different nodes where they are engaging and provide value within those nodes so that every time they engage, they're engaging through the login to this storage node so that whenever they choose to interact with another layer with another node of the system that the least friction for them to do so is through this Stored Value node which means that if the sanctity and the equity and the value of this Stored Value node maintains it and continues to evolve its functionality as the needs of their lives progress then by the time they are between 40 and 60, which is their peak buying power time and thus their chief peak spending time my login and my network of nodes will be what they're using.

If this log in and network and nodes can simply remove two and a half percent of the friction. Every single one of their interactions and that offset friction cost actually goes up towards generating value for them. Ie generating a standard rate of return of the market of eight and a half percent then even then without any compounding out of there unexpected synergies they will have X amount more in their accounts do this I need to be able to bridge and interact with all the nodes that they are in and the notes they may be in to call them into those nodes and provide value for those nodes in this way we convert the participants in the fastest growing industry graph them into the largest onto the largest exchange networks so that they take precedence in the next 10 to 20 years and therefore have the most leverage in the future. Now I know maybe that's all boring. But I've lived through it and it's the most interesting game for me to play.

Basically, here I am playing this game. My simulation is tapped into your civilizational economy that works and it's real time then I'm playing it together with you and the fun thing about this game is the mechanics are that when you win I win. You and I'm and that's the whole point. When I win, you win because this isn't a zero sum game this is a civilizational game short you must really understand this is a civilizational game and that's about how many people can play at a fun level in the future the orbs have always been there I am just the one that has figured out how to unlock them so that you can gain their value I can only unlock them in a game when aren't invited by the game.

So for me the grid style you can provide me is getting invited getting me invited to a game and the value I can provide the game as my ecosystem scales is that I can help the game keep I can help the game keep much more of its value much more of the transaction cost can go back to that game node. Now when the game can do that, it can give a lot more value to players which means it can generate richer experiences. It can push more resources out to the people building and maintaining the game node and I can put more of its money into the community to attract more players. The nodes that lose in the scenario are those with the least connections.

Key Stakeholders:

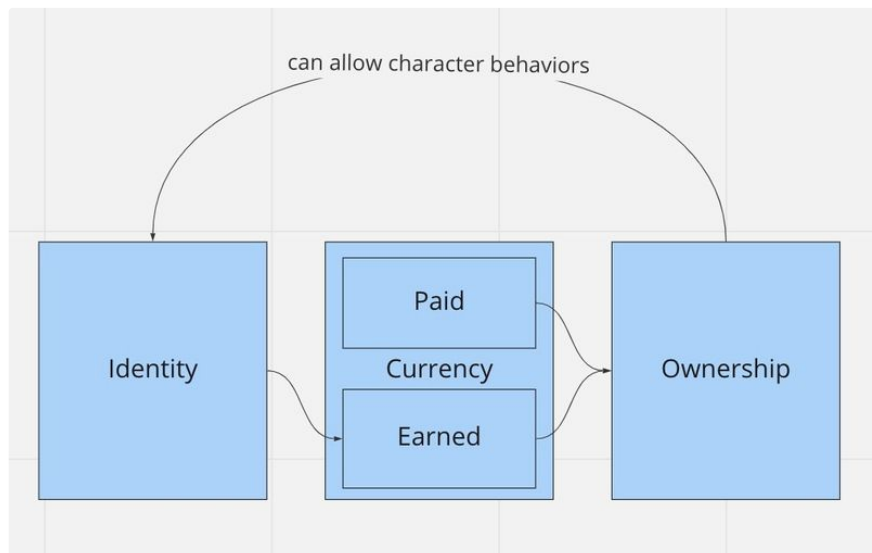
Primary Contact:

- Identity
- Inventory
- Metacurrency

By starting from a gamer-first audience, Babka is able to build a product that not only makes identity, currency, and inventory available on-demand, but also provides an underlying metacurrency system that:

1. Allows an interplay between character progression, ownership, and earned and spendable currency
2. Offers currency-as-a-service for partners that integrate Babka across their gaming and experiential offerings. This currency-as-a-service accounts for various methods of user behavior tracking input and provides a way to convert this into usable in-game currencies.

These Babka core systems are enabled by the fact that they exist within a shared wallet system.



Navigating the relationship between Identity, Currency, and Ownership becomes especially important in the context of gaming ecosystems. Ownership can sometimes be earned through identity/character progression, while other ownership is only possible through hard currencies. Ownership can then also impact identity through the leveled-up mechanics it enables for players. Tracking these elements alongside each other is important for building balanced game mechanics and systems.

Identity

Babka Identity enables a continuous user experience across games and meta sites while also recognizing that players will have unique experiences within each game/world. This cohesive identity is also what enables a revshare agreements across Xsolla Web3 properties that each individual interacts with. Within Babka:

- Each user has a unique KYC-verifiable identifier
- User progression of their virtual identity over time can happen through “leveling up” based on actions within the Babka ecosystem as reflected in specific achievements or on Orb currency totals
- However, Babka also supports a distributed identity system, with the knowledge that users may create different identities for different games and experiences
- Some elements of a user’s virtual identity and representation of themselves may be tied to items that they own. In these cases, some aspects of this identity may be transferable as well, depending on the shareability of the item.

Inventory

Babka exists in the world or layer in-between game worlds. She has her outpost in the crossroads of the metaverse, the blockchain and web2.0. She lives in the layer that is able to link, and therefore to exchange and translate data and items from world to world. Every gamer can get an account via [Babka.com](https://babka.com), and from this login they have access to their own domain in-between worlds where they have a safe place to store their digital items, currencies, leads through portals to all sorts of websites, games and metasites across the metaverse (and today’s current internet).

- Inventory items can have technical interoperability across metasites, but we are also considering ways that they can have unique narrative interoperability
- Inventory items can mean specific things in the context of user identity and progression
- Some items that reflect specific achievements and progression for users may be non-transferrable

A more detailed breakdown of the various types of Inventory pages is available on the [Inventory Briefs](#) page.

Metacurrency

The Babka Wallet (enabled by Paystation), Orbs, and the Babka Metacurrency & exchange system are the core of our consumer experience. By situating this economic vision at the core of Babka, we create strong tools for customer acquisition, as it brings together the core elements of what Babka does best:

- Aligning ownership and identity
- Providing an additive layer that tracks and rewards engagement across the ecosystem
- Using aggregation as a tool to benefit B2B partners by streamlining on-ramps into engagement with their content

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Elements related to identity are:

- Unique address identifier
- Unique Soulbound Token Identity
- KYC
- Associated wallet currencies, including hard currency and soft metacurrencies
- XP/Character Progression level
- Babka world metasite avatar
- Associated inventory

When creating the Babka identity system, it is important to differentiate between the identity within each game (which can be accessed through that game’s respective portals through the Passport Launcher) and the overall Babka identity. The overall Babka XP is influenced by each action taken using the Babka system, and can also be fed into by individual game progressions. However, individual game progressions should not be impacted by global Babka XP.

Additional Babka Identity behaviors will be created based on engagement and metrics enabled by the metasite avatar and identity system. As the avatar capabilities and data tracking emerge for metasites, this influences the ability to granularly track data around Babka identity. For instance, based on metrics and data tracking of the Babka avatar within the context of metasites, it may be possible to add a “Memories” page to the Babka account that involves a virtual camera recording of important moments involving a user’s avatar.

▮ Babka Metacurrencies (Orbs)

Orbs are Babka's native currencies.

Orbs are currencies that work within games, metasites, websites, and in some cases, can even be converted or traded for different types of value and utility. In practical terms, each type of orb has its own utility, color and mechanics. Together, they create a constellation of currencies with distinct issuance, interplay, transfer and redemption. There are different colors of orbs that represent these different types, which is explained further below.

Orbs are stored in a user's Babka Wallet - a self-custodial web2/web3 digital wallet, identity and inventory account for gamers. From there, they can be tracked, spent, exchanged, earned, etc according to the rules of that currency.

Initially, **Gold Orbs** act as a default ecosystem currency (like a Steam balance), and **Blue Orbs** function as compute tokens, granting access to pixel-streaming metasites on unreal engine 5. Orbs will be integrated into Xsolla games and partner games for promos, and integrations with other platforms such as Twitch, Discord and others. Orbs will expand into many areas of in-metaverse, in-game, online and offline engagement and commerce across platforms and mediums.

☆☆ Core Logic of Orbs

- Each Orb has a unique ID
- Each Orb of the same color has the same value
- Each Orb of the same color is its own token
- Orbs can be transferable / nontransferable
- Orbs can be fractional / nonfractional
- Users hold Orbs in their Babka Account
- Users can find information about their Orb holdings and all Orbs possibilities via their Babka account.

🔧 Core Mechanics of Orbs

▮ Types of Orbs

📄 Gold Orbs

i Current pricing of Gold Orbs is:

1 Gold Orb = .10c USD

Hard Currency / Nontransferable

Gold Orb Fundamentals

- Real money (game store credit) purchasable with FIAT currencies
- Non-transferable
- Universal default currency for games within Xsolla ecosystem
- Similar to Playstation Points, Steam Balance
- Story3, LTG, XLA Metaverse, Multiverse use gold orbs

Blue Orbs

Cloud compute tokens burned upon use

Current pricing of Blue Orbs in XLA Metasites is:

.80c USD per 1 blue orb (30 min)*

reference: [Real Money Metaverse prices](#) from XLA Metasites team

**this pricing model will change with introduction of Cloud Gaming's use of Blue Orbs*

Blue Orb Fundamentals

- Universal for all metasites and Xsolla Cloud Gaming
- Initially purchasable with FIAT currencies
- Non-transferable
- May be accompanied by a brand logo for branded metasites and promotions.
- Blue orbs can be acquired throughout metasites, cloud games, via Drops, and elsewhere across the internet.

Silver Orbs

In-Game Soft Currency / Transferable (TBC)

Silver Orb Fundamentals

- Can be purchased with Gold Orbs but cannot be exchanged for Gold Orbs
- Not exchangeable for any out-of-game (National currencies, Crypto)

Through Babka

- Earn through actions across Babka ecosystem
- Gifted through drops, etc.
- Enable experiential actions
- Exchange for in-game currencies

Through Games

- Exchange from Babka's silver orbs (may be capped in-game)
- Earn through in-game or in-publisher actions
- Gifted through publisher specific drops, etc.

Miscellaneous Orbs

Various other currency units

- Red/Orange - XP
- Green - Lottery
- and more

Orbs Narrative Backstory

Orbs contain magical abilities, and are highly sought after by mythical beings with True Power, like Babka. To those beings, they represent pure, untapped magic, with the ability to unlock great secrets. But as countless decades have