

**Execution notes:**

No waste or sloppy work.

Hard work and trustworthiness required.

Hire enough people and coordination to carry it out efficiently and professionally.

Every good photo to be shared on every social media platform.

Each post is handcrafted, so it is not a spam.

Up to three Babkas at the same time:

- No one should see two Babkas at the same time or be able to photograph two Babkas together.

A bonus would be to create a Snapchat filter so that anyone can take a picture with virtual babka.

Additional improvements would be babka music or sounds.





photo: @zachgrosser



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## Babka Core Document Playground

Documents under this category are non-canonical. They are either Legacy Documentation that has inspired the vision of Babka but has evolved over time, or experimental ideas still being tinkered with. Explore at your own risk!

- [Keynote w/ the Blue Cat](#)
- [Babka Passport Brief](#)
- [\[Experimental\] Nushi's Improvisational Go-To-Market Strategy with Xsolla](#)
- [Legacy Documentation](#)
- [Orbs Development Process](#)

## Keynote w/ the Blue Cat

@Ishan Shapiro a placeholder for the future concept.

An empty stage with a podium. Think Ted Talks, etc.

Shurick walks to the podium, arranges his notes, and then hesitantly looks out to the audience, about to speak.

Suddenly, a glowing orb rolls onto the stage.

Shurick stops what he is doing, mystified and a little unsettled, moving his head to track with the orb.

He looks to the audience with a quizzical expression.

There is a pause and then a bright blue cyber cat runs onto stage, chasing the orb. After a few dodges, the orb is caught by Nushi, the blue cybercat.

Shurick gives Nushi an exasperated look like, "you really just interrupted my talk to catch an orb?" and speaks to Nushi, referring to the countdown timer for the talk (or his watch, or a stopwatch he conspicuously revealed when he first went to the podium.)

"Well Nushi, that's the first 27 seconds of my 15 minute talk, so I guess based on our revenue sharing contract, you've earned 3% of my speaker fee, which in this

## ॥ Babka Passport Brief ॥

*Prepared by Noah Crowe, Pierce Myers, Rachel Joy Victor*

*Shared w/*

*Feedback from Stakeholders:*

*Feedback integrated from Stakeholders:*

*Lorebook (official):*

*Working Draft:*

 [Sign in to access Google Drive Document](#)



## ॥ Passport Introduction

### Babka Passport

Babka Passport functions as a global-citizens, digital nomads storage of “visas” for entry into cohorts and metasites that require KYC and any other form of reputation or skill-verification to participate. The passport is the repository for all Soul-Bound tokens. Non-transferrable tokens that can only be earned or granted through merit and experience.

### ✈ Passport Backstory

The development of Web3 and Revenue Sharing Contracts opens a world of possibilities to gamers. As in the phys-world, access to value-add networks and agreement to value generating endeavors requires proof-of-soul type verifications to ensure the highest quality and success of interactions. Passport allows users the ability to collect and store all externally granted, soul-bound-type tokens and certificates from accredited or non-accredited organizations (who stake their reputation on the reputations of those they are granting certificates to) which demonstrate the holders merit and/or competence in specific areas. This type of global citizen-digital nomad passport facilitates the partnership, enrollment and validation of holders into value-generating communities and endeavors.

## ॥Core Logic of Passport

Every nation requires a passport to ensure that those who are dangerous to the goal of that nation and other nations cannot enter (without breaking the law with a fake passport.) This allows a bare minimum of quality, or at the very least,

non-degradation to be maintained as humans cross physical borders. As web3 and the spatial web become worlds that we inhabit, participate in culture and commerce within, passport allows us a higher level of frictionless validation for value-added interactions.

- Core logic of Passport
- Core functions
- Core features
- 

## □ Types of Items in Passport

*These are the types of Soul Bound Tokens that Passport may support*

- Actual nation of residence passport
- Degrees of Higher education
- Certificates from Vocational trainings, Online Education
- Merit badges from organizations
- Soul Bound Tokens
- Verification, Validations and References from People and Institutions of note

## □□Future-Use Cases

Babka Passport and the future of global digital citizenry

- As Web3 develops passport will act as a primary repository for all soulbound tokens
- A type of live, auto-updating resume/ curriculum vitae
- KYC for Crypto and RSC's
- Integrations with Dating Apps for verifications of merit
- Integrations with LinkedIn, etc for team-building, hiring
- Integrations with banks, lenders, and investment platforms
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## □ Objective

*Passport provides users with a single, verifiable repository of the skills, merits and values they bring to the table as global digital citizens.*

## □Potential Integrations

### **Passport for Hiring, Team-Building, Investing and Enrollment**

As digital nomads become a vital and growing part of the global workforce, and people and families seek more nomadic lives where acceptance into and participation within communities, organizations and businesses will rely more and more on demonstrable merit, Passport will be a necessary repository to facilitate appropriate and beneficial inclusion into sensitive networks of value creation and life support generation.

## **Passport in Metasites-Metaverse**

*Passport allows users to store Soul Bound Tokens for frictionless access to merit-based metasites and phys-world communities and organizations.*

### **Key Points for Passport**

- Repository for Soul Bound Tokens
- System of validating approved or accredited institutions and the certificates they grant
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## **Open Questions:**

1. There is room for a flow that enables users to see which games and experiences they can access, and then launches those experiences for them (while potentially taking them through a flow for equipping their items, dressing their avatar, seeing their progress, etc. before they do so). Initially that flow was meant to be accessible through Passport. But it now feels more related to Keychain. Should we include those interactions within Keychain?
2. Where are the Passport and the Keychain distinct from each other? I like this direction that Noah has for the Passport with it being about Soulbound identity verification while the keychain elements could be transferable, but is that logic we want to codify?
3. If the Passport verifies completed experiences, does it have a memories component? Or is that a separate page/flow?

## **Passport Reference Materials:**

[Babka Whitepaper](#)

[Babka: Operations Manual](#)

[Babka Lorebook](#)

## [Experimental] Nushi's Improvisational Go-To-Market Strategy with Xsolla

 Blue Cat Strategy (Siniy : Nushi)

Nushi's Go-To-Market Strategy with Xsolla:

1. Create a bridge between Web3 wallets (such as MetaMask, Coinbase wallet, Ledger Nano S, etc.) and the existing Web2 network of sites.
1. 10x the number of domain names on Web3.
1. Help developers launch their DApps on the blockchain.
1. Expand the definition of what web 3 wallets are for, so that they can be used for more things such as betting, betting with crypto, locking and unlocking and negotiating.
1. Create the first suite of services that make web 3 wallets user-friendly and accessible to everyone.

Babka offers the first suite of services from Xsolla to enable web 3 wallets to be user-friendly and accessible to everyone by leveraging the following services:

1. Payments
1. IPFS storage
1. CPU mining
1. Bandwidth
1. DNS hosting
1. Blockchain transaction validation
1. Digital tokens
1. DAOs
1. Tokenized Securities
10. Game economy
11. Reputation services
12. Gaming platforms
13. Decentralized marketplaces

The Benefits of Web 3 Wallets:

1. OWN your own digital identity.
1. AMPLIFY your reach.
1. SECURE your data.
1. ACCESS premium opportunities and resources.
1. EARN rewards in the gaming economy.
1. DIAL into Web3 protocols, such as DNS, IPFS and Ethereum.

Babka's Future: