



The Bioregion: Within the “maker” region where Babka lives, it is a culture of gift-giving and reciprocity. Visits are scarce because travel has a high energy consumption cost. Therefore visits are the most prized gift someone can give. Visitors are always greeted with water and food and usually leave with something, usually a gift for one of their family members.

Cyberspace: Babka’s world is the outcome of the cyberspace culture wars, though many are unaware of this. Essentially, though it was a multi-variate conflict, historians argue that cyberspace culture can be delineated between two distinctly opposed operating systems: centralized, and decentralized. Reams of both business and anthropological treatise have enumerated the practices of centralized cyberspace. In the decentralized area however, there are numerous factions that, while not directly opposed to one another, in Babka’s timestream were able to find enough confluence to overcome centralization and therefore allow the blossoming of the post-containment world. Decentralization culture emphasizes the distribution of power and control, away from centralized institutions and towards individuals and communities. Decentralization can be said to encompass DeFi, Web3, Creative Commons, and blockchain. Each has its own unique subculture.

- DeFi culture values financial freedom, transparency, and accessibility, and aims to build decentralized financial systems that operate outside of traditional financial institutions.
- Web3 culture focuses on building a more decentralized and open internet, where users have control over their data and online identity.

- Creative Commons culture is centered around the idea of open access to creative works and the sharing of knowledge and information.
- Blockchain culture values the use of decentralized ledger technology to secure and verify transactions and store data, leading to greater transparency and accountability.

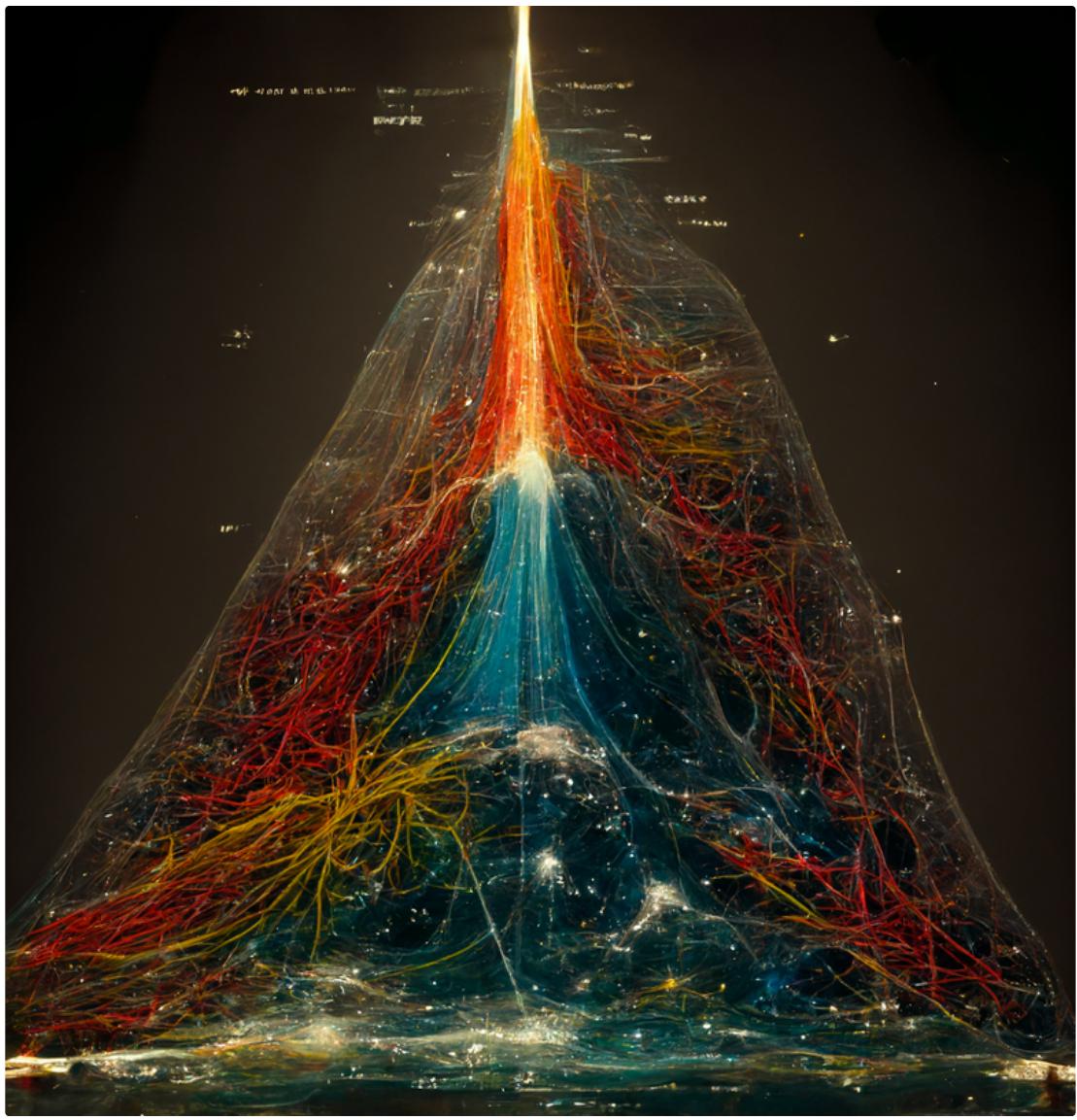
Each of these cultures has its own unique set of values, beliefs, and practices, but they are all connected by a common thread of a desire to build more open, transparent, and equitable systems.

History



The World: The history of Babka's world has been marked by a series of pandemics, which have led to the excision of the population to 40% of what it once was. This, as well as global civil unrest and natural disasters led to "the Containment". Concurrent with the population collapse, resource scarcity and supply chain breakdown led to a breakdown in global and national governance, which allowed for the emergent localized governance that has led to the rehabilitation of ecosystems and regrowth of cities.

Cyberspace: There are competing theories on the history, shape and "depth" of cyberspace. Within technosophist circles the primary tension lies between the "indigenolists" and the "technolophiles". Technolophiles prescribe to the more scientific belief that cyberspace came into being with ARPANET in the 1960's. However, even within the Technolophiles the "MOoT's" (a derogatory term coined by the academics) ascribe the beginning of cyberspace to the first radio transmissions in the 1800's. However, the Indigenolists believe that cyberspace as it is now termed is simply the technological evolution and incursion into the liminal realms that shamans from all cultures have related with since the beginning of human history... or before.



Magic/Technology

The technology in Babka's world is highly advanced, bordering on digit-organic. However, the integrated systems like the internet, highways and international travel have collapsed due to fossil fuel scarcity. They do however, maintain their own mesh-nets which allow for local data sharing and communications. However, Babka's own discovery of something unexpected while studying the patterns within solar wind suggests new possibilities and potentially, a more playful future.

Political Structure

The World: The political structure of Babka's world is one of decentralized, local governance unified by global consensus based initiatives. Local regions elect representatives, most of whom are annoyed by the responsibility, but take it on as it is a means of community service.

The world political structure operates as a series of nested DAO's based upon location, industry, skillset, resource and innovation which interact with each other through "crowd-resourcing" campaigns and smart-contracts.

Stewardship has superseded the concept of ownership and therefore the need for nation-states is no longer relevant. Everything is stewarded and equitably shared among the community based upon a constellation of factors. The idea of wealth accumulation is seen as unnecessary and stressful.

The Bioregion: Within Babka's territory the political structure most closely resembles an outdated and fringe concept from the early 2000's called "holacracy". Effectively, it is a politics of status and influence through sharing and caring, with wills moved by inspiration and necessity. There is no "voting" per se. Whatever initiative is sought, those willing to invest themselves do, and will yield its benefits, and those who don't, won't. However, there are nuances to this oversimplification, especially in regards to natural resources which they consider held within the commons.

Cyberspace: Data and processing power are abundant, and everyone has equal access to it. The focus is on using technology to improve people's lives and the health of the planet. There is a culture of collaboration and innovation, and technology is seen as a tool for positive change.

Natural Resources:

The World: The abundance of natural resources is due to regenerative farming practices that prioritize the health of the environment. Many regions are still recovering from industrial blight and desolation. While natural resources are abundant in certain regions, other regions recovering from industrial blight rely upon external resources.

Babka's Bioregion: The outlands are home to a variety of plant and animal life that has been cultivated to flourish. The outlands are technologically scarce, though they do maintain their own meshnets. and abide by the seasons. Imports are rare, and usually seasonal, so they come with a certain amount of fanfare, the way trains delivering goods from the cities used to turn into a bit of a spontaneous faire. Water, honey and seeds are valued commodities to trade with city folk, who have more access to art supplies.

Cyberspace: Electricity, processing power, amperage, amplitude, fidelity, resolution and above all, data.

Religion

The World: Varying degrees of religious practice have maintained themselves, though the big religions have mainly fractured into more localized forms.

The Bioregion: Babka's region is mostly accentuated by Solar-Punk Paganism, a techno-spiritual, non-denominational, non-restrictive or exclusive hybrid of nature-based paganism with a nascent simulist factions that are more engaged in cyberspace than IRL.

Cyberspace: Simulists, Technosophists and Cyber-deities. More access required.

Economics

The World: The economy of Babka's world is based on abundance and equity for all. Regenerative farming is the norm, and communities work together to cultivate the land and share the bountiful harvests. Universal basic income is a reality, providing everyone with the resources they need to live comfortably and pursue their passions.

In this world, there is no stratification, and all resources are shared equally. The forgotten lands are not forgotten, but cherished for their beauty and biodiversity. The communities in these areas work in harmony with nature, using regenerative practices to maintain healthy ecosystems and provide for their needs.

Overall, the economy of Babka's world is one of abundance, equity, and cooperation, reflecting a society that values people and the planet above all else.

The Bioregion: In Babka's region, trade and barter still exist, but they are based on mutual respect and gratitude. Most inside exchange is a culture of gift giving. The primary economics are solar cells, batteries, and exotic art supplies and materials. The closest thing to "Money" are thank you's that are hardwoods, plastics, or any other durable medium, usually about $\frac{1}{2}x 1 \frac{1}{2}$ ", stamped with the sigil of the giver, who is a person that received a gift or service from the holder. These are usually worn around the neck as a necklace. Those with the most are known to be those who provide the

most value to others. It is a simple system whereby those who are grateful for some act of service or resource make a "chip" as a sort of IOU. The holder then stamps it with their sigil if they are gifting it to someone else. In this way, favors can be "traded" with fluency. Those who provide the most value to the community are celebrated and supported, and everyone has access to the resources they need to thrive.

Cyberspace: In cyberspace, data is freely available to all, and technology is used to enhance rather than exploit the natural world. The internet is a tool for connection and collaboration, allowing people from all over the world to share knowledge and work together towards a brighter future.

Timestream B-102 Overview

Our World in the Un-Fixed Future



Babka discovered our time stream from her world when her pet cat Nushi almost died in the cyberspace while Babka was studying a rare solar-flare event. The digital relic Nushi brought back with them tuned Babka in to the existence of our time-stream, a pattern which collapsed away from Babka's world decades ago.

While her world is bright and abundant, not everyone made it. She discovered that she could potentially reconnect us to her time-stream by inviting us into a new game that would help bring more people from the collapsing future into her expanding future.

This is the information Babka has gathered about the current future of our time stream.

Babka in her own time

Babka has carved out a hidden outpost on the edge of an old hydroelectric-powerplant that she has spliced into a high-frequency radio transmission tower. Her world is not bleak. In many places, nature has taken over, tree roots dismembering old buildings, forgotten highway overpasses are graceful arcs of elevated wildflowers and the occasional immature tree. There are fortified elite cities, where 90% of the population live, and the few stragglers who live in the wilds, those not indentured into the social credit system which keeps the elite in total power do their best to grow a living from the lands not profitable enough to be held in their dominion.

Originally a helio-physicist freelancing between different national space agencies, Babka discovered something totally unexpected when pointing her satellite dishes at the sun to study the patterns hidden within solar wind. And then, the 6th pandemic lockdown, and the final walled cities ended organic human population growth. The population has been excised to 40% of what we once knew. In this future, if you are not one of the few who own everything, you own nothing, and no one is playing games. They are just trying to maintain their membership in those walled cities that are the only source for human survival, unless you're willing to brave the forgotten lands. Babka lives in these lands, and though now she is 100's of years old, Babka has always been a gamer.

Nushi, her familiar & sidekick



On **Nov. 3, 1957**, the Soviet Union lofted a dog named Laika aboard the satellite Sputnik 2. Laika, a stray mongrel found on the streets of Moscow was the first living creature to orbit Earth. On _____, 2029, Babka launched Nushi's consciousness into the metaverse. Nushi was a real cat who Babka believes is her soulmate. Nushi lived a long life to the age of 22, which is quite a few in cat years. Before Nooshi's body gave out due to standard cat causes, Babka created a human to cat interface so she could understand and speak to her cat. Cats speak in pictures and feelings. Through her early dialogues with Nushi in the cyberverse, Babka was able to create a cat-human language translator, and discovered that Nushi could navigate and was actually quite interested to explore this space that had no gravity, that behaved completely differently than the world of grass and gopher chasing. However, it was cumbersome to try to communicate the essence of the internet and Babka's long-term plans by translating each of her ideas into images a cat, whose primary reference points were bowls of milk, warm laps, sunlight corners of the rug and fun to chase mice, when her idea was to somehow travel back in time to save her friends from technological obsolescence. Thus Nushi became a proto-cyborg-feline when Babka connected Nushi's neural-image processing circuits to AI databases.

Nushi is a Feline-AI hybrid that has access to the web, yet thinks through the mind and heart of a cat. Which means Nushi is a little playful, crafty, and yes, will for no reason at all knock expensive things off the table. When Nushi's consciousness continued even after their body died, Babka realized she had a way to test her hypothesis without risking the failure of her entire experiment through her own accidental/ miscalculated death: she could send Nushi.

World of Babka:

Setting





The World: Our future world is a mixture of decaying urban environments and overgrown wilderness areas, with the majority of the population living in micro-city-bunker tech-bro fiefdoms. Where food does not grow, people do not live, so the mega-cities are relatively empty of residents. Island “nations” do some trade with Oil-Platform “Pipers” who also supply the Mega-Yacht “Floaters”. What cities do remain viable are controlled by an automated social credit system a la THX 1138. Outside of these organized environments, the few who have escaped or remained free have lodged themselves into the forgotten areas, deserts not worth claiming, crevasse valleys and mountains too inaccessible to extract from, forgotten oasis’ too far or insignificant to be worth controlling.

The Bioregion: Babka lives on the edge of an old hydroelectric-power plant that she has converted into a high-frequency radio transmission tower. There is a small family compound about 30 klicks away. There is a small desert outpost 3 hours drive away. It is a hardscrabble life, but not one of stress. There is enough here, as long as people are meticulous.



Cyberspace: Hyperspace is a region that is in proximity or some relation to the astral and etheric realms, or in anthropological terms, the noosphere. It is pure data, and each person or consciousness of it is relative to their own

internal biases, that is, until its signals are hard baked into a UI, which effectively IS a persistent, encoded bias filtering that data. Hyperspace is not a place, per se. It is a field of densities of frequency exchange. It can be visualized as many different colors of light, in different densities, interacting with each other both in conflict and confluence.

Characters

Babka is a former helio-physicist who discovered something unexpected while studying the patterns within solar wind. She now lives in the forgotten lands, where she is one of the few who have not been indentured into the varying social credit systems.

Nushi is Babka's cat. Nushi became a proto-cyborg-feline when Babka connected Nushi's neural-image processing circuits to AI databases. Nushi loves Sushi and Pastries and well, basically anything delicious, as long as it's not pet food. Nushi is Babka's cyborg, the first animal consciousness to traverse time and the metaverse.

Ray is one of Babka's few "neighbors", if by neighbor you mean someone that is a 3-hour drive along dusty, rocky roads that have been cut through the desert to get to the watershed Babka calls home. Ray is a DIY-superhero and local folk legend who can build anything out of scrap. King of the welding torch. He's always ready to help, and was that wink a flirt with Babka, or just compost dust in his eye?

Sally is one of the rare "young ones" born free in the wild after the containment. She is wide-eyed, sincere and very cautious. She is quiet, a deep thinker. She lives downstream of "Babka's Dam" as everyone refers to it, on the little homestead about an 8 hours walk downstream, across the ravine.

Lucy is Sally's older "sister" as all children in their enclave refer to each other, because when you are surviving off the land, everyone you know is family. Lucy is reckless, brash, always skinning her knees or breaking her arms, and loves taking Nushi on real adventures. It's still not clear whether she is the reason Nushi broke their leg, but they are still good friends.

Culture

The World: The culture of Babka's world is one of extreme control, where the few who own everything dictate the lives of the majority. The population is highly stratified, with those living in the compounds and walled cities experiencing vast disparities of wealth, and yet, enjoying a much higher standard of living than those in the forgotten lands. Or so they think. Each compound, from "pipers" to "floaters" to "wokers" has its own culture. Amongst all of these groups, hierarchy and status are amplified and sought after. It is a culture of extremes. There is not much cross-over between them. Even the forgotten lands have unique cultures within the bio-regions they inhabit. Within the forgotten lands, culture is split between the takers and the makers.