📕 Babka Book

Babka Book: Volume I

Babka Book: Volume II

Babka: The Storyworld

To tell a coherent narrative across domains, we must be able to explore all of Babka and Nushi the Blue Cat's possibilities. The process for this is simple:

Lore is where we explore possibilities. This is not canon and is not for public consumption.

Canon is when lore has become codified. This is where we can develop other stories out of. Each time Babka is integrated into a game, we must test the narrative against our cannon to ensure it is cohesive. And we also add those storylines and developments into the Canon.

To create a character that had a reason to exist across many games, at comic-con and other conferences and is providing gamers with all the features that Babka does, we are developing Babka as a meta-character. A character who, based on her backstory, could really exist based upon the logic of her story.

Babka is a narrative experience ecosystem that reveals narrative and world over time across product touchpoints, experiential touchpoints, and branded/marketing touchpoints. Babka exists in our world through inspiring us in the video games she is able to inhabit. As characters from dreams are made real through art, and then Cosplayers bring this art to life into the walkable world, Babka is made real through her interactions with gamers in video game worlds. Babka can exist within the reality of any video game, and in any game where human characters cannot tread, she sends her cyber-cat Nushi to lead gamers to her outposts which reward them with items that can help them in the games they are playing. As more and more players engage with Babka, her ability to help them expands beyond the screen into the walkable world through social events, fundraisers and ARG's. She is the cross-game metaverse merchant, and our digital-to-physworld mentor.

To develop her as a lovable and memorable character instead of simply a sales tool, we must align her features and her presence in games with a backstory and motivation that is relevant and coherent with a gamer's experience of her.

Narrative Domains

Babka: The World

Babka exists is 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. 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, keys to games and metasites across the metaverse (and today's current internet).

Babka: The Character

Babka is a future-self-friend from an unknown time in the future. She has discovered how to digitally time travel BACK to now through our video games to help you play the game of life so that you win. (And selfishly, so that she has friends to play with in the future.)

Nushi: The Character

Nushi is Babka's dedicated future scout, or more specifically, her scout into the past. As Nushi continues to make contact with gamers from today (Nushi and Babka's past) Babka is able to extend more and more of her resources towards helping us. Nushi goes where Babka cannot go, and Nushi goes first to test the physics of any new game Babka seeks to integrate.

Babka Philosophy

This page is an archive of our thinking around Babka as a metacharacter, and the philosophy that underpins her to provide consistency across her many iterations.

Babka Lore

This is our narrative playground for Babka, to enable us to play with narrative elements before they are "canonized" and moved into the Narrative Wiki.

Babka's World

Babka's Present, Our Pata-Future

Babka in her own time

As one of the most renowned and idiosyncratic scientists of her time, the local council granted stewardship of hydroelectric-powerplant # 177 to Babka when she discovered our timestream B-102 for her high-voltage, trans-digi-temporal research. Splicing the power supply into the STIX (**X-ray Spectrometer/Telescope)** that she has hybridized with a high-frequency radio transmission tower, Babka is able to beam digital information from her time stream to ours.

Her world is in the expanding branch of the time-stream, and though it is not very populous, it is abundant. Amidst the ruins of the old world which crumbled, a new decentralized, collaborative society has arisen based upon the premises of stewardship instead of ownership and creative expression instead of economic control. 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 solarpunk cities, where 60% of the population opt to live, with all the amenities and more than our current cities, though personal cars and traffic are as obsolete as fast-food and bottled water.

The supra-urban areas gracefully arc into farmlands, no longer tended by laborers and massive tractors, but rather by micro-communities of people who prefer the more analog lifestyle, though they often go to the cities for more engagement. Beyond the farmlands are the suburbs unclaimed, decomposing as nature, often stimulated by human activity, takes hold. Outside of these, nature preserves flourish. Beyond, in rare places like Babka's hydro-dam and other out of the way but still useful infrastructure, little villages and micro-communities flourish.

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. With the 6th pandemic lockdown, massive population decline and the collapse of supply chains, humanity did something completely unexpected: made sure that everyone had their basic needs met, regardless of job or financial status. Old systems like rent, mortgages, bank interest, and charging people for the food in the grocery story was simply abandoned overnight

like a Thanksgiving Monopoly game that no one in the family is enjoying except Oretious, the 9 year old precocious genius who owns Park Place and Boardwalk.

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 _____, 2073, Babka launched Nushi's consciousness into the metaverse. Babka has been creating a human :: cat interface so she can understand and speak to Nushi. Babka has discovered that cats tend to 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 returned from an unexpected trip into the cyberverse bearing a digital relic that couldn't possibly exist in Babka's own time, Babka realized there was an alternate time-stream, ours, and set about to determining how to bring us along with her into her expanding world. With Nushi's ability to traverse time through the cyberverse, Babka realized she could too.

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 solarpunk green cities and suburban parklands. Food grows everywhere, and the cultivation of food is woven into every aspect of communal living.

The Bioregion: Babka lives at the top of an old hydroelectric-power plant that she has converted into a high-frequency radio transmission tower. The river is a tremendously fertile zone, and hosts a cascading village of families and nature folks that enjoy being outside of the hyper-tech solar cities. Still, while food, honey, and all locally naturally occurring substances are easy to come by, and most wares are handcrafted, certain materials are scarce, and many services and amenities are scarce to non-existent. "Going to the city" is a big deal, a long trek, and usually results in many requests from your neighbors.

Cyberspace & Hyperspace: 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, at which point it becomes Cyberspace. 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. Cyberspace is our technological encoding of this space into structure that we can navigate through UI portals like the web and the spatial web.

Characters

Babka is a former helio-physicist who discovered something unexpected while studying the patterns within solar wind. She now lives in the outlands, where she can do her research. She lives on the outskirts of a micro-community whose primary power and water source is the dam she uses to power her telescope and arrays.

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 cybernaut, the first animal consciousness to traverse time and the metaverse.

Ray is one of Babka's 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 Babka's besties. 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, in the little village that weaves along the river.

Lucy is Sally's older "sister" as all children in their homestead refer to each other, because when you grow up in a village, everyone you know is family. Lucy is reckless, brash, always skinning her knees or breaking her arm, 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. Perhaps it's the treats she gives them?

Culture

The World: The culture of Babka's world is one of decentralized, localized, coordination and contribution, where there is no manufactured scarcity, and thus, most people focus on their most captivating interests. The population is highly divergent, with some in the cities being tech-obsessed, and others living almost proto-indigenous lifestyles (though still with glass (the future's evolution from the iphone) in their pocket.) It is a world of exploration, self-expression, and experimentation, where unique experiences and data are prized above luxury objects and elite experiences. It's a culture of gifts and communal experiences for the sake of celebrating life.