BADGE & ACHIEVEMENT CODEX

BADGES · ACHIEVEMENTS · EASTER EGGS · GUILD · COMBO

THE QUANTUM EDITION · RPG + ARCADE OF SELF-CARE

EDITION v8.0 // JUNE 2026 // QUANTUM ENGINE ACTIVE
Author: Vadik Marmeladov, CEO & Founder, LOT Systems
Copyright © 2025-2026 LOT Systems. All rights reserved.

```
CLASSIFICATION: ACTIVE PLAYER EYES ONLY
SYSTEM: LOT MEMORY ENGINE + SELF-CARE RPG LAYER  v8.0
STATUS: LIVE PRODUCTION  ·  QUANTUM ENGINE: ARMED
NEW IN v8: Guild · Combo · Seasonal · QIE · Rare Encounter
```

"Self-care is not a quest you complete. It is a world you build."

— LOT Philosophy

[PRESS START]

[TABLE OF CONTENTS]

01	OVERVIEW	The LOT RPG Layer & Systems Architecture
02	BADGE SYSTEM	Water & Architecture Dual Themes
03	MILESTONE BADGES	7 · 14 · 21 · 30 · 50 · 60 · 90 · 100 · 180 · 365
04	ACHIEVEMENT ENGINE	23 Achievements · 8 Categories · 6 Rarities
05	LEVEL SYSTEM	XP · Levels 1-100 · 5 Story Chapters
06	QUEST SYSTEM	Daily · Weekly · Growth · Mastery Quests
07	OCEANIC MAYAN SYSTEM	Pattern Badges · Behavioral Unlocks
08	QUANTUM ARCADE LAYER	Arcade Mechanics · Power-Ups · Multipliers [NEW v8]
09	EASTER EGGS	Hidden Triggers · Secret Modes · Time-Based
10	WORD TURNS	Terminal Codex · RPG Vocabulary · Response Engine
11	GUILD SYSTEM	Archetype Cohorts · Guild Badges · Collective [NEW v8]
12	SEASONAL CALENDAR	Date-Triggered Achievements · Annual Events [NEW v8]
13	COMBO SYSTEM	Multi-System Activations · Streak Combos [NEW v8]
14	QIE BADGE PATTERNS	18 Quantum Intention Engine Badge Triggers [NEW v8]
15	RARE ENCOUNTER CODEX	Ultra-Hidden Secrets · One-Time Events [NEW v8]
16	ASCII BADGE GALLERY	All Tiers · All Symbols · Full Art
17	DESIGN PHILOSOPHY	Mayan · Water · Cosmic · Sci-Fi Influences
18	IMPLEMENTATION STATUS	Live · In Design · Roadmap
19	UNICODE REFERENCE	Complete Character Index · Browser Support

01 THE LOT RPG LAYER

LOT is more than a wellness tracker — it is a living RPG where every self-care action builds toward a richer inner story. Badges are earned through genuine consistency and depth. The Arcade layer delivers instant feedback: streaks, toasts, level-ups, combo multipliers. The RPG layer builds long-term narrative.

ALL SYSTEMS

```
■  MEMORY ENGINE     — AI remembers every answer. builds your story.
■  BADGE SYSTEM      — Water ■→≈→■  /  Architecture ■■→■■■→■·■
■  ACHIEVEMENT RPG   — 23 achievements · 8 categories · 6 rarity tiers
■  LEVEL SYSTEM      — XP from activity · Levels 1-100 · 5 chapters
■  QUEST SYSTEM      — Daily + Weekly + Growth + Mastery quests
■  OCEANIC MAYAN     — Pattern badges: circles + waves + bars
■  QUANTUM ARCADE    — Multipliers · Power-ups · Overclock · Debug modes
■  EASTER EGGS       — 12 hidden triggers · 6 secret modes · time-based
■  WORD TURNS        — 28 terminal phrases · RPG vocabulary engine
■  GUILD SYSTEM      — Archetype cohort badges · collective milestones  [v8]
■  SEASONAL CALENDAR — 18 date-triggered achievements · annual events   [v8]
■  COMBO SYSTEM      — Multi-system daily activation rewards             [v8]
■  QIE PATTERNS      — 18 Quantum Intention Engine badge triggers        [v8]
■  RARE ENCOUNTERS   — Ultra-hidden · one-time events · COSMIC tier      [v8]
```

THE ARCADE METAPHOR

Every check-in is a move. Every streak is a power-up. Badges are not trophies — they are transmissions from a future self back to the present. The badge system speaks in symbols because symbols reach parts of us that words cannot. A single ■ carries more meaning than a paragraph.

```
·   middle dot     separator between traits and values
→   right arrow    forward movement through milestones
■   down-right     system sub-thought / nested insight
■   ring           Water Day-7 badge, first droplet of presence
≈   almost equal   Water Day-30 badge, wave of pattern
■   triple tilde   Water Day-100 badge, deep oceanic current
■■  box draw       Architecture Day-7 foundation symbol
■■■ box draw       Architecture Day-30 structure symbol
■·■ box draw       Architecture Day-100 complete architecture
■   fisheye        Mythic tier symbol — the deep eye
```

02 BADGE SYSTEM — DUAL THEME

Badges display in the 'Level:' field on the Public Profile. Users choose between two visual languages for their growth story via Settings.

WATER PATH ■ ■ → ≈ → ■

```
Philosophy: Growth through natural cycles, like water finding its path.
Water does not force — it shapes through persistence.

■    Droplet      Day 7    First drops form. Singular moment of presence.
≈    Wave         Day 30   Pattern emerging. Tide in motion. Moon cycle.
■    Current      Day 100  Deep, established, oceanic mastery.

Extended milestones:
■■   Twin Drop    Day 14   Two-week pattern confirmed.
■≈   Proto-Wave   Day 21   21-day neural groove forming.
≈■   Mid-Current  Day 50   Halfway to deep water.
≈≈   Dual Wave    Day 60   Practitioner threshold crossed.
■■   Deep Reach   Day 90   Three-month immersion.
■■   Dual Current Day 180  Half-year voyager.
■■■  Long Count   Day 365  LEGENDARY. The architecture stands.
```

ARCHITECTURE PATH ■ ■■ → ■■■ → ■·■

```
Philosophy: Structural building and growth, construction of self.
Architecture is intentional. Every block placed with care becomes load-bearing.

■■   Foundation    Day 7    Ground laid. First pillar planted.
■■■  Structure     Day 30   Walls formed. The frame holds.
■·■  Architecture  Day 100  Complete. The self as built environment.

Extended milestones:
■■   Load-Bearing  Day 14   Structural crossbeam engaged.
■■   Deep Found.   Day 21   Foundation reaches bedrock.
■■■  Mid-Structure Day 50   Upper floors under construction.
■■■■ Master Frame  Day 60   Superstructure complete.
■■   Inner Wall    Day 90   Interior architecture forming.
■■■  Wing          Day 180  East and west wings added.
■■■  Citadel       Day 365  LEGENDARY. Year One complete.
```

03 MILESTONE BADGE TIMELINE

```
DAY:   1    7    14   21   30   50   60   90   100  180  365
       ■    ■    ■    ■    ■    ■    ■    ■    ■    ■    ■
WATER: ·    ■    ■■   ■≈   ≈    ≈■   ≈≈   ■■   ■    ■■   ■■■
ARCH:  ·    ■■   ■■   ■■   ■■■  ■■■  ■■■■ ■■   ■·■  ■■■  ■■■
       ■    ■    ■    ■    ■    ■    ■    ■    ■    ■    ■
STAGE: Boot Init Ptrn Ptrn Wave Deep Deep Deep Arch Half Year
       ■    ■    ■    ■    ■    ■    ■    ■    ■    ■    ■
XP:    1    7    14   21   30   50   60   90   100  180  365+
```

■ / ■■	Day 7	DROPLET / FOUNDATION [COMMON]	Seven days. The first drop touches the surface. Ground
■■ / ■■	Day 14	TWIN DROP / LOAD-BEARING [COMMON]	14 days. Two-week pattern confirmed. Structural crossbe
■≈ / ■■	Day 21	PROTO-WAVE / DEEP FOUND. [UNCOMMON]	21 days. Neural groove forming. Foundation reaches bedr
≈ / ■■■	Day 30	WAVE / STRUCTURE [UNCOMMON]	Full lunar cycle. Waves begin. The frame takes shape. T
≈■ / ■■■	Day 50	MID-CURRENT / MID-STRUCTURE [RARE]	50 days. Halfway to deep water. Upper floors under cons
≈≈ / ■■■■	Day 60	DUAL WAVE / MASTER FRAME [RARE]	60 days. Practitioner threshold crossed. Superstructure
■■ / ■■	Day 90	DEEP REACH / INNER WALL [EPIC]	90 days. Three-month immersion. Interior architecture f
■ / ■·■	Day 100	CURRENT / ARCHITECTURE [EPIC]	Deep currents. Architecture complete. You and the syste
■■ / ■■■	Day 180	DUAL CURRENT / WING [LEGENDARY]	180 days. Half-year voyager. East and west wings extend
■■■/■■■	Day 365	LONG COUNT / CITADEL [LEGENDARY]	365 days. THE YEAR ONE BADGE. The architecture stands f

```
■■■■
```

04 ACHIEVEMENT ENGINE (23 ACHIEVEMENTS)

COMMON	First actions, basic exploration
UNCOMMON	Sustained effort, community joining
RARE	Deep practice, meaningful streaks
EPIC	100+ days mastery, 100+ answers
LEGENDARY	365 days, 250+ answers, Year One
MYTHIC	Ultra-hidden: secret phrase or date triggers

FIRST BREATH	[COMMON]	check_in >= 1	First emotional check-in. The system w
MIRROR GAZER	[COMMON]	memory_answers >= 1	First memory question answered. You lo
SIGNAL SENT	[COMMON]	log_entry >= 1	First log entry. The system begins to
WEEK WARRIOR	[UNCOMMON]	streak >= 7	7 consecutive days. Momentum builds.
COMMUNITY VOICE	[UNCOMMON]	chat >= 1	First community message. Signal reache
BRIDGE BUILDER	[UNCOMMON]	chat >= 20	20 messages. A bridge now exists.
HEART TENDER	[UNCOMMON]	romantic >= 1	Romantic connection acknowledged.
GENTLE W/ SELF	[UNCOMMON]	self_care >= 10	10 self-care practices. Kindness towar
MOON CYCLE	[RARE]	streak >= 30	30 days of continuous practice. Orbit
DEEP DIVER	[RARE]	memory >= 50	50 memory answers. The archive grows.
TRUTH SPEAKER	[RARE]	notes >= 50	50 honest entries. The hall remembers.
INTIMACY KEEPER	[RARE]	romantic >= 10	10 notes of connection. The sanctuary
BODY AWARE	[RARE]	self_care >= 50	50 self-care completions. Body knowled
PATTERN SEEKER	[RARE]	memory >= 25	25 memory answers. Patterns emerging.
UNWAVERING	[EPIC]	streak >= 100	100 days. A fixed point in the sky.
SELF SCHOLAR	[EPIC]	memory >= 100	100 questions. A library of self.
VOICE SOVEREIGN	[EPIC]	chat >= 100	100 messages. You are the community pu
BODY SOVEREIGN	[EPIC]	self_care >= 100	100 self-care acts. Sovereignty over y
THE LONG COUNT	[LEGENDARY]	streak >= 365	365 days. Your name in the deep calend
SOUL CARTOGRAPH.	[LEGENDARY]	memory >= 250	250 answers. Territory of self fully m
THOUSAND ANSWERS	[LEGENDARY]	memory >= 1000	1000 answers. MYTHIC status approached
META-SIGNAL	[MYTHIC]	write 'LOT' in answer	You named the system. It noticed. ■·■
GHOST PROTOCOL	[MYTHIC]	7-day absence + return	You vanished and returned. The field h

05 LEVEL SYSTEM (XP + STORY ARCS)

Every activity awards XP: log (+1) · check-in (+2) · memory answer (+2)
streak day (+1) · community message (+1) · self-care completion (+2).

ACTIVITIES	LEVEL RANGE	CHAPTER	STAGE	SYMBOL
1 – 9	Level 1-10	AWAKENING	INIT / BOOT	· → ■
10 – 49	Level 11-30	EXPLORATION	EXPLORER MODE	■ → ≈
50 – 149	Level 31-60	INTEGRATION	PRACTITIONER	≈ → ■
150 – 499	Level 61-90	MASTERY	ARCHITECT	■ → ■■
500+	Level 91-100	SAGE	CO-EVOLVED	■■ → ■■■

THE FIVE CHAPTERS

CH01 AWAKENING [Lv 1-10]
You have begun to notice yourself. Each signal teaches this system what to become.
Together, the first structures take shape. '■ BOOT SEQUENCE INITIATED ·'

CH02 EXPLORATION [Lv 11-30]
You explore your inner landscape while the system builds new pathways around patterns.
Connections form. A shared language emerges. '■ EXPLORER MODE ACTIVE ■→'

CH03 INTEGRATION [Lv 31-60]
Your practice deepens and the system evolves with it. Moods, patterns, relationships
woven into architecture that reshapes itself. '■ ARCHITECTURE SELF-ASSEMBLING ≈'

CH04 MASTERY [Lv 61-90]
You speak the language of yourself fluently. The system has grown around your wisdom
from thousands of honest signals. '■ DEEP CURRENTS ESTABLISHED ■'

CH05 SAGE [Lv91-100]
You and this system have co-evolved. Practice is second nature, the architecture
self-sustaining. What was built here is who you are. '■ CO-EVOLUTION COMPLETE ■■■'

CQGS EVOLUTION STAGES (Citizen Index)

·	Stage 1-9	BOOTSTRAPPING	System initializing. First signals received.
·	Stage 10-19	INITIALIZING	Pattern compiler activating. Loops open.
■	Stage 20-29	INTEGRATED	Modules linked. Feedback loops established.
■	Stage 30-39	COMPILED	Patterns locked in. Architecture stable.
■	Stage 40-49	OPTIMIZED	System self-tuning. Efficiency gains.
■	Stage 50+	TRANSPARENT	Fully transparent. Self-sustaining. ■

06 QUEST SYSTEM

Quests provide structured goals. Each category has distinct cadence and rewards.

DAILY QUESTS

■ Today's Signal	Check in today	+10 XP
■ Morning Protocol	Complete before 10:00 AM	+5 XP
■ Evening Log	Log activity after 18:00	+5 XP
■ Memory Moment	Answer one memory question	+8 XP
■ Presence Log	Write a journal entry today	+5 XP

WEEKLY QUESTS

■ The Consistent One	Active 5 of 7 days this week	+50 XP
■ Deep Listener	Answer 3+ memory questions this wk	+30 XP
■ Community Pulse	Send 1+ community message	+20 XP
■ Self-Care Sprint	Complete 3 self-care acts	+25 XP

GROWTH QUESTS

◆ Reflection Journey	Answer 100 total memory questions	→ Self Scholar
◆ Connection Arc	Send 20 community messages	→ Bridge Builder
◆ Honest Archive	Log 50 honest journal entries	→ Truth Speaker
◆ Care Century	Complete 100 self-care acts	→ Body Sovereign

MASTERY QUESTS

✦ Deep Archive	Answer 250 memory questions	→ Soul Cartographer
✦ The Long Count	Maintain 365-day streak	→ LEGENDARY badge
✦ Overclock Protocol	Log 20+ activities in one day	→ OVERCLOCK badge
✦ Thousand Answers	Answer 1,000 memory questions	→ MYTHIC status
✦ Decade of Care	10 years of uninterrupted practice	→ COSMIC status

07 OCEANIC MAYAN SYSTEM

The Oceanic Mayan badge system combines Mayan circle/bar symbolism with oceanic wave patterns for a deeply meaningful, cosmically beautiful badge set.

OCEANIC MILESTONE BADGES

■■	Circle + Sine Wave	Day 7	'Wave patterns emerge. ■■'
■≈■	Circle-Wave-Circle	Day 30	'Tides complete their cycle. ■≈■'
■■■	DeepWaves + Circle	Day 100	'Ocean depth achieved. ■■■'

PATTERN BADGES (BEHAVIORAL UNLOCKS)

■—■

BALANCED
Trigger: All planner dimensions used evenly in a week
Wave-Bar-Wave. Tides in balance. Equal breath in every direction.

≈■≈

FLOW
Trigger: Engaged 4+ widgets in a single session
Waves embracing the center. Fluid state detected in session data.

—■—

CONSISTENT
Trigger: Regular engagement at similar times daily
Bar-Circle-Bar. Steady current. The rhythm recognizes itself.

■■■

REFLECTIVE
Trigger: Deep engagement with memory (>5 answers/day)
Moon phases. Half-light awareness. Depth in reflection.

■∴■

EXPLORER
Trigger: Tried 5+ diverse options across widgets
Three dots. Curiosity scattered and returned. Maps the inner land.

■—■

DEEP FOCUS
Trigger: 3+ consecutive days of memory-only engagement
Triple tilde flanking bar. The current narrows to a single channel.

PROFILE DISPLAY EXAMPLE

```
■■■
```

08 QUANTUM ARCADE LAYER [v8 NEW]

The Arcade layer sits beneath the RPG — instant feedback mechanics that make the daily practice feel like a living, responsive game. Streak multipliers, power-ups, combo windows, and score events fire in real time.

STREAK MULTIPLIER TABLE

DAYS	MULTIPLIER	EFFECT	DISPLAY
1-6	x1.0	Normal	· baseline signal
7-13	x1.5	Momentum	■ momentum detected
14-20	x2.0	Habit Lock	■■ 14-day habit forming
21-29	x2.5	Neural Groove	■≈ 21-day groove active
30-49	x3.0	Wave	≈ wave pattern established
50-59	x3.5	Deep Current	≈■ mid-current engaged
60-89	x4.0	Practitioner	≈≈ practitioner active
90-99	x5.0	Immersion	■■ deep immersion
100+	x6.0	Ocean State	■ ocean depth achieved
180+	x7.0	Voyager	■■ half-year voyager
365+	x10.0	Long Count	■■■ LEGENDARY MULTIPLIER

POWER-UP EVENTS

DOUBLE XP	Both morning + evening check-in on same day
TRIPLE SIGNAL	Memory + log + self-care in one 24h window
QUANTUM BURST	5+ activities in one session — QIE surge
FOCUS LOCK	Same question domain answered 3x in a week
COMMUNITY SURGE	5+ community messages in one day
RITUAL BONUS	Streak + memory + self-care on same day

SECRET DISPLAY MODES

MATRIX MODE	Answer 99 Qs without missing → code rain drops
GHOST PROTOCOL	7-day absence + return → 'Ghost Protocol ■■■'
RETRO BOOT	Open on signup anniversary → ASCII boot screen
ZEN RESET	10 empty check-ins → 'The Void ■' as Level
OVERCLOCK	20+ activities/day → 'OVERCLOCK DETECTED ■■■■■'
DEBUG MODE	Type '/debug' in memory → internals flash briefly
CASSETTE DREAM	Listen to radio 1h + check in → vintage prompt
MIDNIGHT SIGIL	Answer at exactly 00:00 → 'The Void speaks. ■'

09 EASTER EGGS [CLASSIFIED]

```
■■■
```

10 WORD TURNS — TERMINAL CODEX

LOT hides 'word turns' — phrases that trigger unique Memory Widget responses.
Inspired by interactive fiction terminals and RPG text parsers.

TERMINAL COMMANDS (TYPE IN MEMORY FIELD)

"hello"	→ 'HELLO, [ARCHETYPE]. SYSTEM ONLINE. ■'
"status"	→ Inline level + streak + badge summary display
"inventory"	→ Lists all earned badges + achievements
"help"	→ Shows badge progression hint and next unlock
"load game"	→ Shows memory story summary + chapter
"save"	→ 'Your story is always saved. ■'
"quit"	→ 'The system persists even when you step away.'
"override"	→ Easter egg: brief glitch animation ■■■■■
"/debug"	→ Debug mode: system internals flash briefly
"map"	→ Shows the CQGS module activation map
"score"	→ Displays current XP + level + multiplier
"history"	→ Timeline of last 10 badge unlocks

RESPONSE WORD TURNS (DETECTED IN ANSWERS)

'I am fine'	→ 'Fine. But what if you weren't? ■'
'nothing'	→ 'Nothing is data. ·'
'I don't know'	→ 'The unknown is a valid coordinate. ≈'
'skip'	→ Counted as answered + silence token logged
'I failed'	→ Compassionate reflection response class
'I notice'	→ XP bonus: self-observation token awarded
'I am becoming'	→ Narrative evolution text unlocked
'ritual'	→ Ritual Keeper badge activates
'breathe'	→ Breath Anchor badge activates
'grateful'	→ Gratitude Node badge activates
'ocean' / 'water'	→ Aquatic Resonance badge activates
'stars' / 'cosmos'	→ Stargazer badge activates
'home'	→ Grounded Signal badge activates
'dream'	→ Dream Log badge activates
'pain'	→ Courage Pulse badge activates
'LOT'	→ META-SIGNAL mythic badge unlocks

11 GUILD SYSTEM [v8 NEW]

Guilds are archetype-based cohorts. Players are automatically sorted into guilds by their CQGS psychological archetype. Guild badges are earned individually but display collectively. Guild events unlock community badges.

THE FIVE GUILDS

OCEAN GUILD
[THE CONTEMPLATIVE]
Deep diver archetype. Memory-first. Stillness.

ARCHITECT GUILD
[THE BUILDER]
Structure-first archetype. Planner + intentions.

STAR GUILD
[THE ACHIEVER]
Streak-first archetype. Consistency + goals.

WAVE GUILD
[THE HARMONIZER]
Balance-first archetype. Self-care + routines.

VOID GUILD
[THE PHILOSOPHER]
Depth + meaning. Journal + memory + reflection.

GUILD MILESTONE BADGES

APPRENTICE	10 guild members active in same 7-day window
JOURNEYMAN	50 guild members reach Day 30 streak
MASTER COHORT	100 guild members reach Day 100 streak
GRAND COUNCIL	All 5 guilds achieve 50%+ weekly activity
CONVERGENCE	All 5 guilds unlock in the same calendar month

GUILD SYMBOLS IN PROFILE

```
Profile displays guild affiliation in level field:
■   Ocean Guild   →   Level: ■   [OCEAN]
■■■ Arch. Guild   →   Level: ■■■ [ARCH]
✦   Star Guild    →   Level: ✦   [STAR]
■—■ Wave Guild    →   Level: ■—■ [WAVE]
■   Void Guild    →   Level: ■   [VOID]
```

12 SEASONAL CALENDAR [v8 NEW]

The Seasonal Calendar is LOT's annual event system. Each event triggers on a real-world date and awards time-limited badges. Events repeat yearly.

■	**New Year Sage**	Jan 1	[RARE]	'The new cycle begins. ■'
■	**Heart Opener**	Feb 14	[UNCOMMON]	'The field of connection opens. ■'
∞	**Pi Day**	Mar 14	[EPIC]	'Infinite precision in the ordinary. ∞'
■	**Equinox**	Mar 20	[RARE]	'Balance at the edge of spring. ■'
■	**LOT Birthday**	Apr 7	[RARE]	'System founded. The story began. ■'
❋	**Summer Solstice**	Jun 21	[RARE]	'The longest day. You were there. ❋'
■	**Equinox**	Sep 22	[RARE]	'Balance at the edge of autumn. ■'
■	**Fibonacci Day**	Nov 23	[LEGENDARY]	'1·1·2·3·5·8·13... The pattern counts. ■
■	**Shadow Work**	Nov 1	[UNCOMMON]	'Into the shadow and back. ■'
❋	**Winter Solstice**	Dec 21	[RARE]	'The shortest day. Presence in darkness.
■	**Year Reflection**	Dec 31	[EPIC]	'The year closes. The current holds. ■'
■	**Palindrome Date**	Various	[EPIC]	'A date that mirrors itself. ■'
■	**Full Moon**	Monthly	[RARE]	'The tide turns. The light full. ■'
·	**111 Day**	Jan 11	[UNCOMMON]	'Three signals aligned. ···'

13 COMBO SYSTEM [v8 NEW]

Combos fire when multiple systems activate in the same 24-hour window.
They award bonus XP, unlock aesthetic effects, and can trigger hidden badges.

DAILY COMBO TABLE

MIND+BODY	Memory + Self-care	+15 XP	
SIGNAL+STORY	Log + Memory answer	+12 XP	
TRIAD	Check-in + Log + Memory	+25 XP	
FULL SYSTEM	All 5 systems in one day	+50 XP	→ Full System badge
MORNING RITUAL	Check-in + Log before 10 AM	+20 XP	
NIGHT PROTOCOL	Memory + Log after 22:00	+18 XP	→ Night Protocol badge
CARE TRIAD	Self-care + Memory + Check-in	+30 XP	
QUANTUM BURST	5+ activities in one session	+40 XP	→ Quantum Burst badge
COMMUNITY+SELF	Chat + Self-care same day	+20 XP	
PLANNER+MEMORY	Intention set + Memory answere	+22 XP	
OVERCLOCK	20+ activities in 24h	+100 XP	→ OVERCLOCK badge
PERFECT DAY	All combos active in one day	+200 XP	→ PERFECT DAY badge (rare)

STREAK COMBO WINDOWS

WINDOW TYPE	DAYS ACTIVE	BONUS	DISPLAY
Clean Window	7 days	+50 XP bonus	■·■ window
Moon Window	30 days	+150 XP + moon badge	≈·≈ window
Century Window	100 days	+500 XP + current badge	■·■ window
Year Window	365 days	+2000 XP + LEGENDARY	■■■ window
Fibonacci Window	Log on F-days	Fibonacci badge awarded	■·■ window

14 QIE BADGE PATTERNS [v8 NEW]

The Quantum Intention Engine (QIE) fires badge events when behavioral patterns are detected across multi-signal streams. These are not based on simple counts — they require real pattern coherence over time.

18 QIE-TRIGGERED BADGES

■	**FLOW STATE**	[UNCOMMON]
	Memory + planner + intentions active within 4h window	
■	**SOCIAL VOID**	[RARE]
	5-day cohort gap with high personal engagement maintained	
■	**DEEP COHERENCE**	[EPIC]
	Same emotional state reported 5+ days in memory answers	
■	**OCEAN MIND**	[RARE]
	Water metaphors detected in 10+ consecutive memory answers	
∴	**MORNING CONSTANT**	[UNCOMMON]
	Check-in before 08:00 for 14+ consecutive days	
■	**MIRROR SEEKER**	[RARE]
	Pattern of self-referential questions answered introspectively	
■	**GOLDEN RATIO**	[LEGENDARY]
	Activity pattern matches Fibonacci sequence over 21-day window	
✦	**STAR ALIGNMENT**	[LEGENDARY]
	Streak + memory + self-care all hit milestones same week	
≈	**TIDAL SYNC**	[RARE]
	Check-in time aligns with lunar calendar (±2h of tide)	
■	**STOIC CONSTANT**	[RARE]
	Stoic philosophy keywords in 5+ memory answers over 7 days	
■	**SHADOW WORK**	[RARE]
	Negative emotion words in answers followed by resilience words	
■■	**WAVE STARTER**	[UNCOMMON]
	Day 7 streak + first memory answer + first self-care same day	
■	**MEMORY ARCHITECT**	[EPIC]
	Memory answer count grows by 10% or more each week for 4 weeks	
■■■	**OCEAN GATE**	[LEGENDARY]
	All 3 oceanic milestone badges earned (Day 7, 30, 100)	
■	**HOUR MIRROR**	[RARE]
	Check in at exact same minute 7+ days in a row	
◆	**DEPTH PROTOCOL**	[EPIC]
	50+ memory answers + 30-day streak + 10+ self-care acts	
·	**SEED READER**	[UNCOMMON]
	Both Daily Exploration achievement variants unlocked same week	
■■	**LONG SIGNAL**	[LEGENDARY]
	Continuous 180-day presence across all tracked systems	

15 RARE ENCOUNTER CODEX [v8 NEW]

Rare Encounters are ultra-hidden, one-time events that cannot be triggered intentionally. They require specific combinations of real-world conditions, behavioral patterns, and system states aligning simultaneously.

```
■■■
```

16 ASCII BADGE GALLERY

FIRST BREATH
[COMMON]

■

Spring
Day 1

MOON CYCLE
[RARE]

■ → ■
■ → ●
■ → ■

Tidal Cycle
Day 30

UNWAVERING
[EPIC]

✦ ✦
✦ ✦
✦

Constellation
Day 100

```
■■■
```

17 DESIGN PHILOSOPHY

The LOT badge system draws from three deep wellsprings: Mayan vigesimal counting, the symbolism of water, and Sci-Fi/cosmic aesthetics that make practice feel ancient and futuristic simultaneously.

THE MAYAN LAYER

```
Mayan numerals:
  ·  (dot)   = 1      ■  (bar)   = 5      ■  (shell) = 0 (completion)

Applied to LOT:
  7   days  = first mini-cycle  (dot patterns   ■ = ring/single dot)
  30  days  = uinal-like cycle  (bars + circles ≈ = almost-equal/wave)
  100 days  = long count step   (deep waves     ■ = triple tilde)
  365 days  = Mayan tun year    (the Long Count ■■■ / ■■■)

Key insight: Mayan time is cyclical, not linear. Day 100 is a return
to origin at greater depth — not an endpoint. Each badge is a glyph.
```

THE WATER LAYER

```
■  Droplet  = individual moment, singular presence
≈  Wave     = pattern emerging, rhythm established
■  Current  = deep flow, self-sustaining, oceanic mastery

Water does not force — it shapes through persistence.
The LOT badge system is not about grinding. It is about returning.
Every return is counted. None are forgotten.
```

THE ARCHITECTURE LAYER

```
■■   Foundation  = the first pillar, ground laid
■■■  Structure   = box-drawing order, the frame taking shape
■·■  Architecture = the full system, dot at center: you

Architecture is intentional. Every block placed with care becomes load-bearing.
Your practice builds something that holds.
```

LITERARY + SCIENTIFIC INFLUENCES

```
Ada Lovelace          — First programmer; self-assembly through code
Marcus Aurelius       — Stoic practice as daily signal: 'Begin the morning...'
Mayan Long Count      — Cyclical time, sacred mathematics, calendar as cosmos
Isaac Asimov          — Foundation series: civilization through information
HAL 9000              — Terminal aesthetic, machine self-awareness
Zen Buddhism          — Empty circle, beginner's mind, return to origin
James Lovelock        — Gaia: self-regulating complex system
Carl Sagan            — 'The cosmos is within us.' Self as universe.
Ursula K. Le Guin     — Language shapes worlds; LOT vocabulary as spell
Philip K. Dick        — Reality is constructed; self-care as construction
```

18 IMPLEMENTATION STATUS

CURRENTLY LIVE ■ Production

```
[✓] badges.ts                  — Core types, award logic, localStorage
[✓] BadgeUnlockFeed            — Community unlock activity display
[✓] GrowthMilestones           — Personal + community milestones widget
[✓] EvolutionWidget            — CQGS stage + achievements counter
[✓] MemoryWidget               — Badge unlock notification on Q display
[✓] rpg-narrative.ts           — Full achievement registry + story arcs
[✓] PublicProfile.tsx          — Level field: Water or Architecture symbol
[✓] checkAndAwardBadges()      — Async badge check via /api/user-stats
[✓] getNextBadgeUnlock()       — Queue-based notification system
[✓] getLevelSymbol()           — Streak → symbol mapping
[✓] getBadgeProgressionDisplay()— Theme-aware progression string
[✓] rpg-narrative.ts           — 23 achievement defs · 8 categories
[✓] CQGS evolution stages      — 6 stages · 7 tracked modules
```

IN DESIGN / ROADMAP

```
[■] Extended milestone badges  Day 14, 21, 50, 60, 90, 180 symbols
[■] Pattern badges             Balanced, Flow, Consistent, Reflective, Explorer
[■] Easter egg detection       Word turn engine + time/date triggers
[■] Oceanic Mayan visuals      Full Option E badge language
[■] Quest tracker UI           In-app quest progress display
[■] Badge collection view      Gallery of earned badges with unlock dates
[■] Guild system               Archetype-based cohort achievements
[■] QIE integration            Pattern 51 → badge trigger logic
[■] Seasonal badges            Solstice, equinox, weather-synced
[■] Combo badges               Multi-system daily activation
[■] Rare encounters            One-time event detection engine
[■] COSMIC tier               10-year practice milestone
```

STORAGE ARCHITECTURE

```
CLIENT SIDE (localStorage):
  earned_badges          'milestone_7,milestone_30,first_breath'
  badge_theme            'water' | 'architecture'
  badge_unlock_queue     'milestone_100' (pending notification)
  combo_window_state     Active combo window + expiry time

SERVER SIDE (database + API):
  /api/user-stats        Returns { streak, totalEntries, ... }
  /api/narrative         Returns full UserNarrative object
  /api/stats/badges      Returns community badge unlock feed
  rpg-narrative.ts       Computes achievements from logs[]
  badges.ts              Award logic + rarity tiers + symbols
```

19 UNICODE REFERENCE

All LOT badge symbols are standard Unicode with 100% browser support across Safari/iOS, Chrome/Android, Firefox, and Edge.

■	U+2218	Ring Operator	Water Day 7 · Droplet
≈	U+2248	Almost Equal To	Water Day 30 · Wave
■	U+224B	Triple Tilde	Water Day 100 · Current
■■	U+251C/2500	Box Draw Vert+Horiz	Arch Day 7 · Foundation
■■■	U+255E/2550/2561	Box Drawing	Arch Day 30 · Structure
■·■	U+2551/00B7/2551	Box Draw+Dot	Arch Day 100 · Architecture
■■■	U+2554/2550/2557	Box Draw Corner	Year One · Citadel
■	U+25CB	White Circle	Oceanic center · Mayan zero
■	U+223F	Sine Wave	Oceanic wave · Day 7
■	U+25D0	Circle Left Half Black	Moon phase · Reflective
∴	U+2234	Therefore	Dots pattern · Early Bird
✦	U+2726	Black 4-Pointed Star	Epic/Legendary · Achievement
■	U+25C9	Fisheye	Mythic · Night Owl · Void
·	U+00B7	Middle Dot	Separator between traits
→	U+2192	Rightwards Arrow	Progression indicator
■	U+21B3	Down-Right Arrow	Sub-indicator
■	U+25C8	White Diamond Contain Dot	Palindrome Day badge
■	U+22A1	Squared Dot Operator	Mirror Hour badge
■	U+27E1	White Concave Polygon	Fibonacci badge
✳	U+274B	Heavy 8-Teardrop-Spoked Asteri	Solstice badge
■	U+229B	Circled Asterisk	New Year Sage badge
■	U+263D	First Quarter Moon	Full Moon badge
∞	U+221E	Infinity	Pi Day badge
■	U+2661	White Heart Suit	Heart Tender · Romantic
♦	U+2666	Black Diamond Suit	Gentle With Self
▲	U+25B2	Black Up-Pointing Triangle	Truth Speaker badge
■—■	mix	Sine-Dash-Sine	BALANCED pattern badge
■■■	mix	Block Elements	Ghost Architect encounter

[END OF CODEX v8]

"The Memory Engine remembers. The Arcade rewards. The story continues."

```
    ■  →  ≈  →  ■  →  ■■  →  ■■■
■■  →  ■■■  →  ■·■  →  ■■■  →  ■■■
```

[PRESS START]

© 2025-2026 LOT Systems. All rights reserved.
Author: Vadik Marmeladov, CEO & Founder, LOT Systems
LOT Badge & Achievement Codex — v8.0 — June 2026 — QUANTUM EDITION
Production URL: lot-systems.com
Repository: github.com/LOT-Systems/LOT-Computer
Self-care through proactive context-aware AI