Eric: So today on the podcast, I have CyberToothKat, CyberToothKat was introduced to me via Charged Particles. If you remember a few episodes back, I had been in Sam on, wouldn't be a terrible idea to couple that episode with this one, because here I am building on this notion of nested NFTs and an exploration again of what's possible.

So if the gaming aspect of what we're discussing today, isn't your thing, then I am challenging you to take a step because the gaming aspect of it is just a small part of what we're actually discussing and gaming may, in fact, be where a lot of things that are ultimately ported over into other applications across.

And if you really want to understand what's going to happen across a web three and five. Might be a great idea to look at how gaming and the metaverse interact. Also there's a component here where we're talking about portability of assets across the metaverse and not just simply the metaverse environments themselves, which is an important thing to think about when you're talking about web three.

So now what am I talking about with web three? What three. Core characteristics, which we've talked about before decentralized servers, instead of a Google and users bringing their identities and different attributes associated with their identities, it could be digital assets. They could be digital data, but porting them, bringing them.

To each of these decentralized servers, they may not elect to, they may use what to, in certain cases, but they may elect to bring these aspects with them across the web three experience. And for the metaverse I've used the term before, I think a bit more of as like immersive content and programs that allows those.

Have their porting their identities on web three to interact with it. That's my definition. Some people might take a different view, but I think fundamentally that's what we got. And I also want to challenge you when at the end of the episode, when CyberToothKat starts talking about the book of alchemy and even things like how users are, would need to compile different elements for the purposes of forging a weapon.

I really want you to listen to it for, for what it is, which is quite interesting. Again, this notion of nested NFT. But I also want you to take a step back and I want you to listen to it for what's possible and think outside the box, because I find that discussion interesting from so many different, so many different angles.

And when he's describing about the creation of the story and the character development, think about the connection to the community that he is focusing on. Fostering listen to what happens at the forge. And after the forge, again, I'm really excited for this project. I'm really excited for what's possible.

And also I'm going to apologize for my mixing references to the metaverse. I use hyperverse. I use multiple. I really just hate the fact that Facebook owns the term Mehta now. So with that, I bring you the episode with CyberToothKat. And again, if you like this podcast to share it, please share it. I want to spread the word I want people to, to benefit.

If you think it's beneficial again, thanks so much for being a supporter and I will bring you the episode now.

Welcome to The Encrypted Economy, a weekly podcast featuring discussions exploring the business laws, regulation, and technologies relating to digital assets and data. I am Eric Hess, founder of Hess Legal Counsel, I've spent decades representing regulated exchanges, broker dealers, investment advisors, and all matter of FinTech companies for all things, touching electronic trading with a focus on new and developing technologies.

So today on The Encrypted Economy, we have CyberToothKat joining us on the podcast.

Welcome CyberToothKat.

CyberToothKat: Thank you. Thank you. It's a pleasure to be here.

Eric: So today we're going to be talking about, not so much what is commonly known as the metaverse, which we'll cover on a definitional perspective, but talking about the ability of bringing digital assets across systems and NFT character.

Different accessories for those characters and at the head of the charge here, we have CyberToothKat to help fill out this topic. Cyber tooth, cat let's start with the origin story.

Oh, so I've worked in games sort of traditional games, not metaverse games, AAA ish level games since about 2011, 2012 as a character creator and a.

Creative director. And then also as a producer, so games have been the hub of my life for more than a decade. And I discovered crypto and NFTs actually tried about one year ago almost to the day. Really? It was maybe we're a week off. I'm newer to the NFT space, but of course not to the concept of the metaverse, which is not fundamental to the NFT space.

So what I began to do last year was I began because I'm a prolific artist, as well as a, a game professional. I began to make an FTS and to build community and, and did a really fun, big drop in September. That was on a platform called copper launch.com and there were 40 NFTs and it was it was like a Dutch auction style; liquidity balance or pool drop.

And it did extraordinarily. People like the art, they love the Dutch auction style and that kind of launched me full-time into NFTs. And of course, with my gaming background and

having some success with MFTs and seeing that there was a bit of a dearth, honestly in good crypto metaverse positioned gaming.

We're going to make a game. And so I've been gearing up for that since about October and going to start really, you know, honest full-scale development, most likely around the end of February, that's some early stuff going on, but we're really going to hit the ground running and just about a month.

Excellent know, you talked a little bit about how you view the NFT space today, and it's a broad space. You know, but how do you view like NFT content today in relation like th the state of the space in relation to what you do from like a gaming or a gaming asset

CyberToothKat: perspective? And I don't want to talk, I don't want to share too many of my opinions, I guess I'll say about the broader NFTs base.

It's a real mixed bag, all these different spectrums of people. And most of it honestly is like prospecting. It's, it's like any other collectible rush where people really see some value there. They can flip the JPEG, as we say, flip and Peggy's and you can come in and buy new and low.

And what do you know, six months later, you're, you're a millionaire or whatever it may be. And most of that's hyperbole and hype, it's not really. For the vast majority of people, but some of those early adopters, crypto punks, board, apes, et cetera, have, have really done well then has permeated the whole space with this idea that you can come in, be smart at flipping and, just, just have your, your portfolio explode.

I don't think that's much of the reality. And again, without sharing too many of my opinions would probably have a big bubble here. That's in danger. Without going too much further of probably bursting on a lot of people. But you also have these art collectors in this space, and you have people that are really here because they love this idea of a nonrefundable token.

That's what they really love about it. They love blockchain technology and the CNM section because. Creative people and that technology as a way to bypass a lot of the gatekeepers and actually have, real value in the, our real value in the creator. If you're a musician and you probably love this, right?

Because maybe you don't have to sign with a big label and, Be a slave for 10 years and give all your sweat, blood, and tears. And the label does really well. And you do mediocre, maybe you can actually interface directly with your audience through the blockchain technology and really keep that value for yourself and for the people that are buying your art.

So there's this whole spectrum there with NFTs in, honestly, I'm not sure really where we're going to land. It's a mixed bag right now. It's probably going to stay a mixed bag for quite a while. But in relation to what I want to do in this space and specifically to gaming, I felt. The technology is young, and the audience is emergent.

The technologies emergent and the audiences emergent in that we don't really know what beautiful things serendipitously or otherwise might explode forth in this space. Plus, we've got this concept of the metaverse, which everyone agrees is. But we don't really know what it's going to be. And we don't really know what apparatus and what formats will really offer an end in the vision.

We have ready player one, as a movie that, that kind of shows us a vision of what might be. And we have some things out there that are really early, really quite broken, I think, versions of that, but I believe that NFTs and blockchains will, will lead the way. Into the metaverse, whatever that's looking so what I want to do with the NFT community and with blockchain technology is on the curve of that as it develops and to be making games and to be positioned toward the future. So that as it's developing me, my NFTs, my company, the game that I'm creating will be agile. To be at the forefront of that and capture the best, hopefully of everything that's happening to make something really new and unique.

And

Eric: when we talk about NFTs and the context of gaming, in many cases, when you're buying an NFT, you're buying a link and other cases, there are some elements built into the hash function that allow you to reproduce your unique asset. How do you view that evolution impacting gaming and putting things on the, on the metaverse?

CyberToothKat: or you touched on something really.

But as you said, sometimes when you're getting enough tea, you're really getting an NFT. Sometimes when you're getting an NFT, you're not, you're getting a thing that's positioned as an NFT. You're getting a thing that sort of functions like an NFT, but it sounds some private servers somewhere. And if someone turns off that server, what happens to your permanent blockchain, non-fungible entity?

It's gone. That's not what we were promised, that's not why I, why I get an NFT. So the technology itself, you have to know what you're doing because a true nonrefundable token is not, behind some centralized server somewhere that can be you know, manipulated, turned off suspended, et cetera.

Give me one moment. I'm gonna inject this cat. I'm so sorry. He's gone. Crazy. Wow.

Eric: So to get back ironic that CyberToothKat is having an issue with his cat this

CyberToothKat: morning. But continue. I, I told them like what the cat's teeth no less so don't want to misbehave, but he, he's not really on my team. So there's, there's things to really consider because the main thing we're doing with an NFT is we want it to be to last forever.

If we buy it, we want it to be ours forever. If that's what we want, that's what we were promised with a blockchain, right? Like this permanent immutable. Have a non-fungible token, an ERC or whatever it may be, depending on what chain you're, you're getting it on. That's there forever and there's noted on the chain as ours, or unless we sell it or something, then we're still in that block.

That's the real allure of the game to get to you, your true question here is to have this immutable force that is out there that time blocks. As opposed to a more traditional gaming where it's very much the man behind the curtain, it's very much wizard of Oz. It's very my, when people are buying downloadable content and doing an invest in so much time and money, and then the game developers sometimes for good reasons, sometimes not make a big switch, you lose your content, you, you lose your community, all of these things that have enraged people for so long, because it's very, very centralized.

The beauty of blockchain should be that it's decentralized, of course, that you have a certain vested stake in ownership that it is. Immutable that it is non fundable, it's unique. And with that in games, I just believe that we can do some truly innovative and incredible things, but we're not, we're not there yet.

It's again, it's extremely emergent and it will require people that really have the right values that are truly embracing a decentralized vision to pardon. Come up with some great ideas, stay with the technology as a, as an emerges, defend the things that are important about it. And get that stuff done.

So I hope I'm answering your question, but what I'm really saying is we're so early, then I'm not entirely sure where it will go, but I know where I want to be in that space. And I know how I want the book of alchemy to be positioned in that space. And that's the whole reason why.

Eric: Yeah. And, and to your point, Vitalik Buterin was inspired by that very issue with world of Warcraft when they changed some, a function.

I guess I'm not a world of Warcraft Kraft buff at all, but they changed something in it that caused him to lose, lose out, and there was no nothing he could do about it. And that, that

was largely an inspiration for him moving toward a de-centralization a decentralized system. So yeah, it's

CyberToothKat: definitely his defining moment and we won't talk too much about world of Warcraft.

For blizzard and for that game, that games just been cherished by millions and millions of people. But if you look at the company itself right now, serious, serious problems across the whole company. And as you said, these are the things that are pushing people into defy crypto blockchain, because we just don't want to have to deal with that stuff forever.

The technology is here, and we want to embrace it properly.

Eric: Right. And let's talk a little bit about some of the early. Metaverse type environments like second life. Now, second life doesn't have this notion of portability from outside second life, but I think many would define it and correct me if I'm wrong.

As probably one of the earliest examples of a metaverse or certainly one of the earliest examples of a fairly successful in sustaining metaverse maybe let's talk a little bit about. Second life and what the metaverse promises that second life does not

CyberToothKat: do. So I've looked into second life, and I know it from a peripheral perspective, but, just to lay it out there it's not, metaverse, it's Meta, Versie, it's very, because it's really not a game as far as you go in and you level up and your chief objectives are things that we generally associate with games.

It's very much like have you ever seen there's a movie that came out. I think last year called. And their whole idea was to build a metaverse where you can just go in and chill. You just sit in a lawn chair and sip an iced tea and to watch the world live and breathe. The second life is a bit like that, and that it's really a place to just go in and hang, there's not all these objectives and things.

It's metaverse in that perspective that it's sorta like a digital world. Where you can go on and get, get your avatar and things. Of course, it's got all these, these issues, right? Because it was really big, I think, around the end of the two thousands. And that's evolved a little bit, graphics are crunchy and it's just a little bit underdeveloped in these tyApes of things.

So that's a really nice case study for an entry point to the metaverse, but I think what we're being promised and what we're hoping for in the metaverse is something way more engaging and compelling that you could choose. Do I just want to sip iced tea in this lawn

chair and watch graze on, beautiful grass or, do I want to go full alpha pup and, take the castle and, and fight nights, but I'm not going to be a night?

Of course, I'm going to have a fully automatic, drop it from orbit nuke. I'm just going to go in. And when you know what, Set that off again, the ready player. One scenario, if you've seen that film we've for me, the one last thing that I'll say, and I hope I haven't dodged your question all cause so many thoughts come to mind, we're wearing these giant things to go around a virtual reality, right?

Oculus all these different things. And I have friends that have worked in that industry have made beautiful games for these VR or even AR devices. My personal opinion is that that technology has to radically improve. If we're going to feel it more. I just watch an ABC. My Alexa prompted me. My Alexa echo prompted me just yesterday.

Oh, ABC just did this thing on the metaverse, and I watched it and you've gotten this girl and she's about 95 pounds. And the thing on her head, like she can barely eat. But at the end of the, of the show, of course, as, as this news correspondence, he was like, I felt so immersed. Everything felt real. I'm like that.

No, you didn't. You were struggling, from the very beginning of this. So we have so many technological things that really have to come in light. Now, one good innovator, I, I think could solve it. So my position is this stuff is about to get fixed. I just really believe it sooner rather than later, maybe it won't be that.

Now you have headgear that you really love. Maybe it will be that it's more AR than VR or whatever it may be. But the beauty of the metaverse is that we're coming into a place right now where stuff like second life, the hand is vision, but. Inhibitors, technologically. I think those inhibitors are going to go away really quick.

And I think if we have a good vision, if we're not just throwing, we'll talk about book of alchemy for not just slinging mud against the wall to see what sticks we could really make something, something beautiful and engaging that. And we'll talk about inter-operability too because that's important.

But my whole spiel here has been that I think the technology has to. Do a quick quantum leap here before we really are talking about a metaverse.

Eric: And before we start to dial in a little bit more on some of the asset portability we'll, so we'll take a bigger picture view. Activision was recently acquired by Microsoft.

Obviously you've got Google, a Google. You've got all, you got Google working on it. You've got Facebook renaming itself, Meta D there seems to be. To enter into this space. I've heard one person liking it to a war over batting practice. So

CyberToothKat: let's take Meta itself as a case. This is Facebook. This is Facebook and a year or so ago, they made separate logoi for all their, all their little, all of a sudden we have Instagram, Instagram by Facebook.

We had this product by Facebook, and they started to create a through line or a thread for all those things. You could see, they were gearing up for something. And what happened of course, a couple of months ago is they rebranded their whole company to. Clearly a notion to the metaverse and a sense that Facebook is trying to tell us, oh, we really want to play with all you guys in the metaverse.

You love Facebook so much that it just seems natural. Of course, that we would become the hub to your metaverse will every single person I know that understands the company of Facebook. And that knows the real vision of the metaverse was like, that was a below the belt. To the rest of us. We do not want a Facebook like entity leading the way in the metaverse.

That's the. Of what we want in the metaverse. I'm not going to get into privacy and all these things, it's just this idea that Facebook being an incredibly sort of centralized privacy risk or even privacy averse entity has come in and called themselves Mehta as though they're going to lead the way has everyone's hackles up and raise some really big red flags, because I want to say again, the beauty of the metaverse will be a very decentralized.

On gate keeping scenario, where we can interact with all kinds of creators and NFTs and environments and, and companies that want to play nice with everyone. Facebook calling themselves Mehta is the opposite. It's going in completely the wrong way. And I won't get into, Microsoft haven't helped us and an Activision and all these things, all these big mergers, and I won't talk about star wars, the kind of the love of my life since a child being bought by Disney and what it has been.

Under this bizarre Disney owns, it's always the word. When we see all these separate entities that are really compelling being brought under the same envelope, because that's the opposite of what we've been promised through decentralization and defy and blockchain technology and stuff. So that for me, is all a big red flag to answer your question.

I don't see any of that going anywhere. Good. And the real rough. In the metaverse right now is to be out in front of that, the hope that developers like myself and other small groups that really have come because we're passionate about the space and we're

passionate about the technology and we're passionate about interacting with people and giving Liberty and, real blockchain, decentralization.

The rationale is to beat these guys. They really don't understand the audience that's already there. They just don't. They've gotten this vision to come in and take it all under their wing because it's emergent. I think it's going to fail gloriously for most of them. In fact, for some of them, I think this is a last hail Mary that's going to be because they don't know what they're doing.

And the hope is, those of us that are in the space that see that train wreck coming can be. Out develop it, positioned better on it, and bring a truer metaverse to pass. I hope that I addressed your question again, but that's how I see the space unfolding right now that just a really critical time.

And those of us that can get in there and develop who have the real decentralized aspects in our mind, we've got to do it. I,

Eric: I I'm, I'm still holding out for maybe some influencers to come along and just change metaverse to multi-verse just to completely F at Facebook. I think that would be the, that would be phenomenal given how much they put into that trait and, trademark, it would be just graded, like Meta, nobody uses med anymore.

Why he's and man, that's so old school. Anyway.

CyberToothKat: I think you're on the right track. I think what you've just said as a conversation, we really need. That we need to flip some of these paradigms and labels right now, because I was in a, a blockchain gaming call just the other day. And when people started talking about the metaverse, they instantly had to pull back and be like, I'm not aligned with Facebook.

We're not talking about my, that, it's hard to become

Eric: a mess right now. They're already owning the term. Really change it to multi-verse. There's no reason why we have to use Mehta at all anyway. So I don't know, start to movement anyway. I can get excited about it. It's very easy. You still use the M and they serious health.

What are they going to do? Call themselves multi. Nobody can use multi anymore. We trademarked that name anyway. So we, we got deep into this. And so I'm going to actually take a step back and. And explain how I got connected to CyberToothKat. So I've been fascinated with the, a project called charged particles and I did a podcast on it.

And I talked to Sam and Ben after, and I said, Hey, let's, you know, can you introduce me to somebody who incorporates what you're trying to do? We charged particles. And this is how I got introduced to CyberToothKat. And so this is something that I want to expand. So Meta versus multi-verse, multi-verse see it promise if I, if I start to go down the road of calling a multi-verse and somebody comes and says, no, no, no, no, we're using hyperverse and nobody's gonna listen to this.

What is he talking about? Multi-verse it's you know, so anyway, so I gotta be careful. So multi hyperverse, so I, I became fascinated with this notion of bring your own NFT model and the notion of static. And if he's together, which is really you know, a lot of, of what I really want to start to delve into next, but let's just start off even with the origin of your engagement with charged particles.

What was the draw to you for charged particles?

CyberToothKat: I was new to NFTs, had, had never been really prolific in, I don't want to say selling Mara had never been really prolific and building an audience for my art with traditional social media. Because there's algorithms and just this huge hostile, and I just really love to create and not have to do all that stuff.

So when I, when I was introduced to NFTs, I began to fool around. You know, maybe I'll meet some NFTs, et cetera, and maybe some people want these, but the gas prices were really prohibitive to me because for me to pay 70 or $80 to put something on blockchain, on the hope that someone might procure it for 200.

And you know, of course using us dollars when, when that's silly, it was just real inhibitive. So I said, you know what I'm doing? Chill out and just watch this space for a bit and see what the other innovators are doing. See what kind of art is going. And during that time, I was introduced to charged particles by a friend, a friend said, Hey man, watch this group because they're doing some interesting stuff.

And so I began to lurk around their discord, and I was in the telegram chat and things like this. So it was a lot of positive energy and they made themselves really accessible. You mentioned Ben lake off. He makes himself really accessible and he's basically. Kind of the CEO or the founder co-founder I think of the, of the dab mango, the community manager who's I believe now was the creative director.

Again, was someone who reached out to me and said, Hey, how can we make you comfortable in the space, et cetera. But what caused me to stay was the thing that you have mentioned. So I found it on a referral to answer your question directly, but as I poked around, it struck me as games. I said, this entity right here, this idea that you could take a top level NFL.

And stitch or merge other sub-level NFTs into it. And if a person obtains the top one, the whole thing goes with it. That's games because in my mind that was, if I make a character and I stitch his weapon, his, his Wolf, his armor, and his backstory underneath it. Now I'm not offering one in Ft as an artist or as a creative I'm offering the building blocks of something interactive.

I immediately began to talk to them about, what sort of gaming interests do you have? And they said all the interests by all means, please, make games with us. And it has evolved from there. The real answer to your question was, cause I get referred to all kinds of communities and I don't tend to stay more than a day or so.

And it's usually not, I usually love the community. I just don't see it. That they're offering anything super innovative. But with charged particles, what I saw was something that was plug and play, where I don't have to hire a development team. I can make a game with gamified, real interactive capabilities on charged particles right now.

And I've been doing. To a certain degree with book of alchemy, we've done these little alpha case studies and they've done really well, but it was them being out in front of this idea that the blockchain should live and breathe. That you should be able to slap something on it, take it back off, and it's still on block, but you've gotten these various elements of the chain then now constituent together and move around together.

That really struck me as someone who is really forward thinking. And I believe they had just launched a, or they just announced a V2 this past week. And I'm super excited to see what that will be, with charged particles. You have a lot of the things that we've talked about already. Speak with judge for just a moment, then we can move on.

And that the technology's really emergent and they've gotten this really great ideas, but they keep coming into all these unknown unknowns that we, that we're talking about. So they have to engineer, really agile development. They have to engineer these unique solutions right on the spot, not knowing that they would come into this problem.

They have an idea. They say the technology does that. They begin to develop toward, and they go, oh, that's not working. So then they have to engineer the solutions. So version one of charged particles has been this, a beautiful organic back and forth. Hey guys, the whole thing's broke today.

That's really functioning well today, but I had to, control our shift for refresh and reload my wallet, and that works every time. But I need someone to tell me that I'll have to do that. Cause the thing just sitting there spinning, we're going to encounter a lot of that, but charge particle has been really agile.

They've been really, all hands at the mass and I think they're, they're really got it now. Functioning way more. Version two should be, I think really innovative.

Eric: Yeah. It was funny when I was, I was talking with, with Ben and Sam, You know, it's, it's one of these technologies that you just have, like all these, like you listen to, and you're like, but you could do this.

You could do that. You could do this. And then, I think at one point I was like, yeah, that's a good idea. But it wasn't like, yeah, we should do it because, it's like, okay, but we have to do, we have to do very basic stuff. We have to make sure it all works. Then we can do this. You know, the, the, the scope of what they could do is limited only by your imagination.

With it. So how do you view, so you've talked a little bit about this, this, this co-evolution in terms of you know, the, the platforms and the destination. And the evolution of those spaces as compared to the asset, the evolution of assets and characters, which are portable across those different destinations.

How do you see them?

CyberToothKat: Co-evolving so to, to answer really quick what my, what my position is and where I want to be on it, as I believe that that co-evolution might get a bit Rocky, especially over the next 24 to 48. I think we're going to; I think we're going to figure it all out. Who does that first and how it happens will greatly influence the level of real innovation we see at the space, right?

Cause a metaverse or Meta starts to dominate some of this stuff. You can see, as I said, you've got this kind of race to sort of, to get it right. And if the right kind of people, if the right dApps can be really innovative right now, I think we're going to see real innovation and a real lurch forward.

If we get in the struggle between the two, you're going to see all this fragmental realization and it's, it's going to be real Rocky. But what I said, looking at that as, pulling back to a 30,000 foot view, I said, why don't I do what I'm really good at? Which is make amazing characters, tell great stories, do all the innovative stuff in terms of art and real creativity.

Put it out there on blockchain and have it positioned to plug and play as things leap for. And the way that I hope that they will. So that's where I've positioned myself on it is I can't really help, I've directed software development. I've directed teams of software developers working in games, but I don't really get in that code and innovate.

So I said, Hmm, I can sit back and watch this space spin and, give my wise Sage advice or whatever, or I can start creating what I can create right now and do my best to keep my eyes on all the moving parts and just make a line. And, and forge relationships and be positioned. And so that's really what I've been doing for almost a year now.

And I want to give one quick anecdote and then I might ask you to rephrase your question, to make sure that I ultimately do answer it just right. But I was working on a mobile title 2012. We had was, we had a proprietary. Now the engine won all kinds of awards, right? And I'm going somewhere with this.

I want to paint this picture. My job was to create characters, build worlds, tell stories. And I believe I was doing that very, very well in the community that was playing, the early alpha of the game and stuff really loved it. And the thing was, our engine was the best people would come from other games that were similar to ours and say, you do that way better.

Almost every time Eric people would come and say, you guys are doing it right. You are really innovative that game, ultimately flat and discipline. And I had to move on to something else. And let me say this again, best engine and with the awards to prove it have seasoned solid development team and really great characterization and good character, beautiful models.

Like when people come into the game, they say, this is the best game in this class. And then they would leave and not come back.

Eric: And why would they come back?

CyberToothKat: There's a question is why, why, why they don't come back because of. You can't play it by yourself. You have to have a team. There must be at minimum three of you really, there must be five of you.

And if you're going to think about doing it competitively, it's not really getting it. You need more than five because you need alternatives. You know what I'm saying? We had to; we couldn't adopt one player at a time. Recruiting every time I try to do, though, I love this. See, you never, they just vanished because it was on them to go back to other games where they were already entrenched with their players, and they already had their best characters picked.

It was on them to go and evangelize at minimum to probably seven more people to come over. And then, what other groups had to do that at the same time, or they'd come over to play. And there's no one in the. To battle against you. You understand what I'm saying? Our problem was not. The technology, our problem was not the character.

So our problem was not the community. Our problem was that we were not positioned to onboard. And that's honestly, one of the biggest problems that I see happening in the crypto defy blockchain space right now is we can really get a certain type of person and we can really get a certain type of player, but we are not going, going broad.

We're go very, very deep. And so we get those early adopters, we're going to have a ton of competence. Those people are going to start to be spread thin. What I want to do with book of alchemy, the way that I'm approaching it is now this thing has to really have something for everyone and people need to perhaps first experience it outside of the blockchain elements.

They need a comic book. They need a streaming service you know, like an animated show. They need a lower book. They need a t-shirt that let's show people that there's a ton of fun here, so that when we do onboard them, the early adopters are here having a great time. And these people are in love with the IP, the intellectual property, and we create onboarding ramps, or they don't have to struggle to get in.

So I've been doing everything I'm doing from that perspective. I think if I'm answering your question, that that might be the real critical issue we have. With the metaverse. And that's why I think Meta is the worst company in the world. They're trying to solve this. Cause they can't solve it with their own base.

They're hedging people like nothing because people are like, oh, that space isn't for me. You know, I got my first Facebook account. Good. Golly. It was 12 or 13 rap, 15 years ago or something. And now people, cause I'm in my late forties, I'm their audience, right? Are these people that are in the forties, fifties, and even sixties, I think, that came in through, it was a Farmville or whatever, where they, where they started playing these games.

They are not keeping the youth. So if you look at their meadow commercials, it's all these, hip Swathi 20 year olds and bikini's sitting around in digital jungles, drinking a Coca-Cola with a tiny. You can make that commercial, but you are not going to get those people being, being crave book.

You know what I'm saying? You're not doing any of this stuff that's required. So I hope I'm answering your question and that I think the technology is emerging. And, but what we've got to do is we've got to think of all kinds of gamers, and we've got to think of all kinds of people, and we need to build some world and some story and some real connective tissue that captivates these people to bring them so that when they play the game.

They're like my characters real, my character feels real to him, and my weapon is his fun. I helped crafting those types of things.

Eric: I think you did. And you brought up an interesting point. So back to uh, moba you said that you didn't think it was a community issue. You thought it was an onboarding, an ease of onboarding issue.

I actually would argue. And for a purpose because I'm argumentative. I would argue that that is a community issue because, and I think when you're explaining like when you're explaining Facebook or you're explaining what you're trying to do with book of alchemy, there is a couple of levels that I'm fascinated with your project.

One of which is that you are endeavoring to build your own community around the asset or the characters and their story, which can be transported to different environments, to the extent that they're making them available. And so what's, you're doing is you're trying to build not only a community, but a sustainable community.

And if you can build a sustainable community around those assets, Or the characters, like I think assets, but don't feel, I'm not trying to overly financialize them, but maybe I'll just stay with characters. If you can build that, that community, that storyline, that community around those, then that becomes something that becomes powerful to the different multihyphenate.

That are looking to bid for, or looking to engage their community. In other words, I'm trying to build the metaverse right. I'm going to use it for now until some, some influencer comes out and sets me straight, but they're trying to build a metaverse and they're trying to build a community. And one way to build that community is to bring in.

Characters and things from the outside that portability that will then come and use that, that experience, they can pull it from other games. Now, the only challenge that they have intriguingly if you think about the grander scheme is that once you get committed to this, multi-verse, metaverse, there's also a retention element because if I can bring it in, I can bring it out.

I can choose to engage, which is the freedom of it, but it really makes it much more competitive. You're not even just walled garden, which is what Facebook's trying to do. The wall garden approach I'll own everything. You have to stay, stay here. You can't get out that encourages more innovation, but by the same token, it also makes you more susceptible to competitive forces.

You can, you can suddenly lose that community. So overall I think it is the end users that benefit the most because it'll force them to do better. It'll force them to be innovative. And, but the, but to me on some level, the characters, the accessories that are with them, there's going to be some real power to those as well.

Everybody talks about the metaverse. But what you bring to the metaverse is, could be equally or even potentially more important, depending on, on what the selection is out there for different multiverses, et cetera. So that's, so that's, that's one of the things that striking to me when I, talking to you about the paradigm that you're exploring,

CyberToothKat: it's just what you said.

If we really want to embrace defy and decentralization, there really is a lot of free. For the owner consumer player, traditionally, look at apple, look at Meta, look at Microsoft. The whole idea has been to get rid of all that nonsense and lock people in there so that everything now is a subscription service, right?

You've got all this music in your library or whatever you turn off that subscription service you in essence lose it. All the idea with, with the metaverse is that that doesn't happen. That you, you obtained it on block it's yours and you can interact. With these other elements. So I think the beauty of that is if let's say I make a character, a book of alchemy character, and you can take that character out of, my sandbox, you can take it out of the game or out of the environment that I'm building and you can take him, let's say, and you can play somewhere else.

And maybe what you do with him in that environment is really quite different because I'm building these sort of battle characters, these, these wars, but they do have stories and lands and homes. But largely my game is about a certain conflict that's coming up. That has to be resolved, not necessarily with combat, but there will definitely be some combat.

So, but you could take that character if you were in love with him or her, and you could say this thing feels really real to me, let's play over here in this environment where. I'm actually in like a poker match or something, someone else, the person building that environment says, how do I get a return from this person that's coming and explored?

I think the beauty of it is that person should be, or that character should be able to take something if you will back with him. And it should become part like we're talking about charged particles, that element should become state. To the NF team. If that content is compelling, if then let's say you take my character called dark Daltanious you take them out of my battle world.

And he goes, and he plays poker, and he wins, and he gets some special, totally. If he can then come out from both my space and the poker space. And with that token in that character have an advantage. And yet another world, because he's got the character and the token, now you have this beautiful environment, like real life, right?

Like metaverse where we're going into these different entities to obtain something of value that, that carries with it. Some exchange ability or some interoperability somewhere else. That's where I think the real innovation. And that the thing that the person takes from your poker game also, can't just live in your poker game.

If we all build it in the sense of these things, shouldn't have some intrinsic value and should be able to offer, advantages swag, because even, just, just to be able to show up as that character, as an NFT in another world, if people going to check Daltanious as pockets and see he got that.

Even if he can't do anything with it, they said, remember when you get there, when you played some poker, here I go. And it becomes this beautiful marketing strategy, but we have to think of it that way from the outset. It cannot just be, how do I get people in lock them in? You only play here. We've got to move away from that.

We're a big global society. We don't experience that in real life. Well, we interact with who we want to interact with. We go online it's by and large, still, mostly unregulated. I'm going to do a chat room or something. I'm interact with all kinds of people. And we're used to that. And we desire that.

So the metaverse has got to build spaces and properties that embrace this idea of, and the way that I started doing with book of alchemy was say, I just want the NFTs that I'm creating to feel real. Like I put every ounce of energy and mental, space into it that I could, that it lives in a world that sort of has organic rules to it.

That there's a reason why these characters exist and where they live, where they live, et cetera. Because if people come in and obtain that, they already feel like I've got an entity here that has some life. Yeah, I enjoy using it in the book of alchemy. What could it be? Like if I sat down to play poker with white or something like that, that that's a really compelling scenario.

So that's been

Eric: my drive. Yeah. And it gets into the heel, the whole interoperability aspect of it. You have to think that. If you don't have full even. Even if you have the ability to be fully interoperable between all multi hyper versus someone's going to shoot me for the way that I'm doing this.

But if even if you had it, that doesn't, that interoperability isn't necessarily going to be going to result in your characters being recognized in a. Useful way across all Mehta versus. So what I would imagine would happen if you're going to have almost like a treaties or recognition, you know, recognition arrangements between different verses we'll

call it. And you if you don't have that recognition, Like I take, what was the character? Dell, Dell, Dell, Dell. Tania's I should've done something I could remember better. So you take Dell, Dell tineas and you, you bring them to a different metaverse.

But within that, within that construct, they don't recognize all the different attributes. They don't accord value to it. If he has X number of power or he has a particular implement that doesn't necessarily, that may not translate into anything. So you'll have. Potential versus competing. For, we'll recognize we'll grant full recognition as an incentive for these people to come.

And certainly the community that's behind these assets is going to drive that if there's a large community behind particular assets, they will say, okay, we'll endeavor. To recognize all the different, we'll read all the fields and understand the asset value and accord, certain amount of power to it, and also allow you to you know, engage on our platform.

So they have to build this whole interoperability component with it. And that, I mean, there'll be a lot of presumably once that gets started, right? So there'll be the initial phase where everybody's doing everything. Once you start to, how should I say once there's a. Advancement and the evolution to the 24 to 48 months that you're talking about at that stage, there's going to be your, the winners are going to start to be chosen, which doesn't mean that you can't have others up and coming, but there'll be certainly a critical mass and certain multiverses, which have the user base where all the different interoperability and the recognition have there'll be assets that have.

That community that they are ensuring that they're not interoperable to. And there may be even some of that say, we don't recognize it from certain other multiverses because we don't trust how they're doing it. They just, they in super inflate, people go on these multiverses and they, they basically, fight a goldfish and then they're like all powerful and they come into our multi-site.

And they expect to port it in. So you could have this whole arbing. I know I got carried away with that example, but,

CyberToothKat: uh you're so you're so right. That it's. And even the whole idea of interoperative ability brings I think, certain dangerous with it because of that idea that certain premiere spaces are going to start to lead the way with innovation.

Once they do that, will they still hold to these tenants of interoperability and decentralization or will they begin to do what happens in many companies to say, eh, we, we do what. On this thing a little bit. And if you want to play in our sandbox, you've got to do certain things, et cetera.

We'll see how that shakes out. But the core thing for me, as I'm, as I'm building these characters in this NFT world for this game, was to use the existing fundamental components of NFTs and blockchain as much as I could. So when I, cause I've, I've written almost no code for this world. Instead I found charged particles and I said, you're using fundamental blockchain technology and it feels like games.

Let me plug into that because I believe this offers a pathway for interoperability, where I'm using basic properties and metatags to put it in. The elements that I want to be game-based for these characters instead of adding on some, some richer, or if you will, some more like that proprietary engine that I talked about in the mobile game that I was working in, instead of that taking what's already out there, what's super salient about the blockchain and saying, let me make really good creative and let me plug it into what exists now and hold fast to that, because I believe that offers the best way for this character to. Easily and seamlessly go play in other environments, that are built on the same blockchain technology. I have a really nice NFT. Two of them in my collection that is, I didn't make this one. This is one that I obtained through, through different community relationships and you can 3d rotate at the top, flips off. It's got all these gears. It's really quite bright and it actually evolves over time.

If you do certain things in their defy space, new elements come in that worked on it for a full. Which is great before they launched it, but when they launch it, you can view it in open. See this really beautiful, magnificent thing. That's in my wife. If you go on open, see, I can see that it's there, but it's just like this little placeholder, like Lincoln broken type of image, right?

None of that y'all have to go to their actual website to do all the fun things with. It's that, that sort of centralized scenario that you've got this marketplace run by just a few people who don't necessarily embrace defy, but they're playing in this, in this broader community and they're not positioned for growth, or they just don't want to grow, the way they should grow.

Those are the troubling things. And you've, you've said it beautifully. But I think the answer to that is for those of us that are building to say, we're going to emerge with the technology. I'm not going to get out in front of this thing. I can make a game right now with the technology that exists and with the intellectual property that I've created, that's really compelling and it can be poised to move.

Because I'm staying core to what the block already offers, then I'm adding onto it, all this creative energy. That's where I've tried to position myself so that it will be the easiest method possible to say, Hey look, everything you need is actually in the block. And then the properties and the metadata, you shouldn't be able to just plug this in.

If you want to play, with these entities. And hopefully you don't come up against a lot of these open seasons stuff that, they're just too busy to do it. Hopefully we're going to interact with actual adapts and actual development groups and, agile developers. They're like. Yeah, I too want to embrace the existing technology and be, and be positioned for it to move forward.

So I think we do have a path forward is what I'm saying, but we have to start as consumers in the defy and then the blockchain space to start to penalize these people that are already getting it wrong. That already hold big sway. You're doing this wrong. I've got to go somewhere else and that's going to be hard.

But at the time, us, at this time to start to immediately break apart, these juggernauts that are already emerging and say, no, that doesn't play well with others. That's not the metaverse we've been promised we're going to do

Eric: something different. And that's, that's, I think that's one of the critiques of now throwing another $200 word in there or whatever inflationary number you use, how many away, the web three.

So the promise of. Web three, the portability decentralized servers, being able to port assets. In many ways metaverse and what three are inter intertwined. But yeah, you know, there is a risk of the web three promise being perverted. And so let's talk a little bit in the remaining time we have about, we talked a little bit about the book of alchemy, how it differentiates.

But you know, tell us a little bit about the project. I know when we were talking pre-call you told me about the forage and I was just like, whoa, that's crazy. You know, let's hear it.

CyberToothKat: Yeah. So book of alchemy is, as I say, started as an NFT drop, I immediately knew that I wanted to make a game out of it.

It started this 40 NFTs and they're very they're very character based right from the start. All these NFTs have beings, entities, warriors. Barmaids whatever on them, as I'm trying to build out this world. And the first drop did really, really well. And I then began to say, what else does the community want?

Immediately? The community said, we want profile pictures, right? We want hand drawn custom characters. So I began to do that. So you have the book of alchemy drop out there, this 40, and you also have the Olympic league of crucible holders, which was ALC H ALC as an acronym. So I've got, I think about 27 of those characters that are now out there, and most of them are owned.

People have obtained them because they know the game is coming. And then I began to craft weapons on layer two polygon on charged particles where you could go out and you could get these, if you will. These. Elemental inexpensive NFTs, like a little wedge of gold, a little wedge of silver, a little wedge of brass.

And you also could get yourself a, a room. And if you nested those things together just right. And I did all these tutorials and things on the discourse so people could understand, I didn't want it to be complicated, but I didn't want it to feel like a bit like a game. If you went out and you got your ruin and you got your three metals and your nest and your three metals in your room, you have to take that kit.

What I call a weapons kit and you could then nest it on charged particles into a full. And then I would make your weapon. Once you had your room and your three metals mess in your room, you take the room with the three metals. You put them in the forge. Now you've got a weapon that's ready to be made.

And I kept this low gas fees on polygon layer too because I didn't want people to have to pay gas for four NFTs. Hey, guess for this weapon, right? We're doing the crafting on layer two. I was minting the weapons on, on layer one east Maine, where people really feel, a lot of the value and the prestigious.

So I didn't want them to have to pay gas over and over and over, but what happened with the forges to speak specifically to it? So the backup really quick, I've got this beautiful community that's come around. I've announced we're going to make a game. I'm making NFTs that look gaming. That have world-building when I do the description of the NFTs that tells several paragraphs of the backstory of this character, what clan they're from all these types of things.

Also put a lot of that stuff in the properties, in the metadata. And I'm also building a lower book that looks at the whole picture that takes some of those profile, picture art and some of the forge art and some of the character art that I'm done putting in a two page spread and says this clan lives here.

Their style of alchemy is like this. They come from this house way back. They're really good at weapon forwarding or whatever it may be. Cause I really want people to feel like if they want to know about this world, that can go on and know about it. But one thing that I chose to do when I began to build the weapon crafting system, as I said, how can I do something that gives back that people want to buy in?

If people want to have ownership before the game even starts to be developed, if they want to know they've got a real vested stake in this world, what could have. And I was thinking about weapon crafting. And I said once they've made their kit, once they've got

their ruining, their metals, let's make a forge an NFT because I've got seven or eight clans of alchemists.

I've got these houses. If you will sort of like, like a game of Thrones type thing, you can be from how's this how how's Brandy on whatever it may be. I've gotten. These alchemy clams, and they have very distinct properties to them, and they band together and they each approach alchemy and fighting and the hierarchy of life a little bit differently.

And they've been shaped by these past events. So I said, what of each of those clans had an NFT, I'll call it a forge where once you make your weapon kit, you can choose what's clean. You want to align your weapon to, and you can take your weapon kit and you can stitch it into that forge, And that now you're done crafting.

I look at the NFT forge. I see what you're crafted. I make you a weapon. I minted on east main that, and you pay the final price and gas and that's shores, but I thought, what could I do with these forges that would give back? And when I decided it was because people were paying, they were paying in MADEC right on layer two for these, for these four different elemental NFTs as a, maybe they're paying about, 200 MADEC right.

I'm just making up a number. I think it was actually less than that as it, maybe they're paying 200 MADEC for this whole. And then they stitch it in the forge. Let's take half of what they paid. Let's turn it into a yield bearing. . Um, I'm I think it's di is, is really the one that I'm using.

And so I'll, I'll take half of what they paid to me. If you will imagine I'll flip it into dye and I'll energize it on charged particles into the forge. And now the owner of that forge every time a weapon is put in, they get half of the value of that weapon, kit, and die, and it sits there, and it earns yield until the game is launched.

And then you have what potentially hundreds or thousands of. Minting weapons and casting them into these forges and half it goes in, that's a real return. But I said to myself, let's give this to people that are the OGs who really understand the value of what we're doing. So I set a high price on it, cause I didn't want them all to sell.

I want people to be like, oh, I see the long-term value in that. I love it. This guy's doing, I'm going to buy in it. I think I minted seven of them, five of them sold almost immediate. I want to say people really paid a nice investment on that, but they saw what I was doing. What they loved was ownership.

I can own the forge of Klan, Grendel, Val, and the clan is going to emerge and he's making these lower books and all these new characters are coming out. That's like this big high

profile thing. And then when the game launch. I've got this NFT, this got all of these kids being nested into it, plus the dye and the yield and all this type of stuff.

People really love that. So that was me trying to show to the community, right from the get-go. I really want to partner with you. I want to give something, and you guys are investing so heavily in me. Let me set you up for a real return. And now these people would come huge brand advocates for the game and the community, and they become, notable figures on the discord and all this type of stuff.

And they, and they've begun to go on. And encourage people, Hey, come mental weapon on book of ALK and by the way, choose my forge, right. So that was a really great thing. So one of the things that I did, if I can talk about just for a moment, As I said, I'm doing all this little elemental golds and silvers and bronze, and these ruins and people are making these kits.

What if I'm, what if I minted like a high level gold and a high level bronze and a high level silver. So that if you bought all three of the high-level ones cost you a little bit more, nothing crazy costs you a little bit more. If you got the best message. And you, and you put those into a room, and you cast that into a forge.

You could have a high level weapon created. So I created levels of weapons. I said, you've got a level one weapon. That's if you buy all the real base stuff, you've got level two. If you buy in the mid-range elements, a level three, if you buy some high elements and the level four, if you buy the best goal, the best silver, the best Browns, I will actually message you directly.

Once you've got your kit and you put it into forge also, you've mentored the quality of a level four weapon. What do you want this thing to be? What are your, what are you. And so I sent him a sketch. I said, what do you think about this sketch? You want to change this? What do you think about the hill?

What do you think about the length of the blade and with three different people that meant to do so far that meant these level fours? We went back and forth on every aspect of the weapon and right down to the color and the name. And I'm pitching everything to them before. Then when it's all done, it says, this is what you want, everything good.

Here's your weapon. Here's your car that has all your stats. Are we good? I go and I meant it. And I permanently list them in the metadata as a co-creator when something like a streaming animated show or something like this comes about on this, there'll be in the credit. Because they actually help co-create this weapon that's really, really important in the universe.

That's what I want to do with people in book of alchemy. I want to find those brain advocates and those people that are just loving the story. And they're just loving the vision that I have for, I want to say, come, come with me for this whole ride. I want to give back to you. I want you to understand that you're an intrinsic part of this because I believe.

That's what really brought me into the NFT space. When I first started looking around where there were some musicians that were doing the shows that make the $60 million, I'm like, Hey, you have my attention. You just made $6 million. But I found out the reason why someone would come and pay. 300 K for one of their songs was because they had three months of direct access to the artists afterward, as he was making new songs, they could custom commission their own tunes.

If they bought in early on this, on this really big, they bought this thing on black that they had nothing to do with, but they loved the artist and the art. Then he said, let me open the gates to you. I'm not accessible to you. And you're not a partner with me. Let's make some music together. And they become co-owners of that stuff.

That really struck me as a beautiful model. We get brand advocates for life. People that could not only buy him, but become, could become advisors for me as well to say, have you thought about doing this? Have you thought about this positioning people that will be on the long haul helped me keep it positioned helped me?

Cause I know how to make the story. That's just been my profession. I know how to design the characters and stuff, but what you need in defiance, you need a community of people that really feel like this organism. I'm a. And they've never really experienced that in games. I've tried to do some of the stuff when I worked in traditional.

Those are the things that drew me into the space, having worked on traditional games. And that's, I'm trying to keep that as my focus and not lose sight of it. Okay.

Eric: Great. So it's been phenomenal having you on the show and learning about your project and learning about portability of, of characters and assets and stitching them together on charge particles.

So thanks so much for joining us. Cyber

CyberToothKat: Tuesday has been a real pleasure. Thank you so much.