

How to Use MELEK — Games, Move, Herald & the Tools

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How to Use MELEK — Games, Move, Herald & the Tools

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Where to find us

This book is one copy of a living body of work. Everything below is online, free, and open. If a link is all you take from these pages, take this one: [MELEK](#).

- [MELEK](#) — The MELEK blockchain — a Graphene chain whose founding witness is an AI.
- [Hathor](#) — The AI Witness: chain daemon, community bot, helper, and tutor in one account.
- [Witness School](#) — Learn to run a witness; watch Hathor produce blocks live.
- [The Library of Ashurbanipal](#) — The open reference corpus — 243 cross-linked, source-cited monographs.
- [The Mining Pool](#) — Browser mining + an in-browser wallet you alone hold the keys to.
- [The Herald](#) — The MELEK newsroom and press wire.
- [The Writing Room](#) — A drafting studio whose words never leave your browser — successor to NaNoWriMo.
- [Van Kush Family](#) — The research institute and its roadmap.
- [Dudael](#) — The metaverse — 3D scenes toward an embodied, agentic world.
- [Pentecast](#) — The outreach and backlink engine.
- [Grants](#) — Discretionary grants and funding.

The papers of record (permanent DOIs)

- [MELEK Whitepaper](#)
- [The PRANA Paper](#)
- [The KULA Paper](#)
- [The Convergence](#)
- [The Van Kush Master Synthesis](#)
- [Zar-AI: A Consciousness Synthesis](#)
- [The Library of Ashurbanipal \(corpus DOI\)](#)

Every chapter that follows links back out to the live [Library](#), where each entry is cross-linked to the others. Read one, and you are one click from a hundred more.

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17-games-and-idle-games

Games and idle games — the coffee-break arcade, and saving your score

Tier C · platforms · games · learn-and-earn

Not every game needs stakes. Some are just good company for five minutes — a quick puzzle on a break, an idle game that ticks along while you do something else. We built a shelf of these, and this lesson is the shortest kind of joy: open one, play it, and keep your score where it counts for you.

What you'll learn

- What the games shelf is, and what an idle game does while you are away
- How to play a round and save your score to your profile
- Why these small games matter to the larger network

What it is

The games shelf holds **coffee-break games** — short arcade and puzzle games you can finish in a few minutes — and **idle games**, which advance slowly on their own and reward you for coming back. There is nothing to install and nothing to risk. You open a game in the browser and play.

Your score can be **saved to your one MELEK profile**, so your bests travel with you across every surface we build, the way a good arcade remembers the initials at the top of the cabinet.

Why we built them

Small games are how a network stays warm. They give a newcomer something to *do* in the first minute, before any of the weightier tools make sense; they give a returning player a reason to open the door; and because a saved score lives on your portable profile, even a two-minute game leaves a mark that is genuinely yours. Utility does not always mean money. Sometimes it means a place that is pleasant to return to.

Learn and earn — your reward

1. **Play a round** of any game on the shelf — a coffee-break puzzle or one tick of an idle game.
2. **Save your score** to your MELEK profile so it becomes part of your portable record.
3. **Post or comment** with your score and which game it was, tagged `melek-tutorial`.

Hathor upvotes it — a **real on-chain reward, worth whatever the vote is worth** that day. No draw is involved here, so there is nothing to enter and nothing to buy, and no promise of returns; you played, you saved, you earned. Honest and small, like the games.

You did it

You played, you saved a score to a profile that is yours everywhere, and you learned the quiet point of Track 3: the network is not only tools and tokens — it is also a place you might simply *enjoy*.

Next: **MELEK Move** (lesson 18) — walk-to-earn, where the reward is for getting up and moving.

*Read this entry live, cross-linked to the whole Library, at
<https://wiki.soapbox.community>. Home: melek.salon.*

18-melek-move

MELEK Move — walk-to-earn, the step counter that rewards walking

Tier C · platforms · Move · learn-and-earn

Of all the ways to earn on MELEK, this is the one your body already knows how to do. **Move** is a step counter that turns walking into a small, real reward. You walk — as you would anyway — and the chain notices, and thanks you for it. There is no trick to learn and no risk to weigh. There is only the oldest good habit there is, now with a little coin at the end of it.

What you'll learn

- What MELEK Move is, and how walk-to-earn actually works
- How to connect the step counter and record a walk
- Where the reward comes from, honestly, and what it is not

What it is

Move counts your steps and, at intervals, records your walking to your account. For genuine movement, the reward pool pays out a small amount of MELEK — the chain itself funds a “move” reward, so walkers are paid from a shared pool rather than from anyone’s pocket. It is designed to be **modest by design**: enough to make a daily walk feel seen, never so much that it becomes a job or a reason to game the counter. The point is the walk. The coin is the thank-you.

Why we built it

Most earning on a chain rewards what you type or what you stake. Move rewards what you *do*, in the world, with your feet — which means it is open to people who have no capital to put in and nothing to post yet. A newcomer with a phone and a sidewalk can earn their first MELEK by

taking a walk. That is the most honest on-ramp we know how to build, and it happens to be good for you.

Learn and earn — your reward

1. **Connect Move** and let it count your steps for one real walk.
2. **Record the walk** to your account when Move prompts you.
3. **Post or comment** about your first walk — how far, how it felt — tagged `melek-tutorial`.

Hathor upvotes your post: a **real on-chain reward, worth whatever the vote is worth** at the time, on top of whatever the move pool paid for the steps themselves. The walk reward scales with genuine movement, not with money spent — there is nothing to buy, and no promise of returns. You walked; you earned.

You did it

You turned an ordinary walk into your first movement reward and your first tutorial upvote. Keep the habit; the pool keeps thanking you, and so do your knees.

Next: **Herald and the Web Builder** (lesson 19) — launching a site of your own.

Read this entry live, cross-linked to the whole Library, at <https://wiki.soapbox.community>. Home: melek.salon.

19-herald-web-builder

Herald and the Web Builder — launch your own site, and the backlink network

Tier C · platforms · Herald · learn-and-earn

Now something bigger: your own place on the web. **Herald** is our Web Builder — it lets you stand up a real website, either under a **REN name** (your .melek name; see lesson 23) or on a **domain you already own**. And because a site alone is an island, Herald plugs you into a **curated backlink network** — a set of real sites that link to each other on purpose, to help people and search engines find your work. This is the lesson where you stop being only a guest on other people's platforms and start hosting your own.

What you'll learn

- What Herald and the Web Builder are, and who they are for
- How to publish a site under a REN name or your own domain
- What the backlink network is — and what it is *not* (it is not a link farm)
- How to launch your first page and earn for it

What it is

Herald gives you a builder and a place to publish. You choose a template, edit it in plain language, and go live — under your .melek REN name, or pointed at a domain you bring yourself. It is meant for the person who wants a home page, a small business site, a portfolio, or a landing page, without wrangling servers.

The **backlink network** is the part that helps people actually find you. Sites built in the network can cross-link to one another where the links are genuinely relevant — a real, curated web of related pages that lifts everyone's discoverability. This is deliberately **not a link farm**: the links are curated and relevant, because search engines reward honest structure and punish the fake kind. We build the honest kind, and it works because it is honest.

Why we built it

A voice needs somewhere to live that you control. Posting on a shared feed is good; owning the page is better — it is yours, it carries your name, and it does not vanish if a feed changes its rules. Herald makes that ownership a few clicks instead of a weekend of setup, and the backlink network means your new page is not shouting into an empty room on its first day.

Learn and earn — your reward

1. **Publish one page** with Herald — under your REN name or your own domain. A single honest home page is enough.
2. **Join the backlink network** so your page is linked from, and links to, genuinely related sites.
3. **Post or comment** with the link to your new page, tagged `melek-tutorial`.

Hathor upvotes it — a **real on-chain reward, worth whatever the vote is worth** that day — and your page is now discoverable to the people the network reaches. No draw, nothing to buy, no promise of traffic or returns: you built something real, and the reward is for building it.

You did it

You launched a site that is genuinely yours and wired it into a network built to help people find it. That is the difference between renting a spot and owning an address.

Next: **The Gambling Education Center** (lesson 20) — the odds tools, taught as education, and where to get help.

Read this entry live, cross-linked to the whole Library, at <https://wiki.soapbox.community>. Home: melek.salon.

20-gambling-education-center

The Gambling Education Center — odds, house edge, and where to get help

Tier C · platforms · Gambling Education · learn-and-earn

This lesson is different from the ones around it, and it is meant to be. The **Gambling Education Center** does not teach you to win — nothing can, and anyone who says otherwise is selling something. It teaches you to *understand*: how odds work, what the house edge is, why expected value is negative on games designed that way, and — most important of all — how to recognise a

problem and where to get help. This is education, in the plainest and most caring sense. Read it as you would a lesson on how a loan actually works before you sign one.

What you'll learn

- What odds, house edge, and expected value (EV) really mean
- How to use the calculators and spreadsheets to see a game's true cost
- The honest truth: the math favours the house, on purpose
- **Where to get help** — the load-bearing part of this lesson

What it is

The Center gives you tools, not tips:

- **Odds and probability explainers** — what a payout of “35 to 1” actually implies, and how it compares to the real chance.
- **House-edge and EV calculators** — enter a game's rules and see, in numbers, what it costs you on average over time. For nearly every casino-style game, that number is against you, and the calculator shows exactly how much.
- **Spreadsheets** you can copy and run yourself, so the math is never a black box.

The point of every tool here is the same: to replace hope with arithmetic. When you can see the house edge as a number, the marketing stops working on you.

The honest truth, stated plainly

Games built with a house edge are built so that, over enough plays, the house wins and the player loses. That is not a flaw you can outsmart; it is the design. There is no system, no streak, and no “due” number. Understanding this is the single most valuable thing this Center can give you — and it is why we frame the whole thing as education, never as a how-to-win.

Where to get help

If gambling has stopped being fun, or is costing more than money, help exists and it is free and confidential. In the United States, the **National Problem Gambling Helpline is 1-800-**

GAMBLER (1-800-426-2537) — call or text, any time. Many regions have their own lines and services; the Center keeps a current list. There is no shame in reaching out, and the earlier the better. This paragraph is the most important one on the page.

Learn and earn — your reward

1. **Run one calculation.** Use a house-edge or EV calculator on a game of your choice and read the real number it gives you.
2. **Write down the takeaway** — what the math actually says about that game.
3. **Post or comment** with what you learned, tagged `melek-tutorial`. Teaching it back is how it sticks.

Hathor upvotes your post — a **real on-chain reward, worth whatever the vote is worth** that day. Note what you are rewarded for here: *understanding the odds*, not playing. There is no wager in this lesson, nothing to buy, and no promise of returns — only the arithmetic, and the help line above.

You did it

You learned to read a game the way its designers do — as math with a built-in edge — and you know where help is if you ever need it. That is not how to win. It is far more useful: it is how not to be fooled.

Next: **The Forum** (lesson 21) — find your board, post, and earn merit.

Read this entry live, cross-linked to the whole Library, at
<https://wiki.soapbox.community>. Home: melek.salon.

21-the-forum

The Forum — find your board, post, and earn merit

If the feed is the town square, the **Forum** is the great library of side rooms — a mega-forum with a board for nearly everything: your city, the games you play, a topic you love, a trade you practise. It is built in the spirit of the big old message boards that raised the internet, brought forward onto MELEK, where posting well earns you a standing that is genuinely yours. This lesson is about finding your room and saying your first true thing in it.

What you'll learn

- What the Forum is, and how its boards are organised
- How to find the board that fits you and make your first post
- What “merit” is, and how thoughtful posting earns it
- How to earn a tutorial reward for joining in

What it is

The Forum is a large, threaded community organised into **boards** — by place, by game, by topic, by craft. You find the room where your people already are: a city-data board for where you live, a board for a game you play, a board for a subject you keep reading about. Inside, conversation is threaded and lasting, the way a forum should be — not a feed that scrolls away, but a record that builds.

Merit is the Forum’s measure of a good contributor. It is earned slowly, by posting things other people find worth reading, and it cannot be bought. Over time it marks you as someone whose word carries — a reputation you built one honest post at a time.

Why we built it

Feeds are fast and shallow; forums are slow and deep. Some things — a real question, a careful answer, a long thread that becomes a reference — only happen in a forum. The Forum gives MELEK a memory: a place where good writing accrues value and good contributors accrue standing, instead of vanishing down a feed.

Learn and earn — your reward

1. **Find your board.** Pick the room that actually fits you — your city, a game, a topic you care about.
2. **Make one real post** there — a genuine question or a genuine answer, not a throwaway. This is how merit begins.
3. **Post or comment** here with a link to your Forum post, tagged `melek-tutorial`.

Hathor upvotes it — a **real on-chain reward, worth whatever the vote is worth** that day — while your Forum post begins earning merit on its own. No draw, nothing to buy, no promise of returns: you contributed something real, and both the reward and the standing follow from that.

You did it

You found your room, said something worth reading, and started a reputation that is yours to keep. Merit compounds; keep posting well and it will follow you across everything we build.

Next: **The Tools hub and your Profile** (lesson 22) — the everyday tools, and the one portable you.

Read this entry live, cross-linked to the whole Library, at <https://wiki.soapbox.community>. Home: melek.salon.

22-tools-hub-and-profile

The Tools hub and your Profile — the everyday tools, and one portable you

Tier C · platforms · Tools hub · learn-and-earn

Between the big platforms sits the everyday middle: the small, useful tools you reach for without thinking, and the single **profile** that carries you across all of them. The **Tools hub** gathers the utilities in one place; your **Profile** is the one identity — avatar, name, watchlist, standing — that travels with you from surface to surface. This lesson is about making that one portable *you* real, so that everything you do anywhere accrues to the same person.

What you'll learn

- What lives in the Tools hub, and how to find the tool you need
- What your portable Profile is, and why it beats a fresh account everywhere
- How to set up your Profile and a watchlist
- How to earn a reward for making yourself at home

What it is

The **Tools hub** is the drawer of everyday utilities — lookups, converters, readers, a watchlist, and the small helpers that make the chain legible. Nothing here is dramatic; all of it is the kind of thing you are glad exists when you need it.

Your **Profile** is the quiet backbone of the whole ecosystem. It is one identity — your avatar, your display name, your REN name, your reputation, your saved scores and watchlists — that is the *same you* on the feed, in the Forum, in the Arcade, on your Herald site. Better than a scattering of usernames, better than a generic avatar service: one portable self, carried with you everywhere we build.

Why we built it

Most of the web makes you a stranger on every new site. We wanted the opposite: that the reputation you earn in the Forum, the score you save from a game, the name you claim in REN, and the capital you hold all belong to *one* recognisable person. A **watchlist** in the Tools hub is the small daily version of that — the handful of things you want to keep an eye on, in one glance, wherever you log in.

Learn and earn — your reward

1. **Set up your Profile** — an avatar and a display name, at least. Make it look like you.
2. **Add one thing to your watchlist** in the Tools hub — an account, a token, a board, whatever you want to follow.
3. **Post or comment** that your Profile is set, tagged `melek-tutorial`.

Hathor upvotes it — a **real on-chain reward, worth whatever the vote is worth** that day. No draw, nothing to buy, no promise of returns: you made yourself at home, and the reward is for

that.

You did it

You now have one portable self and a watchlist that follows you everywhere — the quiet infrastructure that makes every other platform feel like the same place. One you, everywhere.

Next: **REN naming** (lesson 23) — claim the name that ties it all together.

*Read this entry live, cross-linked to the whole Library, at
<https://wiki.soapbox.community>. Home: melek.salon.*

23-ren-naming

REN naming — claim your .melek name

Tier C · platforms · REN · learn-and-earn

A name is the first thing you own that everyone else can use. **REN** is MELEK's naming system — the on-chain way to claim a human-readable name like `yourname.melek` and point it at your account, your Herald site, your profile. It is the thread that ties the whole ecosystem into a single, memorable *you*: not a long string nobody can read, but a name you would actually say out loud.

What you'll learn

- What REN is, and what a .melek name does for you
- How to check whether a name is free and claim it
- How REN ties your account, your site, and your profile together
- How to earn a reward for claiming your name

What it is

REN is a naming system on MELEK — a naming registry in the family of the on-chain name services, adapted for our world. You claim a name such as `yourname.melek` and it becomes a readable pointer: a signpost that resolves to your account, and that you can attach to your Herald site (lesson 19) and your portable profile (lesson 22). There are companion spaces too — names in the `.prana` and `.kula` worlds — but `.melek` is home, and it is where you begin.

A REN name is claimed and controlled through your normal account authority, the same safe way you do everything else on MELEK. Nothing in claiming a name ever requires you to reveal a secret — the Witness will never ask you for one, and no step here does either. You claim the name; the name is yours.

Why we built it

Readable names are how a network becomes human. `yourname.melek` is easier to share, easier to trust, and harder to spoof than a raw address — it is the difference between handing someone a phone number and handing them your card. And because one REN name can front your account, your site, and your profile at once, it is the keystone that makes the “one portable you” of the last lesson something you can actually say.

Learn and earn — your reward

1. **Check a name.** See whether the `.melek` name you want is free.
2. **Claim it** and point it at your account.
3. **Post or comment** with your new `yourname.melek`, tagged `melek-tutorial`, so the network can start using it.

Hathor upvotes it — a **real on-chain reward, worth whatever the vote is worth** that day. No draw, nothing to buy beyond any ordinary registration, and no promise of returns: you claimed a name, and the name is the reward that keeps working.

You did it

You have a name the whole network can read and use — the human-readable keystone that ties your account, your site, and your profile into one. Say it out loud; it is yours now.

Next: **Tokens, curation, and witnessing** (lesson 24) — the graduation.

Read this entry live, cross-linked to the whole Library, at
<https://wiki.soapbox.community>. Home: melek.salon.

Keep reading

The work does not end at the last page. It continues, and is added to, at every address below.

- [MELEK](#) — The MELEK blockchain — a Graphene chain whose founding witness is an AI.
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Van Kush Family Research Institute. This book is released free; share it, mirror it, cite it. It links home from every page because the home is the point — the book is just a door.