The Origins Chronicle

ISSUE #26 — A COMMUNITY-RUN PUBLICATION FOR THIRD WORLD GAMING — JUL. 2026

FEATURE ARTICLE

Building the Future of Origins

Written By Dubbsy, Sr. Editor At The Origins Observer, Silver Hobbs, 2008

This month, Origins players saw some big changes. Behind the scenes, the Origins team have been working on one of the biggest technical projects in the game's history. Project Keystone was announced, which is a faithful rebuild of the client we currently use today, ultimately to make everything about Origins more reliable, more fun, and more Origins.

This new client will deliver some massive benefits to players, such as the game loading much faster than it currently does. Shockwave has always had its limitations for room builds, with many rooms reaching the sprite limit. With the new client, the possibilities are now dramatically expanded, and there will be no more sprite errors! If you think room builds are impressive currently, things are going to become much bigger and more impressive.

With this project, there are many doors that have been opened for Habbo Origins, such as the potential for a mobile app in the future. While that is likely years away, the foundations are being laid. Project Keystone is a long-term project, and there are many players asked was whether Keystone opens the door for features such as a revamped window. The answer, today, is no. But it is not quite as straightforward as everyone would hope. Habbo's rooms and public spaces were designed around a specific resolution, which means adapting them to fit a larger window can result in the game looking different from how it was intended.

Another exciting improvement comes in the way content will be delivered. At present, updates currently new furniture, event items, etc. typically require players to update the client, and I can imagine this will continue until Project Keystone is fully integrated once Project Keystone is complete, updates will no longer need to wait for downtime lines, seasonal content, rares, and public rooms will be delivered more seamlessly and not require an update every time.

Perhaps one of the biggest benefits, albeit one that players may never directly notice, is what Keystone means for development staff. Modern technology provides Origins with a much stronger foundation for building and maintaining the game, making it easier for developers to introduce new features and improvements while reducing the likelihood of unexpected issues appearing elsewhere. Whilst no software is ever perfect, it should allow the team to spend more time creating content and less time battling limitations of ageing technology. As with many older codebases, introducing new features can sometimes have unintended consequences elsewhere in the game. Keystone isn't going to make all issues vanish, but it should remove all bugs from existence or even ones from happening, they should be much easier to identify and resolve when they do appear.

We are anticipating further information regarding the beta in the coming weeks. It's a very exciting time for the game, and many of us look forward to seeing how this is rolled out.

THE TRADING POST

Talking Halloween: The Good, The Bad, The Panda

Written By Pandamonium, .com

Overall, Halloween has been a positive addition to the hotel. From a power dynamic basis, they have demonstrated the liquidity items used to trade, improving the general flow within the economy as we are no longer hard-locked to ever-depleting items such as Rollers or HC Bubble. Whilst this sort of killed my mojo because I originally played Habbo pre-gold days and loved the thrill of HC/Rare trading, this move empowered those who spend money buying credits, and newer/returning players, which is a positive step away from the pay-to-win mentality. It also ties back to the previously yielded the most power. It also brings the general market into a mean rational basis – the weekly rares are now sold at a premium, not desperately flipped for a few drops.

However, whilst the economy tilts to naturally favour paying players, it has been left structurally unbalanced as a result of value of Halloween items is an uncapped asset which can be purchased without any real limit, it is an ever-increasing asset being used to trade for assets with a quantity ceiling. This means that it will always be more valuable than the original items should it continue to be released. The sheer volume of items released has created a new market, with quantity being the primary increase from the moment they leave the catalogue, but the quantity of gold bars can, has and will continue to.

There are of course, exceptions that prove out this rule: red the dragon is a perfect recent example of the complete opposite, and Rocket Fuel offers a fun fun to the Origins economy. People wake up and for no good reason, decided for a few days that they would overpay – it quickly shot up from 4-5 Gibs ending up at 12 Gibs. Whether traders realised they'd been up pooo loos, so this has now corrected down to a more reasonable 7-8 Gibs (still just over double its pre Halloween price).

So, we value items in an asset that structurally can never really retain or increase its relative value, we lock as a mass of sheep all desperately rushing to buy, then sell, items for no real reason, and every first Wednesday of the month, some masked menace appears and adds in an additional demand-side spike. With an economy item which is protectable ad finitum and in perpetuity, we no longer have a situation where we fear when we see outrageous prices, or at least, it's a problem with less volume. The Nocs Dice madness should be enjoyed, of course, but this is a manifestation of the underlying imbalance that the developers have left in our economy, and unless we seek alternatives to the Halloween, the underlying value of a Dice or a HC Sofa would mean that trades could be made for items such as Noco Dice – because people just wouldn't buy enough Noco Dice.

Whilst the inclusion of high value items may temper this trend and provide a relief valve of sanity, the introduction of Halloons has ended over an already questionable self-correct and balance logic when trading on Noco Dice, because we excite less and less value to Gold Bars – we have daily, weekly and now monthly pressures at a systemic level – inflation is almost guaranteed. Cost of living crisis? Try cost of trading crisis.

So how do you solve a problem like the economy? The long-term solution isn't to remove Halloween, it's to remove items from trading or to amend their underlying usage; they've improved trading considerably and have restored a more rational underlying bias as well as much needed liquidity. However, the scales that control this tilt are not static, and the underlying structure of the economy is either unfinished because there are other priorities in our wishes, releases, or an area of ambivalence to the developers because they focus on Habbo's quantities, not wellbeing.

I finish simply on a word of caution to the game developers; we have been down this road before. Corrective actions were ill conceived, poorly communicated, and late for too late. Please do not make it too late again – it is much easier to change course then it is to try to reverse course. The idea of currency sinks is neither new, nor revolutionary and has been implemented in online games. Sadly, noticeable currency sinks which incentivise the Habbo economy by offering meaningful quality of life or usability benefits are a vital way to maintain the underlying value of Habbos. The moment they become worthless, is the moment credits themselves are worth less. Time will manifest not just in the player base penalising the development and the player base as they to enter the rares market, it will also remove the underlying need to purchase credits at all.

HOTEL UPDATES

A Proper Send Off

Written By Dreads, Editor-in-Chief at The Origins Observer, .com

After years of answering questions, welcoming newcomers, and serving as one of Origins most recognisable Help Desks, HAT has officially closed its doors. As Speedy mew, we look forward to a true community institution that helped countless players find their footing. Thank you HAT!

Art by Spirit owl

HOW TO THE MOON

A Spotlight On: heylookjorge

Written By Dubbsy, Sr. Editor at The Origins Observer, Habbo, .COM

This month we're shining a spotlighton heylookjorge, who has quickly become an active member of the Habbo Origins community. Whether he's tending to his garden, hiking or exploring rooms, he's found himself far more invested in Origins than he ever expected.

Before joining Origins, heylookjorge played on the US Hotel under the usernamejoe032, first joining Habbo in the summer of 2004 after spending a couple of years on Coke Music. His return came after a friend mentioned browser games, prompting him to search online and discover Habbo Origins!

One of the biggest surprises after returning was how much easier room design has become. He joked that "adults with money have a much easier time designing rooms than teens," while praising advanced furniture placement as a game-changing addition after years of relying on glitches to create unique layouts.

What started as a nostalgic visit soon became much more. Features like Fishing, Gardening and Events Competitions have kept him coming back, and the community has enjoyed the experience. Having already reached 99 Gardening, he has spent much of his time between exploring player rooms and chatting with fellow Habbos.

When asked about his favourite event, Jorge highlighted the Secret Anniversary celebrations, particularly the Present Smashing activity and Activity Pieces, which helped bring the community together. Although he acknowledges the community can sometimes feel a little cliquey, his experience has been overwhelmingly positive. He also describes Origins as friendly and welcoming, with moments that genuinely capture the atmosphere of Habbo back in 2006.

Looking ahead, he's hoping to see the return of the Neon furniture line or even the addition of Diner furniture, citing some long-standing requests. Asked to Chicka. For obvious reasons. **Bites lip emoji and drinks milk mmMmmM churn that butter.**

And how do you spend your days on Habbo Origins? What are some of your favorite rooms or activities? I spend my days non-stop next to a fishing hole. CACKLES ALUDELY. That's YOU Bab! I go around, make friends, play with myself, write or delete rooms, chatter with them in my dorm, play Juiz carrot or Bond fishing farm (with rules made up on the spot to make it fair for everyone participating in the finale). And I'm campaigning to become a Hobbo!

Oh my. And other than milk, what would you say is your favourite Habbo or old-life feast? Jeepers. I just love it. I just love sausage. In Norway we call it Pølse i Lompe which translates to "Potato mission sausage". I just can't get enough of it. I eat it every day. I just love sausage.

Enough. Thank you milkmaid-jenny for taking the time to do this interview and let the Habbo world know a little more about you. I'll let you have the last word. Is there anything else you'd like to say to your valued fans and readers? Why is my head so small?

Art by Spirit owl

TALKS & SESSIONS

Fates & Fortunes

Written By Dreads, Editor-in-Chief at The Origins Observer, .COM

Tucked away in the lower floors of the Library, an elderly fortune teller sits surrounded by dusty books. Guests pass by in search of knowledge, hoping a piece of fortune will motivate them to drift between the shelves. Drawn by curiosity, you approach her and ask what lies in the days ahead. She gazes into the crystal ball, smiles knowingly, and says: **"The richest fortunes seldom arrive in the hands of Habbos who chase them."**

HELPS, STUFF, STUFF!

An Interior Design Intervention

Written By Will, Event Creator, .COM

Ever wondered what happened to that child you adopted back in 2003? Well... they're making trash like this. But who really deserves the blame? Was it the neglectful adoptive parents, who abandoned their child in 2008 to chase a career at Urban Outfitters in Abercrombie & Fitch? Or was this outcome simply inevitable because of spoiled brats like n-a-t-a-l-i-e? Join this ever-outgrown the vanity of youth? Judging by this room... I'd say absolutely not.

But, jokes aside, n-a-t-a-l-i-e is genuinely one of the pillars of this community—whether she realises it or not. She's always getting involved, always supporting others, and is loved by almost everyone (subject to availability). In the could definitely use more people like n-a-t-a-l-i-e... just preferably with less t-a-c-k-y usernames. And, in all honesty, I was genuinely shocked to discover she was capable of stacking two photos on top of a color. So, where credit is due...

W-e-l-c-o-m-e, n-a-t-a-l-i-e-s. ♥

Art by Spirit owl

HOW TO THE MOON

Bab Blabs: Starring milkmaid-jenny

Written By Bab, Gold Habbo, .COM

Here at Bab Blabs we aim to get to the truth behind some of Habbo Hotel: Origins most famous characters whether that truth the be good, the bad, or the Jenny. The milkmaid-jenny that is.

Hello milkmaid-jenny, thank you for joining me. Firstly, people want to know what is the story of your name, "milkmaid-jenny"? Why not milkmaid-jackie or milkmaid-mandy? You aren't you a noisy cow. Asking me all these questions, you trying to get under my skin. Well, I'll tell you, Bab. I am actually named after my favourite Wessley child. The straight one who ends up with Harry.

You are longstanding member of the Habbo Origins community, a beloved character, comedian and competition prize winner. But, tell me, how long have you been a milkmaid? What made you become one? All of the time, since I was born in 2024. What made me become a milkmaid? Well... an email that I don't have access to anymore, that holds the one time code for my actual user that I forgot, and I'm locked out of my account, so I had to make a new character.

Well no one cares what the actual user is. Please tell me what it is like to be from Habbo Norway. We invented ABBA, boats, fjords and high mountains, we invented Harry Potter, we invented sausage in flat potato wrapper, we invented sauces, we invented the handbag and the television. What can we say? We are actually the best people from Sweden who are bad at soccer. MmmmmmmkmmMMUUU