Supereconomics Book 2

Š-ŔÉŚ™ and The City ⌂

Part 2

GRAND Śpin NETWORKS

The City

By Nick Ray Ball 21st Jan 2021

For Paul Romer and The Marron Institute NYU

Chapter 1

GRAND **Śpin** NETWORKS

(**Š-ŔÉŠ™ Powered** Net-Zero Charter Cities)

Part 1.

GRAND **Śpin** NETWORKS

(**Š-ŔÉŠ™ Powered** Net-Zero Charter Cities)

Part 2.

THE THEORETICAL MINIMUM

HOW IS LABOUR PAID

& what is Paid2Learn

Part 3.

Š-ŔÉŠ™

POP

(THE POINT OF PROFITABILITY)

Financial Gravity

Part 4.

QuESC

&

COMMANDERS INTENET

Part 5.

MARS RESORT 1

Chapter 1.01

GRAND **Śpin** NETWORKS

(**Š-ŔÉŠ™ Powered** Net-Zero Charter Cities)

"We belong to a short-lived genus of species. All of our cousins are already extinct. What's more, we do damage. The brutal climate and environmental changes which we have triggered are unlikely to spare us.

For the earth, they may turn out to be a small irrelevant blip, but I do not think that we will outlast them unscathed. Especially since public and political opinions prefers to ignore the dangers which were running - hiding our heads in the sand.

We are perhaps the only species on earth to be conscious of the inevitability of our individual mortality. I fear, that soon, we shall also have to become the only species that will knowingly watch the coming of its own collective demise, or at least the demise of its civilization."

Seven Brief Lessons on Physics by **Carlo Rovelli 2014**

Scary stuff indeed, but at least now there is not only hope but will, as, thank god, climate change and environmental damage are now in both the public domain spearheaded by our children and in the political domain due to the peoples' obvious desire for conservation leads to favourable policies, as we see the US back on track for Paris and a leading role in climate action and the UK, already on track's position strengthened by the US and global desire to stop the climate catastrophe.

But what of the 100 countries in the world without the money to make these changes? What is our plan for their individual climate catastrophes?

Well, to be brutally honest; you're reading it and it's the only plan on any table that can work and can be precisely modelled.
See the work in progress at http://www.supereconomics.ai/UCS/Calculator.php

Chapter 5. INDEX

This chapter is primarily for Paul Romer, Donald Marron, Shlomo (Solly) Angel and the rest of the team at the NYU Marron Institute of Urban Management. We shall begin with a video; NYU Stern Fireside Chat with Nobel Prize Winner, Professor Paul Romer soon after he won the 2018 Noble Prize in Economics.
https://www.youtube.com/watch?v=8lu_ddw0o0A (Nov 27, 2028)

To begin we zoom into Donald Marron NYU Life Trustee, who shares that after Romer's arrival he was worried about losing Paul.

Marron says;

"You know this book I'm reading called the seven principles of physics, so there's 7 chapters and there's 7 things, the first one is general relativity, the second one is – something else, so I can kind of understand it Paul, but for our next seven lunches can we start out with you explaining each chapter and all the math. He said I would love to do it.
By the end of the second chapter he'd left to go to the World Bank, and I said hey Paul what happened to the rest of the chapters?
Well to his credit when he got back the first thing, he said to me was; we'll do the other 5. Now it has not happened yet because in our lunch last week when we talked about the Nobel prize and somehow that was more important Paul, than the other 5 chapters of this book.

We shared a big agreement on two important things; 'cities are engines of innovation – economic prosperity and opportunity, it's a place where ideas both come, and grow, and flourish, and are executed.'
And the second thing was universities in general, a research university at the level of NYU, combined, with all of these things can improve the life in this city and that's really what the urban institute is all about, what we can do to combine academic the commercial world in order to provide a better life for everybody."

Chapter 5.01b

IN MEMORY OF DONALD B. MARRON SR.

A TIME TO BE HONEST

I'm really into quantum mechanics, and in particular, a formulation called Loop Quantum Gravity.

This is not to say that I am fluent in the subject, but rather I believe it to be a product of a misspent youth, like Steve Jobs and it would seem every physicist who works in Loop Quantum Gravity I have experimented with window panes, purple oms, microdots and psilocybin mushrooms.

Listening to the theories of the Loop Quantum Gravity crew is always a flashback to this or that adventure.

It's like I'm uniquely wired up to find this branch of quantum mechanics, and for 9 years now I've been doing my own research and trying to make sense of it all by relating the physics to my every growing network plan. Until it's now so interwoven with this and that principle for physics that it has become physics or at least a derivative of physics.

S-RES originated from such an experiment, see from 2012
http://americanbutterfly.org/pt3/the-network-on-a-string/quantum-force-theory-spin-and-the-res-equation

My journey into Loop Quantum Gravity (LQG) did not start well, with Lee Smolin and LQG versus Games Gates and Supersymmetry at the 10th Isaac Asimov memorial debate on The Theory of Everything. At a time when string theory was still the buzz branch of theoretical physics, and not so long after the episode of the Big Bang Theory where Sheldon fights with Leonard's girlfriend about String Theory versus LQG, Sheldon being on the side of string theory. In that show as well as in the debate, string theory won.

So back in 2012 / 2013 when I was just starting to experiment with the theory of everything, I was firmly set on string theory, in the same way, that republicans like Jesus and guns.

The reason I started down the path of LQG was a narrative by Donald Marron asking Paul Romer to explain the 7 principles physics book that he enjoyed. I googled it and came to Claudio Rovelli's 7… and on from that book to others.

One point is crystal clear, and that is the math, no matter how the theory developed, the fact is now that the math is superb, and in using it, we can bring the 'bottom billon' into a completely unexpected century of abundance, and in such a way that is a positive to the planet.

This chapter drills this point home, and has been written principally for Paul Romer, but because of Donald Marron. So with this build-up then, I will give an example of each of Rovelli's principles of physics that has been a building block of the theory, Angel Theory, Supereconomics.

within the S-World Network. But I'm going to cut this to the bone in terms of detail.

Principle of Physics 1. General Relativity

"And it is at this point that an extraordinary idea occurred to Einstein, a stroke of pure genius; The gravitational field is not diffused through space, the gravitational field is that space itself.
This is the idea of the theory of general relativity; Newtons space through which things move and the gravitational field are one and the same thing.
It's a moment of enlightenment, a momentous simplification of the world, space is no longer something distinct from matter, it is one of the material components of the world, and an entity that ungulates, curves, twists, were not contained in an invisible rigid infrastructure we are immersed in a gigantic flexible snail shell."

Ok, for this we must start with Newtonian Gravity,
Here is a visual

S-World information is structured like a cube within a cube, within a cube, so that one can create a hologram and using hand sensors point or pinch the inner cubes until you find you're data. Think of each company being a cube, or each person or each country, it's a general method of navigation, for this or that data.

As I started to build these cube-like graphics, I also started watching THE ELEGANT UNIVERSE by BRIAN GREENE and which showed similar graphics, but for Newtonian Gravity, and general reality, but with a caveat that the general relativity version would be all mixed up, like the snail shell Rovelli mentioned.

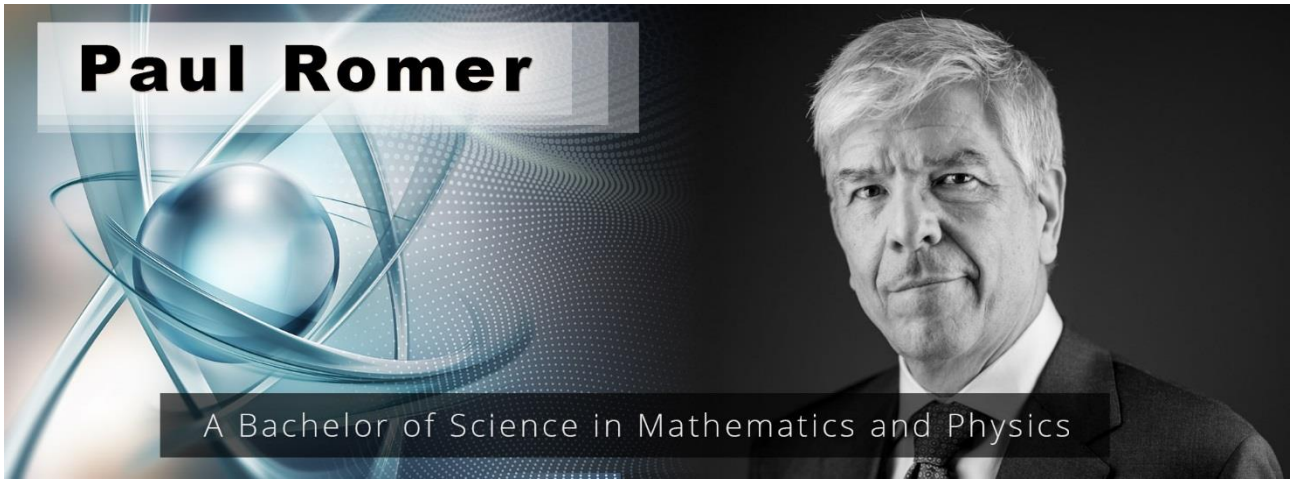
In S-World this 'messed up snail shell' is the internalities and externalities.

Chapter 5.02

Physics in S-World Rovelli Points 1 to 7 for Paul Romer

Chapter 7.1c

Determined Cash Flow



Marron asked Romer to explain the 7 principles physics book because as well as economics Paul Romer also had a degree in Physics.

This intrigued me, so I attempted to find the book, I could not find the exact same title, but I did find 'Seven Brief Lessons on Physics' by Carlo Rovelli, which also started with general relativity which I guessed was the same book, maybe with a slightly different title for the UK. I downloaded it on the 7th October 2019, and enjoyed it, but not as much as I enjoyed another book by the same author; Carlo Rovelli.

Reality Is Not What It Seems: The Journey to Quantum Gravity, which in a way continued from The Grand Design by Stephen Hawking and Leonard Mlodinow. I would in the following months follow up with; Quantum Space by Jim Baggott, and at some point, I started to home in on what Rovelli and Baggott refer to as Spin Networks. In a kind of instinctive way, these Spin networks have some similar properties to my Grand Networks and so I adapted the name Grand Networks to Grand Śpin Network, which made a lot of sense as it is the Śpin that increases the money supply and makes them grand.

Recently I followed up with Something Deeply Hidden: Quantum Worlds and the Emergence of Spacetime, by Sean Carroll and most recently I closed the loop by returning to Carlo Rovelli and The Order of Time. Which is a trip.

On the one hand, in terms of relating the work to economics and in particular Grand Śpin Networks (Similar in many ways to charter cities) I am looking to simply describe the phenomenon of (sequencing events) creating something from nothing, not magic, a Grand Śpin Network can emerge from where there is now nothing, it's mostly an act of correctly sequencing events.

Hawking says a universe can create itself from nothing. But to be a little more specific Rovelli's; The Order of Time describes creating space-time from nothing, which is kind of the same thing, and a central point in Carlo Rovelli's work.

It would seem that time is not fundamental, rather it is the sequencing of events, lets here a paragraph from Rovelli's book;

> "We cannot change the past – we can have regrets, remorse, memories.
> The future instead is uncertainty, desire, anxiety, open space, destiny perhaps.
> We can live towards it - **shape it** because it does not yet exist. Everything is still possible.
>
> Time is not a line with two equal directions, it is an arrow with different extremities, and it's this, rather than the speed of its passing that matters most

to us about time. This is the fundamental thing about time. The secret of time lies in this slippage we feel on our pulse, viscerally in the enigma of memory, in anxiety about the future. This is what it means to think about time.

What exactly is this flowing, where is it nestled in the grammar of the world? What distinguishes the past - it's having been, from the future – it's not having been yet, in the folds of the mechanism of the world? Why to us is the past so different from the future?

Nineteenth and twentieth-century physics engaged with these questions and ran into something unexpected and disconcerting. The difference between the past and future, between cause and effect, between memory and hope, between regret and intention in the elementary laws that describe the mechanisms of the world; **there is no such difference."**

Rovelli continues to tell us that entropy and heat (thermodynamics) play a critical role in creating what we feel/understand as time.' Here is a key paragraph about this;

Chapter 2. Loss of Direction

Saadi's pamphlet finds its way into the hands of a fierce-eyed austere Prussian professor called Rudolf Clausius, it is he who grasps the fundamental issue at stake, formulating a law that was destined to become famous; **if nothing else around it changes heat cannot pass from a cold body to a hot one.**

The crucial point here is the difference from what happens with falling bodies – a ball may fall but it can also come back up by rebounding for instance. Heat cannot**, this is the only basic law of physics that distinguishes the past from the future.** None of the others do so; not Newtons Laws governing the mechanics of the world, not the equations for electricity and magnetism formulated by Maxwell, not Einstein's on relativistic gravity, nor those of quantum mechanics devised by Heisenberg, Schrodinger and Dirac, not those for elementary particles [animated] by twentieth-century physicists. NOT ONE of these equations distinguishes the past from the future.

If a sequence of events is allowed by these equations, so is the same sequence run backwards in time, in the elementary equations of the world, the arrow of time appears only where there is heat.

When we zoom in on heat we see the characteristic of entropy, which is how heat is transformed, for example by taking an ordered structure such as a stack of logs and setting it on fire so making flames and ash and heat, which are less ordered. Entropy is what happens when something turns to dust.

"Clausius entropy indicated by the letter 'S' is a measurable and calculable quantity that increases or remains the same but never decreases in an isolated process, in order to indicate that it never decreases, we write $\Delta S \geq 0$ (Delta S is

> always greater or equal to zero) and we call this the second principle of thermodynamics, the first being the conservation of energy."

We already have included the conservation of energy in the theory, it is the Š in the Š-ŔÉŚ™ equation. Š is for savings, the money left in the bank at the end of the year that becomes Ŕevenue in the next.

Now I'm, working on an economic adaptation of ΔS ≥ 0 for The Suburb Sale, which I give the house symbol too; ⌂ The suburb sale, which must be greater than É leakage which I shall write; ÉL. So ⌂ The Suburb Sale must be equal to or greater than the total of all cash flow that is spent with companies that are outside the network, making ⌂ ≥ ÉL.

⌂ ≥ ÉL.

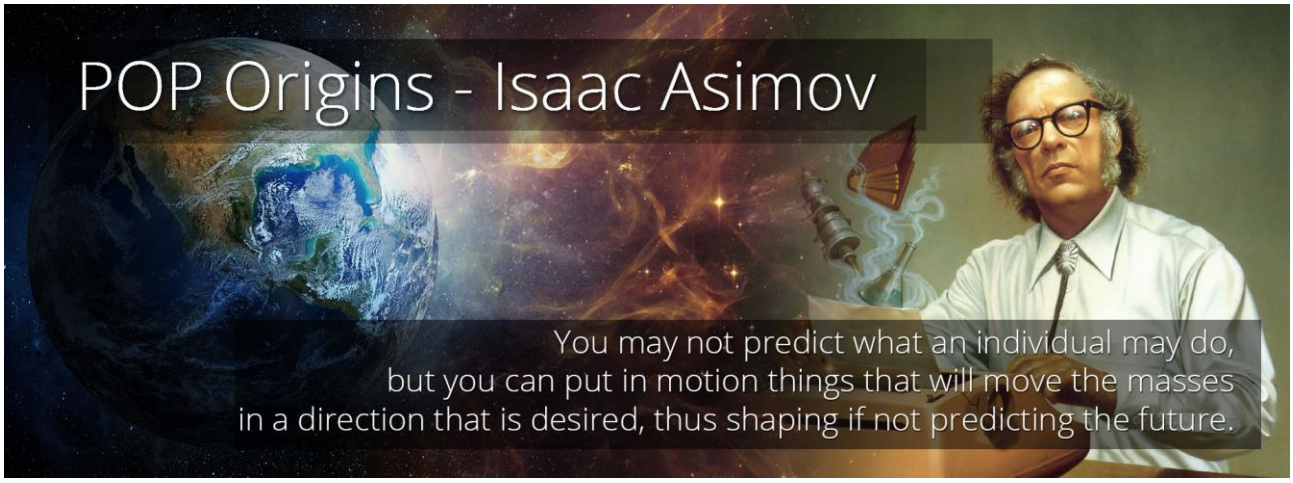
The Suburb Sale must be greater than É (recycle Éfficacy) leakage.

And that's it - when using Š-ŔÉŚ™ to increase the money supply, by increasing the speed money changes hands all you need is The Suburb Sale to bring in more money than is lost to É leakage. Critically for determinacy, and this is pivotal, (⌂) The Suburb Sale itself will have been contracted years before. The date today is 11/11/2020, and I would be disappointed if we did not have a handful of contenders by mid-2020 and would expect the first contract to be signed by the end of 2021 giving three years before the start of the Malawi Grand Śpin Network proper.

For the purposes of this book then, we need to consider its pages, under the condition that a contract will be sighed for (⌂) The Suburb Sale well before we begin the operation. And once this variable ⌂ is certain we may add ⌂ ≥ ÉL and then we have more money entering the network each year than we have leaving it. This overflow of money is them increased by Š-ŔÉŚ, turned into Ŕevenue and by the end of the year whatever is not lost to ÉL turns into Šavings.

And because Šavings is inspired by the law of conservation of energy, and now, in addition, we are adapting ΔS ≥ 0 to ⌂ ≥ ÉL we are mimicking both the first and second laws of thermodynamics within the networks financial engineering. And as we have heard, of all the many great theories of the universe; general relativity, quantum mechanics and so forth, the only equations that deal with time are those on thermodynamics. **This is a nice property to have if you are trying to make a time machine,**

And in many ways that is what S-World UCS is a time machine, just created to change or shape the future to one we would be proud to bequeath to our children, and children's children. Since the summer of 2011, the purpose of the network was defined by a single quote by **Isaac Asimov**



> "You may not predict what an individual may do, but you can put in motion things that will move the masses in a direction that is desired, thus shaping if not predicting the future."
>
> The S-World Mantra Since 2011 **| Isaac Asimov**

For more UCS as a time machine see the M-Systems introduction and the film script for Angel City 5: www.angeltheory.org/angel-city-5-_-1st-aug-2017

The process Š-ŔÉŠ™ and ⌂ ≥ ÉL create a deterministic income for every business in the network, as whatever money is made from ⌂ The Suburb Sale and is then increased by Š-ŔÉŠ™ and divided between all the businesses.

Before I continue let's discuss The Suburb Sale ⌂. In late 2017 I started the thought experiment; S-World MARS Resort 1. For Elon Musk and SpaceX

Within S-World we have the 10 technologies and S-World UCS technology 6. It Is arguably the most powerful, it is S-World UCS that creates the Histories and Supereconomics books 1 to 4 are all about Histories. Just last week (begging of November 2020) I started the software design for making and displaying UCS Histories clearly and quickly.

UCS stands for Universal Colonization Simulator, it is the gaming, training and recruitment engine within S-World. Because of this it's perfectly reasonable to make a City design on MARS for the game, plus it was a fun task, so I gave MARS Resort 1 a couple of months, and I'm glad I did, as two things emerged that have endured. One is the use of Š-ŔÉŚ™ (which this whole book is about) and by extension; Tax Symmetry needed to facilitate Š-ŔÉŚ™ on Earth not MARS.

The second and much simpler idea from MARS Resort 1 was The Suburb Sale ⌂. The idea of selling property by property, off-plan, on MARS seemed ridiculous, so instead, we came the idea of selling suburb by suburb, and this idea is now a pivotal part of the theory.

⌂ ≥ ÉL.

The Suburb Sale must be greater than É (recycle Éfficacy) leakage.

So amongst other tasks, we are looking for people, companies, foundations, wealth funds, countries, states, NGOs or universities to buy a suburb for about $4 billion down, and $1 billion a year for 16 years starting in 2024.

Let's take a look at the spreadsheet tab that shows how History 3 develops.
On the left we see the cash flow as recorded on the tab; H3) ŠÉŚ-v5 | S-World History 3b. and after I manually add the number of companies, considering the POP rule described in Book 3 (version 1). Its simplest to consider the POP law in terms of creating the most amount of well-paid jobs.

Like MMT (Modern Monetary Theory) S-World seeks to create full employment and education.

Š-ŔÉŚ™	Financial Engineering							
	Network Credits Ťender	Network Credits Ťender	Network Credits Ťender			Network Credits Ťender	Adjusted for Growth	Adjusted for Growth
	Cash Flow	Number of Companies	Cash Flow Per Company	Labour % Cash Flow	Labour Per Company	Spartan Labour Basic + Bonus1	Labour Growth Adjustment	Spartan Labour Basic + Bonus1
2024	$ 5,685,975,000	2,048	$ 2,776,355	25%	32	$ 21,690	100%	$ 21,690
2025	$ 14,894,843,486	4,096	$ 3,636,436	25%	32	$ 28,410	98%	$ 27,717
2028	$ 53,185,830,818	15,565	$ 3,417,058	25%	32	$ 26,696	91%	$ 24,185
2032	$ 106,194,771,025	**24,576**	$ 4,321,076	25%	32	$ 33,758	82%	$ 27,707
2040	$ 431,185,712,853	94,208	$ 4,576,954	25%	32	$ 35,757	67%	$ 24,087

2048	$ 867,395,313,639	131,072	$ 6,617,701	25%	32	$ 51,701	53%	$ 27,207
2050	$ 1,283,942,425,681	163,840	$ 7,836,563	25%	32	$ 61,223	53%	$ 32,218
2060	$ 2,892,474,879,905	245,760	$ 11,769,510	25%	32	$ 91,949	41%	$ 37,800
2070	$ 5,028,641,551,041	294,912	$ 17,051,329	25%	32	$ 133,214	32%	$ 42,781
2080	$ 8,204,082,483,521	327,680	$ 25,036,873	25%	32	$ 195,601	25%	$ 49,072
B	C	D	E	F	H	J	K	L

(!!! Error in columns K and L, this is the incorrect variable, we need to turn off all growth on the S-RES calculator to see the discounted figure. This will increase the percentage seen, and decrease the values in column L, So we need to lower companies created, or increase income which we are by seeking not 1 but 4 ⌂ Suburb Sales starting in 2024, or close to it, maybe 1 in 2024, the next 2025, then 2026, and another in 2027 quadrupling our cash flow.)

In 2024 we see we have $5.68 billion (90% from ⌂ The Suburb Sale) divided by 2048 companies, each of which receives $2.7 million. And from there 25% of cash flow is paid to labour, and if a company had 32 employees, each would earn $21,690. In a country where the average person lives on less than a dollar a day.

This is all determined by ⌂ ≥ ÉL; The Suburb Sale must be greater than É (recycle Éfficacy) leakage. As we see the income made from the Suburb sale divided by the companies and then by the staff.

Moving down the timeline we see the number of companies near doubling in size every year and income per company increasing (but these figures are not discounted)

To increase either the amount of money each company can receive and or the staffs pay we simply lower the number of companies. Lower the rate of POP.

About companies.

In general, in broad strokes, companies will be divided into four 25% equity sets. One for the Suburb Sale owners, One for the technology/patent/technical assistance partner, One for current personnel, and one for future personnel.

(Note the technology/patent/technical assistance partner may send someone to a new company in Malawi for a year or two to monitor the launch.)

In UCS History 3 we start with 1 City in 2024, another in 2032 and another in 2048. However, in my next solo History, I will start with 4, each of which will have a different specialization, potentially;

1. **A technology company or collection of technology companies,** such as Microsoft, Google, Facebook and Alibaba,
2. **A university or universities**, maybe Yale, Harvard, Stanford & Cambridge,
3. **A country** like the UK the US, India or Greece,

4. **A foundation or collection of foundations** like The Bill and Melinda Gates Foundation, the Chan Zuckerberg Initiative, Virgin Unite and The Obama Foundation.

Returning to The Order of Time by Carlo Rovelli

The following is now from memory, so please forgive any misinformation, after all, we are discussing how general relativity interacts with quantum mechanics, a subject that Einstein puzzled with for 40 years after completing general relativity.

To further complement this idea, I wish to link it to the book The Deficit Myth: Modern Monetary Theory and How to Build a Better Economy by Stephanie Kelton. The quantity in question that is common is the sequencing of events and spending first. In The Order of Time Rovelli reveals that time is emergent from the sequencing of quantum events, (I really need the correct quote here, I'll try to add it later). What I can say is that it sounded a lot like Modern Monetary Theory as described by Stephanie Kelton, (again I will try to add the quote later, but in essence;) the important difference is in spending first and taxing the income of those who received the spending, not taxing the income and then deciding what to spend the money on. Spending first creates the eventual tax receipts and if you spend first you will make more from tax, than if you spent after.

I bring this up because this is a quality of Š-ŔÉŚ™ in Š-ŔÉŚ™ we start on day one with a sum in the bank account Š the Šavings (money still in the bank on the 1st day of a new year) and Ŕ which can be the income from ⌂ The Suburb Sale, other revenue may appear within the year, but I'm not counting that right now. Thus, in this history, we count only savings and the suburb sale. And in both cases, the money is available to the network on day 1 of each new year and is spent immediately one business at a time within nanoseconds between each payment. Following a pattern called a Sienna Equilibrium where the sequencing of events is critical as the spending flows through the network in such a way that after all the spending (ÉL aside) each company has a similar figure or a greater figure in its bank that it had at the begging of the year.

This effect (The Sienna Equilibrium) will be demonstrated as part of the software UCS simulation software that I started in November 2020 and work on most days.

In 2024 the networks combined cash flow goes to 2048 companies who each have $ 2,776,355 or in 2080 327,680 companies each receives $25,036,873 (not discounted), about the same in real terms as 2024, but now there are 327,680 companies each with approx. 32 personnel so achieving the MMT objective of full employment *but without the need for increasing the deficit*.

This is achieved by the Śpin which I am increasingly seeing as similar to time in Rovelli's books. A Śpin of two is a doubling of time, not exactly as we must always decrease its duration for the second Śpin. The second Śpin spends by 11 July 2025, not the 1st July 2025. To clarify the company receiving the money at the begging of the year must spend it all by the 11th July, and preferably a millisecond after receiving it, that is the objective. It is in this second year where Śpin (time) is most apparent as it nearly doubles, whatever was done in 2024 must be done

twice in 2025. We assist this by making sure the company can far more than double capacity, it will be built to 10x capacity over the first handful of years.

Another quality of time is in the sequencing, 327,680 companies (in 2080) spending their money as quickly as possible (buying parts and materials, paying labour) but all doing the best they can to keep a 100% É recycle-Éfficiency, which is achieved by only buying from other companies in the same network, which at 327,680 is child's play, but even 2048 is possible, in fact, anything over 100 and you can create a Sienna Equilibrium, where everyone is buying from everyone else. This is just like being a country in an economy, the money is whirling around and around and mostly returning to the source. But the difference here is that with a high É recycle-Éfficiency and an ever-increasing Śpin (time moves faster and faster) there is more money and more money to divide between the network companies. This is what we mean by 'Determined Cash Flows' This is a great quality to add to Paul Romer's Charter Cities.

The sequencing of events; spending first, so creating the market, and then the targeted re-spending increases the networks capacity to create GDP. And that's the story of Š-ŔÉŚ™ and the Suburb Sale.

Supereconomics is the art of finding ways to enable Š-ŔÉŚ™ and ⌂ ≥ ÉL in the real world.

Grand Śpin Networks
Quote from The Order of Time Chapter 10/11
Go to Romer quote on the 7…
Spin networks emerge as time from the order of things…

The Order OF TIME

by Carlo Rovelli

Audible Chapter 10. Book Chapter 9. Time is Ignorance – Minus -6.23 Seconds

Quantum Time

Rodger Penrose is among the most lucid of scientists who have focused on space and time, he reached the conclusion that **the physics of relativity is not incompatible with our experience of the flowing of time, but that it does not seem sufficient to account for it.** He has suggested that what's missing might be what happens in a quantum interaction.

Alain Connes the great French mathematician has pointed out the deep role of quantum interaction at the root of time. When an interaction renders the position of a molecule concreate the state of the molecule is altered. The same applies to its **speed if what materialises first, is the speed and then the position, the state of the molecule changes in a different way than if the order of the two events were revered. The order matters, if I measure the position of an electron first and then its speed its state changed differently than if I were to measure its velocity first and then its position.** This is called the noncommutative of the quantum variables because position and speed do not commute, that is to say, they cannot exchange order with impunity. This noncommutativity is one of the characteristic phenomena of quantum mechanics, noncommutativity determines an order, and consequently, a germ of temporality in the determination of two physical variables. To determine a physical variable is not an isolated act, it involves interaction, **the effect of such interactions depends on their order, and this order, is a primitive form of the temporal order.**

Perhaps it's the very fact the effect of these interactions depends on the order in which they take place that is at the root of the temporal order of the world. This is the fascinating idea suggested by Connes, the first germ of temporality in elementary quantum transitions lies in the fact that these interactions are naturally, partially ordered. Connes has provided a refined mathematical version of this idea, he has shown that a kind of temporal flow is implicitly defined by the noncommutativity of the physical variables, due to this noncommutativity the set of physical variables in a system-defined mathematical structure called; noncommutative Von Neumann algebra and Connes has shown that these structures have within themselves an implicitly defined flow.

Surprisingly there is an extremely close relation between Alain Connes flow for quantum

systems and the thermal time that I discussed above.

Connes has shown that within a quantum system, the thermal flows determined by different macro-states are equivalent up to certain internal symmetries and that together they form precisely the Connes flow. Put more simply, **'the time determined by macroscopic states, and the time determined by quantum noncommutativity are aspects of the same phenomenon, and it is this thermal and quantum time, I believe, that is the variable that we call time, in our real universe.**

Where a time variable does not exist at the fundamental level.

The intrinsic quantum indeterminacy of things produces a blurring, like Boltzmann's burning, which ensures, contrary to what classic physics seemed to indicate, that the unpredictability of the world is maintained. Even if it were possible to measure everything that is measurable. **Both the souses of blurring (quantum indeterminacy) and the fact that physical systems are composed of zillions of molecules are at the heart of time**. Temporarily is profoundly linked to blurring, the blurring is, due to the fact, that we are ignorant of the microscopic details of the world. **The time of physics is ultimately the expression of our ignorance of the world, time is ignorance.**

Alain Connes has co-authored with two friends a short science fiction novel; Charlotte The protagonist manages to have for a moment a totality of information about the world without blurring. She manages to see the world directly beyond time. "I have had the unheard-of good fortune of experiencing the global vision of my being. Not of a particular moment but of my existence as a whole. I was able to compare its finite nature in space against which no one protests, with its finite nature in time which is instead the source of so much outrage." And then returning to time; **"I had the impression of losing all the infinite information generated by the quantum seam, and this loss was sufficient to drag me irresistibly into the river of time."**

The emotion that results from this is an emotion of time, "this re-emergence of time, seemed to me like an intrusion, a source of mental confusion, anguish, fear and alienation."

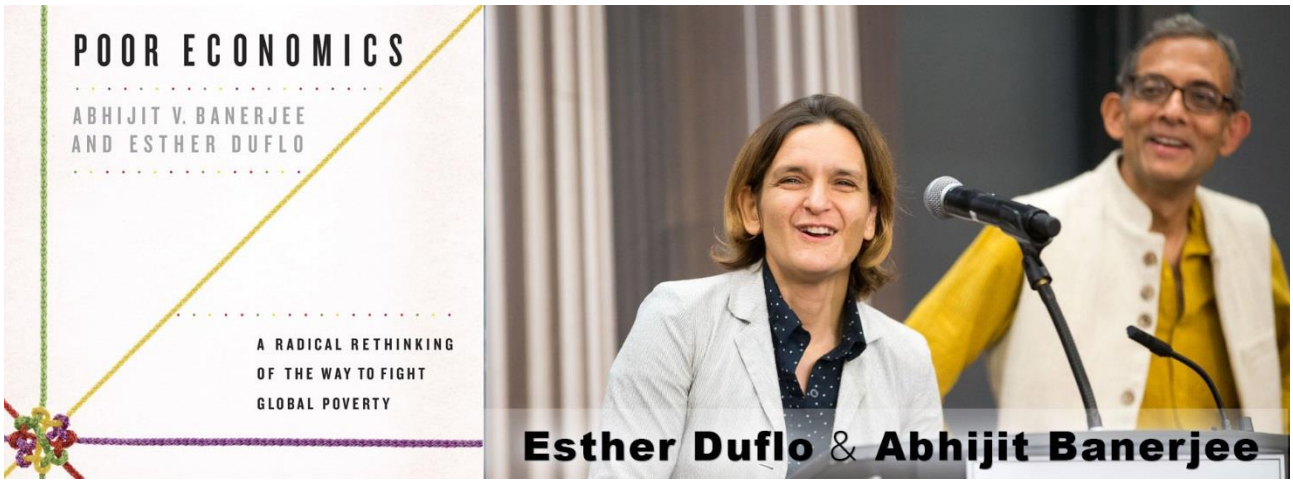
Our Blurred and… (-00.42)

Chapter 5.2

Poor Economics by Esther Duflo and Abhijit V. Banerjee

Paul Romer's CHARTER CITIES

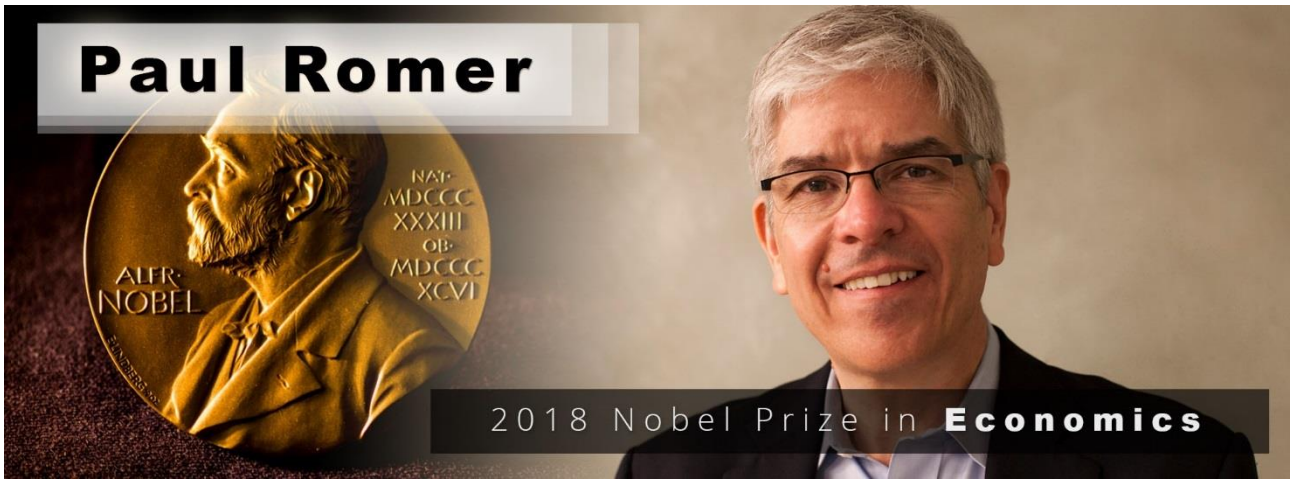
In 2019 The Nobel Prize in economics went to Esther Duflo and Abhijit V. Banerjee in part for the work in their book: Poor Economics.



Charter Cities

A pivotal moment in the history of S-World and Grand Śpin Networks (Similar in many ways to charter cities) was the page on Paul Romer's idea of charter cities;

"One possible way to break the vicious cycle of bad institutions is to import change from the outside. Paul Romer, known for his pioneering work on economic growth a couple of decades ago, came up with what seems like a brilliant solution: If you cannot run your country, subcontract it to someone who can.



Still, running an entire country may be difficult. So, he proposes starting with cities, small enough to be manageable but large enough to make a difference. Inspired by the example of Hong Kong, developed with great success by the British and then handed back to China, he developed the concept of "charter cities."

Countries would hand over an empty strip of territory to a foreign power, who would then take the responsibility for developing a new city with good institutions. Starting from scratch, it is possible to establish a set of good ground rules (his examples range from traffic congestion charges to marginal cost pricing for electricity, and of course include legal protection of property rights). Because no one was forced to move there, and all new arrivals are voluntary—the strip was empty to start with—people would not have any reason to complain about the new rules.

One minor drawback with this scheme is that it is unclear that leaders in poorly run countries would willingly enter into an agreement of this sort. Moreover, even if they

did, it is not clear they could find a buyer: Committing not to take over the strip of land once it is actually successful would be quite difficult. So, some development experts go further. In his books; The Bottom Billion: Why the Poorest Countries Are Failing and What Can Be Done About It, and; Wars, Guns, and Votes: Democracy in Dangerous Places – Paul Collier, an Oxford University professor and former World Bank economist, argues that there are sixty "basket case" countries (think Chad, Congo, and so forth) in which about 1 billion people live. These countries are stuck in a vicious circle of bad economic and bad political institutions, **and it is the duty of the Western world to get them out.**

Chapter 5.3

Paul Romer

NYU Marron Institute of Urban Management

Nobel Speech including **Economic Migration**

Soon after Paul Romer was awarded the 2018 Nobel Prize in Economics. Oct 8, 2018

www.youtube.com/watch?v=-nL4-Vj5Lyw&feature=youtu.be

"So – again – my job is to just try and discuss the facts, the facts that many people are familiar with, in say intellectual – progressive circles. If you let a small number of immigrants come into society, they can be assimilated into the society and it grows stronger and its character does not change. But if too many people come in too fast it can undermine the things that people value in their existing societies. Very rapid rates of immigration could be destabilizing, and arrangements that people make to accommodate big flows, like treating the immigrants as having different legal rights than other citizens, can also be very disruptive, so I think we need to all understand this challenge; "**we are confronting hundreds of millions of people who say they'd like to move from the place where they currently live. Could well be billions, but at least hundreds of millions of people**, it's not going to be an easy process to accommodate them and I think it's the same problem we see all over the world."

Some of you may know I proposed something called Charter Cities which was a different type of political structure for creating places to do what New York did before.
"I think the verdict on that is that is that

"It's the worst idea that has come along, except for all the others,"

And now people are coming back to this idea – you can think of it being a little bit like Hong Kong in the way that it could accommodate millions of people from China. I think there's some more appreciation that something like this kind of structure might be helpful.

"It's not a great solution, nobody likes it, but you got to ask; 'compared to what?'

Paul Romer; "The United States doesn't have a backup plan."

> "When I sold my software company, I was trying to work out what I should do and I took flying lessons, which I loved. My flight instructor once said to me, if you ever find yourself, saying to yourself; 'this will probably turn out ok – land the plane.' His point was when you say; 'this will probably turn out ok when things have continued to deteriorate **you don't have a backup plan** and I think on these same issues about migration, we don't have a backup plan. **"The United States doesn't have a backup plan."** Nobody has a humane, thoughtful plan of how we

can help people who are in such need without jeopardizing the social and political systems. So, it's a very important practical topic that we need to think about.

THE PLAN FOR **Economic Migration**

As we shall read, the S-World version of charter cities (called Grand Śpin Networks) had a very strong defence against the problem outlined above re immigration. Take the Malawi UCS History 3 example and we are building in the capacity to **1**) Increase population from 20 to 40 million as its population, alongside much of Africa are expected to double in population according to the Bill and Melinda Gates Foundation, and **2**) expect to increase by another 40 million people from across the world.

Times by 100 for 100 countries following suit, and we are making capacity for 4 billion economic or other refugees, whilst also increasing places for good jobs for Africa's population to double. Not that we want this to happen, not at all, but we must plan for it.

Plan a world that can cope with 11 billion soles, in a much better way than we do currently for 7 billion without increasing carbon, and in fact, reducing it, and in terms of resources, we must follow Donella Meadows 'There must be enough'

Plus make systems so that S-World can still create spectacular good economic growth in situations like we saw in 2020 – The dawn of COVID because children playing in open sewers is not only inhuman, it's also very dangerous.

I feel this is a very big point and I have just touched upon it, but really we need to consider this whole book and much of the work over the last 10 years has been in creating the money necessary to make jobs and homes for 80 million in Malawi, and only upon that foundation do we multiply by 100 locations for enough Grand Śpin Networks for good jobs and housing and many special projects.

Remembering that no expense is spared, and the Net-Zero promise plus Jobs, Jobs, Jobs in these future cities that people are going to want to live in. Not only economic refugees but I would anticipate maybe a billion more people will emigrate from Europe and the USA, and

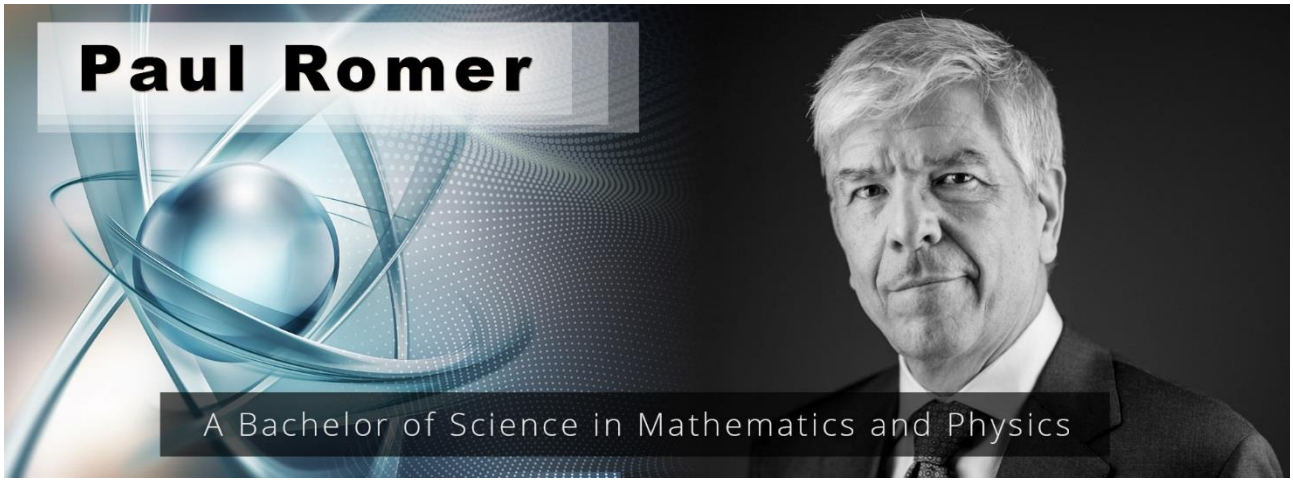
commonwealth counties including India.

Each Grand Śpin Network is at its base Net-Zero construction systems, which builds nice homes, nice net-zero homes, and employs the world's population to achieve this and other goals.

In most cases when a country and its people become rich enough population growth flatlines, and sometimes like in Denmark population decreases. Although of course economic immigration can increase the population even if the population that are there are not increasing population.
I had heard this as a rule in several good economics books, but there is a caveat, some countries that become rich, continue to grow (maybe for religious reasons). We need to work out the exact problem here and find a solution or, (this is harsh) we may be best off not setting up in any country if the population is expected to substantially increase.

Chapter 5.4

Paul Romer and Charter Cities



What cities need right now is big plans, and **Big Plans Must be Simple**

On building Charter Cities, in his 2018 Nobel in economics speech said at the Marron Institute at NYU Paul Romer said:

"We can really make a difference in the quality of life of billions of people."

"We are confronting hundreds of millions of people who say they'd like to move from the place where they currently live. Could well be billions, but at least hundreds of millions of people, it's not going to be an easy process to accommodate them."

What cities need right now is big plans, and **Big Plans Must be Simple**

> “Plans like the 1811 expansion of New York City, which was for a seven-fold expansion. You can’t have a big plan that’s also micromanaging a lot of details, it can’t be complicated.
>
> So, they have big plans and they have got to be simple, and you got to rely on people to fill in a lot of the detail.”

> “Cities are different enough that they really deserve some kind of inquiry and even training courses, which is part of what the Marron institute is doing, it's thinking about the research and the practical demonstration – here’s what you can do in a city if you want to accommodate very rapid inflows, and it involves a much more laissez-faire kind of style than is common in most businesses.”

Nick Ray Ball:

Simplicity comes from the creation of the S-World Angelwing software, (the ten technologies working collectively) the software means considerable complexity can be applied to each situation. The 10 Technologies create a combinatorial explosion that maximizes Š-ŔÉŚ™ and allow for the Ťender process, and so all business make a profit. If you start with this certainty, it really simplifies future cash flows that turn into new companies by POP. In the same way, one would not try sending a woman to the moon without the basic computers NASA had in 1969, one would not consider founding a Grand Śpin Network without S-World Angelwing software and the Supereconomics AI. (Technology 9).

Nick Ray Ball:

We shall use the Š-ŔÉŚ™ system to increase the money supply affording the creation of the city in beautiful Net-Zero and adorn it with many Special Projects.

Plus, whatever Paul Romer and The Marron Institute suggest.

Mostly paid for by what we call ‘The Suburb Sale’ selling entire suburbs to select companies, foundations, countries, states sovereign and other wealth funds…

Chapter 5.5

The Suburb Sale

In S-World UCS™ History 3, the Suburb Sale accounts for about 90% of all revenue. If one wishes one may just deduct 10% from the final balance of $12 trillion in GDP making it $10.8 trillion. And in place of Zero to One percent of GDP Malawi increases from Zero to Zero-point nine percent of GDP.

Neither the $12 trillion (1% of GDP) or the $10.8 trillion (0.9% of GDP) include trade, which happens when all the Ťender companies create more of their product or service to sell outside the network. To get a vague notion of how much trade one might add we can look at UCS History 2, which does include trade, and gets Malawi from Zero to One, not by 2080 but by 2051. There is nothing wrong with the trade model per se, but I removed it because it created the argument; 'how can you be sure of the trade income,' you can't, so, I removed it creating what I call pre-determined cash flow, from the Suburb sale, a deal that would have been done long before operations began.

The key point from the suburb sale then is that it will have been contacted years before, so it is determined. In math, you can treat it as an almost fact,

The Suburb Sale

When one thinks of property development, particularly in popular tourism locations one considers the construction of homes and sometimes amenities, with the properties being sold in phases, and the more sold the more developed the location becomes and with this development usually comes an appreciation price of the land and real estate.

That's not at what's going on in the S-World version of charter cities which we call Grand Śpin Networks. In S-World Grand Śpin Networks one can't buy individual property, instead a major company, country, foundation, university, bank or sovereign wealth fund must buy a Suburb. A small town that grows bigger and bigger over time. But even then, there's no property for sale. Except for the owner of the suburb. And the owner of the suburb will mainly or exclusively work to create companies and over time the real estate is mostly for the companies and their personnel. Each member of personnel agrees to a 'Spartan Contract' which includes a property for each member of staff, this costs the staff member 25% of their salary, plus personnel can allocate parts of bouses towards their own home, which even at the basic level, is five-star accommodation, and note in this I have experience having created the 6-star system in 2002. Which is now 7 star.

obviously, if Malawi gets into a nuclear war, has a supermassive earthquake or a supervolcano erupts, this will add uncertainty, but this can be said of almost any deal, and in general, most other countries have higher risks of ELE's (Extinction Level Events) than Malawi, which other

than flooding, which is an area we can safeguard for (actually very happy to get extra water as we have 10 million swimming pools to fill) Malawi is not particularly vulnerable to acts of God. As for the nukes, well that argument is global and does not stop property sales.

Those who don't know Africa well and may be concerned about dictators and military coup's, whilst I can't say it's impossible, it's very unlikely, Malawi was in part chosen because its citizens are the most peaceful and humble people on the planet. Unless you happen to be playing soccer, in which case all bets are off and prepare to be humiliated and amazed at the skills. What about outright war with a neighbour, that's as unlikely as an ELE, the only war Malawi's neighbours ever had was against colonial powers, and even then, not much.

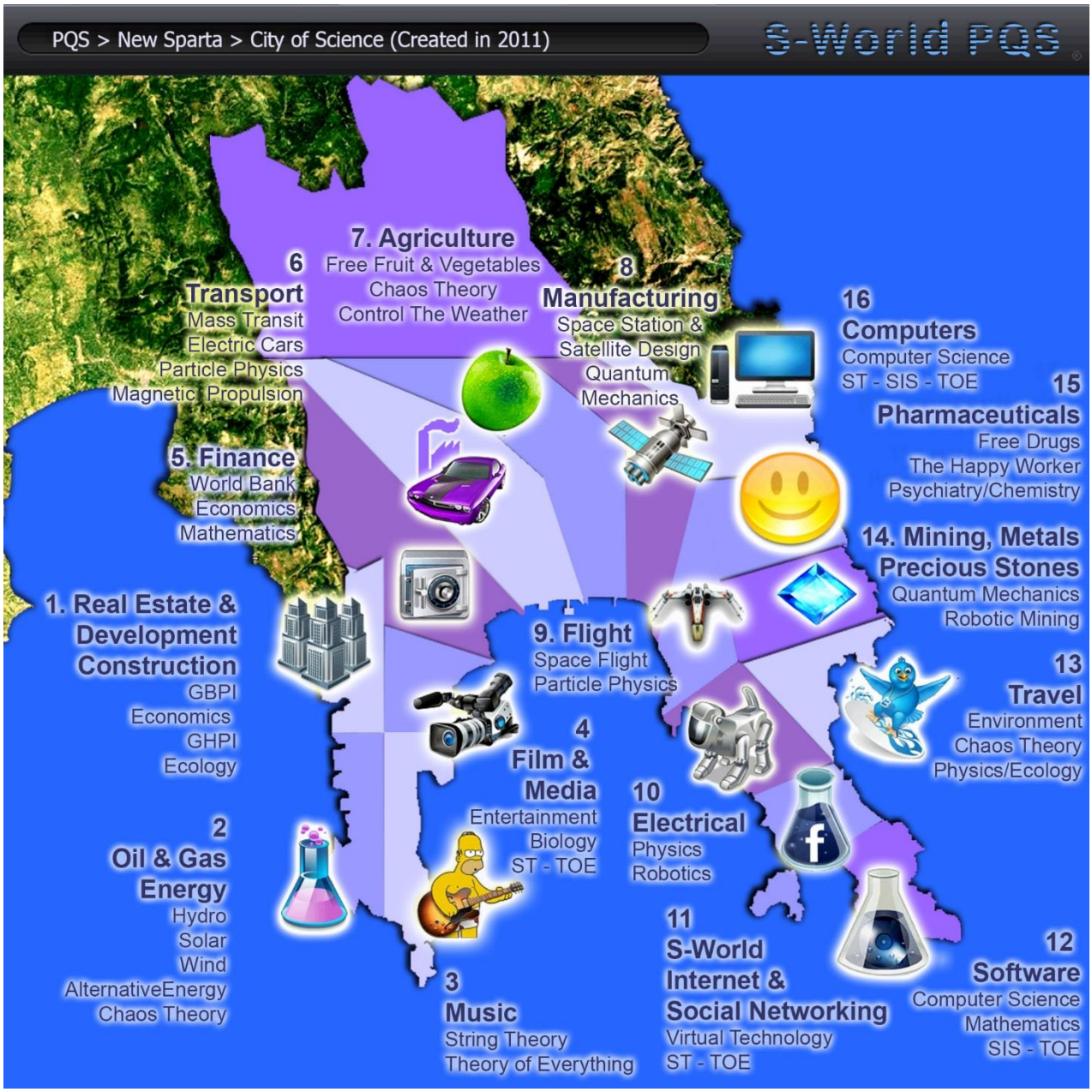
The Suburb sale is selling real estate, many businesses (2048 to 300,000 plus), the Ťender - guaranteed income for the businesses and early investors options in the Ten Technologies ~~as a combined package.~~
Next, we see the/a plan for the Malawi Network in 2025, at which point we are talking about 4096 businesses. Each square below represents 64 of those businesses.

>>>>>

Chapter 5.6

New Sparta – Net-Zero City of Science

Grand Śpin Network v1. 2011



Isaac Asimov's;

'Shaping if not Predicting the Future.'

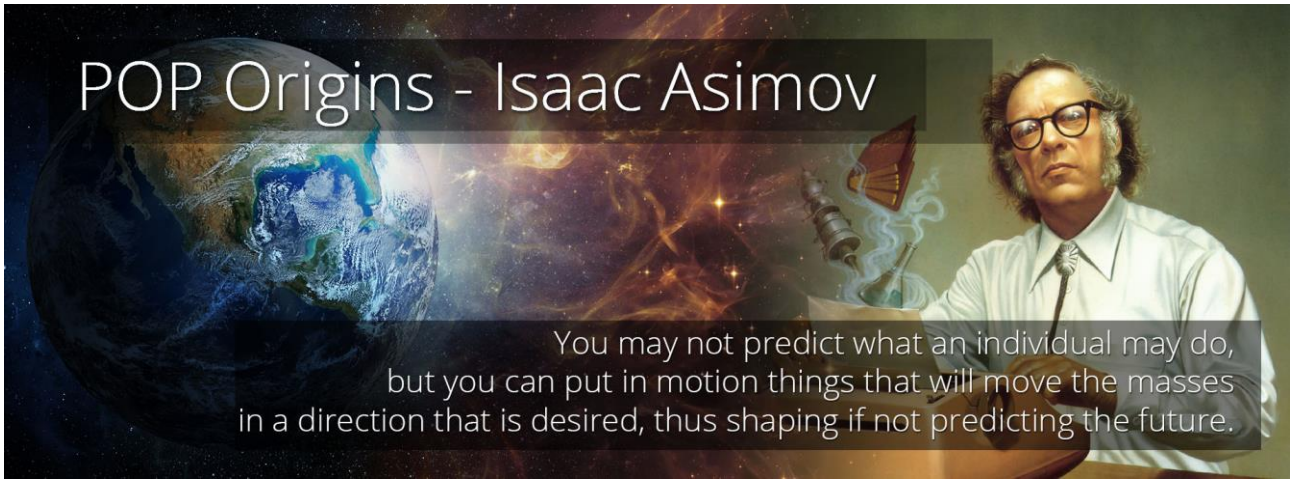
Š-ŔÉŚ™ Financial Engineering

Monopoly Power in the Quantum Age

Creating Net-Zero Cities and wealth in locations of Extreme Poverty

Since 2011 when this project started, the systems and software have been entangled with city-sized property developments. In September 2011 the first 'Grand Network' was envisioned in Laconia, Southern Greece and labelled '**New Sparta City of Science'** including the rule that it must make more O^2 than CO^2, and so it is now referred to as '**New Sparta Net-Zero City of Science.'**
See: www.S-World.biz/New-Sparta-2011

In the summer of 2011, the purpose of the network was defined by a single quote by **Isaac Asimov**



"You may not predict what an individual may do, but you can put in motion things that will move the masses in a direction that is desired, **thus shaping if not predicting the future**."

The S-World Mantra Since 2011 **| Isaac Asimov**

We can now consider the 64 special projects as part of this process, by first looking at 2080 and working out what we want, as a set of special projects and economics, then in our time execute the S-World hypothesis and as they say; 'the rest is history.' (well 87 quintillion histories, but we must start somewhere.)

Another essential step in this plan are the Grand Śpin Networks, and I was, of course,

overjoyed when one of the world-leading 'massive city planners' Paul Romer won the 2018 Nobel prize in economics. **If we can add Romer and the Marron Institutes knowledge to aid this project (or vice versa), it can only come back stronger.**

So, we have seen the simple S-RES Theorem and its world-changing potential. A way to pay for the creation of net-zero cities, and special projects in the third world, paid for by the monopoly rents from every company in the new cities.
And relative to most sophisticated economics it's very simple. However, we do find complexity within the design of The Ten Technologies; but it's a complexity versus complexity, we are creating complex software so that the economy can be run by children, so easy is the software.

The Spartan Theory – Chapter 22

"Sparta Rises Again"

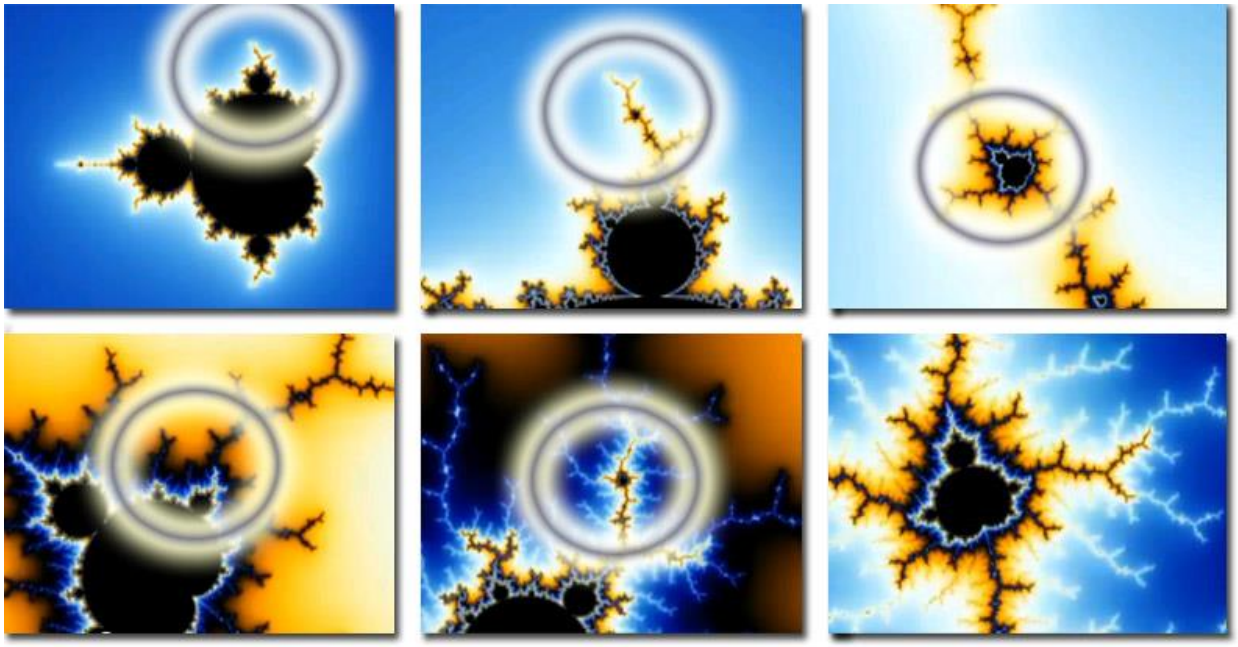
New Sparta 'Net-Zero' City of Science

EEE (The Ecological Experience Economy) – The Economy for the Next 14 Billion Years.

Dedicated to Sienna Skye

By Nick Ray Ball August 2011

During the last few chapters, I started to put together a non-chaotic economic system, based on the Mandelbrot set (2) fractal which most beautifully duplicates its shape each time it contracts. The part of its equation, (z=z2+c), what got me thinking was this: If a calculation can equal infinity, it's not a part of the Mandelbrot set. So, if we made an economic system where no calculation could reach infinity, it would be non-chaotic, as there are no rounding errors.



I'm really excited as this takes "The Spartan Theory" full circle and brings Sir Richard Branson and the VIRGIN business model firmly into the equation.

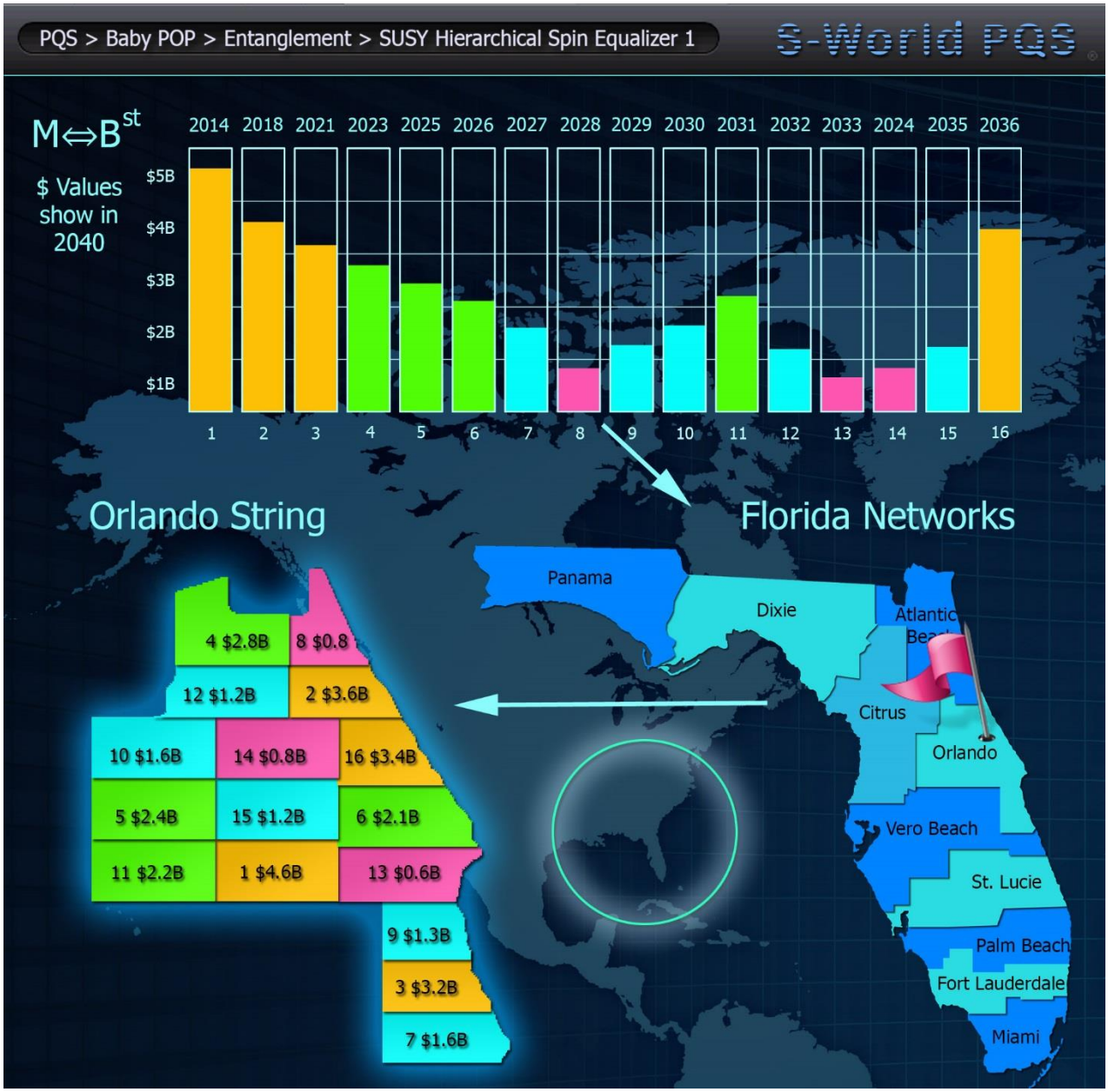
VIRGIN has approximately 16 different brands in different industries and a further 300 or so sub-companies.

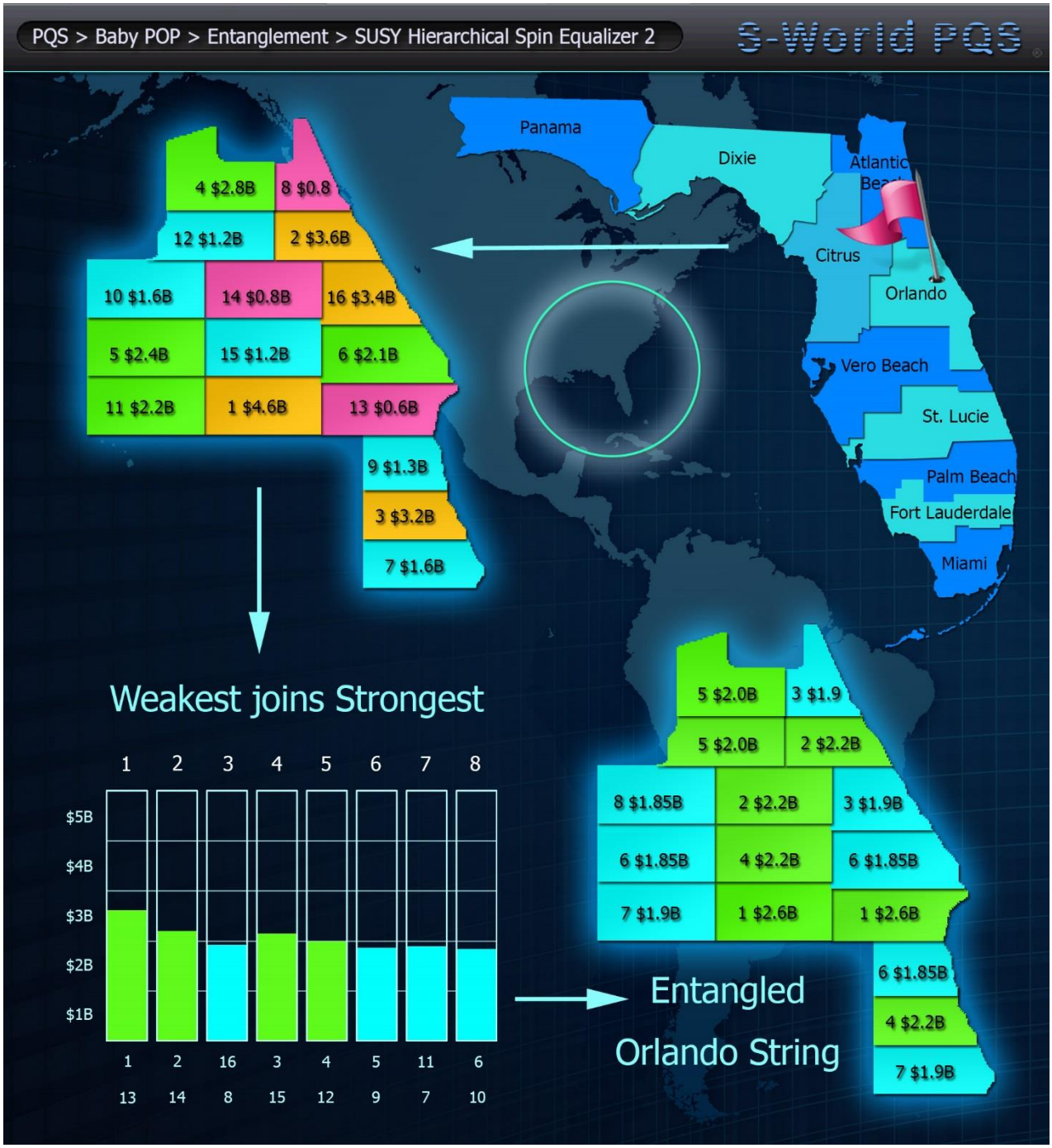
It's a brilliant model, each company helping each other where possible, it just exists and makes a profit. It was the foundation for New Sparta "Science City" the BIG 16 and "The New 21st Century Ecological Experience Economy" (EEE).

Chapter 5.7

American Butterfly

Grand Śpin Network v2. 2012




PQS > Baby POP > Entanglement > SUSY Hierarchical Spin Equalizer 2
S-World PQS
Panama
Dixie
Atlantic Beach
Citrus
Orlando
Vero Beach
St. Lucie
Palm Beach
Fort Lauderdale
Miami
4 $2.8B
8 $0.8
12 $1.2B
2 $3.6B
10 $1.6B
14 $0.8B
16 $3.4B
5 $2.4B
15 $1.2B
6 $2.1B
11 $2.2B
1 $4.6B
13 $0.6B
9 $1.3B
3 $3.2B
7 $1.6B
Weakest joins Strongest
1 2 3 4 5 6 7 8
$5B
$4B
$3B
$2B
$1B
1 2 16 3 4 5 11 6
13 14 8 15 12 9 7 10
5 $2.0B
3 $1.9
5 $2.0B
2 $2.2B
8 $1.85B
2 $2.2B
3 $1.9B
6 $1.85B
4 $2.2B
6 $1.85B
7 $1.9B
1 $2.6B
1 $2.6B
6 $1.85B
4 $2.2B
7 $1.9B
Entangled
Orlando String

Chapter 5.8

Location, LOCATION, Location;

JOB'S – JOB'S – JOB'S

We've all heard it, but what does it mean?
This plan started in much the same place any real estate developer may act; in 2011 inspired by three sets of 7 apartments each cluster surrounding a big lengthy pool in Koi Samui. using my knowledge of vacation rentals in Cape Town that given the right marketing such developments would make a good return in rentals which increases the value of the home. And I created this very basic marketing plan http://www.s-world.biz/3D_Village_-_Base_camp_Koh_Samui.html for Google.

A year later this plan developed from three sets of apartments with giant pools to what does one need to provide to create a town/suburb.

http://americanbutterfly.org/pt1/the-theory-of-every-business/ch4-the-locations-butterfly

When I first thought of location, location, location, I always thought of locations such as resort towns like Cape Town, St Bart's, Majorca. But I was way off because the biggest factor in location, location, location is the economics and in particular good jobs, with workers who can afford to buy the real estate. Makes sense, right?

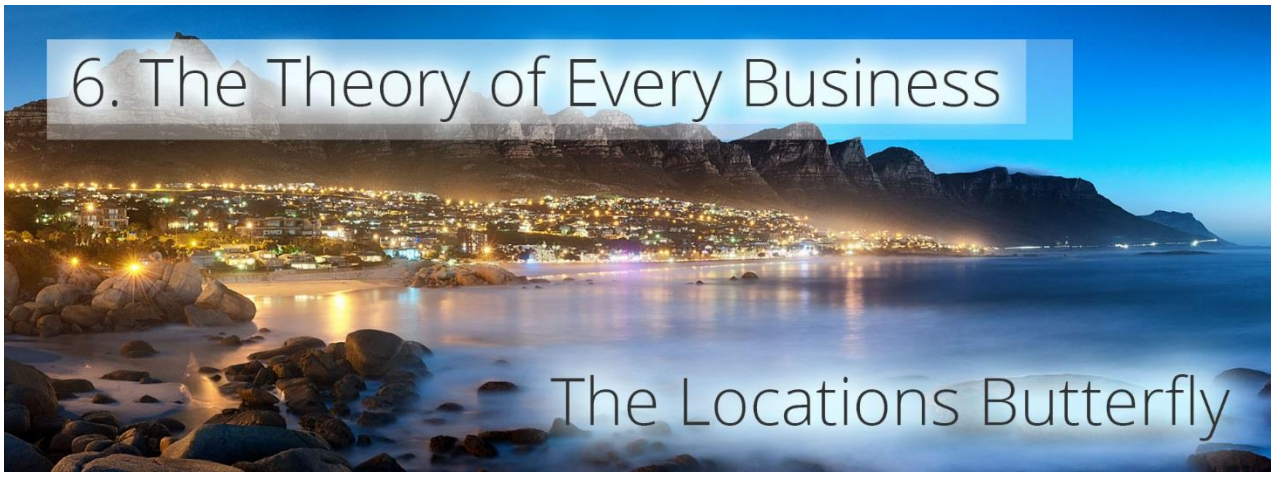
So in Grand Śpin Networks, this process is automatic. Going back to 2012 and American Butterfly chapter 3. "The Theory of, just a little bit more, than we know now" And Spartan contracts where the personnel automatically pay in 25% of salary to pay for a house in the city. Contracted over 16 years.

8 Years later The Spartan Theory has endured, and indeed it becomes the first layer of pre-determined cash flow. Labour (all personnel) receive 25% of companies cash flow, and 25% of that 25% is 6.25%. So, at the begging of the plan for each suburb, comes the orders for labours real estate. Once that has been created in S-World VSN, we sit down with the government, foundations and others to choose the 2048 companies in 2024 whilst being mindful of the additional 2048 companies made due to POP in 2025 which had 4096 companies.

6. The Theory of Every Business – Chapter 4 - The Locations Butterfly

Influencers: Tony Stern - Stefan Antoni - Stuart Chait - Hani Farsi – Larry Page - Sergey Brin

Economics / Employment / Jobs / Property Development / Resort Developments / Urban Planning



In The Theory of Every Business Chapter 4, the locations butterfly we consider the real estate agents mantra 'Location, Location, Location' and present 16 locations enhancing exercises, designed to be used simultaneously…

As we heard in the 'development-plex, in place of a private campus, to house the programmers, designers, engineers, system architects, physicists, mathematicians, business scientists, economists, company directors, equity partners, staff, professors, researchers, doctors, nurses and other personal the S-World grand networks initiative is to instead, create a resort styled development within which S-world operations will be conducted.

Within 'The Locations Butterfly,' I have considered many things that would make a resort development attractive. In terms of real estate prices and the realtor's mantra 'Location, Location, Location' good Jobs, and lots of them is the key factor. Unless of course, one can find land in a location that already has many jobs, like any ware in San Jose

If we can find such land and opportunities, we will take them. However, such opportunities are rare, and so we fall back to the concept of creating our own economic infrastructure.

This section makes me understand what it's like to be in a position, I care deeply about each of the 16 location factors, and I will speak out for each point and advocate a development that includes all such features. However I do appreciate the cost of things, and I may at some point have to compromise, but with this said, it is also my desire to create the development like the rest of S-world, via maximizing the clever use of ripple effects.

An example of such ripple effects is later seen in African Butterfly, where we see a Villa Secrets California realty network spring up, partnered with a Southern African grand network, and we can use 50% of the POP investment from California to fund development and ongoing operations costs, providing a substantial income for the development, before a single brick is laid.

Why? Because grand networks in locations of abject poverty are special projects.

6. The Theory of Every Business – Chapter 4 - The Locations Butterfly

Influencers: Tony Stern - Stefan Antoni - Stuart Chait - Hani Farsi – Larry Page - Sergey Brin

Economics / Employment / Jobs / Property Development / Resort Developments / Urban Planning

Continuing The Theory of Every Business Chapter 4, the locations butterfly and the original list of 16 location enhancing exercises…

1. **Resort Towns/Developments**: Having spent 10 years in Cape Town one of the most beautiful resort towns on earth, for me the biggest factor is "Location, Location, Location", beautiful scenery, good vibes, and fun things to do.
2. **Economically Planned, Plenty of Jobs:** Holiday atmosphere and fun vibes aside, most literature suggests the overriding factor in the desirability of a location is a practical one, simply the availability of good jobs.
3. **Shopping Malls, Marinas & Downtown Areas:** They don't call them "Mall Rats" for nothing, whether "they" are teenagers or grandmas. Shopping Malls and Marina Developments are in themselves attractions.
4. **SURH's (Super University Resort Hospitals):** have become an intrinsic part of all grand and super grand networks, 5, 6 and 7-star hospital experiences, more good jobs, research, and development, and of course, the Medi Villas, which are attached to the hospital with private surgeries being the most expensive real estate per square foot, in the resort.
5. **University Town & Good Schools:** Like the SURH's every development has its own university and good schools is another absolute must.
6. **Golf Courses, lakes & Botanical Gardens:** If you have plenty of land gold courses are a relatively low-price attraction, with the upkeep that can be paid from membership fees. Hence the idea to have not one but a few gold courses with a grand network. In addition to golf courses, botanical gardens are also nice outdoors attractions, however, the king of the ultimate in landscaping is a nice big lake, or lakes and waterways, and I stand to be corrected but to build a lake, one only needs a little more than land, and a river. In general, a grand network would seek to build its most expensive real estate and attractions around lakes and waterways.
7. **Luxury and Affordable Housing and Subsidized rentals:** Except for the Medi-villas, private estates and golf estates we need houses and apartments for those on Spartan Contacts, as many on Spartan Contacts are building essentially their own houses, one would expect

excellent workmanship.
To limit the supply of properties for the same, most houses will initially be for rent, to staff and vacationers, at reasonable rates, for such quality homes.

6. The Theory of Every Business – Location, Location, Location Part 2

Influencers: Stefan Antoni - Stuart Chait - Hani Farsi – Larry Page - Sergey Brin – Donald Trump
Economics / Employment / Jobs / Property Development / Resort Developments / Urban Planning

The Locations Butterfly continues…

8. **Business Centre, Exhibition Hall & Conferencing:** Business Travel is a $200Billion a year industry in the US. Therefore, plush business centres with large conferencing area and exhibition halls are mandatory projects. Within the exhibition centre, a permanent hall for all construction supplier companies will be built.
9. **S-World Architecture & Urban Planning**: S-World 3D Virtual world offers the ability for anyone to simply design their own house and furnish it or choose from thousands of designs and adjust until it's as perfect. This point is continued in the next M-system 7. S-World VBN – Grand Networks.
10. **Sports Village & Global Leagues Structures:** The sports village has been placed inside the mandatory building's contingency alongside the university, hospital and business centre.
11. **Rezoned Land for an Ecological Improvement:** One thing we would seek to do is find suitable farmland and rezone it, in exchange for whatever it is we can give local authorises that makes such rezoning in the public's interest. Ecologically rezones farmland would be much better than forested or wooded land.
12. **Powered by Alternate Energy:** Resorts are desired to be powered exclusively by green energy, with excess energy produced for their local grid.
13. **The Disney Effect:** The "Disney Effect" is an initiative to provide extensive childcare facilitates: Crèches, Montessori Schools, and in general good schools for all children.
14. **The Hollywood Effect:** Within the university is the dedicated Sports, Film and Advertising departments. A glamorous division attracting glamorous people to the resort and whilst this may mean little to some, fickle or not, celebrity and glamour is a pull for many. An extension to this idea is to have a section in the development that is 'for film,' called 'Little Hollywood' a resort within a resort, with shops and entertainment venues operating as usual. However, filming takes priority.

15. The World Cup Draw Effect: is designed to make an event out of the choosing of the location that will next house a grand network.

Brand Love and Quite a Story: if we get to the point where we are creating grand networks, then S-World, American Butterfly and Angel Theory will be in the news, and what better way to promote the development is there?

Chapter 5.9

How is Labour Paid & what is Paid2Learn

There could be few simpler models than that labour receives 25% of cash flow.

Like MMT (Modern Monetary Theory) Supereconomics first considers full employment, before working on the details.

After a conversation with the first person qualified to assess the accounting on the Š-ŔÉŚ™ theorem three questions were asked.

1. How is Labour paid?
2. What about the rest of the Expenses?
3. What is Tax Symmetry? (See Part 2. Addendum 2)

How is Labour Paid?

Labour receives a salary &/or bonus equal to 25% of cash flow, paid at the begging of each Śpin. (or can be paid weekly or monthly after the Śpin, like normal wages).

Let us move to the Š-ŔÉŚ™ Calculator for the year 2032. (spreadsheet tab**: H3) ŠÉŚ-v5 | S-World History 3b**) To see the spreadsheet in the correct place, download the following: Supereconomics Labour

H3) ŠÉŚ-v5 | S-World History 3b

Ŕevenue + Šavings		É	Cash Flow		Śpin	Days	Spend By
$	12,403,333,886	99.00%	$	12,279,300,547	1	42	12 February 2032
$	12,279,300,547	99.00%	$	12,156,507,541	2	42	25 March 2032
$	12,156,507,541	99.00%	$	12,034,942,466	3	41	05 May 2032
$	12,034,942,466	99.00%	$	11,914,593,041	4	41	15 June 2032
$	11,914,593,041	99.00%	$	11,795,447,111	5	41	26 July 2032
$	11,795,447,111	99.00%	$	11,677,492,640	6	40	04 September 2032
$	11,677,492,640	99.00%	$	11,560,717,713	7	40	14 October 2032
$	11,560,717,713	99.00%	$	11,445,110,536	8	39	22 November 2032

$ 11,445,110,536	99.00%	$ 11,330,659,431	9	39	31 December 2032	
Year's Cash Flow		$ 106,195,388,963			366	
	LR:	25%				
Labour Receives		$ 26,548,847,241				
		856%	Increase to the money supply			
Šavings (LCŔ)		$ 11,330,659,431	Adds to Next Year	Šavings → → → ↓ ↓ ↓		

1. We start with Ŕevenue + Šavings (in red) on Jan 1st, 2032 with $12,403,333,886, which must be spent before 12th February 2032

2. Next, we fetch the number of companies from the tab; **H3) ŠÉŠv5 Jobs and Education** at cell D:16 = 24,576 companies.

Š-ŔÉŠ™	Financial Engineering							
	Network Credits Ťender	Network Credits Ťender	Network Credits Ťender			Network Credits Ťender	Adjusted for Growth	Adjusted for Growth
	Cash Flow	Number of Companies	Cash Flow Per Company	Labour % Cash Flow	Labour Per Company	Spartan Labour Basic + Bonus1	Labour Growth Adjustment	Spartan Labour Basic + Bonus1
2024	$ 5,685,975,000	2,048	$ 2,776,355	25%	32	$ 21,690	100%	$ 21,690
2025	$ 14,894,843,486	4,096	$ 3,636,436	25%	32	$ 28,410	98%	$ 27,717
2028	$ 53,185,830,818	15,565	$ 3,417,058	25%	32	$ 26,696	91%	$ 24,185
2032	$ 106,194,771,025	**24,576**	$ 4,321,076	25%	32	$ 33,758	82%	$ 27,707
2040	$ 431,185,712,853	94,208	$ 4,576,954	25%	32	$ 35,757	67%	$ 24,087
2048	$ 867,395,313,639	131,072	$ 6,617,701	25%	32	$ 51,701	53%	$ 27,207
2050	$ 1,283,942,425,681	163,840	$ 7,836,563	25%	32	$ 61,223	53%	$ 32,218
2060	$ 2,892,474,879,905	245,760	$ 11,769,510	25%	32	$ 91,949	41%	$ 37,800
2070	$ 5,028,641,551,041	294,912	$ 17,051,329	25%	32	$ 133,214	32%	$ 42,781
2080	$ 8,204,082,483,521	327,680	$ 25,036,873	25%	32	$ 195,601	25%	$ 49,072
B	C	D	E	F	H	J	K	L

3. Now we divide **Śpin 1 Cash Flow;** $12,403,333,886 by the 25,476 companies leaving $499,646.02 per company in **Śpin 1** (1st Jan to 12th February 2032)

4. Then we factor labours share of company cash flow is 25%, so we take the $499,646.02 and divide by 25% (Labours share of cashflow) = $124,911.50

5. Continuing with on tab; **H3) ŠÉŠv5 Jobs and Education** we now fetch the number of personnel from the cell; H:16 = 32.

6. Lastly, as we divide the $124,911.50 for labour between 32 persons, so each receives $3,902.48 per Śpin.

$	**12,279,300,547**	**Śpin 1 Cash Flow**
	24576	Companies
$	499,646.02	$ per Company
	25%	Labour Share of Cash Flow
$	124,911.50	$ for Labour
	32	Personnel
$	3,903.48	$ per Personnel

7. Next, we move to a new spreadsheet tab; **3b - 2032 – Labour**, where we see the same calculation for the 9 spins of Š-ŔÉŚ™ in 2032.

MALAWI **Grand Śpin Network**

LABOUR – **Śpin 9** – 2032 – **Tab: 3b**

Labour's 25% of Cash Flow			Days	Spend By
After 9 Śpins				
Śpin 1	$	3,903.48	42	12 February 2032
Śpin 2	$	3,864.45	42	25 March 2032
Śpin 3	$	3,825.81	42	05 May 2032
Śpin 4	$	3,787.55	42	15 June 2032
Śpin 5	$	3,749.67	42	26 July 2032
Śpin 6	$	3,712.17	42	04 September 2032
Śpin 7	$	3,675.05	42	14 October 2032
Śpin 8	$	3,638.30	42	22 November 2032
Śpin 9	$	3,601.92	42	01 January 2033
2032 Total:	$	33,758.41		

8. When we add the 9 spins of salary/bonus, we come to $33,758.41

9. As a double-check, we can go back to the tab; **H3) ŠÉŚv5 Jobs and Education** and cell J:16 (Spartan Labour Basic + Bonus1) which shows the double-check $33,758.41 (This was worked out in a different way, and I was pleased when it tallied)

Š-ŘÉŠ™	Financial Engineering							
	Network Credits Ťender	Network Credits Ťender	Network Credits Ťender			Network Credits Ťender	Adjusted for Growth	Adjusted for Growth
	Cash Flow	Number of Companies	Cash Flow Per Company	Labour % Cash Flow	Labour Per Company	Spartan Labour Basic + Bonus1	Labour Growth Adjustment	Spartan Labour Basic + Bonus1
2024	$ 5,685,975,000	2,048	$ 2,776,355	25%	32	$ 21,690	100%	$ 21,690
2025	$ 14,894,843,486	4,096	$ 3,636,436	25%	32	$ 28,410	98%	$ 27,717
2028	$ 53,185,830,818	15,565	$ 3,417,058	25%	32	$ 26,696	91%	$ 24,185
2032	$ 106,194,771,025	**24,576**	$ 4,321,076	**25%**	**32**	**$ 33,758**	82%	$ 27,707
2040	$ 431,185,712,853	94,208	$ 4,576,954	25%	32	$ 35,757	67%	$ 24,087
2048	$ 867,395,313,639	131,072	$ 6,617,701	25%	32	$ 51,701	53%	$ 27,207
2050	$ 1,283,942,425,681	163,840	$ 7,836,563	25%	32	$ 61,223	53%	$ 32,218
2060	$ 2,892,474,879,905	245,760	$ 11,769,510	25%	32	$ 91,949	41%	$ 37,800
2070	$ 5,028,641,551,041	294,912	$ 17,051,329	25%	32	$ 133,214	32%	$ 42,781
2080	$ 8,204,082,483,521	327,680	$ 25,036,873	25%	32	$ 195,601	25%	$ 49,072
B	C	D	E	F	H	J	K	L

10. Lastly in rows K and I attempt at discounting, the calculations for this are to the right of the spreadsheet, these discounted figures are based on a 2.5% growth rate in the world and 5% growth in Malawi. (About 2.5% across the board)

    Discounting is ascertaining today's value (in cash USD) of future amounts of money. In this case, we ascertained that if we multiply 2080 cash by about 25%, we get there or thereabouts the correct figure for its value in 2024, and other years are plotted with this as the base of their calculations. As seen in column K in 2032, to get the discounted rate we multiply the number of dollars in $33,758 by the percentage in column j (82%). In this case $33,758 x 82% gives the value of $27,707. **The value of $33,758 in 2032 is $27,707 in 2024.**

    So effectively the average salary is equivalent to $27,707, which against Western salaries is low, but when we apply PPP (Purchasing Power Parity) at around 3:1 (Unfortunately I cannot find the link I had for PPP, but at 3:1 we are close.) So, we multiply the salary by 3:1 making an average of $101,275.23 per person from Ťender business.

    Exports.
    At first, the Ťender trade, which pays the equivalent of $101,275.23 is from the 1 price system. This income is essentially guaranteed, as the company fulfils all its inner network Ťender trades. However, there will be many efforts in finding international trading partners and in general making money. Assisted by the TBS™ and other S-World AI systems, some of these businesses will sell, sell, sell, the companies that make additional money from trade, or in another way should see 25% of all the profit from the extra sales.

This is like the rural villages in china who first make enough food to feed the village and then, make more food and sell it on the open market.

Labour Rules & Network Credits

Before we look at Network Credits and Labour Rules in just one second, first I want to go back to the spreadsheet tab **H3) ŠÉŠv5 Jobs and Education**

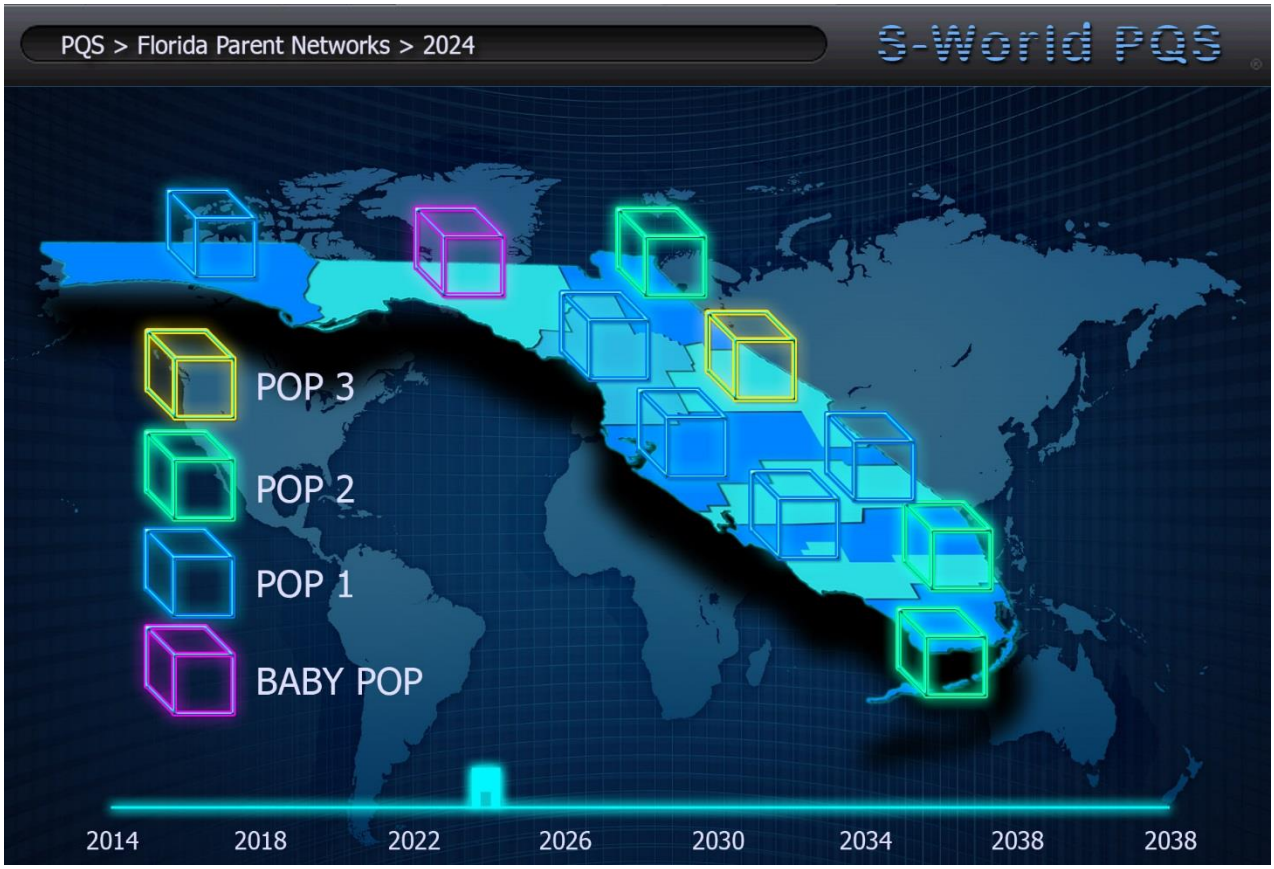
But this time I have displayed different columns as so:
With three columns dedicated to Paid**2**Learn.

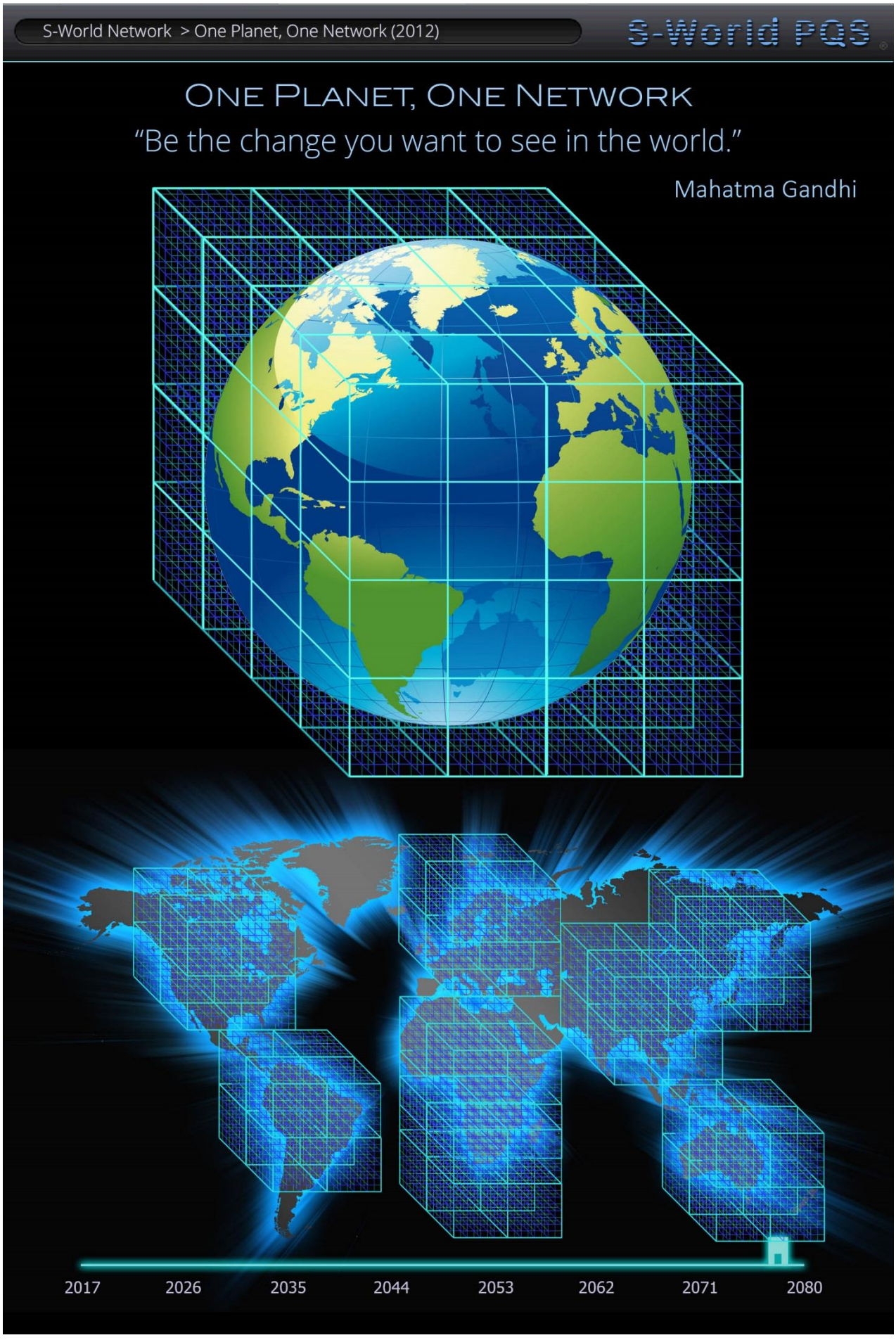
Paid**2**Learn

Š-ŘÉŠ™	Financial Engineering						
	Network Credits Ťender	Network Credits Ťender	Network Credits Ťender	Adjusted for Growth	Adjusted for Growth	Div. By	Adjusted for Growth
	Cash Flow	Number of Companies	# of Spartan Contract Labour	Spartan Labour Basic + Bonus1	# of Paid**2**Learn Trainees	Trainees Per Labour	Paid**2**Learn Trainees Basic + Bonus1
2024	$ 5,685,975,000	2,048	65,536	$ 21,690	262,144	4	$ 1,356
2025	$ 14,894,843,486	4,096	131,072	$ 27,717	458,752	3.5	$ 1,980
2028	$ 53,185,830,818	15,565	498,074	$ 24,185	1,494,221	3	$ 2,015
2032	$ 106,194,771,025	24,576	786,432	$ 27,707	2,359,296	3	$ 2,309
2040	$ 431,185,712,853	94,208	3,014,656	$ 24,087	7,536,640	2.5	$ 2,409
2048	$ 867,395,313,639	131,072	4,194,304	$ 27,207	10,485,760	2.5	$ 2,721
2050	$ 1,283,942,425,681	163,840	5,242,880	$ 32,218	10,485,760	2	$ 4,027
2060	$ 2,892,474,879,905	245,760	7,864,320	$ 37,800	15,728,640	2	$ 4,725
2070	$ 5,028,641,551,041	294,912	9,437,184	$ 42,781	16,515,072	1.75	$ 6,112
2080	$ 8,204,082,483,521	327,680	10,485,760	$ 49,072	15,728,640	1.5	$ 8,179
B	C	D	I	L	M	P	Q

Above we can see; The year, Cash Flow, Number of companies, Number of personnel, basic wage plus bonus1, number of Paid**2**Learn trainees, number of trainees per member of personnel, Paid**2**Learn Basic plus Bonus1.

So essentially, we internally tax employees 25% of their basic + Bonus 1 and this then supports the Paid**2**Learn basic payment of $1,256 (over a year), which sounds like nothing, but as the average Malawian lives on about $300 a year, this is not an insignificant sum.
Note also from Poor Economics (or may have been Why Nations Fail by Daron Acemoglu, James A. Robinson) this economy will most enrich girls and women. For example, in the rural villas a prize fund for winning at **Special Project 53. Malawi Football and Other Sports Leagues.** In which quite simply the women's and girls' games pay more per win and goal than the boys and men's games.


PQS > Florida Parent Networks > 2024
S-World PQS
POP 3
POP 2
POP 1
BABY POP
2014
2018
2022
2026
2030
2034
2038
2038


S-World Network > One Planet, One Network (2012)
S-World PQS
ONE PLANET, ONE NETWORK
"Be the change you want to see in the world."
Mahatma Gandhi
2017
2026
2035
2044
2053
2062
2071
2080

Chapter 5.10

From 64 Reasons Why Summary

38b) 64-Reasons-Why--THE-WHY--10.73-n52-g8-k11--23rd-Feb-2020 (7th Jun 2020)

The Theoretical Minimum

Jobs and Educational places in Malawi

Paid**2**Learn

This is one part of the theoretical minimum, the minimum that can be paid to a P**2**L trainee or sportsperson, artist, or person in education (girls get slightly more, boys get slightly less).

One needs to account for both PPP and that most spending is via Network Credits that will not be at the same PPP. But in general, seeing that in 2018 in terms of per capita GDP, the World Bank ranked Malawi the lowest in the world at only $275 per person, per year, compared to the USA at $62,641 or Luxemburg at $114,341 per person, per year a minimum.

$1,356 is just under five times more than the reported average per-person income and as such is not an insignificant sum. **It would, at the least, provide the money needed to keep girls in education** and pay for many to become full-time sportspersons and artists.

[Seek an additional comment on this idea from Melinda Gates.]

The Theoretical Minimum 2

Jobs and Educational places in the world

Employment and Education

The second theoretical minimum looks at S-World macroeconomics and considers Sam

Altman's insight about how the technology companies would create a lack of jobs on a global scale but would make enough money to give all citizens a bursary and welfare.

Returning to tab **H3) 2048 GŚN in Global Network**

			2048	GŚN in Global Network	
2048	÷	8	256	GŚN in Continental Network	
256	÷	8	32	Countries/States in Continental Network	
32	÷	8	4	Grand Śpin Networks per Country	
				Spartan Contract Jobs in History 3 in 2080	
2048	÷	4	512	10,485,760	5,368,709,120 Global Jobs
				Paid2Learn Trainees in History 3 in 2080	
2048	÷	4	512	15,728,640	8,053,063,680 Welfare Places

We see that the **4** Grand Śpin Networks in Malawi History 3 create 10,485,760 jobs and 15,728,640 P**2**L places. This accounts for 4 of the 2048 Grand Śpin Networks (GŚNs) in the world. So, we can multiply the results by 512 to create a prediction on how many jobs and how many Paid**2**Learn places we could create globally.
If we follow the Malawi model 2048 global Grand Śpin Networks could create 5,368,709,120 global jobs and 8,053,063,680 P**2**L places.

In a little more detail:
2048 Grand Śpin Networks in the Global Cube.
Dividing by 8 gives us 256 Grand Śpin Networks in a Continental Cube.
Divide by 8 again gives is 32 Countries/States in each Continental Network.
And a further division by 8 gives us 4 Grand Śpin Networks per Country / State – The same as used in Malawi History 3 *(3 Grand Śpin Networks plus Angel City 1).*

2048 Grand Śpin Networks create 5,368,709,120 Jobs and 8,053,063,680 Paid**2**Learn positions created.

So, all ten-and-a-half billion, or preferably eight-and-a-half billion, people on earth will have the opportunity to own equity, work, or be trained in S-World.
This exercise is theoretical. It is the theoretical minimum amount of jobs and welfare necessary should the world wholeheartedly adopt Supereconomics.

1. Determined Cash Flows
2. Paul Romer's Charter Cities, by Abhijit Banerjee and Esther Duflo in Poor Economics
3. Economic Migration
4. Paul Romer and Charter Cities - Big Plans Must be Simple
5. The Suburb Sale ⌂ is about 90% of all revenue and can be 100%
6. New Sparta – Net-Zero City of Science (Grand Śpin Network v1. 2011)
7. American Butterfly - First work on Š-ŔÉŚ™ (Grand Śpin Network v2. 2012)
8. Location, Location, Location; - Job's – Job's – Job's
9. How is Labour Paid & what is Paid**2**Learn
10. The Theoretical Minimum - of Jobs and Educational places in Malawi and the World
11. POP – Financial Gravity
12. **POP** Super Coupling: The Distribution Equation $(\cancel{A} \times \hat{S} \times \cancel{A} \times N \times g_s \times P + (\Sigma B^{st}) + (\Sigma \cancel{A}^{st}) = \cancel{X}$
13. QuESC and Commands Intent (Battle Stations aboard the QuESC Battlestar)
14. Mars Resort 1 – RES Resurrected 2017 – Š-ŔÉŚ™ Found
15. Why Malawi?
16. The Malawi Network Cube
17. S-World VSN Virtual Construction
18. S-World VSN Virtual Construction – Single Home Build System – TBS CC
19. S-World VSN™ and The Suburb Sale
20. The 10 million (Social Housing) 4/5 Star Villas
21. The Malawi Corridor?
22. Paid**2**Learn
23. Female, Racial, LGBT and other Equalities (Special Project 51)
24. Sports Leagues
25. FIFA World Cup Tournament Holders (Southern Africa) 2034 or 2038
26. UK Butterfly 2021
27. American Butterfly 2022
28. Global Butterfly 2023

Chapter 5.11

POP Financial Gravity

QuESC and Commands Intent (Battle Stations aboard the QuESC Battlestar)

POP was the mathematics used in the 2011 New Sparta model and the 2012 American Butterfly - Orlando Network.

POP comes in a few flavours, that have developed over time, seen first in American Butterfly http://americanbutterfly.org/pt3/the-network-on-a-string/prequal-cfm-and-pop, http://americanbutterfly.org/pt3/the-network-on-a-string/cfm-pop-analogies & http://americanbutterfly.org/pt3/the-network-on-a-string/angel-pop-global-benefits later seen is Angel Theory in 2017; www.angeltheory.org/book/2-2/the-flap-of-a-butterflys-wings, www.angeltheory.org/book/2-3/the-network-on-a-string#Angel-POP-2012-to-2017 & www.angeltheory.org/book/2-4/super-coupling

In Supereconomics Book 3; Sixty-Four Reasons Why; original book 407-page book chapter 18. Is 4? Pages on POP in all its flavours. The following is an edit of that chapter;

11. POP – The Point of Profitability

(For Hannah Fry, A.W Peet, Bill Gates, Mark Zuckerberg, Peter Thiel, Richard Branson and Elon Musk)

The POP principle is a necessary part of the Net-Zero DCA Equation and software design. Looking once again at the S-World spreadsheet tab **H3) ŠÉŚv5 Jobs and Education,** we see new companies created from the profits made by the existing companies via Š-ŔÉŚ™ Financial Engineering; because past a particular point of profitability, new profits/cash flow are applied to creating new companies, stretching the cash flow across more quality circles and personnel, more industries and specializations.

In the spreadsheet below, 'H3) ŠÉŚv5 Jobs and Education,' I semi-optimised the results by increasing the number of companies; seeking to create the optimum number of personnel, how much they earn, how many trainee places are created, and how much they, in turn, earn; noting that as per capita GDP in Malawi is $275 a year, the $1,356 for each trainee is not as little as it sounds.

Š-ŔÉŚ™	Financial Engineering						Š-ŔÉŚ™
	Network Credits Ťender	Network Credits Ťender	Adjusted for Growth	Adjusted for Growth	Div. By	Adjusted for Growth	
	Cash Flow	Number of Companies	Spartan Labour Basic + Bonus1	# of Paid 2 Learn Trainees	Trainees Per 1 Labour	Paid 2 Learn Trainees Basic + Bonus1	
2024	$ 5,685,975,000	2,048	$ 21,690	262,144	4	$ 1,356	2024
2025	$ 14,894,843,486	5,120	$ 22,173	573,440	3.5	$ 1,584	2025
2028	$ 53,185,830,818	15,565	$ 24,185	1,494,221	3	$ 2,015	2028
2032	$ 106,194,771,025	24,576	$ 27,707	2,359,296	3	$ 2,309	2032
2040	$ 431,185,712,853	94,208	$ 24,087	7,536,640	2.5	$ 2,409	2040
2048	$ 867,395,313,639	131,072	$ 27,207	10,485,760	2.5	$ 2,721	2048
2050	$ 1,283,942,425,681	163,840	$ 32,218	10,485,760	2	$ 4,027	2050
2060	$ 2,892,474,879,905	245,760	$ 37,800	15,728,640	2	$ 4,725	2060
2070	$ 5,028,641,551,041	294,912	$ 42,781	16,515,072	1.75	$ 6,112	2070
2080	$ 8,204,082,483,521	327,680	$ 49,072	15,728,640	1.5	$ 8,179	2080

Because of POP, when and Š-ŔÉŚ™ Financial Engineering increases the cash flow from $5,685,975,000 in 2024 to $14,894,843,486 in 2025, in place of dividing it between the 2048 companies, all excess funding is applied to creating new companies; so we see the jump from 2048 companies to 5120 companies, and all jumps after are made in exactly the same way, up to 327,680 companies in 2080. By which point, the cash flow has been spread across 10,485,760 Spartan contract personnel and 15,728,640 Spartan contract trainees (Population in 2019 is 18.63 million but expected to double in 20 or so years).

For those that own the companies that POP is applied to, they then own a percentage of the new companies created; usually (but not always) 50%, if no outside capital was required; and 25%, if it is. What does seem certain is that 50% of the equity and profit share will be awarded to the new businesses' personnel. Because the new companies created make new companies of their own via POP, and the following year the original company (let's call it TWF – The Window Factory) makes another new company; after a few years, the original equity owners and personnel in TWF will own equity in a dozen or so other companies. And after a dozen years, would likely own and receive a profit share from over a hundred different companies. The POP investment principle is good for initial investors and personnel.

But not too good. If we look at spreadsheet tab **Super Coupling 1.03 (History 1)** and study it, we see that whilst there is a lot of money to be made, **the continual budding into new companies** losing half their equity in the new ventures **means that the returns cannot be too fantastic**; because POP breaks the superrich getting richer symmetry which has flourished within Eugene Fama's efficient market hypothesis that sits at the base of economics today.

POP Cubes

The network economy is designed to be displayed simply in the form of cubes, within cubes,

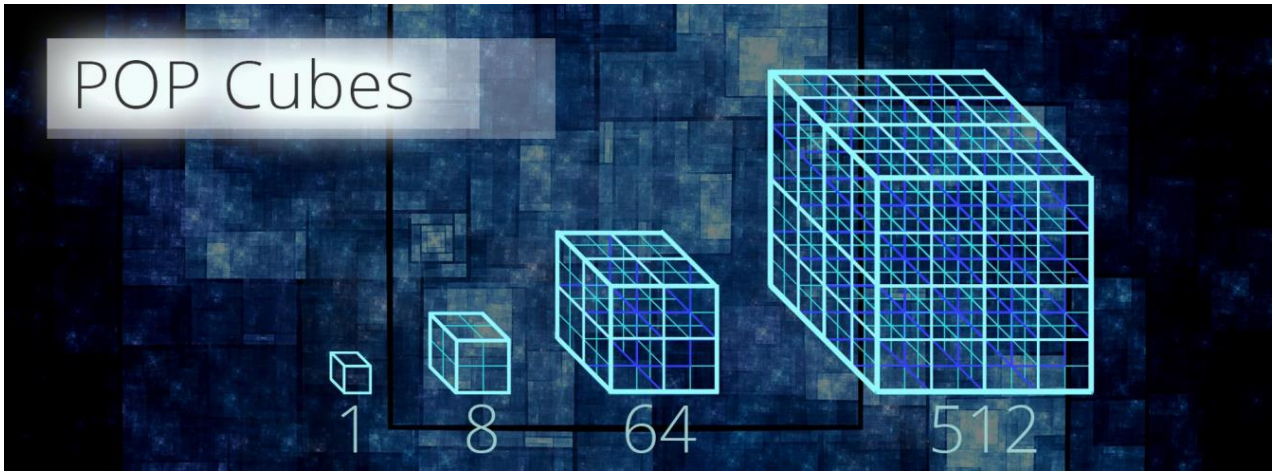
within cubes, called POP Cubes. POP cubes originated as a thought experiment about the phrase…

"Can the flap of a butterfly's wings in Brazil create a tornado in Texas?"

Whilst climbing the Chapman's Peak mountains in Cape Town, in mid-2011, I created a thought experiment in answer to the problem of rounding errors in financial systems, rendering them chaotic and so unpredictable in the long term.

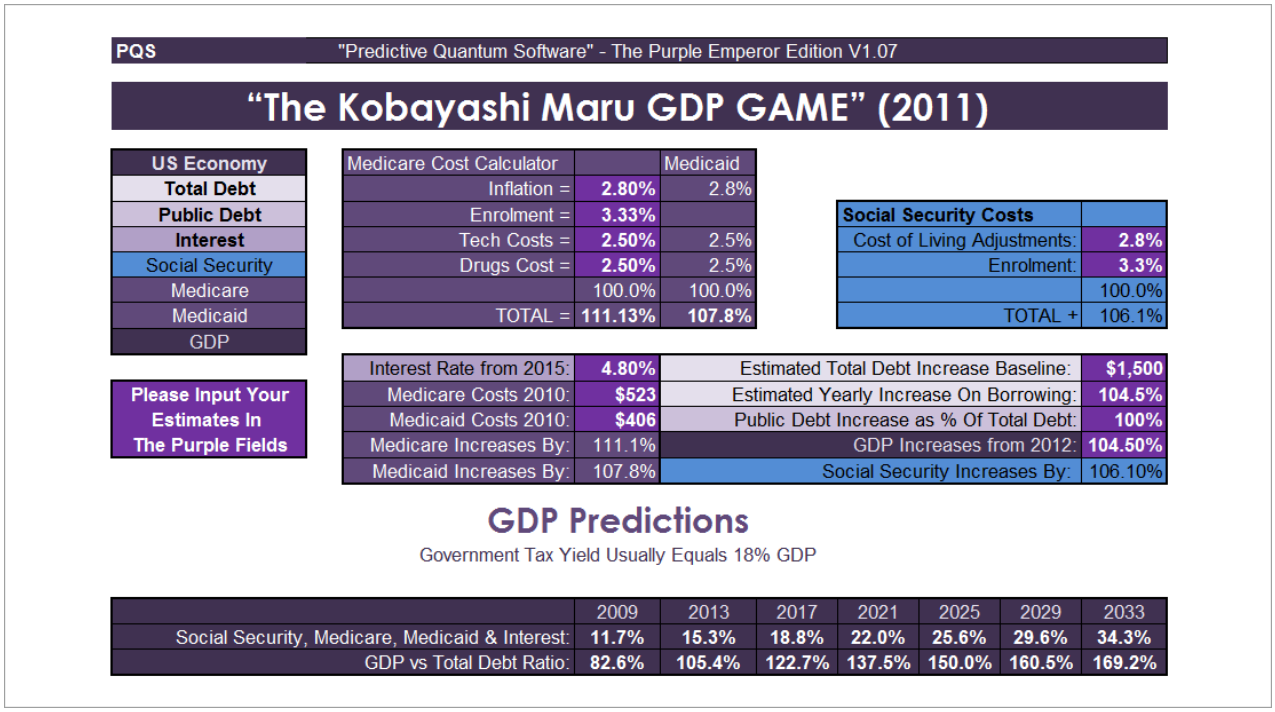
I imagined a cubic network around the earth; and within one cube, within a cube, within a cube, sat the butterfly, I could measure the change in wind force around the butterfly, and then calculate across all cubes to see if the flap of its wings did or did not cause the tornado.

Visualizing the idea, I created the following graphic, in which we see one single cube representing one small company or solo contactor, fitting within a network of eight other companies and solo contractors (8); and then, that set of 8 combining with another 7 sets of 8 to make (64) cubes, and that set of 64 sits within a (512) cube.



And about a year later, I created the tall graphic we see on the page to the right (or on the page below if reading online or via PDF) which shows the macro picture – The Global Network Cube (2012).

At the time, I was working on www.AmericanButterfly.org, a plan for Grand Networks to primarily bring health services and hospitals across the USA; because that would lower US medical liabilities, help create a balanced federal budget, and lower the debt to GDP ratio, which I became worried about when creating the Kobayashi Maru GDP Game seen below.



PQS "Predictive Quantum Software" - The Purple Emperor Edition V1.07

"The Kobayashi Maru GDP GAME" (2011)

US Economy
Total Debt
Public Debt
Interest
Social Security
Medicare
Medicaid
GDP

Medicare Cost Calculator		Medicaid
Inflation =	**2.80%**	2.8%
Enrolment =	**3.33%**	
Tech Costs =	**2.50%**	2.5%
Drugs Cost =	**2.50%**	2.5%
	100.0%	100.0%
TOTAL =	**111.13%**	**107.8%**

Social Security Costs	
Cost of Living Adjustments:	**2.8%**
Enrolment:	**3.3%**
	100.0%
TOTAL +	106.1%

Please Input Your Estimates In The Purple Fields

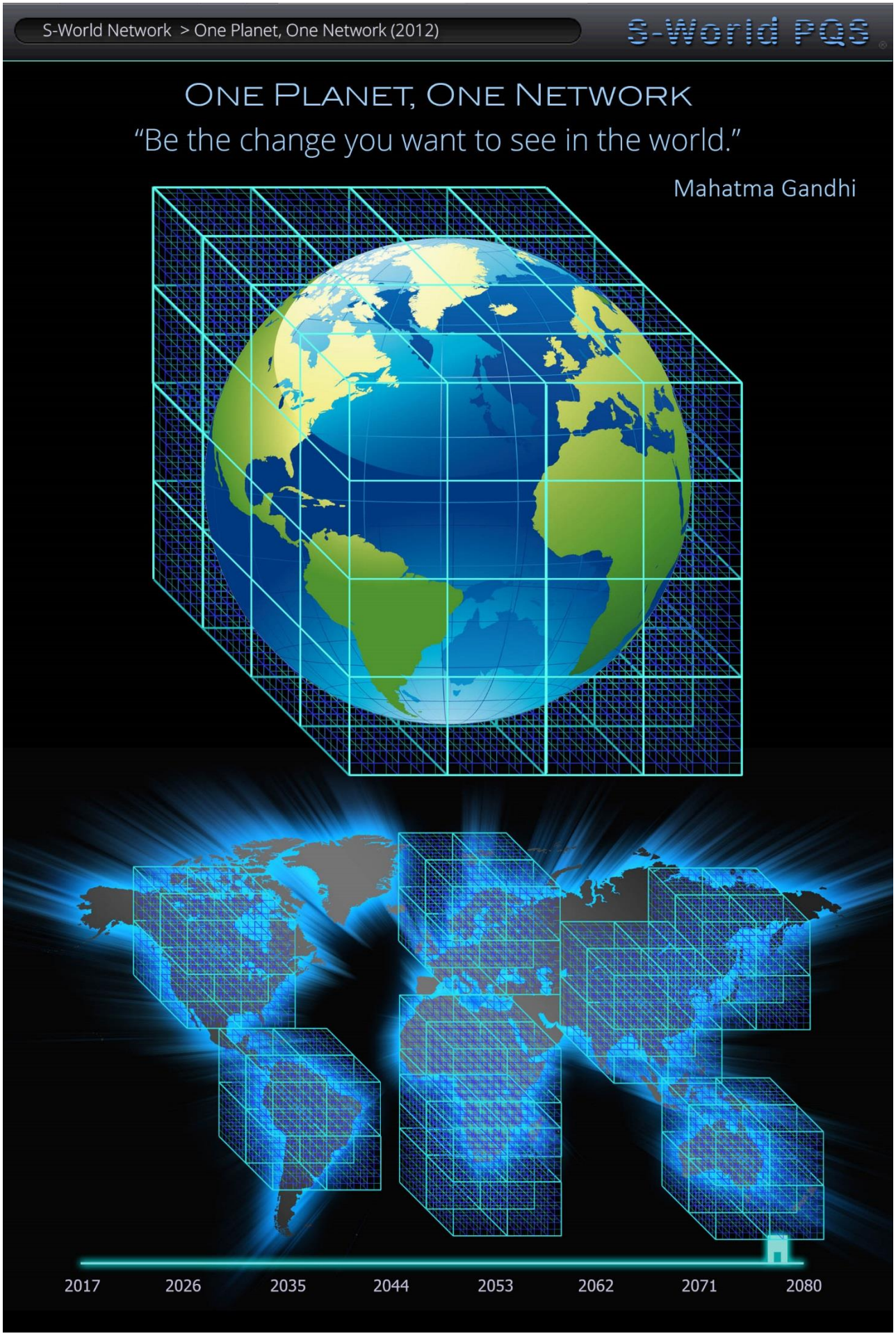
Interest Rate from 2015:	**4.80%**	Estimated Total Debt Increase Baseline:	**$1,500**
Medicare Costs 2010:	**$523**	Estimated Yearly Increase On Borrowing:	**104.5%**
Medicaid Costs 2010:	**$406**	Public Debt Increase as % Of Total Debt:	**100%**
Medicare Increases By:	111.1%	GDP Increases from 2012:	**104.50%**
Medicaid Increases By:	107.8%	Social Security Increases By:	106.10%

GDP Predictions

Government Tax Yield Usually Equals 18% GDP

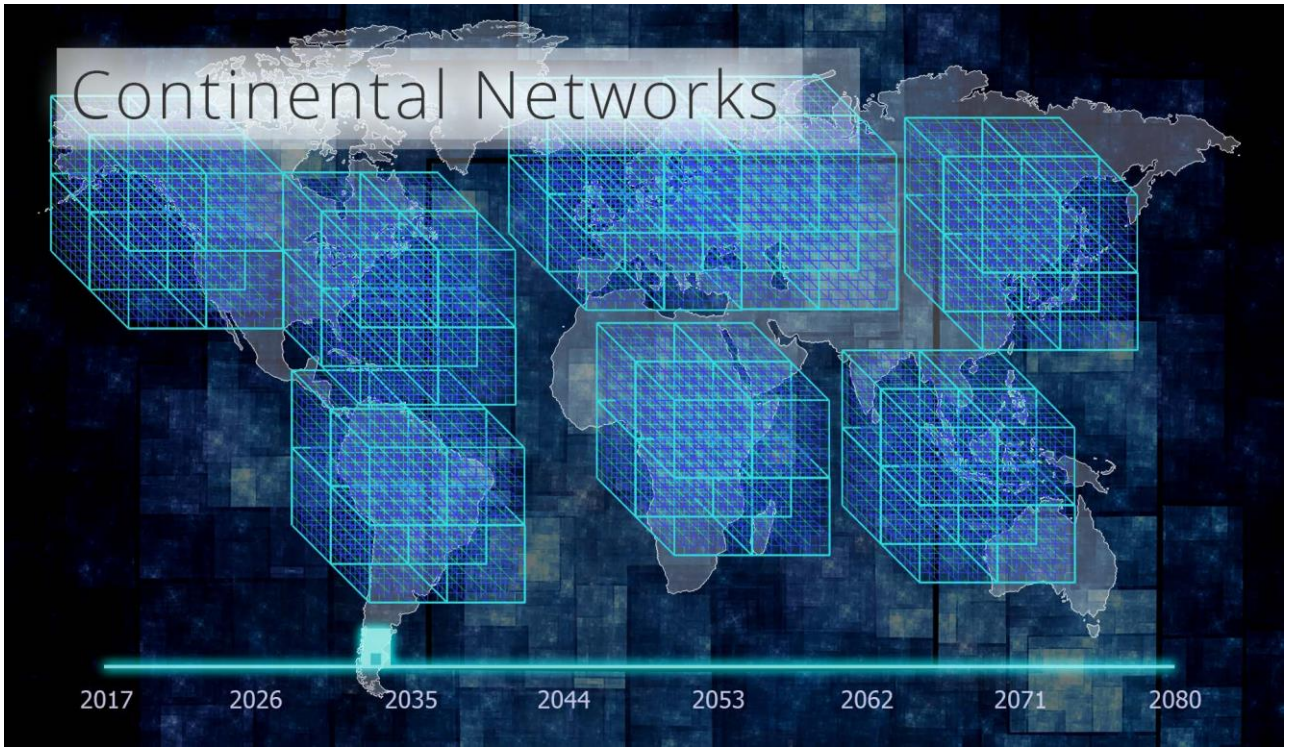
	2009	2013	2017	2021	2025	2029	2033
Social Security, Medicare, Medicaid & Interest:	**11.7%**	**15.3%**	**18.8%**	**22.0%**	**25.6%**	**29.6%**	**34.3%**
GDP vs Total Debt Ratio:	**82.6%**	**105.4%**	**122.7%**	**137.5%**	**150.0%**	**160.5%**	**169.2%**

In the American Butterfly plan, I plotted 32,768 separate Grand Networks split into 8 Continental Cubes, each with 4096 Grand Networks. But practically, this was too many to build, and this was one of the reasons I did not continue this idea at the time. Seven years later, in the present, at the frontier, the estimated number of Grand Śpin Network in the world is more manageable, between 2,048 and 4096. We shall get to the way I estimated this figure later in the chapter.


S-World Network > One Planet, One Network (2012)
S-World PQS
ONE PLANET, ONE NETWORK
"Be the change you want to see in the world."
Mahatma Gandhi
2017
2026
2035
2044
2053
2062
2071
2080

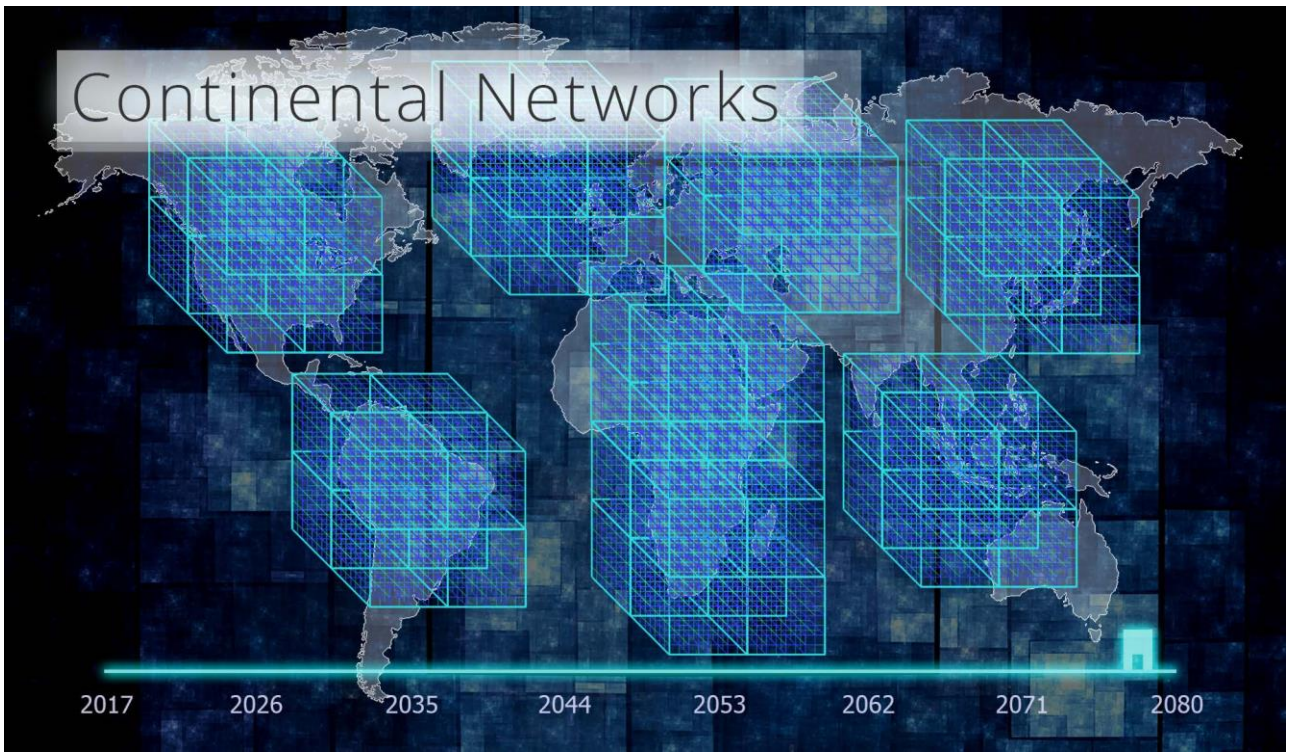
Continental Networks 2012 (American Butterfly)

Two cubes in the USA, two in Europe, two in Asia, one in Latin America, and only one in Africa.



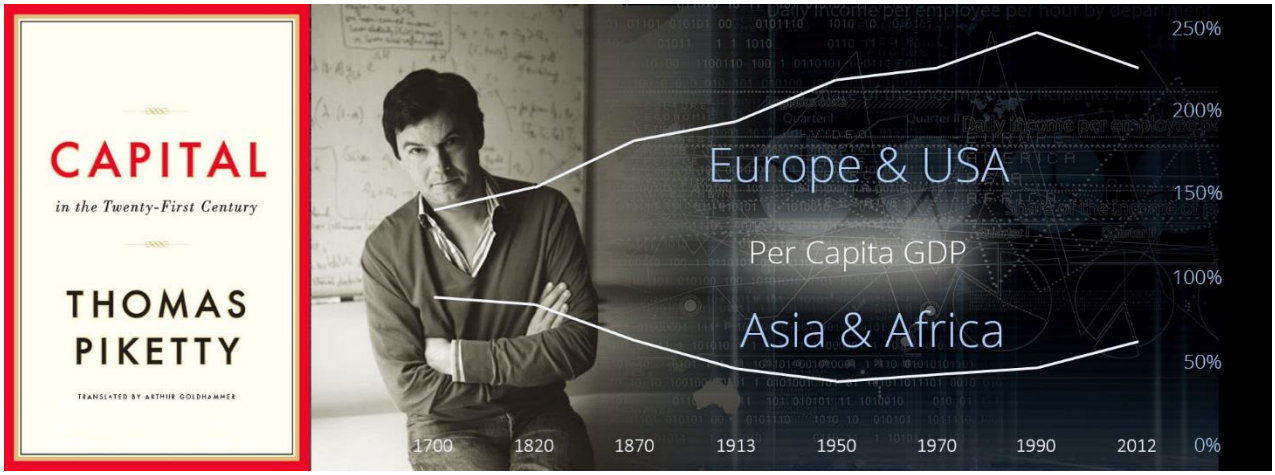
Since 2018, I have doubled the allocation of Continental Cubes, Grand Śpin Networks, and cash flow in Africa and the Middle East from one to two. And I am considering a Satellite network, (not geographical). The equivalent to one continental cube starting with the UK and including some of the following; Malawi, South Africa, India, Ireland, New Zealand, Canada, and maybe Greece, Spain, Italy, France or Portugal.

Continental Networks **2020**



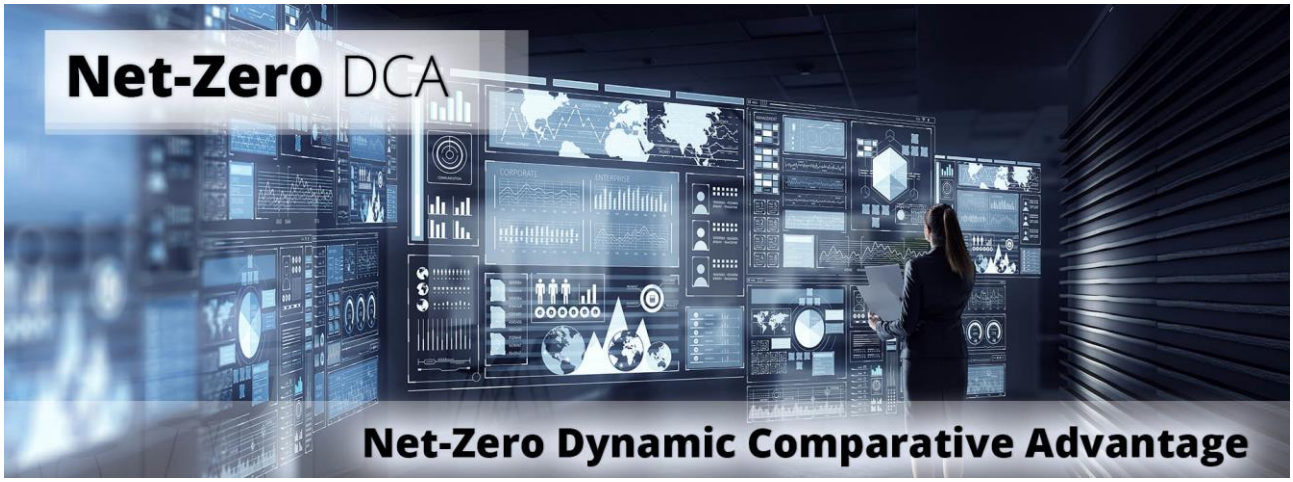
In general, I expect most Grand Śpin Networks to be created in poor countries, maybe twice as many in poor countries than rich ones; maybe more, maybe a lot more. The reason for this is because of the economics from Thomas Piketty's book; 'Capital in the Twenty-First Century' which suggests that because there are already many productive cities in rich countries, there is less demand; whereas the long-term demand for cities, industry, and business in poor countries is significant.

Piketty also presents a self-explanatory graph (see below) on convergence, which shows that since 1950, Asia and Africa have been catching up with Europe and the USA. Albeit most of this convergence is from Asia and the Middle East, not Africa.



I later noted from the books: 'Poor Economics' by Esther Duflo and Abhijit V. Banerjee, 'Why Nations Fail' by Daron Acemoglu and James A. Robinson, and 'The Bottom Billion' by Paul Collier - That whilst there is room for Africa to converge further and faster, this was not guaranteed. African countries could not simply follow the China and India, low wage models, because that market is already saturated.

Because of this, a dynamic comparative advantage strategy is necessary to find out what goods and service each country in Africa should specialize in to compete for the convergence.



POP – Financial Gravity

Cubic **Dimensions (**Đ1 to Đ21**)**

1 x 8 = 8

8 x 8 = 64

64 x 64 = 512

512 x 512 = 4096

POP is a simple but evolving mathematics with applications in economics, which is in part explained in chapter 18. POP Cubes – Financial Gravity. The original version of Angel POP from The Network on a String in 2012 created 8 Continental Networks, and would only allow entry to the next tranche (financial dimension) once all continental networks including Africa had reached their POP target/point. (A predetermined financial target.)

The math is simple and cubic, by multiplying each dimension by 8 to get to the next dimension. Below, we see a complete picture, from financial dimension 1 (Đ1) $0.0001 cents up to $32,768 in Đ10a for an individual person, then at Đ17 we see the first Grand Śpin Network, and finally, in Đ21, we see 4096 Grand Śpin Networks with 8.5 billion personnel, 268 million companies, and not seen would be about 12 billion Paid**2**Learn places. (education and welfare).

	Grand Śpin Networks	Global Network Cube	Continental Networks	Country State Province	Country State Province	# GŚNs in Malawi	Companies in 2080	#Staff per Company	Number of Personnel
	GŚNs	GN	CN	CSP 1	CSP 2	MH3	Co#2080	SPC	#PE
Đ21	4096	1					268,435,456	32	8,589,934,592
Đ20	512		8				33,554,432	32	1,073,741,824
Đ19	64			8			4,194,304	32	134,217,728
Đ18	8				8		524,288	32	16,777,216
Đ17	1					8	65,536	32	2,097,152
	Different Industries	Different Niche	Different Speciality	Single Company	Quality Circles	# Personnel	Companies in 2080	Staff per Company	Number of Personnel
	DI	DN	DS	SC	QS	#PE	Co#2080	SPC	#PE
Đ16	64						1,024	32	32,768
Đ14		8					128	32	4,096
Đ13			8				16	32	512
Đ12				8			2.00	32	64
Đ11					8		0.25	32	8.00
Đ10a						8	0.03	32	1.00
Đ10b							$ 32,768		
Đ8	64						$ 512		
Đ6		64					$ 8		
Đ4			64				$ 0.12500		
Đ2				64			$ 0.00195		
Đ1					8		$ 0.00024		
							$ 0.00010	One Quanta	

I'm not looking for perfection currently, just a good direction, and a double-check for other calculations.
About a double-check, please note the following.
In D17, we see 8 Grand Śpin Networks and not 4 as was used in the 'ŠÉŚv5 Jobs and Education' spreadsheet. I used 8 because it was the midway point between History 2 and 3; where History 2 had 16 GŚN and History 3 had 4. Another point is that at Đ1, I doubled the number of quanta suggested.

Considering Cubic Dimensions (Đ1 to Đ20)

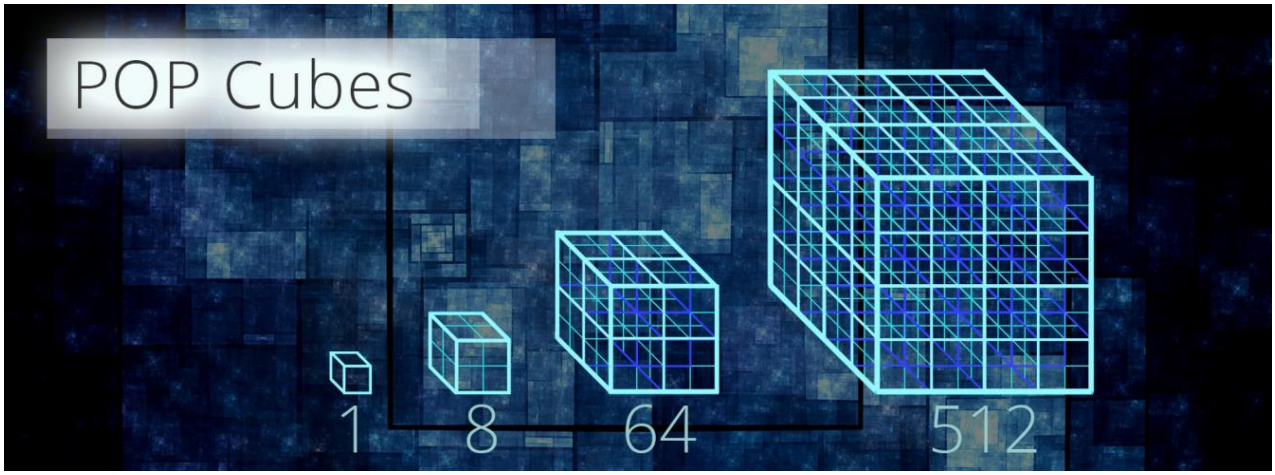
In Đ20, we see that 8,589,934,592 jobs have been allocated, which is more than is necessary given that there are also over 10 billion Paid**2**Learn positions. To simplify this, I just considered that we only need about 2,500 GŚNs. (Grand Śpin Networks)

And so, we see that starting at Đ1 and multiplying up in cubic math (8, 64, 512, 4096), we have a clear path from the quanta of Network Credits (money) to the wage of $32,768 in Đ10b, which becomes a single person in Đ10a. And after, we multiply by single dimensions from quality circles to single companies, to specialization, to the industry niche; and then 64 different industries, which brings us to the top section and Đ17, a single Grand Śpin Network.

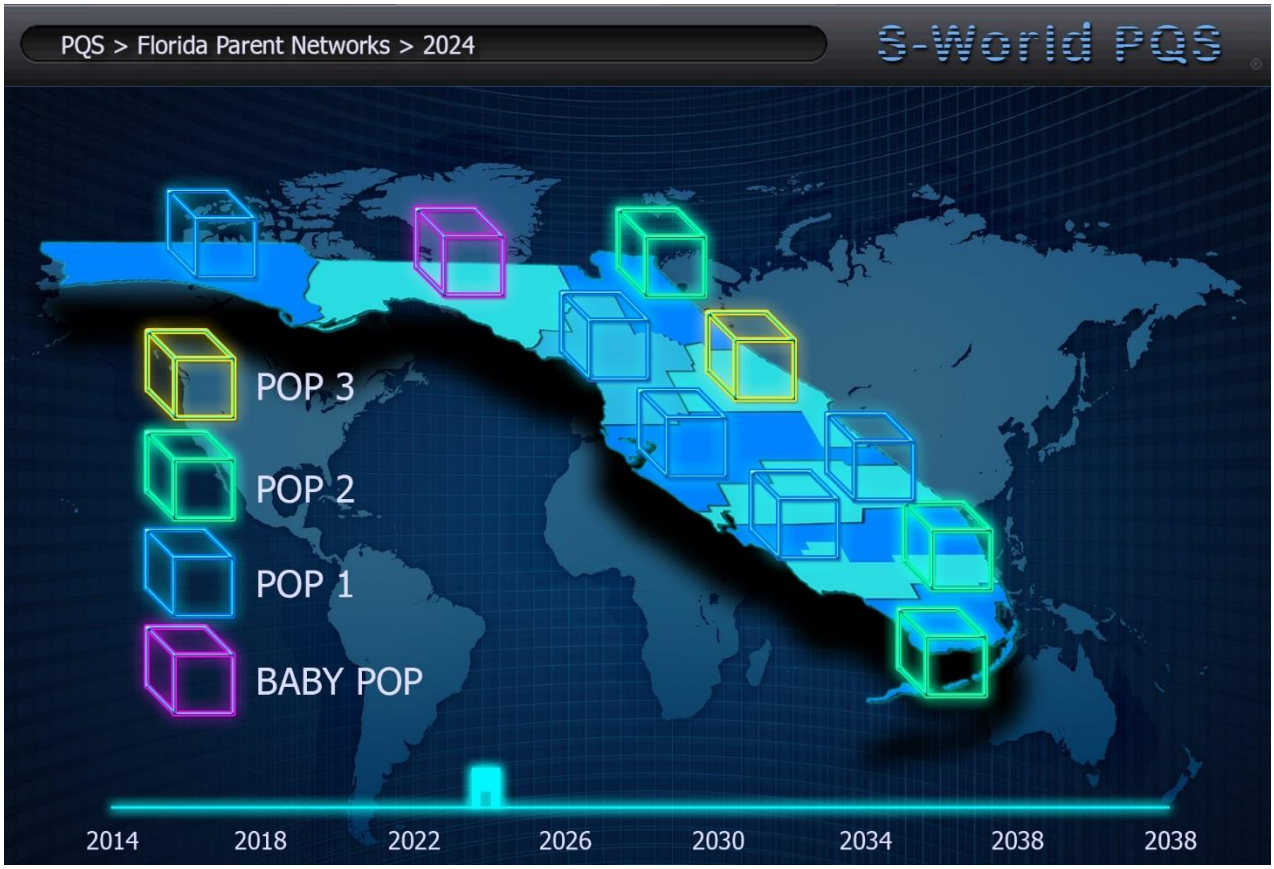
Then, in the top section, we see 8 GŚNs in Malawi, then two rounds of 8 CSPs (Country State Province), then the 8 Continental Cubes add up to the Global Cube.

The POP INTERPHASE

Soon after I started working on POP, I visualised it as a set of cubes and cubes within cubes.

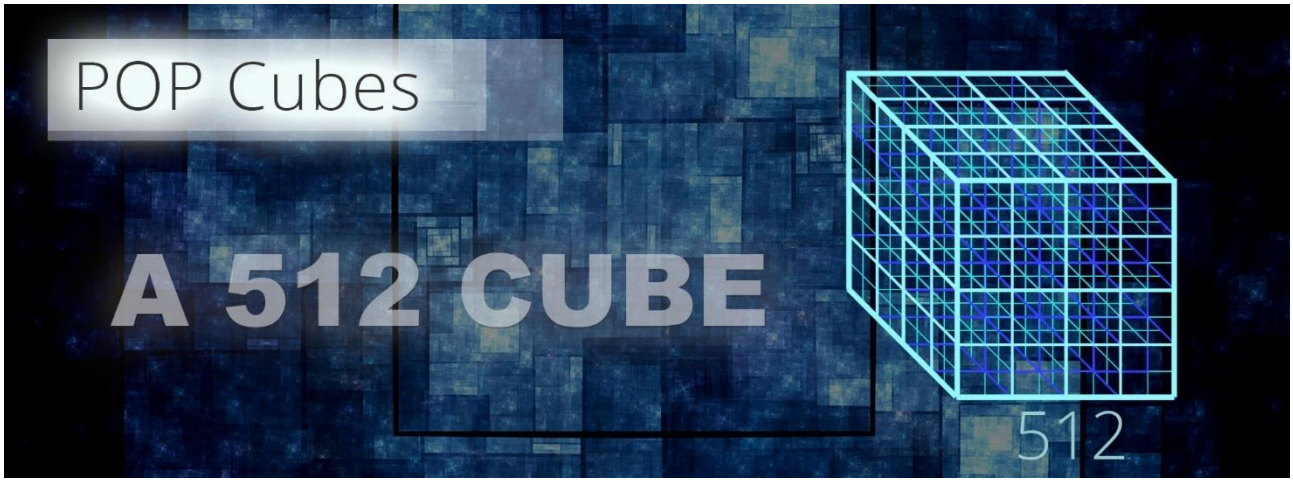


The graphic we see below, also from American Butterfly in 2012, looks at the Network at the Country/State/Province level; in which we see the 10 states in Florida each with at least a Grand Śpin Network, a Baby POP (in purple) Network (created as the launch for a Grand Śpin Network), (in blue) a single GŚN, (in green) two GŚNs, and (in gold) three or more GŚNs (or the equivalent in cash flow).



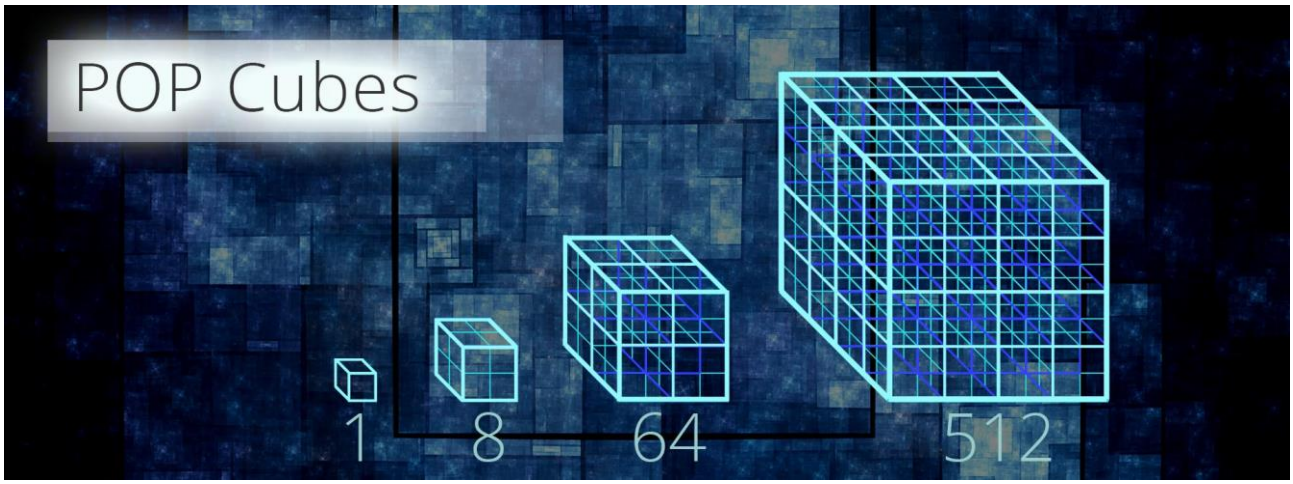
Relative to our Global Cube spreadsheet, at this level, we are at Đ18. We have started at the Global Cube, then to a Continental Cube (in this case the USA); and on the map, we will see up to 64 Cubes.

Another way to look at the data is to go inside the cube. Below, we see a 512 cube which is essentially the same as what we see above; the 8 Continental Networks, and within, up to 64 cubes representing the Đ18 level.



The idea behind the graphic we see below is hard to draw. So, for now, I need to describe the journey. A general principle I apply to make the system, in its basic form, is to make the choice architecture so easy that children can easily go from the global economy, choose a continent,

then choose a country or state and then the Grand Śpin network within; and from there down, to each company and individual staff member, and data on them (such as how much they earn).



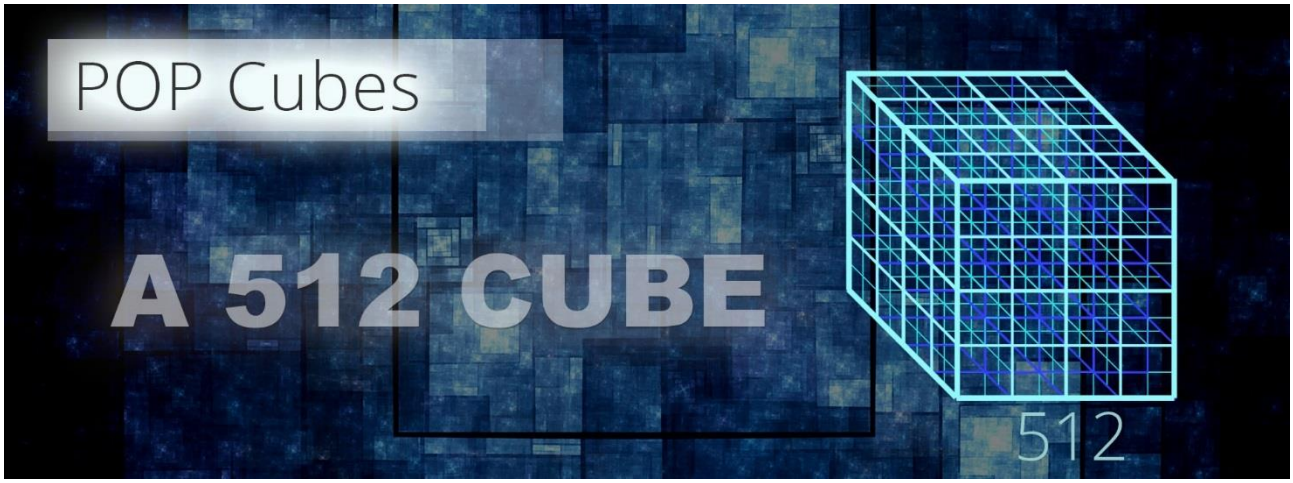
In the following example, we wish our 10-year-old student to go from the Global Cube to how much her/his mother makes in a year.

Please imagine the following graphical journey…

1. The 8 Continental Networks > Choose USA
2. Next, instead of seeing the Map View, we see a 64 cube.
   Now, we need to use our imagination.
3. Within the USA (and Canada) cube, if we zoom in, we see that the cubes within have different values, or colours, or degrees of opacity.
4. We ask our 10-year-old student to click on a small red cube seen within the 64 cube and we arrive at a specific state such as Florida.
5. Once the red Florida cube is clicked, a new cube appears, representing Florida.
   This could be an 8 cube, a 64 or 512. To save time, let's consider a 512 cube.
6. And again, within, this time requiring some zooming in, we have another red cube.
   We are now in Đ18 and choosing the 512 cube means that we are now seeing three Đimensions, so choosing a cube moves us to Đ15.
7. Repeating the exercise brings us from Đ15 to Đ12, by which time, our student has zoomed down to two companies.
8. Once at the company level, we can see a 32 cube (half a 64 cube) that represents each member of personnel; and again, one inner cube is red, or reddest, and our student clicks on the reddest cube and there is Mommy at Đ10.
   Click on Mommy to see how much she earns.

Consider a company in a POP cube needs attention, and in the adult version, there are lots of red cubes, but the brightness or solidness of the cube depicts the urgency of the problem.

When it comes to programming, we can easily make a 512 cube by having 8 database tables each with 8 x 8 cells. So, we have a kind of checkerboard of 8 x 8. And then, like slices of bread in a loaf, we see 7 chessboards behind the first, making the 512 cells in the 512 cubes.



The POP HOLOGRAM

Now that we have the basics, my preferred way to navigate the Global Cube is to be inside it. So that one can be submerged within the cube and navigate by waves of the hand, pinches, prods and thumps. This can be done using the Oculus Rift headset and touch controllers. But in QuESC Mission Control, I wish to create this as a hologram.

VR or hologram, or 3-D model seen in 2-D, one navigates through the cube more efficiently when submerged within it. And when within, one may travel from the complete macroeconomic picture of Global GDP in Đ21, down through 16 cubic dimensions to the microeconomics of every single dollar spent by each member of personnel at Đ5, and then the quanta within each cent at Đ1.

This type of view must be presented within the many S-World UCS™ games so that the game player can easily run the global economy; **as-if** one were playing a type of football management sim within Sid Meier's Civilization, with the research tree as the road to the S-World Angelwing software, and the ultimate destination and purpose - MARS Resort One - which can be built using an advanced version of The SIMS and SimCity.

And in general, I'd like to get the age of the game down to 12, plus a younger kid's version. There are thousands of ways to run a better business, but to learn them all would take a

lifetime. So, S-World takes care of that by building all the lessons into the software; most to be left on autopilot, some to be handled manually.

Displaying those 1000 advantages needs to be done in a way that is simple and easy for anyone, no matter their speciality, age, language, or experience.

This interface can show every detail of every network. For example, an investor can track the networks they have equity in. So, for example, after 10 years, creating one new company via POP each year; and each company created then follows suit. The investor will have equity in hundreds of business all over the world. So, one could show a 4096 cube, then ask to only show cubes that the investor owns parts of and how much each has contributed in Network Credit dividends that year.

Whatever one wants to see, people in Paid**2**Learn, where aid money has been received, and where it went after (a part of S-World AE Aid Efficiency). We can see how much carbon versus oxygen is being emitted from each company or Grand Śpin Network. We can track every special project per network. Whatever one can think of that can be measured, we will measure it, and add it to the cube. (Note that Palantir may be a good home for this system)

> This idea that one can simply and easily see the micro of each individual company to the macro of the global network economy (in either direction), quickly and easily, is at the heart of the S-World UCS™ gameplay; and because gameplay creates the simulations/histories that become the future of the network, this system, this cubic hologram of economics and business theory determines the future of the network.

Financial GRAVITY

If one is used to the Newtonian mechanics of gravity, this infrastructure of cubes within cubes within cubes will sound like gravity. And for that reason, some time ago, **POP also became known as the network's Financial Gravity.**

But what about Einstein's theory of General Relativity that is most often theorised as a cappuccino foam of bubbles within bubbles?

I can see a relative design, and this may help to encompass PPP and inflation by adding curvature, making some cubes smaller, and maybe some twisting one way and some another. But I'm years away from understanding General Relativity in a way that creates solid rules to add to the system. It would be nice, but it may not be necessary. Sometimes pure simplicity is best. They did not use general relativity to put a rocket on the moon. It would have made a slight difference, but would have been very complicated, and would have taken a lot more time

and cost more money, so they used Newtonian physics instead. But with this said, note that without General Relativity, one's GPS would become inaccurate at a rate of about 10 miles each day.

It may prove that a quantum loop gravity is a good approach, where time and space are created from the looping of the matter at the Planck scale. Or, as was desired for so long, a string theory-based hologram, or some other form of mathematics. I am starting to experiment with calculus, which is interesting because at the heart of calculus is the idea of breaking apart a problem into many smaller pieces; which is similar to this Angelwing POP system, where the bigger problem of the global economy is better managed by splitting the economy into individual sectors, then companies, than personnel, then the money the personnel earn. So that if one fixed all the small problems, such as each person's income, we would in so doing dictate and fix the long-term global economy from whatever disaster is eventually going to come.

Sticking for now with the Newtonian system, this simple cubic approach makes the overall management of the network much simpler, as we swop and change company types and niches to perfect the net-zero dynamic comparative advantage strategy; to see the effects of the internalities, and (of course) from where to oversee the effects on special projects, on the network and each other.

The Original Purpose of POP (Nov 2011)

Rounding Errors in Financial Systems

From the first S-World website, S-World.biz, which in terms of presentation, correctness and grammar are just awful. But for every nine ideas thrown away, one idea would endure, and at just under 500,000 words that left 50,000 words of stuff that did work, on which S-World is now based.

Extract from S-World.biz – November 2011
www.s-world.biz/New-Sparta-2011

"A Note on Lorentzian "Chaos Theory": The first paper on "Chaos Theory" was written by Edward Lorenz in 1972 to the American Association for the Advancement of Science, it was titled "Butterfly Effect", which is covered extensively in previous chapters.

One day in 1961, Edward Lorenz, mathematician and meteorologist, was working on a weather sequence. To save time, on one run of the program, he started in the middle of the sequence instead of the beginning. When he came back an hour later, the sequence had evolved differently, ending up wildly different from the original. Eventually, he figured out what happened. The computer stored the numbers to six decimal places in its memory. To save paper, he only had it print out three decimal places. It should have worked, he should have gotten a sequence very close to the original sequence, but it presented a very different pattern.

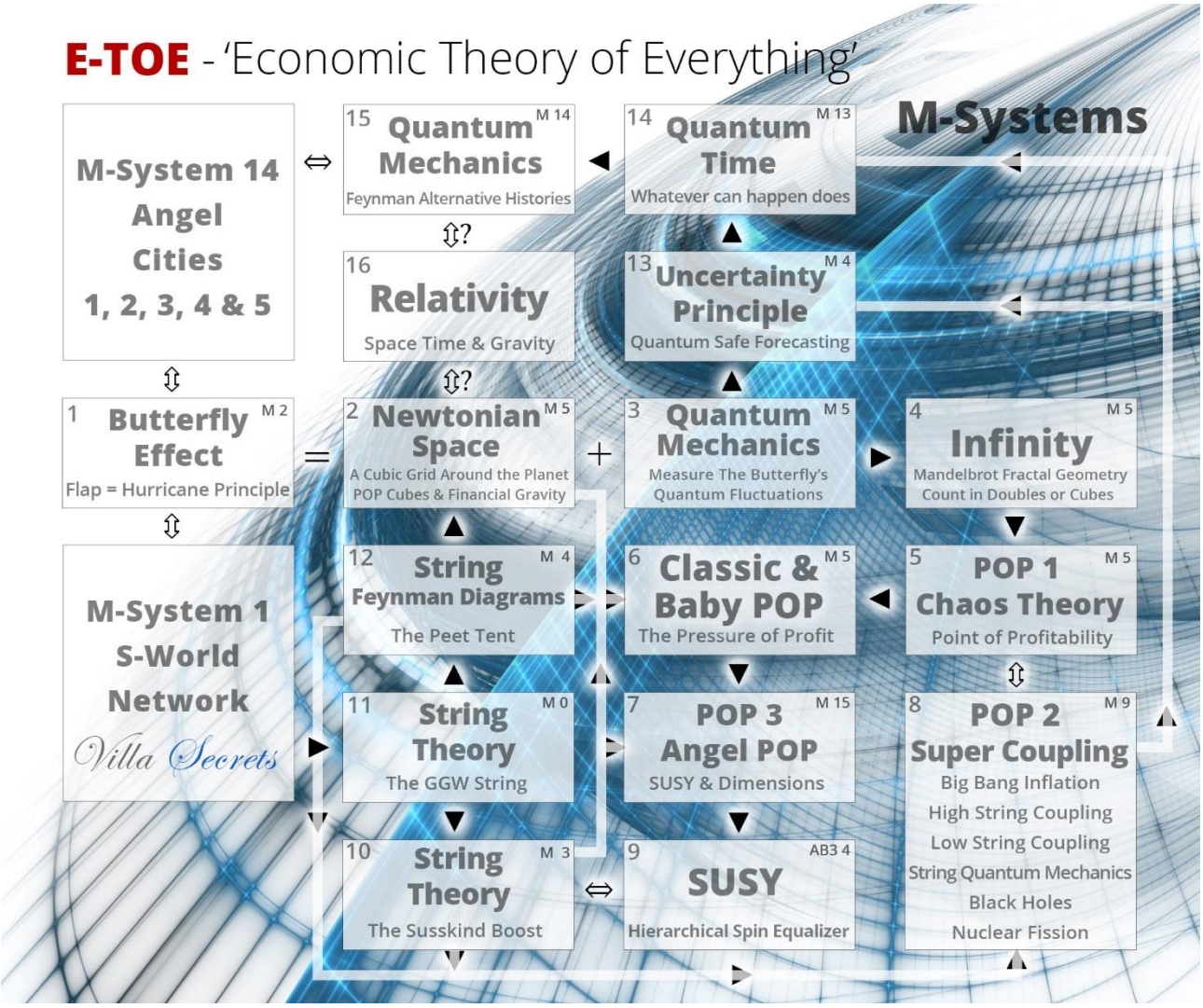
Wikipedia says: Small differences in initial conditions (such as those due to rounding errors in numerical computation) yield widely diverging outcomes for chaotic systems, rendering long-term prediction impossible in general"

This was the problem that POP attempted to solve. I am very tempted to now drop in the chapter from Angel Theory on the 13th December 2017:

The Flap of a Butterfly's Wings

www.angeltheory.org/book/2-2/the-flap-of-a-butterflys-wings

This chapter, from the short book The E-TOE, describes the discovery of POP in 'Part 2. The Flap of a Butterfly's Wings'. The complete chapter breakdown follows the E-TOE graphic we see below, in which we can see that POP is described in the first 7 points.



The E-TOE

The Economic Theory of Everything

www.angeltheory.org/An-Economic-Theory-of-Everything

Chapter 1: M-Theory & The E-TOE
Chapter 2: The flap of A Butterfly's Wings
Chapter 3: The Network on a String
Chapter 4: POP Super Coupling
Chapter 5: Quantum Time
Chapter 6: Relative Equality
Chapter 7: M-Theory an Economic Science?

POP – The Point of Profit

This is a long conversation, so I will summarize it as best can.

To solve the problem of rounding errors, the POP idea was to remove the infinite numbers from the calculations. This may now be helped by calculus and renormalization of the 87

Quintillion Histories, but I did not know those tools back in 2011. So instead of trying to calculate the cash flow or profit of every single company and every member of personnel, which to a degree could now be done by the TBS™ - Total Business Systems and S-World Angelwing, (but we should move that aside for now) and imagine many standard companies trading. In terms of getting the data to neatly fit within a set of rules that eliminated infinite numbers such as 33.333… or Pi 3.14159265359… there was no way, every single company would each create many infinite numbers, and each one causes chaos.

Then I developed the idea of instead of trying to count the many companies' many numbers and optimise, I would just count one number. The POP number/point would sit within a cubic framework, and the idea was for companies to either be at this point, or not, there is no in-between; a company was either in POP and making more than their POP point, or not in POP below its POP point.

The POP framework was then revealed as a cubic grid, where sets of 8 companies with identical POP points increase the framework by one cubic dimension. And now, eight years later, we now see this cubic framework from Đ1 to Đ21.

Starting now at $0.0001, then multiply by eight, and eight again created the cubic dimensions.

Increase by 11 orders of magnitude (0.0001 x 8 x 8 x 8 x 8 x 8 x 8 x 8 x 8 x 8 x 8 x 8) and we get to Đ11 and POP point of $107,374.1824, and a POP point for eight companies Đ12 is $858,993.45.

At this point, I imagined the POP Game Interphase – the set of results seen within an 8 cube and only the companies (or networks of companies) that were in POP were visible as solid cubes within. If the collective networks of companies and its inner network were collectively in POP, a set of 8 companies POP maybe Đ12 $858,993.4592, a set of 64 companies might have a POP point of Đ13 $6,871,947.6736, and a 512 cube might be Đ14 $54,975,581.3888, and on up to a D:17 $28,147,497,67 which may be the cost of an entire new Grand Śpin Network.

Then the idea of making 512 cubes, then 4096 cubes, displaying all cubes in POP, creating clusters within the larger cube, and it is those clusters and the bright and dim areas that should be the focus of economics.

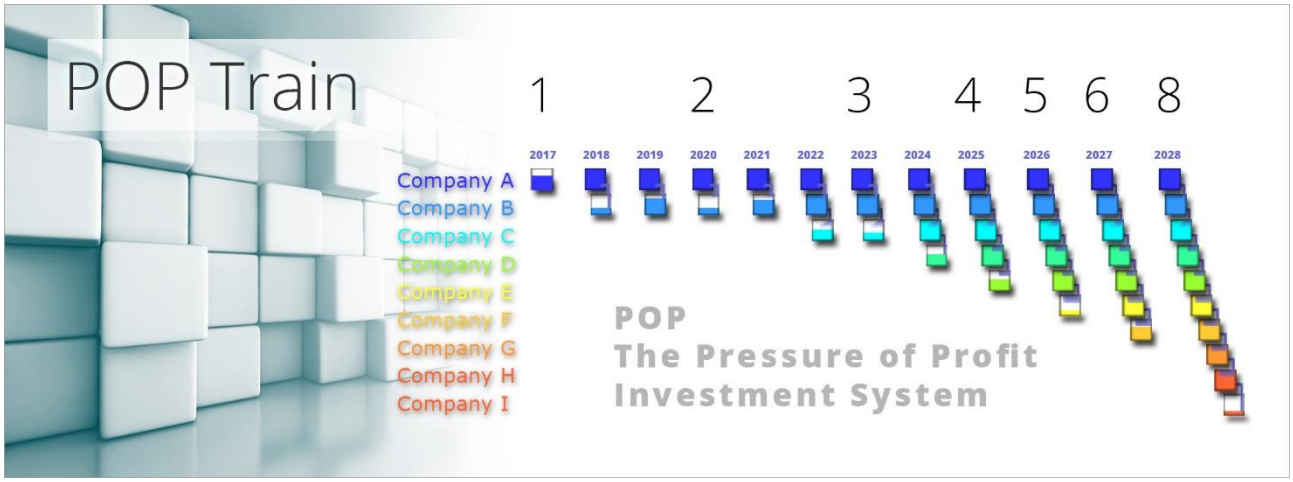
This was the original idea which most probably occurred to me, because from age 17 to 29, my hobby and then career was to program music, always at 4-4 tempo, always with 8s inside of eights, some 32s, some 64s, and then more eights, and the occasional 4, 2 and 1. This was originally done on a W30 then using Cubase, which needed to network via midi to about 15 different machines together to make the song and then add analogues, such as vocals or guitar. This was a good introduction to POP and Newtonian gravity.

Each company or solo contractor has a POP Point - a point which, when reached, the cube (as seen within the hologram) turns to a solid. It is no longer translucent like the other cubes. Indeed, all other cubes will be completely translucent if the company has yet to start trading, then getting less translucent the more money it makes until it reaches the POP point and it becomes a solid block. This would probably be the default view.

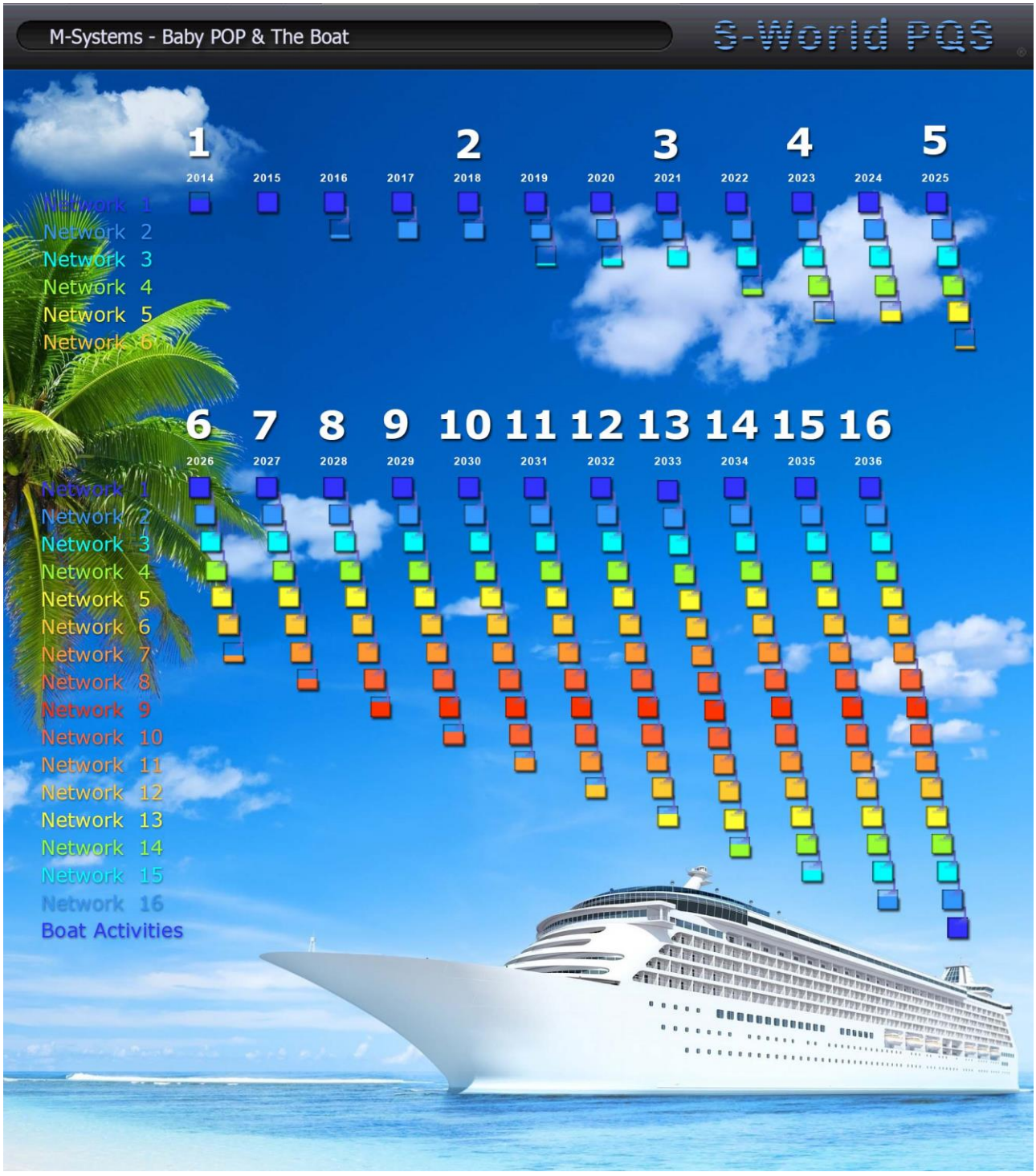
However, the reason I pursued the system at the time was when I saw the POP Train.

THE POP **Train**

Below, we see the POP Train, which occurs when a Śpin Network (large or small) reaches its POP point and is investing into a new company until the new Śpin Network company reaches its POP point; and after, both the original and new Śpin Network companies pull both their POP investments into a third Śpin Network company,



When this third Śpin Network company reaches its POP point, Śpin Networks one, two, and three invest into a fourth. And at this point, the reinforcing feedback loops start to create new Śpin Networks faster and faster, as can be seen in the graphic whereby in the creation of the eighth Śpin Network, more than one Śpin Network is created each year. And not long after this, we would see the exponential growth that Kate Raworth referred to earlier. In the original script, on reaching the end of the train POP investment pours into; The Boat' to sail to a new investment destination.


M-Systems - Baby POP & The Boat
S-World PQS
1
2
3
4
5
2014
2015
2016
2017
2018
2019
2020
2021
2022
2023
2024
2025
Network 1
Network 2
Network 3
Network 4
Network 5
Network 6
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Network 1
Network 2
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Network 9
Network 10
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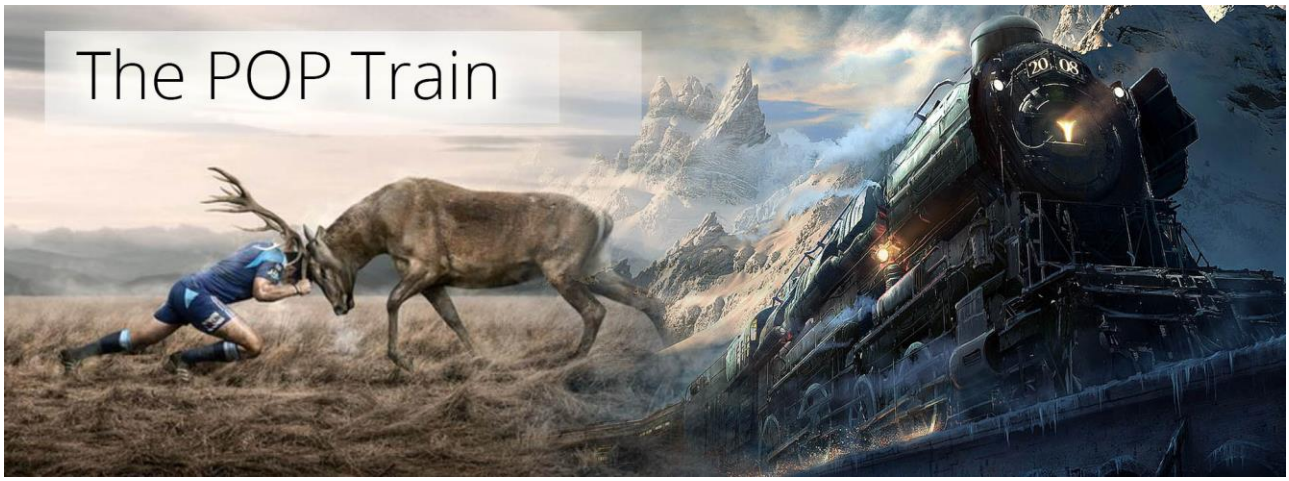
Network 12
Network 13
Network 14
Network 15
Network 16
Boat Activities


The POP Train

Equality, POP and Give Half Back

Give Half Back was the first network legal law, written in March 2011. This principle now sits within POP and is the product of Net-Zero CDA Soft. Because when each new Śpin Network company is created, half its equity will be owned by the original Śpin Network company, and the other half by its new personnel, who themselves become a new Śpin Network company. If you go macro on this, we see that the continual halving of equality for each new company keeps the network honest. No one can ever make too much money because they must POP invest; and each time, lose half the equity. One needs a reinforcing loop to make sure the new equity owners are spread throughout the network, not all in one place, or all in one family, and some other safeguards. But, in general, POP is the primary equality system within the network.

There is a circulatory here because, in 2011, Give Half Back was that I would try to retain 50% of the network equality and give it all to good causes; so the net effect of the network was to give half its profits and dividends to good causes and use the other half to incentivize the market. **Nearly nine years later and I have improved the model to half of the cash flow which is almost always more than profit.**

Angel POP

Relative to Give Half Back, Angel POP is reinforcing…
See: www.angeltheory.org/book/2-3/the-network-on-a-string#Angel-POP-2012-to-2017

The original principle started when Africa had only one Continental Cube, and Angel POP stated that we would create Grand Networks in 7 richer locations, but would halt POP and other investment at a specific POP Point, say $439,804,651; at which point, POP investment must go to the least popular investment location (presumably Africa), and that with 7 different Continental Grand Śpin Networks pouring all their POP and other investments into Africa so they can open a new tranche of the US or other S-World investment, Africa would soon have a POP Grand Śpin Network of its own.

This principle was greatly simplified in 2016 into just one phrase: 'Grand Networks in locations of Extreme Poverty are Special Projects.' And so, in place of seeking to create the first Grand Śpin Network in the US, I would start with a location in Africa, and in terms of per capita GDP, I chose the poorest country in the world Malawi. This was reinforced when the MARS Resort 1 hypothesis was created, as to find the country closest to MARS in terms of GDP (where Mars currently has zero GDP) was to choose the country with the least per capita GDP and so Malawi.

POP – A Good Model

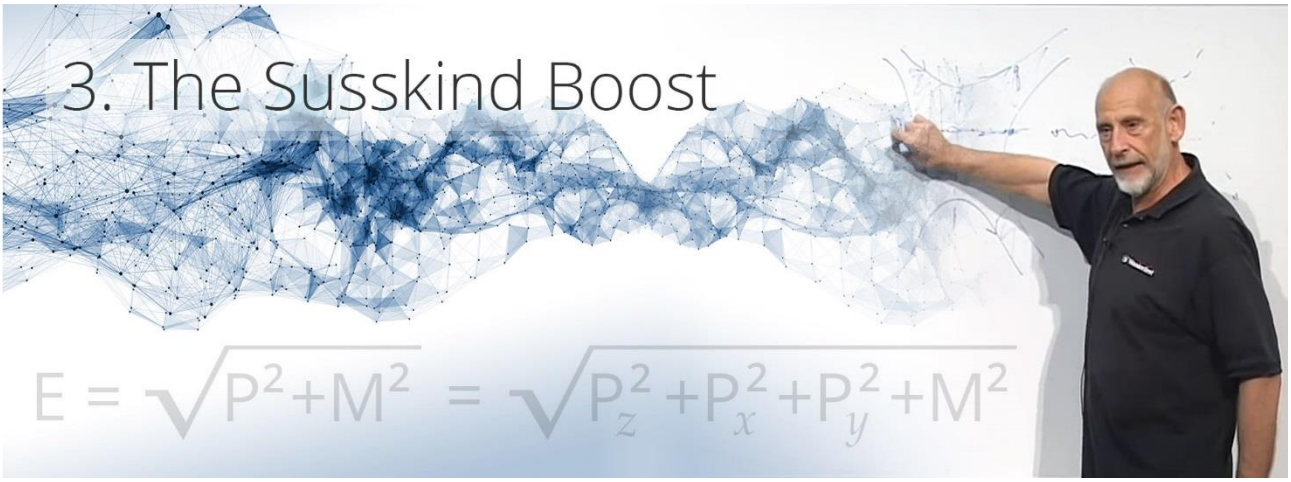
Moving forward to 2080 (Angel City 5), in most situations, we would like to see that within a 512 cube, we see 512 solid cubes indicating that all 512 Śpin Network companies are all at

their POP point (are making more money than their POP Point).

But what when the herd is strong, and say we have 500 of 512 cubes solid, and the last few cubes are transparent and lagging behind?
To assist in this process, and to assist companies that had reached their POP point but had since fallen backwards, we enter the realm of M-Systems 3 and 4; The Susskind Boost and the Peet Tent.

M-System 3. The Susskind Boost

www.angeltheory.org/m-systems/3/the-susskind-boost-_-quick-summary
www.angeltheory.org/book/2-3/the-network-on-a-string



Above we see Professor Leonard Susskind, arguably the first-string theorist, and an equation for boosting strings taken from his Stanford University video 'Lecture 1. String Theory and M-Theory. In which at 34 minutes Susskind tells us:

'We boost the hell out of the system along the Z-axis, (gross profit) until every single particle (company) has a huge momentum, if there is any particle that is going backwards along the Z access, you just have not boosted it enough. Just boost it more until it's going forward with a large momentum.'

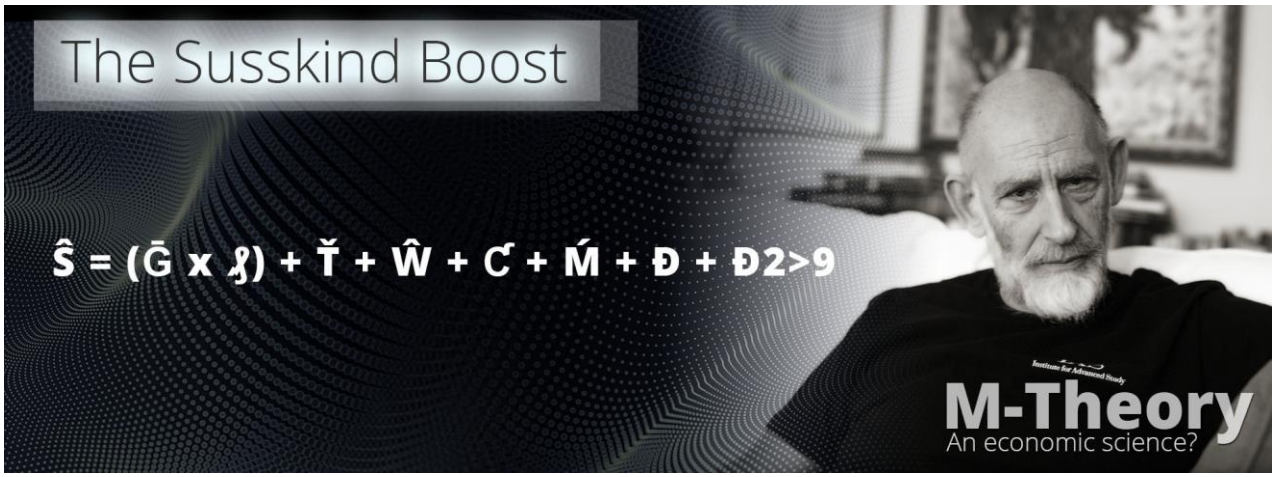
To 'as-if' apply this to the network we change a particle for a company and the Z-axis to gross profit.

The Susskind Boost affects and boosts the financial output of all network companies.
www.supereconomics.ai/m-systems/research/v4-03-the-susskind-boost#susskind-boost-part-1.05

The Susskind Boost is anything that will boost the income, cash flow, or other desired metric. The most important lesson within is that most of the best ways to boost network companies

are not direct financial inputs, often we can boost for free. Well not for free because when you drill down most boosts have a financial element somewhere but in general it's more efficient to boost cash flow via the elements of the Susskind Boost than from a direct financial input. If one part of the company needs a boost, we can often use a Susskind boost in place of a bailout.

Ŝ = (Ḡ x ℘) Ť + Ŵ + Ć + Ḿ + (Ř + Y) + Đ + Đ2>9 (Plus new – Ã for Anchored)



Ŝ = Susskind Boost

Ŝ = (Ḡ x ℘) Ť + Ŵ + Ć + Ḿ + (Ř + Y) + Đ + Đ2>9

Where Ḡ = Gross Profit and the (electric s) ℘ = is the TBS™ (Total Business Systems), which so far (for Villa Secrets) creates 81 different ways to make money, save money, or avoid landmines, many of which are unique.

Where after, we add different boosting opportunities: Ť = Tenders or agency contracts, Ŵ = Additional S-Web web-franchise options, Ć = Contracts &/or Mandates, Ḿ = the Marketing Multiplier,

Then, from M-System 2, we add the dimension 'Đ' representing the $A^{st}⇔B^{st}$ which calculates the ripple effects from other businesses in the local network. And after, in Đ2 to Đ9, we calculate the effects from other companies in the other seven continental networks.

Plus, there are newer factors unseen in the above graphic such as Ř = higher ROI advertising opportunities and Y = which accounts for Network Credits being pushed a company's way (which is looking to be a major player and part of the Network Credits' exchange mechanism).

The Ŝ (S-Hat Symbol) we attribute to the Susskind Boost is later seen within the basic version of **M-System 9. Super Coupling**
$N \times g_{s\,X}\, \hat{S} \times \text{Ⱥ} = \text{Ⱦ}$

Where N equals the number of companies, g_s equals the amount of incentivized personnel (equity partners). and Ⱥ is M-System 4. The Peet Tent.

But the point I wish to focus on for now is the Susskind Boost Đ2 to Đ9 values, which create/track/uncover ripple effects between different Grand Networks at the continental level

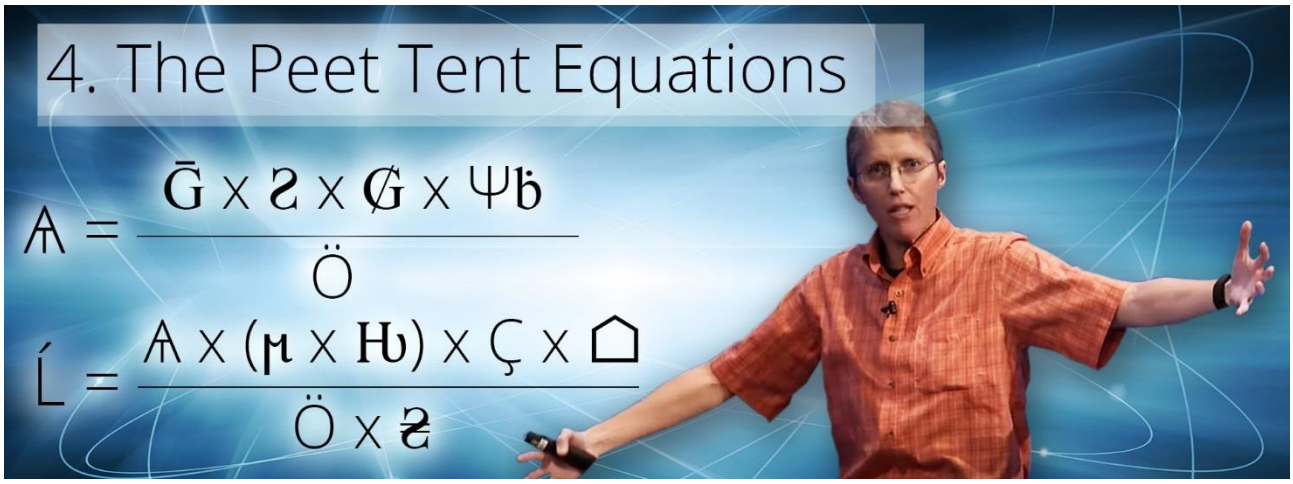
Đ2 to Đ9 is the macro version of **A^{st}⇔B^{st} spread across the 8 continental networks.**

M-System 4. The Peet Tent

http://www.supereconomics.ai/the-peet-tent-2016-2017

The reason for choosing A. W. Peet was the two lectures that helped me to understand (in a very basic way) how string theory works to unite general relativity and quantum mechanics. I can only explain this in network terms, from my 'as-if' it was string theory network design. And it's really simple, the network must have enough liquidity to be able to boost any weak elements back to health. So, if the Network of companies 'A' has a liability of $1 billion US dollars, the rest of the network must have 1 billion dollars on demand and be able to afford to lose it. In other words, the network can't use what I call the RRT (The Reserve Rate Technique) method of banking. In place, we use Š-ŔÉŚ™ because in Š-ŔÉŚ™ the money is always in the bank.

As for the Peet Tent algorithm, it was not as sexy as the Susskind Boost, because it's a limiting variable, it is everything that could go wrong, so the M-System journey was for a company to be created from S-Web™ and the TBS™ in M-System 1, then improved by the network effects in M-System 2, to then be boosted by M-System 3 The Susskind Boost. But then to move onto M-System 5 (and on to M-Systems 6 to 16) it must pass a test, the test being the limiting variables, which need updating but in 2016 were;



Ⱥ = The Peet Tent

Ḡ = Gross Profit ($270,000)
Ƨ = 80% (First Year Jitters) (QSF)
₲ = 60% (Limiting Variable, made to increase probability of each forecast) (QSF)
Ψƀ = 85% (Disasters and ELEs Renormalized) (QSF)
Ö = Operational Costs, which is $117,000

Ⱥ = $270,000 x 80% x 60% x 85% = $110,160
($270,000 x 80% = $216,000.00 x 60% = $129,600.00 x 85% = $110,160.00)
Ⱥ / Ö = $110,160 / $117,000 = 94.1% A good score, as I have used very high limiting variables.

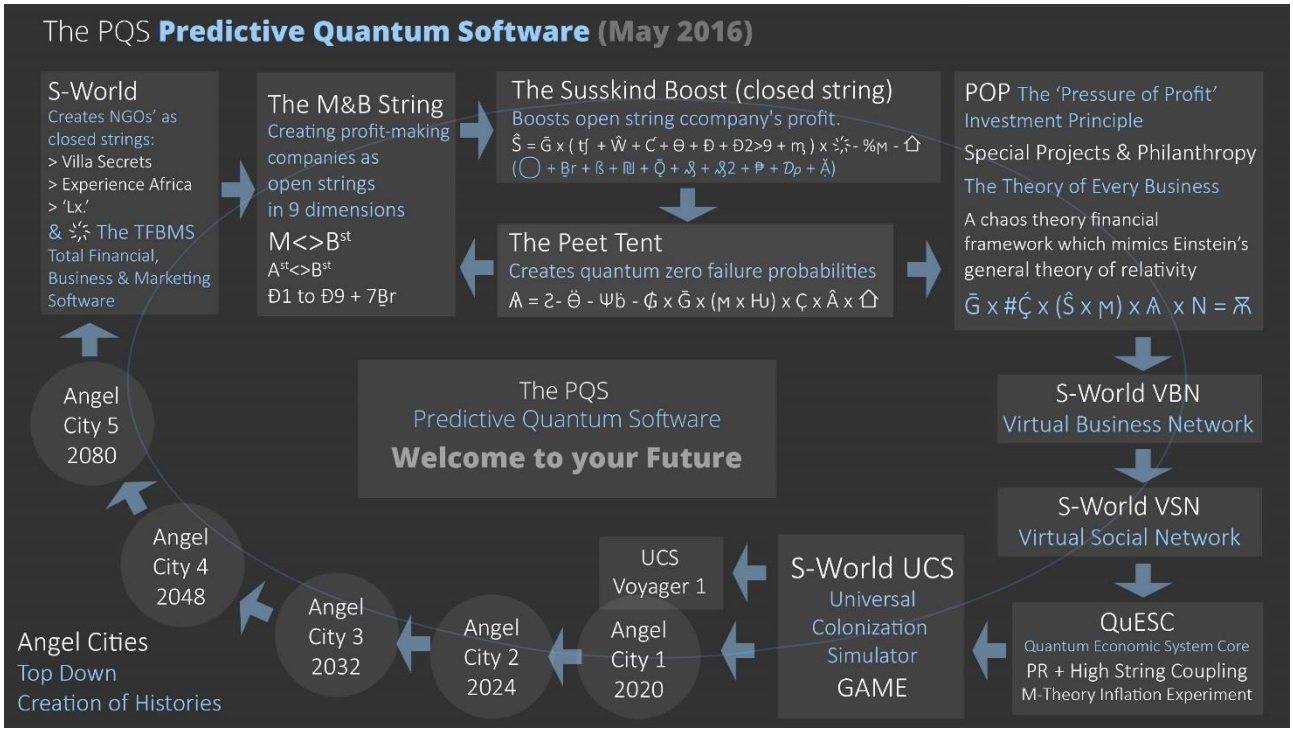
Ĺ = The Location	Hawaii
Ⱥ = The Amanda Stretch	94.1% and $110,160
ɱ = Market share	1000% (As the market is 10 times bigger)
Ⱨ = Manual Override Limit	50% (Added as caution due to large market)
Ç = Competition	200% (As there is less competition)
⌂ = Accessible Stock	25% (As access to the bulk of stock is uncertain)

!!! Note this house symbol is now The Suburb Sale) I must find a new character for Accessible stock, but with this said I guess access to property portfolios and selling city suburbs is both the same thing, from the right perspective)

Ö = Operational Cost	$117,000
Ƨ = Operational Cost Variable	200% (Increase if operational cost more in richer locations)

Ĺ = $110,160 x (1000% x 50%) x 200% x 25% = $275,400 / (117,000 x 2 = $234,000)
$275,000 / 234,000 = 117.5% (An excellent score)
Ideally, if we have 1000 applicants, the 100 best performers move forward, and the rest start again.

We see this journey pictured below.



Above we see a very early version of the M-Systems architecture graphic. But in this version, we see a new equation in POP The 'Pressure of Profit' which includes both the Susskind Boost and Peet Tent figures. This equation ended up becoming the 'distribution' equation (everything needed to make a sale; marketing, advertising, etc.), rebranded as M-System 9 and POP Super Coupling.

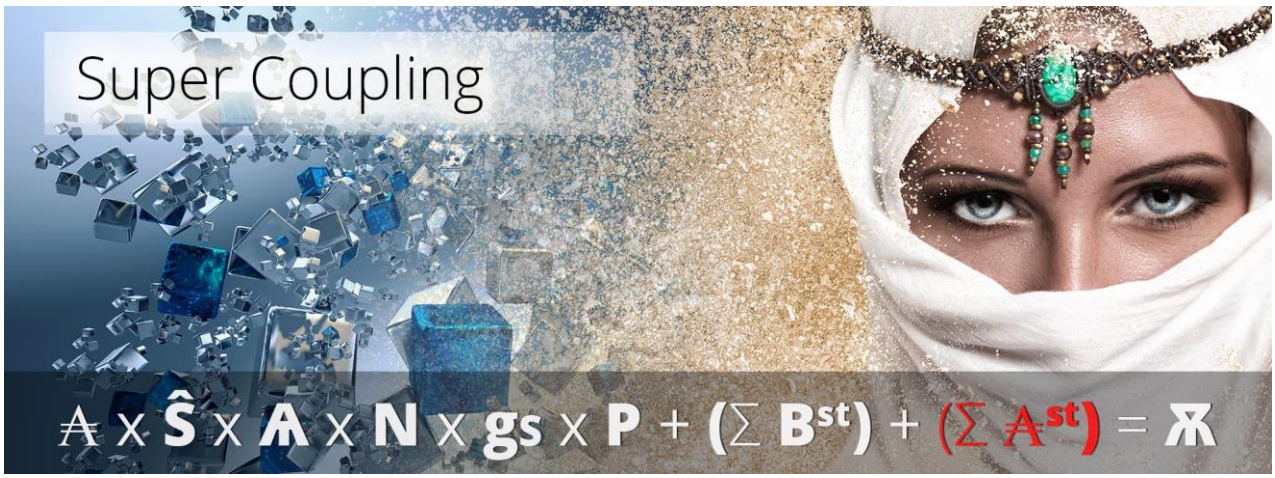
Chapter 5.12

POP Super Coupling

The Distribution Equation

$$\cancel{A} \times \hat{S} \times \cancel{A} \times N \times g_S \times P + (\Sigma B^{st}) + (\Sigma \cancel{A}^{st}) = \cancel{\aleph}$$

www.supereconomics.ai/book/2-4/super-coupling



This exciting equation started its journey from another A. W. Peet presentation, this time the lecture;

A.W. Peet Public Lecture: String Theory Legos for Black Holes

https://www.youtube.com/watch?v=MlDd2HtFfPU. You will need to watch the last quarter of this video to really get the origin influences, which are pretty cool as they are how to build black holes.

In this case, I have created an interesting essay, www.supereconomics.ai/book/2-4/super-coupling which was a part of the E-TOE (Economic Theory of Everything) paper seen under the tab E-TOE on www.supereconomics.ai. It started with the very basic 'As-If' the network was M-theory N x gs = ℵ, then the 'N' changes from M-theory 'branes' to S-World 'companies,' the 'gs' changes from string coupling strength to the amount of motivated vs. unmotivated personnel, where a high amount of unmotivated personnel equals a high 'gs.' And finally, the network character 'ℵ' equals POP investment in the network. (which creates even more companies and pre answers the monopoly economics from Joseph Stiglitz that says when monopolies are mature, they often sit on their laurels, and no longer contribute. But are forced to by the POP law - companies must invest in new companies after a pre-agreed profit or cash flow target is attained.

So, for example, a company that is completely comprised of profit share personnel may have a 'gs' of 1/10; and if so we might increase a projected 3-year forecast by 20%. Then a company

with a 50/50 ratio of profit share personnel would have a 'gs' of 2/10 and no difference, whereas a company of 25% motivated staff vs 75% unmotivated may have a 'gs' of 3/10 and so we decrease the projected 3-year profit forecast by 20%. Where after the higher the percentage of unmotivated staff, the higher the 'gs' and the higher the penalty we would apply to a 3-year profits forecast.

At this point, we were only interested in creating companies with a 'gs' of 3 or less. This makes a lot of sense, and it is the backbone of why we expect to outperform other business. And it becomes a very compelling answer to the question: 'How can we advance human potential and promote equal opportunity?' (as both are served by this system).

This is why we are approaching the Chan Zuckerberg Foundation, alongside The Bill and Melinda Gates Foundation and Sir Richard Branson's Virgin Unite.

Thus, we are simply saying that 'N' the amount of company's 'gs' (the company's low amount of unmotivated staff) equals their POP investment (or cash flow). However, the equation is not complete as each companies' POP point needs to be calculated or estimated individually; but as a quick way to make an approximation and see how big this thing can be, the simple 'N x gs = Ѫ' (network POP investment) will suffice at this time.

Next, we add the as-if string theory and the M-Systems that maintain the structural integrity of the POP generated financial gravity:

The Susskind Boost affects and boosts the financial output of all M-System 1's companies. This is its algebraic variable equation.

Then from M-System 2, we add the dimension 'Ð' and the $A^{st} \Leftrightarrow B^{st}$ which calculates the ripple effects from other businesses in the local network, and after in Ð2 to Ð9 and beyond we calculate the effects from other continental networks.

We then see the Susskind Boost as the gross profit of each company multiplied by whatever boosting is applied to it, so adding the 'x Ŝ' (S-Hat Symbol) to the basic super coupling equation.

Making 'N' for the number of companies, multiplied by 'g_s' for the amount of incentivized personnel, multiplied by 'Ŝ' the Susskind Boost boosting profits, equals ⩛ POP investment in the network and special projects. (or cash flow)

$$N \times g_s \times \hat{S} \times = \text{⩛ (\&/or cash flow)}$$

Next, we apply M-System 4. The Peet Tent

In general, Ŝ the Susskind Boost is good as an overall multiplier, and ⩓ the Peet Tent is good as a good overall limiting variable, for finding areas where the law of diminishing returns applies and other negative factors.

Above we have represented it as a division, albeit in practice one can have a very good Peet Tent, and the ⩓ Peet Tent character jumps up to the top line of the equation so…

$$N \times g_s \times \hat{S} \times \text{Ⱥ} = \text{Ⱦ}$$

The Sum Over B-Strings

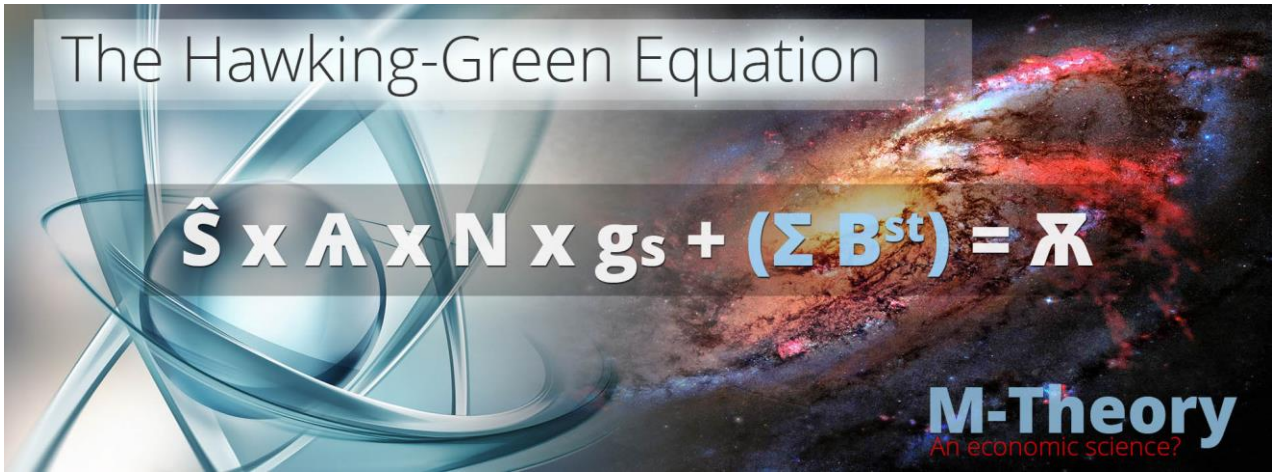
Next comes the sum of POP profit created by all the new companies created by the POP process.

For this, we present new companies created as 'B^{st}' from my simple 'Mother and Baby String' equation M<>B^{st} '(pronounced 'the M and B string,') which was practically adapted to A^{st}<>B^{st} (A string B string) which seeks to calculate the advantageous ripple effects of one company on another, and after on all companies on each other.

$$\hat{S} \times \text{Ⱥ} \times N \times g_s + (\Sigma\ B^{st}) = \text{Ⱦ}$$

The Susskind Boost x The Peet Tent x the number of companies x the number of incentivised personnel vs unincentivized personnel + the sum of the output of all companies created by the POP process = Network POP investment.

Again, much like the other variables, there are different ways to apply the benefits of new companies contributing POP (and/or cash flow) and the '$\Sigma\ B^{st}$' (sum over B-Strings) is again an approximation.



$$\hat{S} \times A \times N \times g_s + (\Sigma B^{st}) = R$$

The above equation was influenced by Stephen Hawking and Michael Green. One day at the end of my Epsom and Ashtead woods walk I was thinking about a conundrum by String Theorist Michael Green whilst listening to The Grand Design by Stephen Hawking, Leonard Mlodinow.

This equation created the first S-World History – History 1. See tab 'Super Coupling 1.03 (History 1)' near the begging of the spreadsheet.

The conundrum by String Theorist Michael Green is as follows.

"The notion that this (a string) is the smallest constituent is paradoxically not at odds with the statement that it may also be the whole universe."

This confused me for four years until, in the end, I created a POP system that could see www.VillaSecrets.com which was making no money, hence the smallest of the small, go on to account for more than half of global GDP before 2080. Thus, the quote changed to

"The notion that this is the smallest constituent is paradoxically not at odds with the statement that **it may also be the whole economy**."

The idea – mathematically was that in its third year Villa Secrets could raise $167,772 in profit and that was enough to create two new companies that would go on to do the same after two years. So, every two years we double the number of companies in the networks. We can see this best on the spreadsheet and on the video www.Supereconomics.ai/video/7

An important part of the lesson is that the first company, and all companies after always POP invest, making new companies once every two years. Another important note is this was a

math exercise, not a realistic prediction, there may be enough countries and niches for tens of thousands of companies, in villa rentals, luxury travel and real estate. But not tens of millions of companies. To reach tens of millions one needed to create companies in many different industries.

Soon after making this video came the first RES simulation see tabs 'ŔÉŚ-Śpin-24 V1.32d (Cautious)' & 'ŔÉŚ-Śpin-8 V1.32d (Cautious).' And not long after came History 2 which is the many industries model and so has the potential to scale per History 1 acceleration.

'P' for Momentum (Branding)

Next, we need to include 'P' for momentum, being the effects of PR, Branding, Brand associations, S-World Film, the Famous Concierge, and other exercises that increase demand for S-World products due to the public's love of the brand; which considering S-World is, in essence, a progressive charity bent of changing the future of the human race to a more desired outcome, can be significant.

$$\hat{S} \times \not{A} \times N \times g_s \times P + (\Sigma B^{st}) = \not{R}$$

Our decision to include branding expert Sir Richard Branson in our first round of company approaches (Tesla, Virgin, Microsoft, Facebook, Google and SpaceX) is a testament to the respect we have for the branding opportunity that S-World can seize.

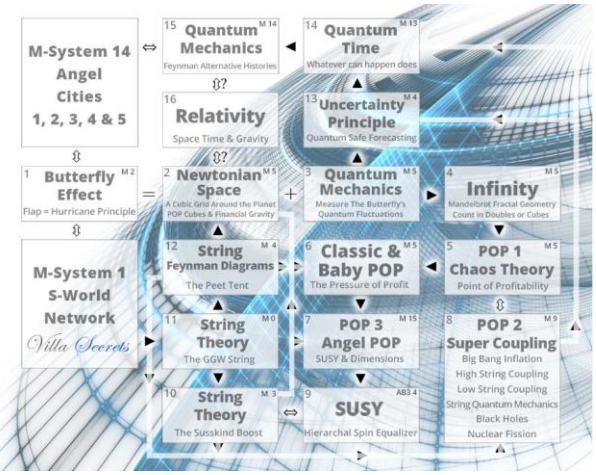
From Peter Thiel's Zero to One we appreciate;

Branson is; "The Undisputed King of PR," "The King of Branding."

If the product and company are very popular, it will, of course, increase the momentum of the network. This is basic supply and demand; the more popular the product, the greater the demand.

The Angelverse Operating System (Now S-World Angelwing)

M-System 16.



The Angelverse Operating System is big companies & foundations that have been licenced to create S-World companies. For instance, business pages on Facebook, Twitter and LinkedIn, can use the S-World Angelwing systems and in particular S-Web™ and the TBS™ to change a Facebook page business into a business with multiple websites in their niche, similar to the following in travel and real estate www.ExperienceAfrica.com, www.CapeVillas.com, www.VillasinCampsBay.com connected to the TBS software which is not far from completion enabling the businesses to stop look like a million dollars and have the systems to match. Add

this service to any company that is currently making a little profit and start making a lot of profit. In exchange for 2.5% of their turnover.

S-World provides Angelwing Operating System licences for big companies & foundations to recruit their member's &/or clients to S-Worlds' Systems.

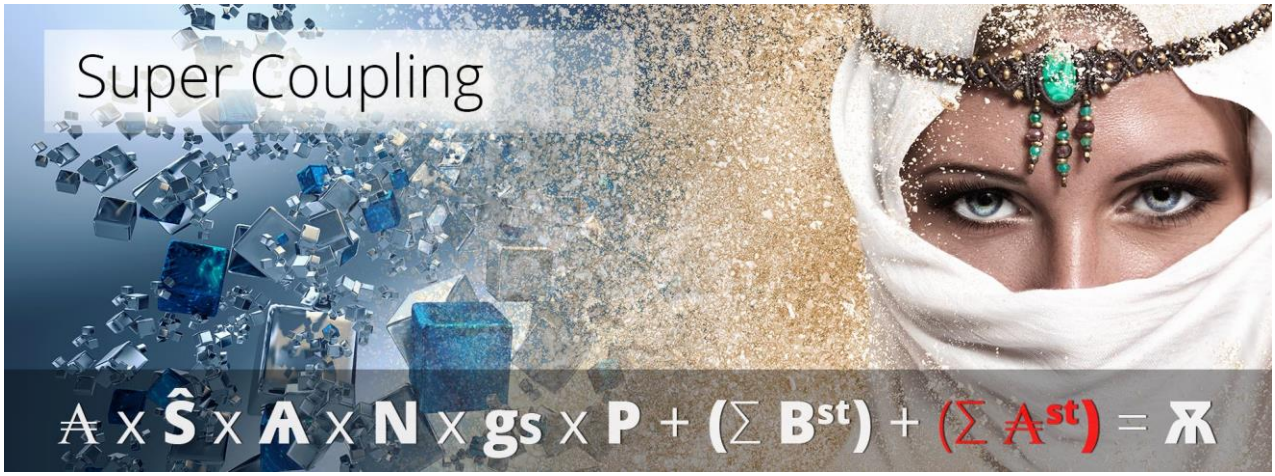
This then becomes the beginning of the equation... ₳

First-hand partnerships with Facebook, Twitter and Linked-in can change the demand for an S-World licence to hundreds of millions of people, maybe even billions.
And whilst until now, I have not included Apple as I can't see anything they have done that is a special project, I have recently had a spiritual moment considering Steve Jobs and feel that maybe Apple should be included, which could help to increase the ₳ score.

$$₳ \times \hat{S} \times A \times N \times g_s \times P + (\sum B^{st}) = ₼$$

Angelverses

Lastly, again within M-System 16, we have Angelverses which are medium and big companies wishing to create S-World companies and/ or adapt their existing companies to the network and the E-TOE, so creating another Sum over addition. Sum over all Angelverses.



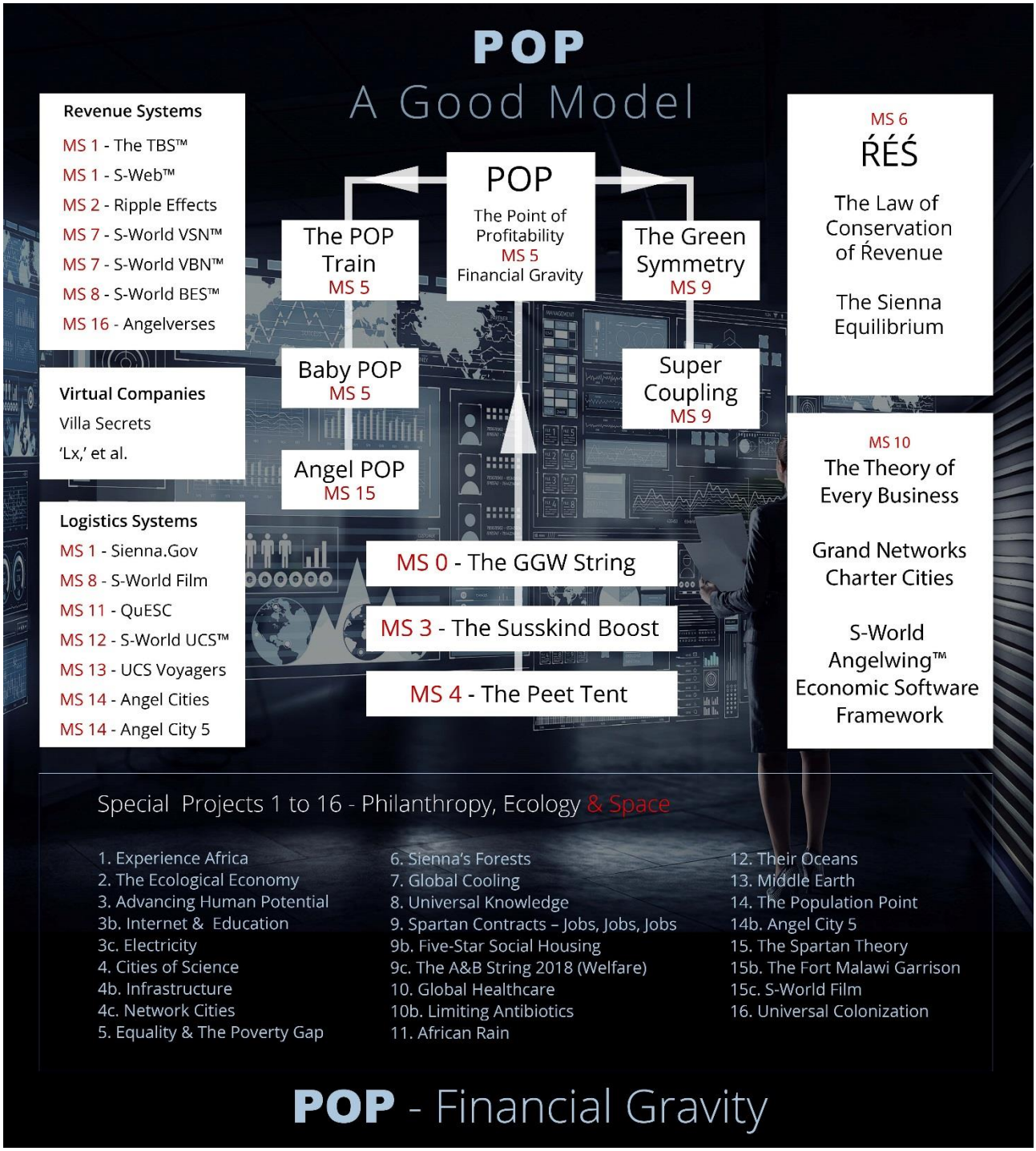
$$\text{₳} \times \hat{S} \times \text{Ⱥ} \times N \times g_S \times P + (\Sigma\, B^{st}) + (\Sigma\, \text{₳}^{st}) = \text{Ⱦ}$$

Angelverse Operating System Recruitment x The Susskind Boost x The Peet Tent x Number of Companies x Number of Incentivised personnel + the sum of the output of all companies created by the POP process + The sum of all Angelverses = Network POP investment. (or Cash Flow)

POP – A Good Model

Below, we see a graphic that places POP at the centre of S-World, regulated by the GGW String, the Susskind Boost, and the Peet Tent.

With the Angelwing software and M-Systems to the left, and Š-ŔÉŚ™ Financial Engineering plus Grand Śpin Networks to the right, with the original 16 Special Project at the bottom of the illustration.



Chapter 7.13

QuESC & COMMANDERS INTENT

Battle Stations aboard the QUESC BATTLESTAR

THE Quantum Economic System Core

Commander's **Intent**

"In the Army, there's an old saying: 'No plan survives engagement with the enemy.' No matter how carefully one plans for battle, running through every possible scenario of what might happen and what might go wrong, the reality on the field will inevitably be different.

As a result, Army leaders have adopted a style of leadership known as 'Commander's Intent.'

Commander's Intent is just that: a clear concise statement of the specific goal a commander is looking to achieve. Something like, 'Capture and hold that hill until reinforcements arrive."

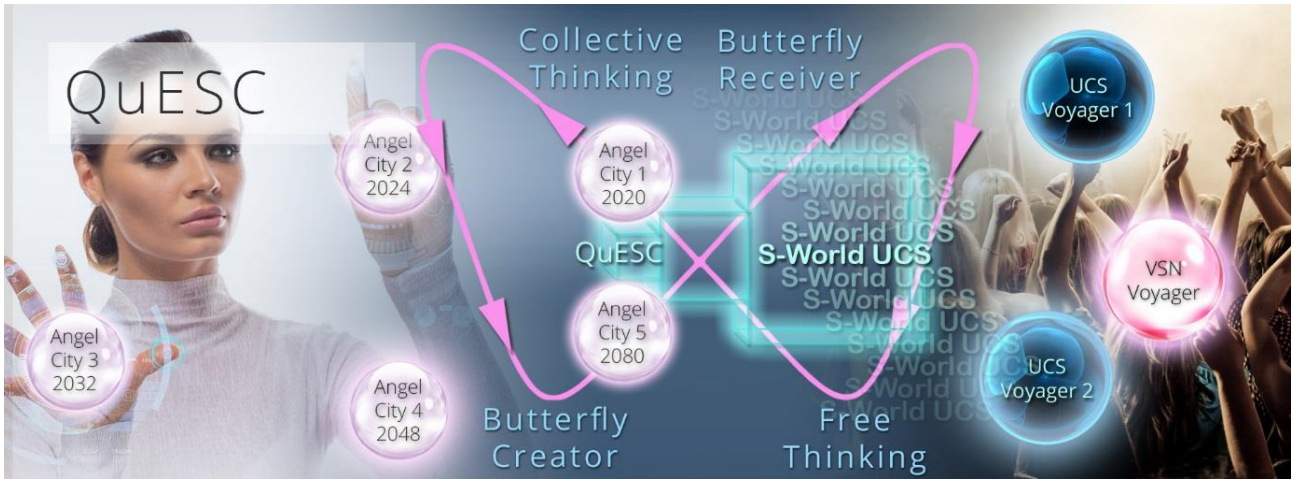
From 'The Challenger Sale' by Matthew Dixon, Brent Adamson

Alongside the cubic choice architecture and software that is created to be understood by children, there are specialist and advanced systems. The S-World UCS™ MMO game players who have reached particular levels within the game, alongside an elite set of S-World personnel become QuESC 'pros' – together with us humans, they become the Quantum

Economic System Core.

In QuESC, we are the uncertainty principle within S-World Angelwing. The Quantum Economic System Core is human sentience.

QuESC is us, humans, on the bridge or in-game, directing the show, working with the Angelwing AIs within the 87 Quintillion Histories, calling up the Spin cubes and reacting to every emergency, seeing the consequences of actions as each change ripples through the Śpin Network.



Above, we see the illustration that is usually associated with QuESC and the marshalling of Histories; in which on the left, we see a QuESC operator; on the right, we see a crowd who represent elite UCS™ MMO pros (and sometimes just anyone playing the game). In the middle, we see the infinite butterfly effect, made of ripple effects, internalities, and externalities.

Starting at the bottom left of the butterfly, we see the Butterfly Creator, here a new history set has been created and it flies out and is seen in the S-World UCS™ MMO game. Here the many free-thinking pros and amateurs get to adapt the history to their version of the game, these new 'free-thinking' histories are received by the QuESC AI and its human component (QuESC Operators) to become part of the network in the real world. This process is continuous, it is how the network grows, and how it tackles problems. At any point, any one person could solve the problem at hand, rise in rank, and be financially rewarded.

On top of the QuESC operator and the MMO crowd, I added the M-System 13. UCS™ Voyagers, which creates copies of the S-World environment and economy and sends them forwards in time so the business operations can be virtually simulated in the future; and business can choose to contract the wins, avoid the losses, and replay promising simulations in Voyagers 2, 3, 4 …

On the left of the QuESC graphic, we see M-System 14. Angel Cities 1 to 5, which represent different way stations in 2020, 2024, 2032, 2048 and 2080. The principle time points that we create histories from and to, from and to, from and to.

I like to think that I will work and teach from the front line; in Angel City 1 and the command centre will look like the bridge of the Battlestar Galactica, and everyone is on action stations as soon as even the slightest ripple (that has not previously been simulated as a history) appears.

The AI will avoid the never-ending call to arms by applying histories that work for many situations but will call on the bridge and MMO support when *'No plan survives engagement with the enemy'* scenarios are in effect.
The QuESC teams will need to create new histories on the fly as we treat the marshalling of histories like a military exercise like we were on the bridge of the Battle Galactica (series); a war room is made to match, which in some parts is analogue in case of EMPs, Cylons or Skynet.

If we see a significant network of companies missing its histories/paths, it would be like seeing a Cylon Base-Star on the radar, battle stations, and QuESC (us humans) take immediate action to send commands to the wayward business and come up with a solution in dramatic (or not dramatic) fashion.

In the next graphic, I am attempting to show a giant disruption at the quantum scale with each cube representing a company or quality circle that has been disrupted in a massive shock. We see the QuESC teams at Angel City 1 and the MMO pros across the world virtually onboard the Galactica flying through the quantum asteroid field of companies.

It is the QuESC Battlestar's job to put the pieces back together again.

This quantum asteroid field of many companies and networks that have been dislodged from a stable Grand Śpin Network History after a supply shock; which could be a major new competitor, a political decision, a technology developed that makes an entire sector redundant, you name it.

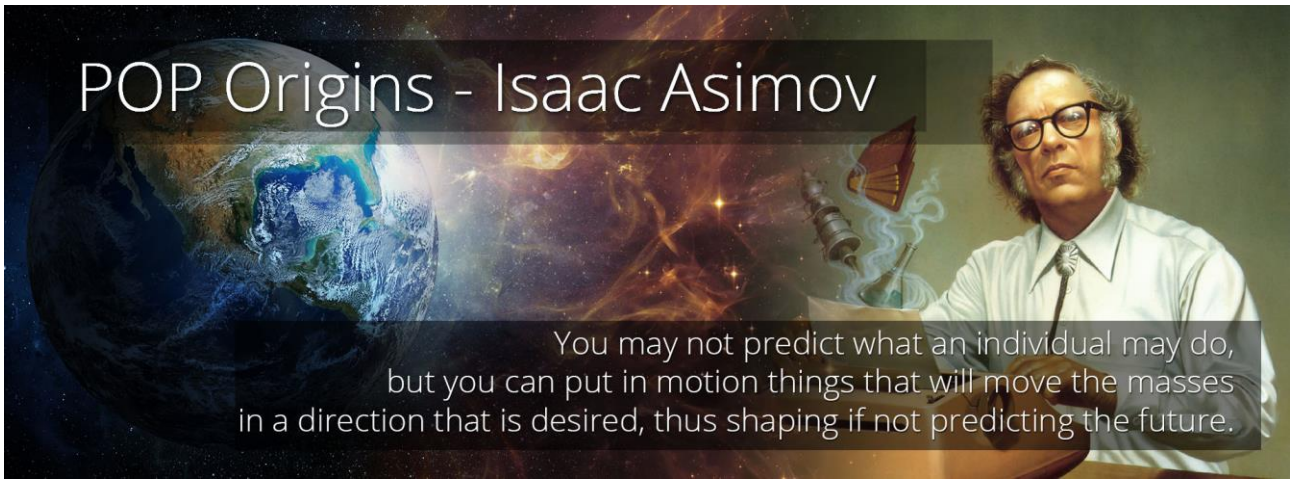
The general idea is that QuESC is us, humans, at the heart of the AI, at the heart of the system core – The Angelwing system core. For sure, most of the 87 quintillion histories and beyond are made by the supercomputer that sits below the Angelwing AI. But when it comes to how to navigate the unknown future, when it comes to shocks, it's the human component working with the AI that will save the day. 87 quintillion (87,714,630,433,327,500,000) histories are not

as big as they sound unless we can apply a renormalization technique which would probably be quantum computing; in which, in place of the 87 quintillion paths/histories, would be all paths and histories. And I dare say that's the simplest way of expressing Feynman Sum Over Histories in quantum computing.

Battlestar Galactica is significant to S-World because it was how I came to hear of string theory, the theory of everything, and why I started the work in chaos theory that created POP.

Within the Spartan Theory, the second chapter of S-World.biz, I had written the film treatment of The Sienna Project; in which my Angel Sienna communicates the idea of Supereconomics to me from across the spiritual plane. A month later, I adapted the script to focus on time travel and to Battlestar Galactica and posted it on the Battlestar Galactica Facebook page. It was liked and started some conversations. And in conversations with Anthony Rauba about predicting the future, he suggested I look at string theory - The Theory of Everything, a suggestion I followed to The Network on a String in 2012, then M-Systems in 2017, and The E-TOE also in 2017, including the Peet Tent and Susskind Boost and Super Coupling.

But Rauba's single most significant contribution is now the S-World Mantra.



"You may not predict what an individual may do, but you can put in motion things that will move the masses in a direction that is desired. **Thus, shaping if not predicting the future**."

The S-World Mantra Since 2011 | **Isaac Asimov**

Chapter 7.14

MARS Resort 1: Š-ŔÉŚ™ Found

Welcome to the thought experiment turned ultimate objective of the UCS game this century; MARS Resort 1. There is a lot that can be said, and a lot of people talking about it, making movies and making plans. I'm not going to get into specifics, what is the greater truth, what has become pivotal in the development of S-World and S-RES and Grand Śpin Networks is that if we throw away S-RES and the Suburb Sale, we have to rewrite then book and expect to lose a few magnitudes of cash, we may still have an argument for a trillion, but no way more than one thousand trillion.

Lucky then that near the end of 2017 I started the MARS Resort 1 thought experiment with the idea that a MARS colony could be like a Grand Network.

The final result changed everything, and become one of the best pieces of circular logic I have ever seen. For Elon Musk and SpaceX, Richard Branson and Virgin Orbit and Galactic, and others The Malawi or any other Grand Śpin Network can be the prototype for the eventual creation of a MARS Colony a City on MARS, and if created by this network it shall be named MARS Resort 1.

The circular logic is that without doubt, in reading the original project spec below from 2017 you will see the unmistakable test of S-RES (or just RES then) on a zero tax society, the begging of Tax Symmetry, and the rise of S-RES, alongside ⌂ ≥ ÉL. The Suburb Sale must equal more than É leakage.

So it was MARS Resort 1 that created S-RES, and ⌂ ≥ ÉL.

MARS Resort 1 was the prototype for S-RES and ⌂ ≥ ÉL upon which since 2017 the network has been formulated. And now every real-work network created is a prototype for what I hope can be Angel City 4. In 2048 (or before) and the foundation of MARS RESORT 1.

This point is so important, that it is all I shall say right now.
And instead, I'm going to drop in the first MARS Resort Plan, which led to the renewed interest in S-RES and inspired the suburb sale ⌂ ≥ ÉL.

"What I find amazing here is the pre res model still relied on selling real estate in phases to make a profit, how far we have come since this early plan."

Mars Resort 1 & Sienna Crater 6.68e (26th Oct 2017) - 1.05 (Edited 26th March 2020)

MARS Resort One - The Return of ŔÉŚ

In Retrospect:

Nick Ray Ball, 25th March 2020

This chapter, 'S-World Stories 15a' was not completed at the time, and as you read through we see the English deteriorate. However, I did not realise at the time of writing, that this chapter would be the turning point that reintroduced ŔÉŚ and crystalizes the idea behind Angel POP **– Grand Networks in Locations of Extreme Poverty are Special Projects** and would initiate the Malawi Grand Śpin Network as the key focus for the next 30 months work.

This chapter is from the school of physicist George Gamow, in that it cares not about the correctness of one idea or another, rather it's just an ideas-fest, where after one can pick and choose what is to be included and what is to be discarded.

Also remember, whilst this is a real-world project in the making, it's also the current final destination in the S-World UCS™ Game based on Sid Meier Civilization, The SIMS and SIM City. **With this clarified, welcome to MARS Resort 1.**

Inspired by Elon Musk and Richard Branson

Stellar Grand Networks - **Mars Resort 1**

By Nick Ray Ball 23rd Oct 2017

M-System 6. The Theory of Every Business

As of the 24th October 2017, we have a new addition to 'The Theory of Every Business:' Stella Grand Networks, starting with Mars Resort 1 (MR1)

In this article, we are returning to the creative days of 2011 and S-World.biz, the forerunner to American Butterfly and Angel Theory. In which we used the theoretical style of physicist George Gamow, where we make plans and theories, but only about 10% of them stand the test of time. In other words, don't sweat the detail, just consider the general idea.

With this said, seeing as we have a plan to build many super-grand networks (large resort developments) on earth, given that Elon Musk & SpaceX has recently presented its plans to create a cost-effective transport system to Mars come 2028. Creating S-World Mars Resort 1 is a reasonable extension. And equally, this idea can be created as a credible conclusion to the M-System 12. S-World UCS gameplay.

M-System 12. S-World UCS (Universal Colonization Simulator)

M-System 12. S-World UCS™ is set to become a mass online multiplayer game, build upon M-System 7. S-World virtual networks, which extends and becomes the quantum systems M-Systems 13. S-World UCS™ Voyagers, and M-System 14. Angel Cities, which in turn are designed to shape our future.
www.angeltheory.org/m-systems/part-2/the-s-world-ucs-m-systems

M-System 13. S-World UCS Voyagers

What if you could look to the future and see millions of eventualities?
What if you could use this information to assist you today?

Welcome to S-World UCS

Welcome to your future

M-System 14. S-World UCS Angel Cities.

Getting back to M-System 12. S-World UCS, whilst it is is designed to offer many games within its framework; back in 2012, as seen in the concluding chapter of The Theory of Every Business, we started with the game 'Villa Mogul,' which will start with a small luxury vacation rentals company and teaches players the pitfalls of the industry and business in general before showing the user the S-World and M-Systems which after mastering, as well as potential real-world job or business offers, they progress in the game. And after quite some journey, the player creates enough money to build a spaceship fit for flying to another solar system and then flies it away.

However, over the years that followed, this objective became unlikely in anyone's lifetime, which was a shame for S-World UCS. However, with SpaceX, given we have enough money, building a colony on Mars becomes possible in our lifetime's and the new objective of the game.

And for the gamers and those that would join them, there is a potentially gigantic payday. As we will hear we desire to create 1sq km Mars resorts and sell them for anything in between $5 to $100 billion each.

It is the S-World VSN, VBN and UCS way to build into the price a commission for the team that created the resort design in S-World VBN that was then chosen by the purchaser, which at say 0.01% would net the team or individual between $5 and $100million.

Special Project 16. **Universal Colonization**

Also found in the final chapter of American Butterfly's 'The Theory of Every Business' are the first attempt at the Angel Theory special projects, of which, at the time the flagship was 'Universal Colonization.'

The reason why 'Universal Colonization,' became the flagship project, was due to 'saving our complexity,' which I personally saw as the opposite to entropy (the concept that everything falls apart and turns to dust). Now in 2017 the idea that one way or another, be it global warming, massive overpopulation leading to chaos, nuclear war, the failure of antibiotics, or other. There is no certainty that we are going to make it to the next century.

Hence 'Universal Colonization,' and the saving of our complexity and sentience became the main priority, and whist the original idea was a massive arc-like space ship destined for another star which was itself fraught with uncertainty. Creating a colony on Mars (given the finance to do so) is a sold banker and a winning solution to the problem.

Branding…

Going back further, whilst researching branding for my pitch to VIRGIN back in 2008 and 2009, I took my Cape Villas team (from management to domestics) to 'Enlighten' branding lectures and boot camps.

From the lectures, the clip I remember most was of a janitor sweeping the floor; who when asked 'what are you doing?' looked curiously, and said simply 'I'm sweeping the floor.'

This was followed by a clip of a NASA janitor, also sweeping the floor; who when asked the same question replied proudly: 'I'm helping put a man on the moon!'

Space did that, and whilst space has not been en vogue for a while now, thanks to Elon Musk and SpaceX and a very credible initiative to get to Mars on mass, there is a new interest. And this mission can be a great unifier of nations and rallier of teams once again, as all who work with and for S-World can proudly say about their day's efforts:

'We are helping build a colony on Mars'

So we have three very good reasons for championing Special Project: Saving our completely, Uniting the world, and giving the S-World personnel an objective they can be proud of.

Basic Concept

Like all grand networks, we wish to create a resort development that is fun and full of entertainment, such as the various location improving initiatives from American Butterfly, 'The Theory of Every Business' Chapter 4. 'The Locations Butterfly.'
http://americanbutterfly.org/pt1/the-theory-of-every-business/ch4-the-locations-butterfly

Including the following, as and when each becomes practical: Resort towns, economically planned with plenty of jobs; shopping malls, marinas & downtown areas; Super University Resort Hospitals, university towns with good schools, golf courses, lakes & botanical gardens; luxury housing and subsidized rentals, business centre, exhibition hall & conferencing; S-World virtual architecture & urban planning; Sports village & global leagues structures; powered by green energy, the Hollywood effect, and quite a story.

The first idea is to find a crater between 5 and 50 km's in diameter, within 200 km from the equator, from which we make a claim on the 1600 square km's of land in and adjacent to the crater. This is an 849th (close to 0.01%) of the available land in the 200 km's from the equator zone and not an unreasonable land claim when it's unlikely that more than a few per cent of available land is constructed upon before the latter half of the century, if at all.

The further objective is to also claim the adjacent 10 km in all areas making 8000 square km's of potential Stella-grand network, which is still under 1% of available land. And later start developments in other locations.

If SpaceX is to be the transport, S-World desires to be the entertainers, the property developers, the builders of industry, the champions of agriculture and forestry.

This is classic Super-Grand Network design in locations of abject poverty, just bigger. (Ref: M-System 15. Angel POP)

The idea is to start with a large land concession, in the case of Fort Malawi, which is one of 8 countries being considered in Southern Africa. We desire 100 to 200 square km's of mostly undeveloped land, whereafter at an initial loss we build infrastructure and a 10 square km resort and apply the 'location, location, location,' exercises and in particular good jobs and opportunities. Where after stage 2 being another 10 square km's breaks even, and thereafter stages 3 to 20 all make a profit.

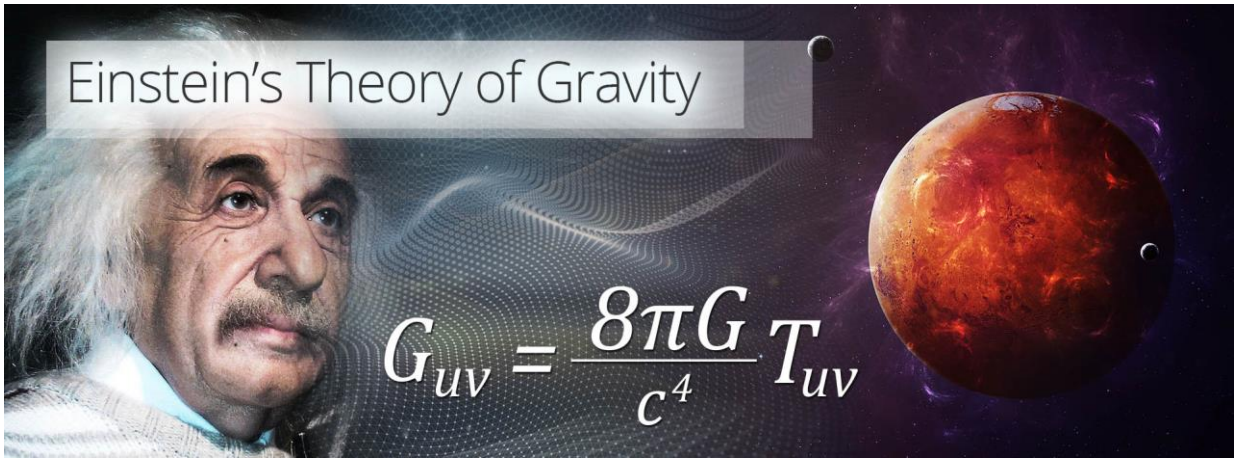
The Grand Networks in areas of Abject Poverty idea is to build the infrastructure and popularise the resort in the first few phases at a loss, then make a profit in the later stages.

In the case of Mars Resort 1, working 1 square km at a time, and seeking to create say 10 km squared, it may cost hundreds of billions of dollar all told, but once created, the following square km's all 1590 (or 8490) of them can be sold job lot for a profit, or successfully constructed in house.

When you think about it, this 'build the infrastructure and popularise' method is actually better on Mars than Earth, as there is so much more available land and no existing population that needs tending to.

Mars Facts…

Elon Musk and the SpaceX team are now focused on Mars, which makes a lot of sense, as whilst the gravity is under half that of earth 3.711 m/s² vs. 9.807 m/s², it is double that of our Moon (1.622 m/s²) or any other Moon in the Solar System. So, if you are going to have the second habitat in this solar system, Mars is by far the best from a gravitational perspective (discounting Neptune and Uranus which are far too cold).



Mars is just outside the Goldilocks zone, on the equator, it can reach C20° in the day but well below freezing at night, as such all habitats need to be enclosed and heated.

We do not see terraforming the planet as likely in this century.

Big Win!

The massive dust storm pictured in 'The Martian,' that caused Matt Damon to get left behind, was an exaggeration. Whilst such a storm does come every 5.5 years or so, its wind reaches a max of 60MPH, far below the 120MPH plus we have seen recently on Earth.

As a result of the much calmer winds and elements in general, the strength and weight needed in construction are considerably less. Also with less wind, one can potentially use far less sturdy solar film (not panels) to create power.

The Mars Regolith (soil / crushed rock) contains hydrated minerals which can produce water, which can be collected by the ant-like Swarm robots www.facebook.com/SwampWorksKSC.

With an atmosphere of over 1% hydrogen, given a mass of rain forest and plants, add bright lights the plants produce oxygen, which at a high temperature can mix with the hydrogen to create natural water, which must be far nicer and cheaper than the Regolith method. (needs verification)

For early adopters, the cost of sending up 2 ships full of habitat material and robots would be $250 million to $500 million via SpaceX (needs verification). Thereafter the cost for sending up 100 personnel starts at $100million, with costs lowering to $200,000 per person in later years. Maybe even less if the service is in great demand.

Elon Musk presents SpaceX as the transportation system to Mars, like the great US railroads that gave people the options to pioneer the Wild West. Which is kind of serendipitous as the original version of S-World UCS; 'Villa Mogul' in 2003 was in part based on the game Railway Tycoon.

SpaceX wishes to focus on their efforts at their job of transportation, and leave the actual pioneering to others.

Enter S-World…

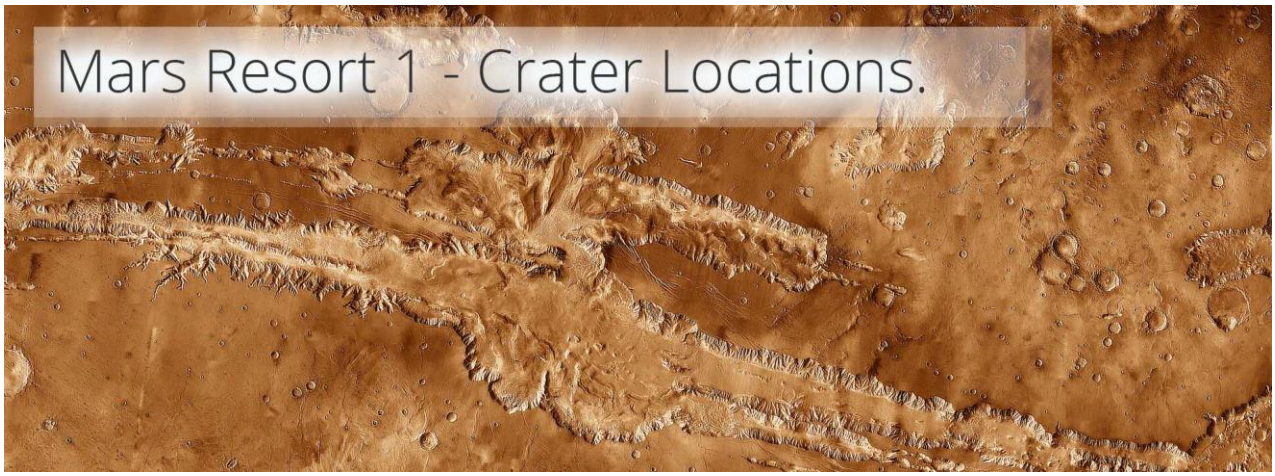
Mars Resort 1

Geography

It makes sense to use the natural geography to our advantage and an obvious way to do so seems to be to create the resort in and around a crater and over time seek to basically put a roof over it,

section by section.

Originally this concept considered a classic circular crater, 5km to 50km in diameter. But there may be other geographies that are better suited still. Such as the trench we see below. Albeit it's unlikely this particular trench/valley is in the 200km from the equator zone.



The Population

Musk suggests about a million people may make the flight to Mars, which seems hugely over-optimistic, unless the developers think 'location, location, location,' and create a habitat that is fun and luxurious, where the lowest-paid worker, lives in 5-star accommodation and visiting or resident billionaires, have more reasons to live on Mars than they do Earth.

Of course, if the conditions and security on earth worsen considerably, then there will be many takers prepared to live in no-frills accommodation with no specific job opportunities, just to survive. But building a plan that is only successful if Earth fails is very pessimistic.

The Theory of Every Business - Grand Networks

So we turn it on its head and think, 'Grand Network 'and 'Location, Location, Location' and we plan to build a resort for all to live in; that's a different story altogether.

One of the first things that I would like to see on Mars Resort 1, would be the golf course.

This may sound crazy at first, but if one can engineer and build it, a golf estate may make a lot of sense, in terms of selling the prime real estate that surrounds it.

But more than that it's serious 'wow and awe,' associated with building a golf course on Mars. And to present that 'wow and awe' to the world, one only needs to create one of the holes. Which could be a 3 par, so requiring a translucent cover/roof 200m x 200m with a height of 30m in the middle. (or maybe 50m given the lower gravity?)

One can include a water feature, forest areas at the sides, and showcase villas surrounding the green, built to the highest standard designed by architects such as Stefan Antoni.

Which will include as many imported luxuries as is desired by the owner, from kitchens, bathrooms to the highest-end electronics.

If the design for the outer cover is a tent-like material over a dome foundation, the golf course can go any way it wishes, winding its way into the centre of the crater. Or if the design is to use the wall of the crater for support of an awning type structure, the course can just follow the crater round. The one must is that its roof is transparent.

One logistical challenge is the height, getting a crane to Mars could cost hundreds of millions of

dollars. And to build at the speed, we would need a lot of them if each section of the roof needed one. So in general scaffolding and manpower, and lower rooves. Plus a plan to create a crane factory on Mars, but allowing at least 20 years for such industry to develop. Once complete, Mars Resort 1 rooves will go much higher.

Alternatively, one could start by digging down 50 meters and put the supports, then build the roof at maybe 6 foot, then once it is complete, dig out the rest of the land, if it's not solid rock. If it's varied some rock areas make for a nice mountainous resort.

One way or another, we can put a roof on it.

In general, as a guide we would maybe try in the first phase to develop, 2 square km's of industry, 1 square km of 'spartan' workers 5-star accommodation and entrainment, a 1 square km arc filled with animals and nature, all under solid (not transparent) roofing. Plus 4 square km of crops and rain forest. Plus the gold course and 1 square km as a resort with transparent roofing as high as is logistically possible to build.

Where after, the objective is not necessarily going to develop the land and sell houses/citizenships, albeit that will happen. The objective is to create large scale 1 square km habitable zones pre-build to S-World VBN specs, at a price of between $5 and $100 billion, sold to big companies, countries, consortiums, individuals and foundations. Where the cost of building and imports is 50% of the price and 50% is paid for the land. So about 50% profit, of which POP applies.

The first 10 square km may cost hundreds of billions, maybe trillions, however, their after with at least 1590sq km's to sell and potentially 8000 square km's at between $5 and $100 billion a square km in the long term, it's a huge win. Plus given the industry and infrastructure, one is close to becoming the provider of most goods, food and other commodities for any other Mars colonies, which would likely be using Mars Resort 1 as their construction company in the first place.

Mars Resort 1 ECONOMICS

The RES Equation (Revenue x Efficiency x Spin)

The Mars Resort 1 economy will be massive, as we can fully and completely apply M-System 10. The RES Equation, (Revenue x Efficiency x Spin).

In short, there will be no cash or other legal tender except 'network credits' or more complexly 'Planck Cubits.' Which are currently pegged to the dollar, but are likely to change to an 8 cubic multiple or division of a universal constant.

This complexity aside, the object is to create the equivalence of energy equivalence, (and note I'm pleased to have got here, energy equivalence was introduced by Hawking and it's good to show a simulation within the economics).

In short, every cent or cubit is always accounted for, so creating a 100% efficiency, which on its own is spectacular economics but when we apply 'spin' (the S in RES) by making a rule that on average cubits received are spend within a month. Then the GDP one gains from the years budget is increased.

The lower the tax the greater the effect, and if no tax was taken at all, the amount of GDP that could be created is infinite.

If salary, income, corporation, VAT/Sales, tax at was at 6.25%, made possible by POP and 'special project funding.' If we think about the year 2048 and there was $100 billion in initial revenue and it was spun 10 times, at the end of the year that $100 billion would create a GDP of $760 billion.

	Revenue / Budget	QE Score (now É)	Spin
	100,000,000.00	93.75%	93,750,000.00
1	93,750,000.00	93.75%	87,890,625.00
2	87,890,625.00	93.75%	82,397,460.94
3	82,397,460.94	93.75%	77,247,619.63
4	77,247,619.63	93.75%	72,419,643.40
5	72,419,643.40	93.75%	67,893,415.69
6	67,893,415.69	93.75%	63,650,077.21
7	63,650,077.21	93.75%	59,671,947.38
8	59,671,947.38	93.75%	55,942,450.67
9	55,942,450.67	93.75%	52,446,047.50
10	52,446,047.50	93.75%	49,168,169.54
		GDP=	762,477,456.96

Or if the tax was at zero and Spin was 20 one would create a GPD of 2 trillion.

Retrospective note, now we apply a Cash Flow to GDP variable (CFV) inspired by Harvard Economics professor David A. Moss so that in general GDP is 50% of cash flow, so that would be USD 2 trillion in cash flow = $ 1 trillion in GDP. A further note on this point, to avoid inflation we now use USD as the currency. Still in Network credits, but 1 Network Credit would equal 1 US dollar. And the cash is always stored in a Network Bank.

Going back to the spin of 10 and 'E' at 93.75, creating a GDP of $760 GDP billion from $100 billion, consider this effect year on year, and the amount of income can be spent on bringing more people and imports from Earth.

Obliviously this is a simplistic presentation, there is a lot more to it, however, it does show the potential power of RES economics. And it also is a great example of RES economics as we can create an 'E' of 100%.

New and Potentially Massive

Year	Solar Company 1 Initial Input Revenue	Productivity Solar Panels	GDP from T93.75% x 10Ś
1	1,000,000.00	1	7,624,774.57
2	7,624,774.57	8	58,137,187.24
3	58,137,187.24	58	443,282,946.80
4	443,282,946.80	443	3,379,932,539.90
5	3,379,932,539.90	3,380	25,771,223,677.31
6	25,771,223,677.31	25,771	196,499,770,922.96
7	196,499,770,922.96	196,500	1,498,266,456,270.99
8	1,498,266,456,270.99	1,498,266	11,423,943,974,300.60

Retrospective note: The text below is kind of right but is also a little confusing. Please see www.angeltheory.org/S-RES from 2020 for the correct and simple Š-ŔÉŚ™ Financial Engineering, and see www.angeltheory.org/the-res-equation from 2018 for more detail.

In year 1, Solar Company 1 has one Solar Panel for sale, it secures both the parts and labour for crating next years projected orders within 36 days.

Year 2 follows suit, within 36 days the panels are sold, this time for $7.6million and the materials and labour is paid for the next years order.

This continues until Solar Company 1 after 8 years of a tax rate of 6.25% tax and 10 Spin it turns a million dollars into a trillion.

And increases productivity from 1 solar panel per year to just under 1.5 million panels.

Of course, in reality, to create the above we would need all the software described in the M-Systems created and a dedicated RES application that monitored and controlled.

Jobs, Jobs, Jobs

The biggest economic driver of any large scale property development is good jobs and plenty of them.

Here are some different job types.

1. *Spartans & Small Companies*
    a. Construction
    b. Agriculture
    c. Industry
    d. Nursing
    e. Education
    f. Other
2. *Angel City 5 and QuESC*
3. *Billionaires doing what they do*
4. *Scientists*
5. *Municipal*

1. *Spartans & S-World Companies*

Special Project 9. Spartan Contracts originated in 'The Theory of Every Business,' from chapter 3. "The Theory of, just a little bit more, than we know now" http://americanbutterfly.org/pt1/the-theory-of-every-business/ch3-the-theory-of-just-a-little-bit-more-than-we-know-now

In essence, Spartan Contacts are 16-year nongraduate opportunities tied to property ownership, where at the end of the contract, the Spartans own their own home.

Alternatively, we have S-World companies, as is described in M-System 1. S-World Villa Secrets but adapted to every industry on Mars Resort 1. Indeed this is 'the theory of every business' we create a property resort and all who supply, build and work in the development are part of the S-World networks.

Either by Spartan Contracts or by creating as an S-World company, the first people to get to Mars are mostly going to be construction experts, engineers, botanists and agriculture specialist. Soon after followed by factory workers.

What is important in this pioneering stage is that whatever habitat the team creates for themselves, is one that when the billionaires arrive some or most are inclined to go 'downtown' and mix with the crew. The crew area needs to become a place we would all wish to be and an attraction to

prospective purchasers.

To a degree, this can be achieved by making sure the psych profile of the crew is almost exclusively made from the kind of people who are fun to be around, or others wise impressive.

In terms of salaries, I would estimate that whatever the earth salary was for a position the salary would be 4 times or more. Of course, things are not going to be cheap on Mars. For the first adoptors, luxuries like 'an apple' would cost $10 or more. However, when one has planted and nurtured an apple orchard, in season, they may be free.

It makes sense that the agriculture tent in 'The Martian' would work and because one may be able to get acres and acres of pre-fabricated tents up in just one ship. And lay miles and miles of them, creating just about every crop one would want.

In terms of numbers, ideally, it would come down to how many trainloads can SpaceX provide transport for. For sure with salaries starting at $200,000 (discounted) with only 6.25% tax plus profit share and property incentives, and the ambition to make the habitat as fun and luxurious as possible there will not a lack of applications. And with exponential growth, we can see thousands then tens of thousands then hundreds of thousands of such opportunities. Albeit when one gets to the hundred thousand base salaries may lower, as there are more perks and less danger. And in general supply and demand. But with this said, if adopting RES their would be so much GDP and cash flow salaries for even the most basic of jobs could increase to the millions.

2. Angel City 5 and QuESC

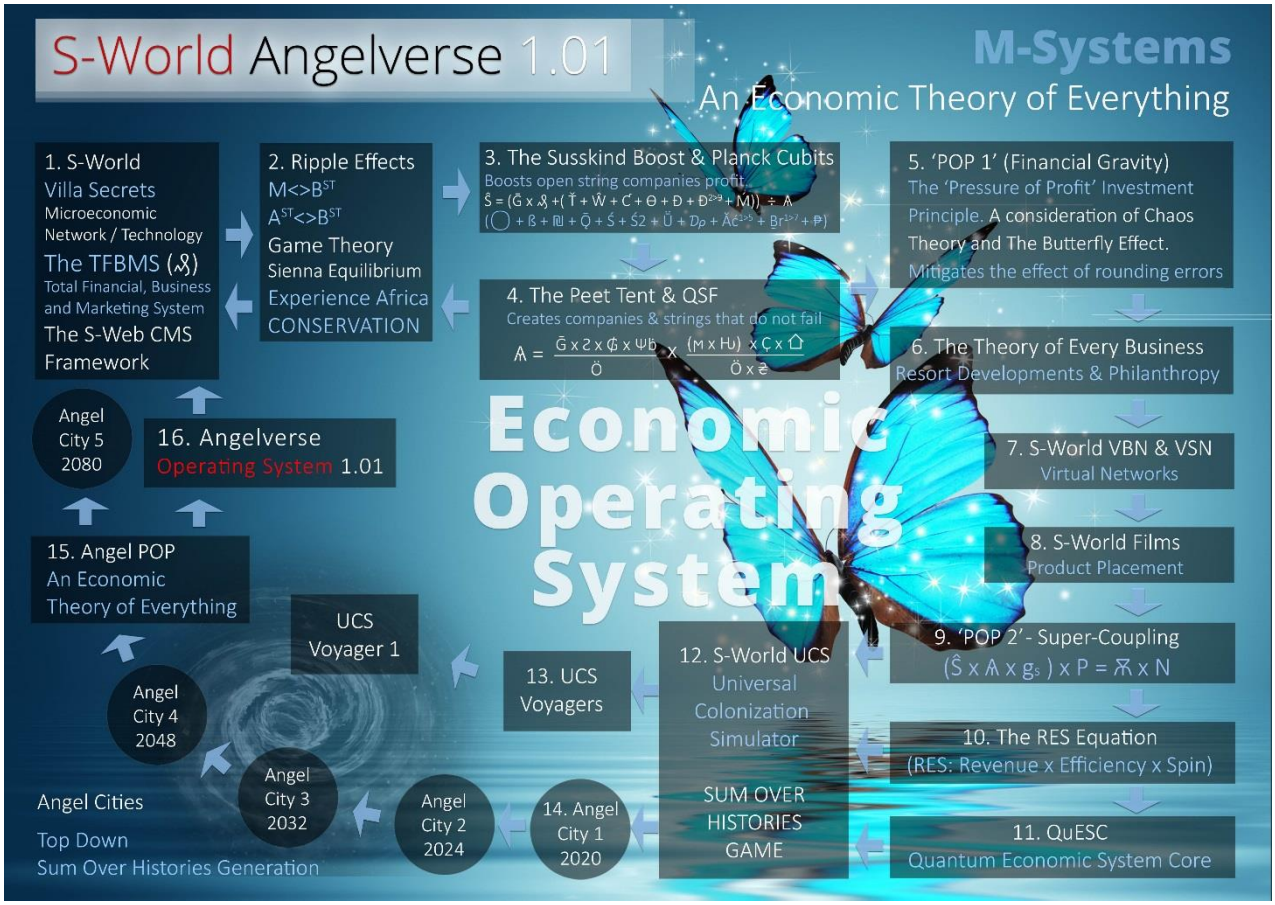
As for the first and cardinal rule of 'location, location, locations,' good jobs and plenty of them, in addition to the Spartans & S-World Companies, Mars Resort 1 can be the base for Angel City 5 & a significant contributor to QuESC.

Angel City 5

If one has not read about Angel City 5, it is massive, it is the nerve centre for all special projects and for shaping the future of Earth. (and now Mars)

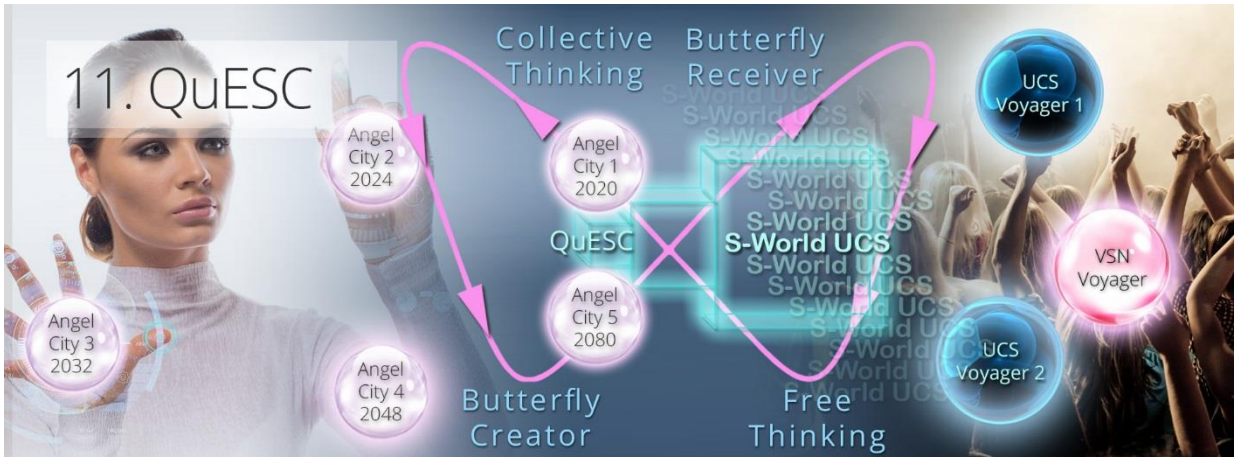
I have had real problems trying to plan the locations for Angel City 5, primarily because it's such a big deal that basing it in any country will have the effect of pissing off every other country. But placing it on Mars with other countries all invited (at their own expense) to set up their own Angel City 5 substations back on earth is not going to upset anyone.

It's not a chicken and an egg, if S-World has created a 10sq km Mars base by say 2048, then S-World and the E-TOE will have been a success, and because Angel City 5 & QuESC will be a success.



Using our yardstick of 2048, with the first touchdown being 2032 if Mars Resort 1 becomes Angel City 5, it is unlikely that there would not be enough available transport to bring the number of controllers and personnel needed. Tens of thousands of vacancies would be available at significant salaries.

(Retrospective note; the current plan is for Angel City 4 in 2048 to be Angel City 5)



3. *Billionaires doing what they do*

Another source of significant revenue into the Mars Resort 1 economy are the billionaires who have been attracted to live and buy property in the resort proper. In this case, certainly at first property sales will be relative to cost.
Seeking to make the properties as good value as possible, because we wish to attract as many billionaires as we can, as once on Mars they will do what they do and in so doing increase the cash flow and value of the economy. And will likely import a lot so increasing the value of the resort in general, making the resort more attractive.

4. *Scientists*

Without a doubt, there will be a lot of scientists in many disciplines who would make the journey and many as first adopters.

This being so it makes sense to create a 'City of Science' for them to stay in, just like the original 'New Sparta' City of Science concept. www.s-world.biz/TST/EEE-14Billion_Years.htm

But on Mars…

5. *Municipal*

There is no reason why every municipal position cannot be created as an S-World company, from health workers to garbage collection, police to justice.

All in an S-World UCS™ competition assisted by S-World CRM- CC (Company Controller) which pays out profit share worth an average of a doubling of salary, promoting excellence and entrepreneurship throughout, but with significant oversight and as is the case for every company, fully immersed in the Total Business Systems, which can set a max price for a service.

Economic Conclusion

All in all, there are far more well paid, good jobs that there is the capacity for entry, certainly up to 2048, and with that, in place, we put a big tick next to the most important location, location, location tick box.

Where after it is the job of many to create a resort with all the other features associated with a desirable location.

Add to this the potential economic miracle that is 100% financial equivalency and RES, building the GDP exponentially, all other M-Systems and the E-TOE, and the economic outlook is amazing.

Angelverse Profit

Let's take a leap and say that all the physicists featured in chapter 2. An Economic Theory of Everything agrees that there is merit in developing the S-World Systems.

At this point the Mars Resort 1. and in fact, all earthbound super-grand networks will be interesting. There is no Rush with Mars Resort 1, as the transport is not likely to be available before 2032, and because there is plenty of time to create the number of earthbound grand networks under the large land allocation, abject poverty network which come 2032 will be making a profit. And many a lesson will be learned along the way to be included in the QuESC controller.

By 2032 there will also be significant income accrued for Mars Resort 1. Via Special Projects.

It may be possible to fund all operations from POP designated for special project `16. Whereby they receive shares of the projects when sold in phase 3

If it costs $1,000,000 to fly in a construction worker and as much again to provide a pleasant habitat, that construction worker is worth at least $2 million, probably $20 million.

If we consider football (soccer) the general rule with big transfers is that what the club pays for the player is there or thereabouts matched by the same amount in wages, over the term of the contract.

The following sections are just some quickly sketched ideas. I really should either remove them or rewrite them, but for now, I will leave them there for posterity.

Making a Profit

The internal Mars Network economy will be very strong with lots of people with high salaries paying no or very little tax, and business enjoying more productive output where all income is tracked, and all businesses are S-World, so we can push for optimum strategies and apply the RES equation to internally boost the economy further.

Much or even most of this profit will be dedicated to the land grab, creating structures then superstructures around the crater; more industry, more golf courses, more luxury homes, lakes and rivers, more and bigger Spartan Villas, much more rainforests, nature reserves, and a tonne of industry. Following all the 2012 Theory of Every Business 'Location exercises' http://americanbutterfly.org/pt1/the-theory-of-every-business/ch4-the-locations-butterfly and all other exercises considered since, as will be presented in 'the theory of every business' chapter coming in early 2018.

Working using Angel POP, over the years that follow, we shall expand outwards but creating a perimeter; so that eventually, 16 different super grand networks will be created about 20miles apart, encircling an area of undeveloped land of about 500 square miles.

The land within the perimeter and 20 miles away from any super grand network, we shall claim. Which is fair, initially, I considered an entire super crater, but this was 150,000 square miles and I could not see anyone/everyone agreeing to its S-World exclusivity. But 500 square miles within a perimeter and 20 miles grace from any super grand network gives 8,500 square miles that S-World could reasonably claim as its own, given that there are 1,688,800 square miles of available land close to the equator available. Thus, our claim would be for only 0.5% of available land, and we don't expect any more than a few present being colonized before 2080.

Preferably to help mark the borders, we would build within a crater, with a diameter of about 60 miles.

We will, via legal and diplomatic channels on earth and by occupying enough of the crater to justify same, claim this land as ours; and when we do, that's when we can make the big bucks.

Fast forward to a time when the initial crater is fully developed, and on all sides expanding with the 15 outer developments connected by road and building is underway. This could be as far away as 2060, by which time given our equality, money and infrastructure; Angel City 5 is the Mars Address, seen by many or even most as the only place one wished to be, on Mars.

At which point the sale of land, be it bare or with superstructure or anyway the clients want it, will be a profitable endeavour.

Consider an area of a 10 square miles crater, of which the middle square mile had a superstructure roof atmosphere and some basic infrastructure and housing, sat within the Baby Pop parameter, defended by the Mars garrison. Must follow the E-TOE and POP.

How much is that worth to China?

Why China? Well, because they can afford it and were the original country theorised to invest into the Network City-state in New Sparta, see www.s-world.biz/TST/EEE-14Billion_Years.htm.

However, it also acts as a balancer or sorts the original S-World physicists, companies, and foundations (being mostly Western) in the first phase of the project.

But in terms of 'making a profit' and affording to do this in the first place, it's 'because they can afford it' and also because China likes investing inland.

It could be worth a D11 investment of $351,843,720,888.32, or it could be worth a lot more depending on how things are going on earth by 2060 or so. If it's chaos down below, the value of Mars Resort land increases exponentially. Not that we wish to profit this way, and indeed S-World has better plans than any to avoid such.

Keeping 50% of the inner parameter for S-World development and selling of the rest gives 19 more sale opportunities, or is more likely the land will be sold in smaller units, raising trillions, where after the outer perimeter land can follow suit, raising tens of trillions over the 50 or so years it takes to develop.

In addition to Sienna Crater, S-World can commercially create new crater developments in free locations to develop per Baby POP or to be sold.

S-World becomes the property development company for Mars, and they certainly have a trillion, maybe it's even a 12th dimension investment of $2,814,749,767,106.56.

But for now, let's call it a trillion, of which 12.5% can be paid to the landowner, and the landowner is the first person within the Angelverses chapter to take/ buy the premier villa on Mars Resort 1's 18th hole, which comes with the 'next crater' option as has just been presented, for a price of just under $5.5billion.

The return is to keep the Villa and sell the crater for 12.5% of what we can get, and we hope more than a trillion, thus a return of over £125 billion a 2,270% return, which is very close to the return we expected for POP investment in Fort Malawi.

When the sale is made to China or another suitor, I expect 25% to maybe 50% will be needed to build the crater roof, and basic infrastructure and housing leaving 37.5% to 62.5% profit, an average of half a trillion dollars for the owners of the company handling the property developments for the theory of every business.' Making it, by far, the most profitable of all S-World businesses.

1. The Theory of Every Business (Grand Networks)

a. Fort Malawi (Africa)
b. MR1 (Mars)
c. New Sparta (Greece)
d. Silicon Beach (India)
e. And many more…

And much more so as it can repeat this process again and again until Sienna Crater is full and has a population of millions.

Note to investors, Angelverse 'Give Half Back' POP rules apply, 50% of profit is donated (not invested like small business) to special projects including the general upkeep and municipal spending of the entire base, which enables the low taxes, which everyone likes.

We shall conclude with a Version 1.01 timetable of development

Preparations

1. Planning (2018 to 2024)

a. Cost assessment (in conjunction with SpaceX, Virgin Galactic, and Vulcan) (2018 onwards)
b. Raise Standard Investment (2018 to 2032)
c. Raise POP Investment (2018 to 2080)
d. Choose Location – 5 to 50 miles craters (in diameter) within 200 miles of the equator (2018 to 2026)
e. Render Locations in S-World VSN and VBN (2018 ongoing)

2. Robots & Supplies (2020 to 2028)

By 2024, Elon Musk said SpaceX desires to fly four ships to Mars, two of which would have 100 crew in them. For caution, we have changed Musk's estimate of 2024 to 2028.

a. Send thousands of Swarm (ant-like) robots www.facebook.com/SwampWorksKSC who will fetch materials and other useful materials, and depots them back at base (2025? ongoing).

b. Send other robots (2025? ongoing).

c. Before the first human rocket takes off, the supply ships need to have successfully delivered their cargo, which is all that is needed for the first team of 100 (if this is the capacity available).

3. *The Pioneers & Spartan Contracts (2028 to 2040)*

The pioneers of Mars Resort 1 will not be physicists and rocket scientists. They shall be construction and manufacturing experts, botanists, and engineers; in essence, Super-Spartans on Spartan Contracts.

a. With 100 people per trip capacity, the initial 100 will get to work creating the accommodation and the shelter needed for crops and rain forest.

   This will be done in whatever way is most efficient, but simple tents seem like a solution, 10 x 20-meter compartments. Put up the poles and then apply the cover that can be one prefabricated sheet, made of super light and thin material that can stand 80MPH winds (20 for caution).

   If one can make the cover light enough and small enough, one could maybe fit 100 in a ship, which is enough to create 20,000 square meters (5 acres) of habitable land (2028 ongoing).

b. The next 100 will specialise in basic infrastructure, seeking power, water, and air. For energy, with a low max wind of 60MPH, we hope a cross between solar film and solar panels would be feasible, as it would be lightweight and we would lay acres of it and get as much power as needed (2028 to ongoing).

   (In Retrospect, we need Nuclear Power generators.)

c. With power set up, one can start creating water from electrolyzing the Mars Regolith (soil / crushed rock) which contains hydrated minerals which can produce water. Plus, it also produces hydrogen which can be used as an explosive, a propellent, or as is most needed - added to oxygen to make water within our rainforests, which over time will become the suppliers of oxygen and water for the development (2028 ongoing).

d. Continuing with 1 launch every 2 months, creating a population of 2400 by the end of 2 years (2028 to 2030); each set of arrivals will have different tasks and will have

been delivered the parts and material they need to do the job (2028 ongoing).

e. Create the essential industry, too much to list.

f. Create spacious accommodation and entrainment for the workers who will all be on 'Spartan Contracts.'

Mars Resort 1 – Development Timetable

4. *Wow and Awe (2036) (double-check enumeration)*

a. Create Superstructure for first commercial development, 1000m by 250m, must be transparent (2034 to 2036).

b. Create the 18th Hole under the 1000m by 250m transparent superstructure and create an atmosphere (2036 to 2038).

c. Create a small lake with a beach and a river to decorate the 18th Hole (2036 to 2040).

d. Build Super Villas and Estates on 18th Hole (2036 to 2040).

e. Industry needs to try and find quality granite, and make quality furniture and other items, this is mixed with ships full of imports, from Miele and Guggenheim kitchens to quality silk linen and electrics (2040 onwards).

f. Sell Real Estate which may include land rights for later developments (2020 to 2040).

g. Occupy 18th Hole Vilas and Hotel (2040).

h. Build the rest of 17 holes on the golf course, each is compartmented, so if there is a leak in one, the occupiers can just move to the next compartment (2038 to 2042).

i. Follow the 'Theory of Every Business' location enhancing exercises, creating other entertainment (2036 to 2044) http://americanbutterfly.org/pt1/the-theory-of-every-business/ch4-the-locations-butterfly/location-location-location.

5. *The Grand Super Structure (2034)*

a. Preparing to build the industry needed for the transparent roof over the crater (2034 to 2036).

b. Find a deposit of iron or other metal string enough to reinforce the pillars that would support the roof (2032 ongoing).

c. Create the first compartment of 1 square mile, heated with an oxygen atmosphere, ready for development as phase/suburb 1 (2034 to 2042).

d. Create a 2nd compartment (2038 to 2046).

e. Create a 3rd compartment (2042 to 2048).

f. And after another compartment, every 2 years until the crater development is completely covered.

Once a compartment is made, it's easy to build within it. The first compartment would be over the initial MR1 development, and the second may be dedicated to food, rainforest, lake, and river creation, including some nice animals, dolphins, and fish.

Another compartment may be solely industrial, another may be a second resort development with all the frills, a third could be a safari experience.

Another may be built upon a giant spinning plate that changes gravity closer to Earth's, perfect for tourists, visiting professors, and as training for a Mars resident before travelling to earth. This will be hugely expensive but would be a good feature

Other compartments will be occupied via the Baby POP investment process and others will be sold.

6. *For Sale (all purchasers must follow POP, E-Toe, and Mars Resort 1 law)*

a. A 1 square mile compartment with power, lighting, a river and lake and an estate to accommodate up to 100 guests. Zoned for residential and commensal, with 50% as greenbelt and the lowest grade home built is 5-star.

Cost to build??? (in 2 years)
800 people on $50,000 (no tax) = 80million
2 Cranes Hired & 50 million each = 100million

Cost to produce the glass panels on the roof? At 4m x 4m a tile, we would need 160,000, which need to be tough enough to be bullet resident to a much higher degree than usual bullet resident materials.

That's 4.6 per hour, for 4 years.

(If placed via scaffold, not crane, will be much cheaper.)

The cost for one tile including foraging for raw materials maybe $2,000, so the full cost could be close to $320million.

Add a touch more for the creation of the supports and superstructure at $200million.

Where after the internals, such as the lake is easy as we can dig a hole for it. This task and creating a mountain maybe $10,000,000.

Lastly, the building of the estate would cost 10million…

A total of $720 Million…

Plus as $280 as a contingency and we can call it an even billion.

And then add another 9 Billion; part contingency, part for building the resort.

Which when MR1 has become very popular could be sold for ten times that.

The more we do things, the cheaper things become. The cost to create such networks become cheaper to build, but more expensive to buy.

And with 1600 Square miles to sell, for tens of billions at a time, it's going to make tens of trillions.

7. *Spreading our Angel Wings*

a. With a successful product in a growth area, S-World Mars can become the main developers for the entire planet. From MR1, we can keep expanding outwards another 6900 square miles, if we can keep our claim on it, achieved in part by creating outposts along the perimeter. If we achieve this, we are 1% of the 100 miles from the equator area.
b. Find a new creator and start the process all over again, but supplied in part by MR1.
c. Be contracted by someone, company or government, to develop a private location for them.

8. *Give Half Back*

The Give Half Back idea, which was not written about at the time, is now expertly presented in Supereconomics 3. Sixty-Four Reasons Why.

Chapter 7.15

Network Credits
The Currency of the Network.

The currency of the network is the **Network Credit** which, for the first decade or so, is likely to simply be USD. As money arrives at the network's central bank, every single dollar is secured in the vault (within a wonder), and a Network Credit is created in the TFS (Total Financial System) and allocated to whichever business or organization the money belongs and is allocated to. One dollar for one Network Credit, no more network currency can be made. For each dollar in the system, there must be a dollar in the vault, and ideally, a vault that can be seen into so Malawians and others can see the physical cash; so that there can be no cheating, which has been inferred for the gold in the Bank of England and other reserves, that each gold bar is has a few different owners.

The original 2012 plan for ŘÉŚ in American Butterfly and the Orlando Network was side-lined because there was just no way we would get the necessary tax concessions in the USA, not because it was a bad idea, but because other business would strenuously object.

It was only in creating the S-World UCS™ project **MARS Resort 1** that I realised the power of the ŘÉŚ system. If we could pay tax and labour's salary in Network Credits (which is easy in a colony on MARS), we could then boost É and Ś and create reinforcing feedback loops that accelerate the economy exponentially in a controlled manner.

Because of **Angel POP** in 2016 **(Grand Networks in locations of abject poverty are special projects),** I had been looking for an African Country to host the first S-World Network, and Malawi was already high up the list due to its awesome and peaceful people (see The Day Max Roared), and was also favoured as it had a lot of bad agricultural land that could be returned to forest.

However, what made Malawi perfect for Š-ŘÉŚ was its low GDP, the GDP of 5.5 billion in 2016. So low that if the government welcomed S-World Grand Networks, per Histories 2 and 3, the government would double, triple, or quadruple its cash flow assigned to meaningful projects in year 1, and after a decade we see more than tenfold their taxable income in Network Credits. And in History 3, by 2080, Malawi would enjoy one percent of global GDP, and see all its population housed, in luxury, plus maybe water for 60 million. www.angeltheory.org/video/History3

Because of these factors, it would make good financial sense for Malawi (both its government, its opposition, and its people) to create the necessary economic zones to facilitate the network.
From this starting point, Tax Symmetry was born.

Tax Symmetry

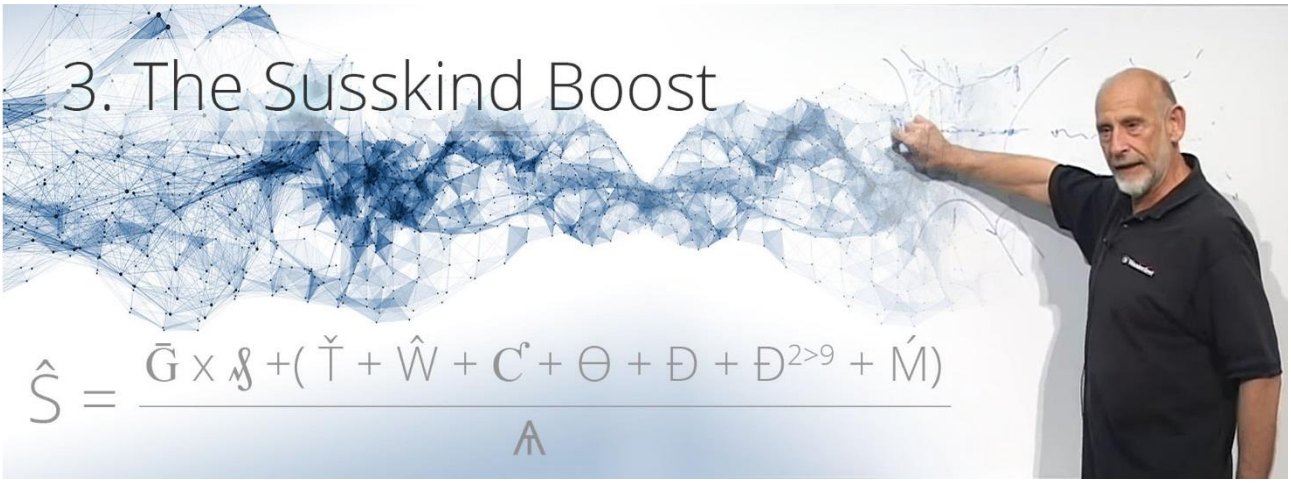
The idea for tax symmetry is as follows: Tax (all taxes) are not paid directly; instead, Network Credits are given. In phase 1, the government gets 18.75% of all cash flow to spend on anything the network can deliver, infrastructure, hospitals, virtual education, solar arrays, internet connectivity and so on.
Added to this 18.75%, we add tax symmetry, which is where we design the business economy around output that the government would like to deliver itself.

For example, the solar panels needed for the desalinization, in general, will come from a network business made profitable by Š-ŔÉŚ Financial Engineering. The result is the same as the real estate, more solar panels produced faster and faster each year. Which is providing power to Malawians and business, which is a critical need to Malawians and so is a Tax Symmetry, the people and the government get what they want – electricity, and the business gets to distribute Network Credits to its personnel and investors.

The Network Credit Exchange

The fundamental thing about network credits is that they can only be spent with network companies or personnel. And often/sometimes only a subsection of all possible companies. Let's imagine that, due to bad luck of some kind the restaurant hospitality sector has seen a noticeable drop in numbers, there seems no reason why there are no consistent complaints, it's just a dry month, which happens.

The Peet Tent law tells us we must help this sector, and before the Susskind Boost came along this help was imagined as financial, each would receive some money.
The Susskind Boost is a fundamental piece of mathematics from M-Systems development and it has many ways to boost the fortune of this or that company.



See Below System 3

I'll not get into the variables but note that in a more recent version, that I do not have to hand, a new variable has been included which is pushing companies or personnel to spend their Network Credits in specific places.
So for all personnel say, we could change the allocation of Network Credit spending options from goods like TV's and videogames, to Hospitality and restaurants that month, not unlike the 'Eat out to help out' scheme, the UK government adopted after UK Lockdown 1.
But in this case, no money is lost in creating the initiative, we are just changing the allocations of where Network Credits can be spent.

Of course, this may seem overly restrictive, and for a long time I had no good answer, but over the years what has developed is a powerful balancing rod for the direction of Network Credits, here or there and that system is that Network Credit exchange, which is as it sounds, people can swop their Network Credit allocations for other peoples, allocations, or other companies allocations, in a multi-hop action. It will mean that the least popular lose their value and the most popular gain, but that is traditional market economics and it has its place within the Network Credit Exchange System.

Of course in the early days of a Grand Śpin Network when there are not enough businesses to provide everything personnel would need, so a different plan is required, at that also simple, about haft of overall ÉL (recycle-Éfficiency Leakage) will be to personal and this puts real to god dollars in the hands of personnel, in year 1 for example in 2024 about 40% of personnel disposable income (before non-network export bonuses) will be in USD.

Chapter 7.16

Why Malawi?

1. The Day Max Roared

One day in 2010, I organized a Cape Villas.com interoffice beach football match on Clifton Beach, about 12 guys made the event, girls weren't allowed to play – kidding, but they weren't invited either, in terms of racial diversity however we were a mixed bunch.

Unfortunately, I got Syatica just running after the ball before kick-off and spent the event goal hugging the opposing teams quarter, and managed to score 4 goals, of course, I was the boss so no real challenges.

What I did notice was my sales secret weapon Pierre, who I had always thought of as fit, was as in as bad a shape as me physically, but it was at the other end of the pitch where the magic was happening, Max our (my) informal head of housekeeping was making a mockery out of everyone, it was quite a thing to see, and remedied by of my team Chelaes' Michael Essien. Max was ripping it up on the sand, turning this way and that, running around people and setting up this person or that or going on to score himself.

This was the day Max Raored.
His growl was all the more noticeable because of the stark contact to the Max we all knew and loved. The mild-mannered

2. Maddona

3. Very Low GDP

what made Malawi perfect for Š-ŔÉŚ was its low GDP, the GDP of 5.5 billion in 2016. So low that if the government welcomed S-World Grand Networks, per Histories 2 and 3, the government would double, triple, or quadruple its cash flow assigned to meaningful projects in year 1, and after a decade we see more than tenfold their taxable income in Network Credits. And in History 3, by 2080, Malawi would enjoy one percent of global GDP, and see all its population housed, in luxury, plus maybe water for 60 million.
www.angeltheory.org/video/History3

Because of these factors, it would make good financial sense for Malawi (both its government, its opposition, and its people) to create the necessary economic zones to facilitate the network.
From this starting point, Tax Symmetry was born.

Tax Symmetry

The idea for tax symmetry is as follows: Tax (all taxes) are not paid directly; instead, Network Credits are given. In phase 1, the government gets 18.75% of all cash flow to spend on anything the network can deliver, infrastructure, hospitals, virtual education, solar arrays, internet connectivity and so on.
Added to this 18.75%, we add tax symmetry, which is where we design the business economy around output that the government would like to deliver itself.

4. Big Lake
5. Deforestation
6. The Peaceful Nature of Malawians

THE MALAWI **Grand Śpin Network** 2025

64 Cube – Industries Map

Below we see how a collection of 4096 companies may look, 64 companies per sector

Government Net-Zero Infrastructure	Government Electronic Cars	Government Family Planning	Government Healthcare	Tesla Gigafactory Network City	Tesla Gigafactory Network City	Tesla S-World UCS™ Angel City 1	Marketing Services City 1 & 2
Government Solar Energy Arrays	Government Solar Energy Infrastructure	Government Net-Zero Infrastructure	Government Properties Developed	Tesla Gigafactory Network City	Tesla Gigafactory Network City	Virgin Angel City 1	Retail Services City 1 & 2
Government & S-World Food	Government & S-World Water	University Suburbs	FIFA WC Bid Infrastructure & Stadiums	Tesla Gigafactory Network City	Villa Secrets Berkshire Hathaway	Virgin Network City	Travel Services City 1 & 2
Investor's Sienna's Forests	Microsoft S-World TBS™ Angel City 1	Facebook S-World VSN™ Angel City 1	Google VSN™ Tesla GT AC 1	Soft Dev. Angel City 1	Soft Dev. Angel City 1	Peet Tent	Peet Tent
Investor's Sienna's Forests	Microsoft Net-Zero DCA™ Angel City 1	Facebook S-Web™ Angel City 1	SpaceX S-World UCS™ Angel City 1	Healthcare City 1 & 2	Waste Disposal City 1 & 2	The Arts City 1 & 2	Entertainment City 1 & 2
Sienna's Paid2Learn Forests	Spartan Contract Paid**2**Learn	Spartan Contract Paid**2**Learn	Spartan Contract Paid**2**Learn	Spartan Electronic Cars	Spartan Electronic Cars	Solar or Nuclear Power	S-World Film City 1 & 2
Spartan Housing Forests	Net-Zero Spartan Housing	Net-Zero Spartan Housing	Net-Zero Spartan Housing	S-World VSN™ Virtual Education	Advancing Human Potential	S-World Water	S-World Water
Sienna's Forests Network City	Network City Infrastructure	Network City Real Estate	Network City Industry	Net-Zero Machinery Network City	Their Oceans Net-Zero Plastics (AC1)	Experience Africa Conservation	Experience Africa Conservation

Almost every cube seen above benefits Malawians and their government, for a Tax Symmetry of close to 100%, and if Jobs are a government want then it is a 100% Tax Symmetry.

Another good example is social housing which is a part of the labour (Spartan) contract, which sees 6.25% of all network cash flow spent on the housing that is desperately needed. The only difference is the Spartans (S-World personnel) end up owning the houses they built. And everyone in Malawi who wants to, can become a Spartan, often starting with Piad**2**Learn trainee contracts.

Added to spartan housing, come profit-making companies creating things that the government would like to have or distribute to its citizens; such as water, the internet, and a massive virtual (VSN ™) education system, desired to rapidly teach all Malawians with the aid of virtual technology.

Spartan Contracts were first described in 2012, American Butterfly – The Theory of Every Business – Chapter 3: The Theory of just a little more than we know now.

The Malawi Network Spartan Contract criteria is that staff pay no tax, but 50% of their salary is

used to pay for their rather nice social housing, electronic car, and money to support their rural villages; and when relevant, their extended families in the said villages.
And 50% of salary is disposable income, of which, in year 1, about 60% of income is in Network Credits, and about 40% (which is about 20% of salary) is convertible cash, which in 2024 is about 5% of É so that when we show a 90% É for the network, about half of that É leakage is to personnel.

Investing businesses are also paid in Network Credits. Say Facebook took an option; Facebook would not be paid a dividend or a set return. Instead, Facebook will be paid in Network Credits which they can use to fund a new African office, so their labour and supply costs covered would be a part of their return, and this goes on forever.

Chapter 7.17

The Malawi NETWORK CUBE

Š-ŔÉŚ™ Makes the Network Powerful, and Net-Zero DCA™ Makes it Beautiful – For Joseph Stiglitz

> "It has become conventional wisdom to emphasize what matters is not static comparative advantage but dynamic comparative advantage. **Korea did not have a comparative advantage in producing semiconductors when it embarked on its transition. Its static comparative advantage was in the production of rice. Had it followed its static comparative advantage** (as many neoclassical economists had recommended), then that might still be its comparative advantage, **it might be the best rice grower in the world, but it would still be poor.**"

The thing about Š-ŔÉŚ™ and Net-Zero DCA™ is that in its basic form, Š-ŔÉŚ creates a strict supply and demand mechanism, which can increase and decrease cash flow (and so GDP)

simply by increasing or decreasing either É or Ś. So long as The Sienna Equilibrium is in effect, Š-ŔÉŚ itself does not seem to care about which type of company supplies or demands, so long as some companies supply or demand. So, to a degree, we can, at our pleasure, choose the companies that best suit our net-zero special project ambitions. **And we can make S-World Malawi's Dynamic Comparative Advantage; in net-zero products and industry.**

THE MALAWI **Grand Śpin Network** 2025

64 Cube – Industries Map

Government Net-Zero Infrastructure	Government Electronic Cars	Government Family Planning	Government Healthcare	Tesla Gigafactory Network City	Tesla Gigafactory Network City	Tesla S-World UCS™ Angel City 1	Marketing Services City 1 & 2
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Sienna's Paid**2**Learn Forests	Spartan Contract Paid**2**Learn	Spartan Contract Paid**2**Learn	Spartan Contract Paid**2**Learn	Spartan Electronic Cars	Spartan Electronic Cars	Solar or Nuclear Power	S-World Film City 1 & 2
Spartan Housing Forests	Net-Zero Spartan Housing	Net-Zero Spartan Housing	Net-Zero Spartan Housing	S-World VSN™ Virtual Education	Advancing Human Potential	S-World Water	S-World Water
Sienna's Forests Network City	Network City Infrastructure	Network City Real Estate	Network City Industry	Net-Zero Machinery Network City	Their Oceans Net-Zero Plastics (AC1)	Experience Africa Conservation	Experience Africa Conservation

Above we see how the different networks of companies in the Malawi Grand Śpin Network in 2025 may look. The view presents 4,096 specialize and scale companies, (see Supereconomics book 2). Each cube represents 64 companies in a network and receives 1.5625% of Š-ŔÉŚ™ cash flow.

Below we see the general distribution and note that in addition to Governments 18.5% direct allocation is tax symmetry where close to 70% of all cash flow is spent on one or another project the government would like to see for its people, if only they had more money.

Gov	Government's - 18.5%	City Industry	6.25% on City Development
Investor	Investors - 12.5%	Was Other	25% on Other
Spartan Contract Paid**2**Learn	Labours 6.25% on Edu. and Training	Labours 12.5% Spending	12.5% Spent by Labour
Spartan Contract Housing	Labours 6.25% on Housing	Special Projects	12.5% on Special Projects

The UK Butterfly 64 Cube

For some continuity here is the most recent version as of 20th Jan 2021; The UK Butterfly 64 Cube, from Part 4.

Split into 4 quarters 1) Government, 2) Infrastructure, 3) Labour, and 4) Technology, 5 Entertainment, VSN and S-World Film

	1	2	3	4	5	6	7	8	
A	**SURH's** Universities and **Hospitals**	**SURH's** Universities and **Hospitals**	**SURH's** Universities and **Hospitals**	**SURH's** Universities and **Hospitals**	**HS2** High-Speed Railway	**HS2** High-Speed Railway	**HS2** High-Speed Railway	**HS2** High-Speed Railway	A
B	Government Net-Zero **Infrastructure**	Government Net-Zero **Infrastructure**	Government Net-Zero **Infrastructure**	Government Net-Zero **Infrastructure**	Unglamorous Special Projects	**ISP**	Net-Zero Machinery	Net-Zero Machinery	B
C	Government **Education**	Government **Education**	**Gov: Tesla** Electronic Cars and Vehicles	**Gov: Tesla** Electronic Cars and Vehicles	**Tesla Factory**	**Tesla Factory**	**Tesla Gigafactory**	**Tesla Gigafactory**	C
D	S-World **Water**	S-World **Food**	Their Oceans **Net-Zero Plastics**	**Waste** Disposal	Gates Tech Nuclear Power Station	Gates Tech Nuclear Power Station	Gates Tech Nuclear Power Station	Gates Tech Nuclear Power Station	D
E	**National Assistance** (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	**S-World AngelWing** & QuESC	**S-World AngelWing** & QuESC	Internet, VSN™ UCS™ Mobile, Laptop & VR	Susskind Boost & The **Peet Tent**	E
F	**Net-Zero** Spartan **Housing**	**Net-Zero** Spartan **Housing**	**Net-Zero** Spartan **Housing**	**Net-Zero** Spartan **Housing**	**Microsoft TBS™** & Network City	**SpaceX: UCS™** & Network City	**Facebook VSN™** & Network City	**Google VSN™** & Network City	F
G	Spartan Spending on **Tesla Car**	Spartan Spending on **Tesla Car**	Spartan Spending **Healthcare**	Spartan Spending on **Food**	**Entertainment** The Arts Culture	**Retail** Fashion, Hair & Make-Up	**Eating-Out** Bars, Night Clubs	**Sports**	G
H	Spartan Spending on Entertainment	Spartan Spending on **Apparel**	Spartan Spending on **Electronics**	Spartan Spending on **Other**	S-World **VSN™** Virtual Education	S-World **VSN™** Virtual Education	**S-World Film**	**S-World Film**	H
	1	2	3	4	5	6	7	8	

Chapter 7.18

S-World VSN Virtual Construction

By Nick Ray Ball 29th October 2020

S-World VSN Virtual Construction is the Virtual World/Real World Virtual Reality experience.

1. **Basic Villa Architectural Designs**
   Let us say we have dozen or so basic villa designs. From 2 to 7 bedrooms.
   We have a large plot of land, and another operation has already taken place as pipelines are laid and connections are made to water, power and Internet etc. (Power is from a Net-Zero force)
2. **Numbers on bricks**
   Each Brick needs a barcode and id number and must be stacked in a specific order.
   At the sight, the bricks are delivered to a specific point relative to the villa.
3. **Virtual / Real World Goggles**
   Each construction worker (hereafter called 'Spartan') has goggles that show the part completed villa, and the fully completed. The Spartan can flick between fully virtual, semi-virtual (seeing both the 3D world and the real world, and of course not virtual (which can be created by taking off the goggles.
4. **Tutorial NPCs (Non-player characters)**
   We need to create the body of an NPC that can virtually move to and add a brick, or a tile, or a window or other part of the villa. So, the Spartan can, at any point call up the tutorial to see what she should do next. The entire order of each piece of the house is then added one piece at a time, or if there are 10 people, it will show the order of each person should add each brick, tile, other.
5. **The Barcodes on the Bricks.**
   It would be useful if the barcodes on the bricks give a sound or make a display on the VR set when two bricks that are supposed to be next to each other are placed next to each other.
6. Same for all other parts of the villa

PART 8:

Š-ŔÉŚ™ Financial Engineering

Software Design Stage One

Ready for coding

1. Š-ŔÉŚ™ FE – Software Design Specifications – Stage 1

It's Not That Complicated

a. **It's Not That Complicated**

   If this was a complex programming design, I would not be wasting my time working with interns, but as it is simple, I am. Sure its complex and the systems that will interface with it (the ten technologies) add to its complexity, but in the right now, to make the software that allows us to optimise and display Š-ŔÉŚ™ and create histories far quicker (minutes not hours) than can be done on the spreadsheet we are 'READY PLAYER ONE.'

b. Basic Layout and Functions
c. MySQL database mirrors the spreadsheet.
d. Initial Inputs
e. Š-ŔÉŚ™ Calculator
f. Many Śpins Visualized
g. CMS – The Š-ŔÉŚ™ User Interphase
h. History 4
i. Many Histories
j. 87 Quintillion Histories

   87,714,630,433,327,500,000 Histories x 1,000,000,000 Observations

k. The Supereconomics AI

PART 9:

Š-ŔÉŚ™

Fintech and a thousand other

PATENTS, PATENTS, PATENTS

2. Patents, Patents, Patents

   a. Patent Š-ŔÉŚ™ in tandem with everything else in the network within a thousand or more different relationships that embody the theory.

   b. Get enough useful patents on the bard and other tech companies will be more lenient with their patents.

   c. Patents for each system inside each of the Ten Technologies

   d. On the RI lecture by David Sumpter author of The Ten Equations that Rule the World (13th Oct 2020) at 57 minutes (on my video of it) on the subject of Googles Page Rank equation and patents, the RI introducer was told by someone in the audience that It's the embodiment of the equation that is patentable. David Sumpter had previously said the math may not be patentable but the use of the math in social networks is. Or in search, or in...