

Angel Theory pt1

M-Systems 6.02

M-System 14 – Angel Cities

"Angel City 5 – 2080 AD"

By Nick Ray Ball 24th November 2016
for Sienna's 7th Birthday



"Angel City 5" 16 Ecological & Philanthropic Projects

M-System 14

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The graphic above depicts my angel Sienna in the year 2080, now 91 years old but not looking or feeling a day over 21 (angels are lucky like that). Sienna is in both a city and a tropical resort. This is how we wish S-World cities of science to be.

But whilst Angel City 5 is desired to be a wonderful place to live, that is not what this chapter is about. In this time (2016) Angel City 5, not a place, rather a point in time, the furthest of the 5 Angel Cities in 2080.

If you could create **16 wonders** for your children's, children to experience in 2080, what would they be?

The rules are simple, one can only pick things that all the money in the world can buy, so one can create universal healthcare for every man woman and child, cos you can buy that, but you can't choose to cure cancer, as whilst it's probable we will cure most cancers by then there is no guarantee.

Another example is one may build ten thousand cities of science, but one can't count on inventing fusion providing limitless clean energy, even if it was the No1 research subject.

You get the idea...

To get things started here are our 16...

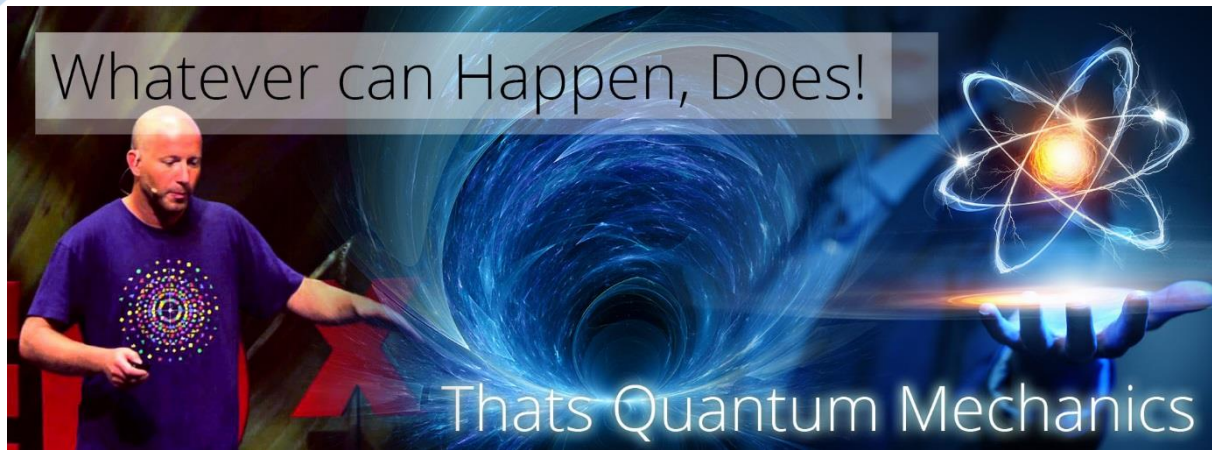
For a less simple but intriguing vision of how to achieve the above, please read on and when ready look at the section 'M-Systems.'

M-Systems is a set of 16 systems used to create a global network based on M-Theory that when run concurrently are theorised to disrupt current day economics, rewriting the laws of what it is possible to achieve in our lifetimes.

It's been six years in the making, and our theory is so strong that it has the capacity to make headway or complete all the points on our 'Angel City 5' addenda. A long time ago, a friend asked simply '[What exactly is it that you wish to achieve?](#)' Angel City 5 is now a good answer to that question.

Angel City 5 is a part of M-System 14 'Angel Cities,' the partner projects to M-System 13 S-World UCS Voyager. (There are 16 M-Systems)

Inspired by the 'whatever can happen will' Eureka moment provided by [Garret Lisi](#), whilst writing the last chapter of American Butterfly part 1: '[The Theory of Every Business](#),' which lead to the first two following books part 2: '[Spiritually Inspired Software](#)' and part 3: '[The Network on a String](#).'



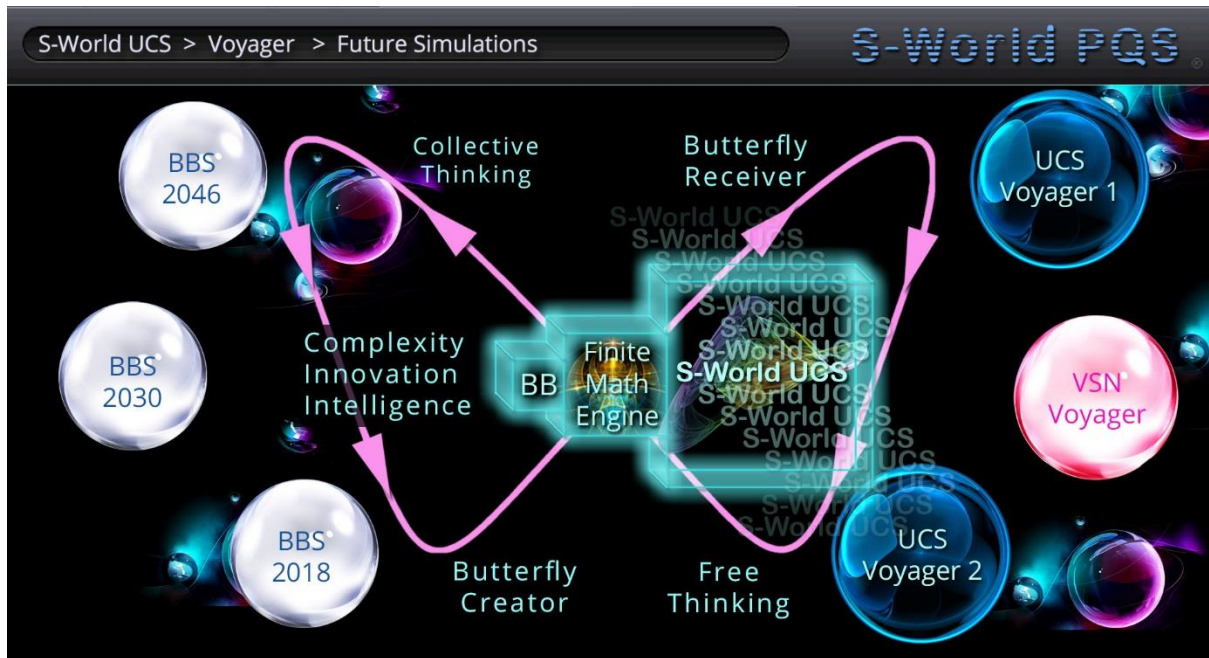
In which we create a virtual business and social network within the mass online game 'S-World UCS' and then create copies of the Network and send them forward in time, at a pace of twice our speed, so a year in our time is half a year in S-World Voyager. Allowing S-World businesses to virtually conduct business in the future, with the options to follow or not follow the timeline back in real-time/life.



Angel Cities were originally given the designation 'BBS' 'Business Book Simulations.' And were initially created as a by-product of the UCS Voyagers, providing logistical support. However, as the systems developed and we learned about the Feynman Sum over histories, that says a particle/system has no definite history, then the creating of future simulations of the S-World Network became a central point of the project. It fitted perfectly with our mantra since May 2nd 2011, the quote from Isaac Asimov the American author and professor known for his works of science fiction and popular science

“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.”

Here is the original graphic from American Butterfly part 2 '[Spiritually Inspired Software.](#)' Chapter 1: [The Entangled Butterfly](#) in the subchapter - QuESC The Quantum Economic System Core. In which we see the inner working of M-Systems, and how we create what we call 'a circular event.'



S-World is built upon circular events. What we are seeing above is how the S-World staff and systems work in tune with a mass online game 'S-World UCS.' (Universal Colonization Simulator). The players of the online game represent the random or quantum factor 'free will', some choosing winning paths through the game, that even a quantum computer could not create (as a quantum computer cannot take a business partner out to lunch). This free thinking is then processed by M-Systems and S-World staff, who develop this path in the real world into a new opportunity, we call this 'The Butterfly Creator' which creates the real-world opportunity and either an existing network is strengthened or a new network is born, we call this event 'The Butterfly Receiver'.

Where after the system repeats indefinitely so creating a gigantic circular event at the heart of the system. And to a degree a system close to a genuine AI, as if it has as many users as Facebook, it would see the random indigence of 1, billion individuals, which is quite collective consciousness.

Angel City 5

Angel City 5 is the nerve centre for the S-World networks long term ambitions. In this City, we plan the best earth, we can logistically create. And once the blueprint is set, we create paths back through Angel Cities 4, 3, 2 and 1 so that each wonder or 'special project' has a definite history back from 2080 to 2020 and Angle City 1.

Then we go back and forwards, the history-changing to suit real-world developments but the trick is to create the history in such a flexible way that no there are a great many different histories that all create the desired result. Creating this future 'Angel City 5' and its many histories back to our time is the primary objective of all M-Systems, all systems work as one to achieve this event.

At the end of the day, it's mostly down to money, if one has enough, one can do all 16 projects, but it's a lot of money right... Well, that's where we turn to the math, and the department of applied math and theoretical physics, as we are basing the network structure on String Theory, which is a super economic set of mathematics and it is the base constituent of M Theory. Music Harmonics differ3ent shapes in which the string vibrates are different elementary particles, or instance one shape is theorised to create gravity. We mimic this with what was originally labelled 'Give Half Back' it's been on quite a journey,



Shapes
All marketing
Weak String
Ecological string
And so on...

To add to the complexity, and as a prototype in the real world right now we are work back from Angel City one (2020) to our time (currently 2016) creating the first S-World special project '[Experience Africa.](#)' Which by 2020 we desire to create more money for the fight against irony poachers than is currently available from all other sources combined. Or sooner given greater [S-World Villa Secrets](#) success & investment in 2017 & 2018.



If one wishes to see or just know that Elephants or Rhinos' live in the wilds of Africa in the next decade, please ecstatically jump on board, as currently, we (humanity) are losing this fight.

It takes new 'out the box' thinking to fix this, it requires a whole new way of performing charity. We call it progressive charity, and we are creating '[The Sienna Foundation,](#)' an adaptation of sorts of the idea behind the [Bill & Melinda Gates Foundation](#) which greatly infused me at the begging of this project.



Since its conception in February 2011 and the creation of [S-World.biz](#), S-World has been creating its own progressive charity model. Which started with an initiative called '[Give Half Back](#),' which was basically the idea of creating a network of many (or maybe even) all businesses and the profit that would be mine, would be used for ecological, social, scientific, and philanthropic endeavours. Not unlike the path [Mark Zuckerberg and Priscilla Chan](#) have recently chosen, but instead of making a network and using the money philanthropically, the philanthropy embedded in the fabric of the S-World Network,



Over the past 6 years '[Give Half Back](#).' Has developed into S-World receiving 25% of the gross profit (which would in most cases be more than 50% of net profit) from each business and individual in the network. However, at first, this income is solely spent on marketing and development for the contributing company, only after our networks are successful does the income become discretionary to S-World. By using this system, we create an environment that an individual would gladly accept.

Let me give an example. Say one invested \$100,000 in an S-World Villa Secrets network opportunity. That company or individual would make at least \$100,000 a year in shareholder income before we used any of their money for 'Give Half Back.' And thereafter we would not let the network slip backwards. (See M-System 3 'The Susskind Boost).



When a company has reached the point where we can use the 'Give Half Back' for special projects, it will not necessarily be spent philanthropically, not directly, a good example of this is [Experience Africa](#) in which we make a royalty-free version of S-World Villa Secrets web framework, software and systems for individual Safaris.

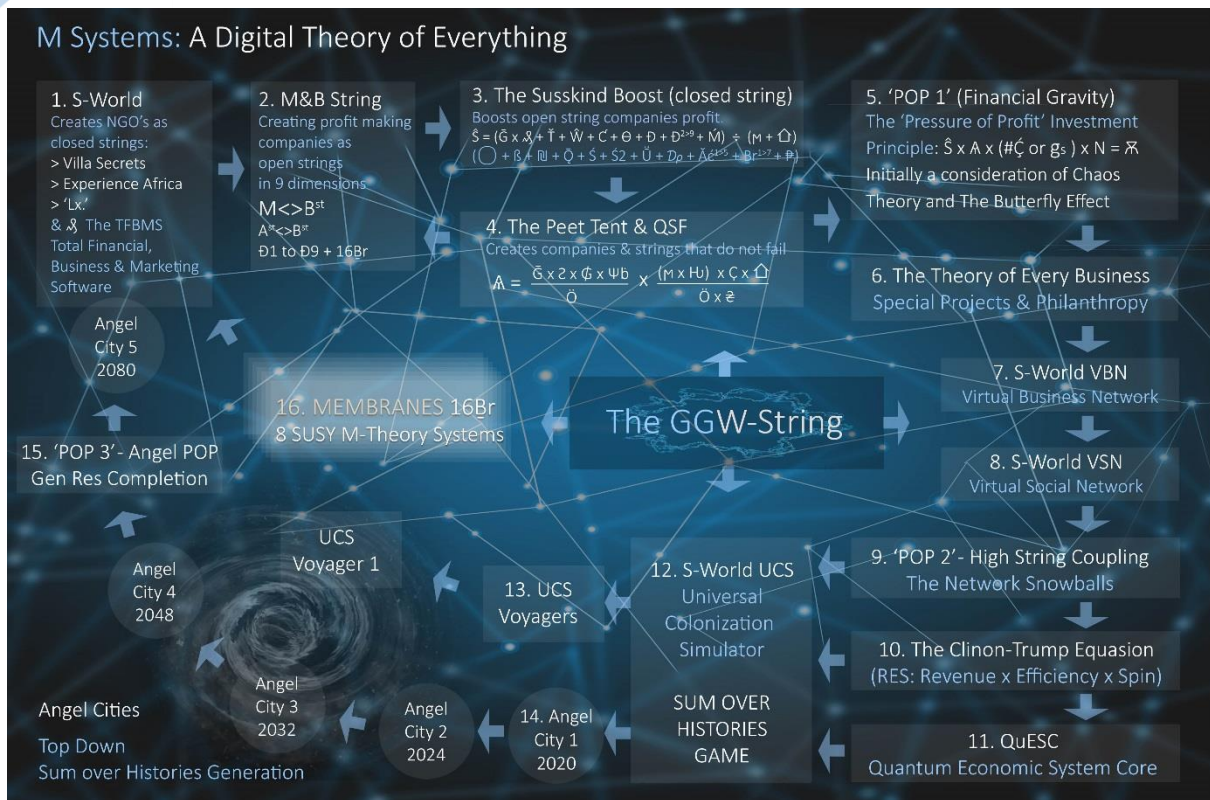
We aim to make them 16% more profitable, which is an easy target for most, the Villa Secrets Systems are expected to far more powerful come 2020. For the royalty, free use of our systems, they donate 12.5% of their turnover to the fight against poaching. If by 2020 a third of the safaris were using our systems, it would raise over a hundred million dollars each year.

There is room in the market for such a system, and as such a system is entrenched in marketing and development it would, without doubt, increase the number of visitors to safaris in general so it's a win/win. As such every success in Villa Secrets is a part of the solution for Experience Africa. It's complex but very real. And unlike most charity it is self-supporting.

The objective of S-World is not about short term gains, but we will take short term victories if we can. But mostly it's about long-term solutions, our objective is to work to build our perfect future... In stages managed from the 5 Angel Cities.

1. Angel City 1 – 2020
2. Angel City 2 – 2024
3. Angel City 3 – 2032
4. Angel City 4 – 2048
5. Angel City 5 – 2080

This graphic, whilst a bit technical, illustrates the role of the Angel Cities with M-Systems



Angel City 5 objectives V2.0

Angel City 5's original objectives were presented in [The Theory of Every Business](#) as first in [chapter 3](#) a set of philanthropic, social and ecological consequences of building the resort networks, and secondly in [chapter 8](#) as a set of 8 special projects

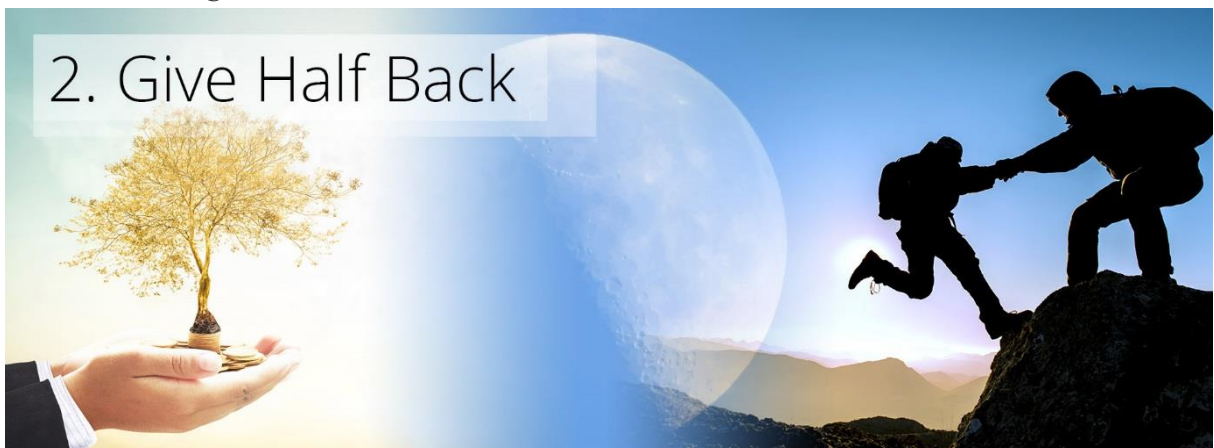
Note that in S-World economics from a certain point of view, the more expensive and labour intensive a project, the better it is. As it is sustainable in the long term. (It sustains the economy in the long term.)

1. *Experience Africa*



Experience Africa creates a safe environment and all endangered species in Africa and across the world.

2. *Give Half Back*



Give Half Back is an ingenious form of corporate responsibility, from the same reasoning that brought us, Experience Africa.

First detailed in S-W-World.biz in the Spring of 2011 Give Half Back is the basic concept that companies that benefit from membership of the S-World network will give a considerable amount of their profit to ecological, scientific, and philanthropic pursuits, i.e. the pursuits detailed within Angel City 5.

Nerd Alert!!! Give Half Back is one shape of the GGW-String.

3. Advancing Human Potential



If by 2020 Experience Africa is at least one-tenth successful, in that it would generate \$10million a year then my achievement would be significant.

However, until I was allowed to succeed I had no idea I could, let alone over-succeed (succeed more than most)

4. Cities of Science



S-World builds ecologically balanced cities of science across the world, specializing in science and in particular the use of areas of mathematics and physics that add to the economics of the greater S-Wold Network or that add to one or another special project.

5. Angel POP, ([see original theme](#))



A series of 32,768 resort/property developments, each one an ecological improvement. Each one a hub for S-World business spread evenly across the planet. It is in the nature of [POP](#) that the more successful the S-World network is, the more determined is the probability of completing what we call the Global Network Cube, and with the completion of the network cube, most or all poverty will be elevated.

That is so long as the population does not rise beyond what this earth can reasonably support.

6. Sienna's Forrest's



This special project is fuelled by Angel Pop, as the 30,000 odd property developments need to buy big chunks of forest to balance 100:1 any carbon footprint they create.

The objective is to buy most of the world's rainforests to be forever preserved, & in the short term create the environment for rain forest to become a commodity to value to deforest.

(Over compensates for development and use of resources)

7. Global Cooling



(Also part of [The Theory of more than we know now.](#))

Global Warming proven or not proven, clean energy makes an awful lot of sense, and it can become a powerful economic tool.

Consider the music industry when they made CD's, it was a windfall as everyone went out and bought the same Albums again. Popularize electronic cars and solar panels and circular events created within S-World will generate great wealth.

8. Universal Knowledge



(Also part of [The Theory of more than we know now.](#))

Like Universal Healthcare, we get this special project for free from Angel POP as each of the 32,768 resort developments houses schools and a University. From which much of the scientific and technical development of S-World and M-Systems is created.

9. *Spartan Contracts*

The last of the ideas from ['The Theory of more than we know now,'](#) in which we create good opportunities for homeownership, education for non-graduate citizens.

10. *Universal Healthcare*

(Part of American Butterfly - Theory of Every Business, chapter 3: ['The Theory of more than we know now.'](#))

This we get for free from Angel POP, the difference between our resort development and other such developments is each resort development must have a university/development/operations centre/research centre and what I call A SURH 'Super University Resort Hospital.'

Built and staffed and able to provide free healthcare to those who cannot afford it and a 6-star Medi-Hotel experience for those that can. Including many 'Medi villas' villas that connect to the SURH.

Recent consideration for 'American Butterfly,' investment considers that it will be in the best interest of the USA economy to contribute to the initial costs of building the USA SURH's alongside the vast amount of solar or other power systems that are required to power each development.

11. *African Rain*



A mass desalinization project converts a significant part of North Africa to fertile land and forests. This project lays the foundations for Angel POP.

12. *The Babylon project*



The Middle East version of African Rain.

13. *Middle Earth*

Middle earth is the idea to create underground cities, which would be particularly popular in places like the North of England, as within would be miles upon miles of sunny resort and nature.

Well by 2080 that's the plan, but at first, we just need somewhere to put the servers that will survive a nuke. From there we build out to provide a place for animals and mankind to live in the case of an ELE, such as a giant asteroid. Or our own stupidity...

A series of Ark's to protect our planet's complexity.

14. *The Population Point (TPP)*

We should seek to contain population growth to under 12 billion (The hardest of all special projects).

However, we have seen that the more affluent a country the lower its population growth, as such the sooner we can enact [Angel POP](#) the sooner we can create a solution.

15. *The Spartan Theory*

[The Spartan Theory](#) is the end-of-war, and peace on earth idea that triggered the creation of S-World.biz, the 42 chapters of S-World.biz are all [The Spartan Theory](#).

The second hardest of all special projects, linked in many ways to the success of Angel Pop and The Population Point.

Why have I not added Fusion?

16. *Universal Colonization*

Initially branded 'Mission Gliese' this is the special project that gave the name to S-World UCS (Universal Colonization Simulator). I had thought that gravity would be a problem until I bumped into an ex NASA engineer at the local pub. Now I a=worry about collisions....

So I can't see 'Mission Gliese' launching before 2080, albeit one could get quite some way in building the infrastructure in readiness for Fusion.

What we can do by 2080 is put a hotel on Mars, it's logistically possible... The Moon won't work due to gravity. But on Mars, one is 38% which is not great but I think it would be ok.