

# Angel Theory's M-Systems



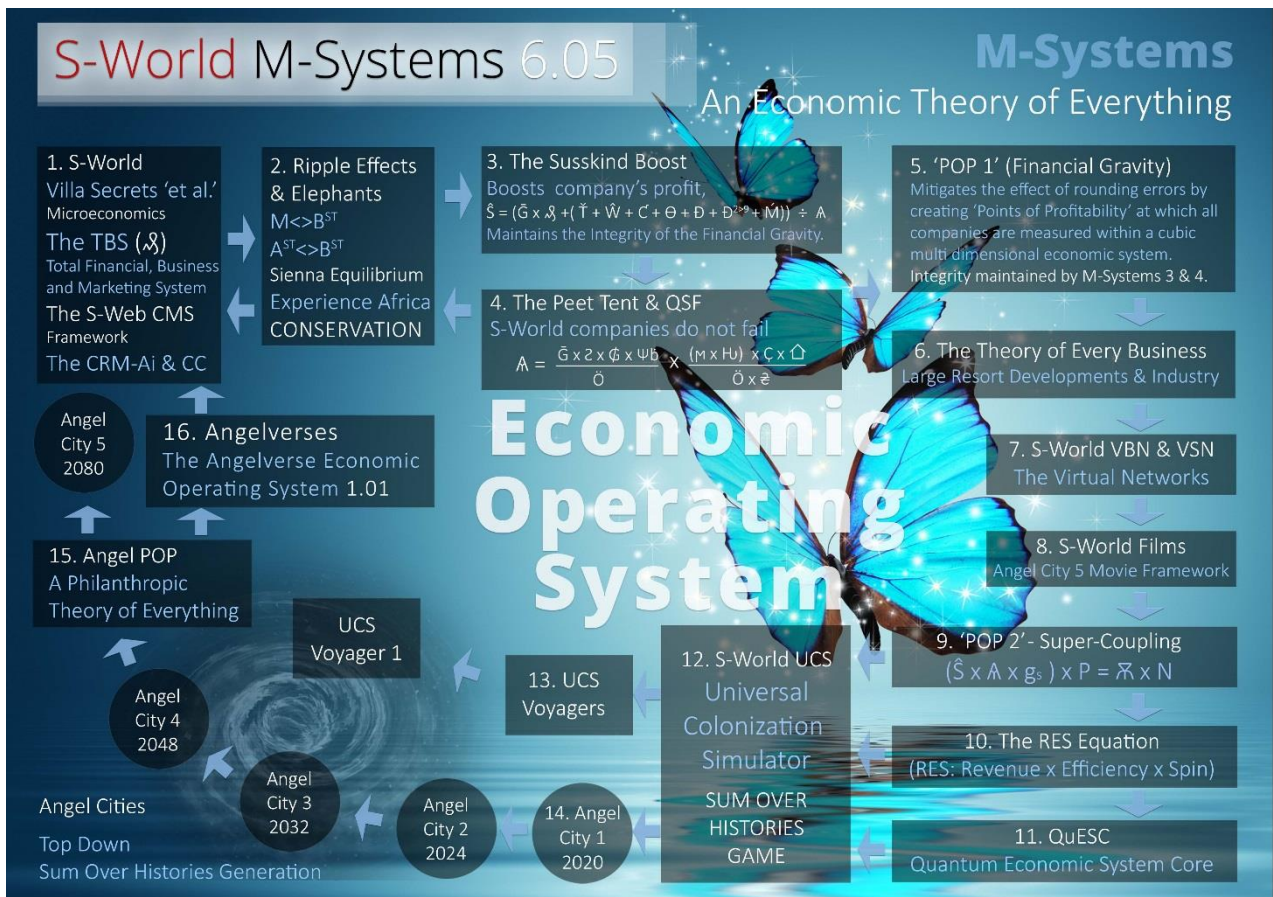
## An Economic Theory of Everything

By Nick Ray Ball 03<sup>rd</sup> November 2017

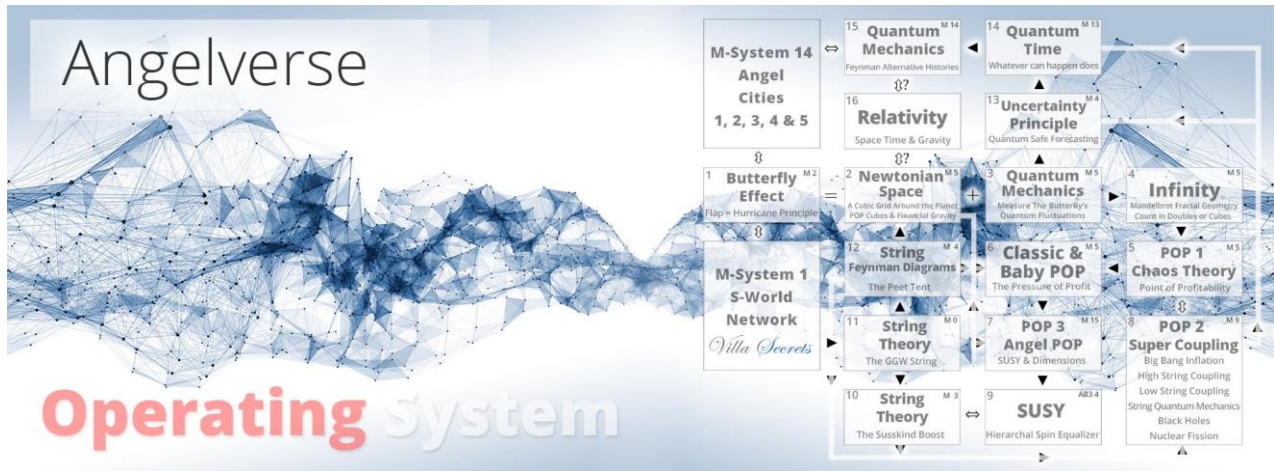
Presenting:

Chapter 1. M-Systems

Inspired by Sienna Skye



Pictured Above we see the 16 M-Systems in a circular format, where at the end of the journey M-System 16. 'Angelverse' (big companies, foundations & countries) completes the circuit and return to M-System 1; where those that have become Angelverse licensors recruit M-System 1. S-World Network small and medium-sized businesses to their platform. Where after the rodeo starts again but each time with greater input, which is what we call 'a circular event.'



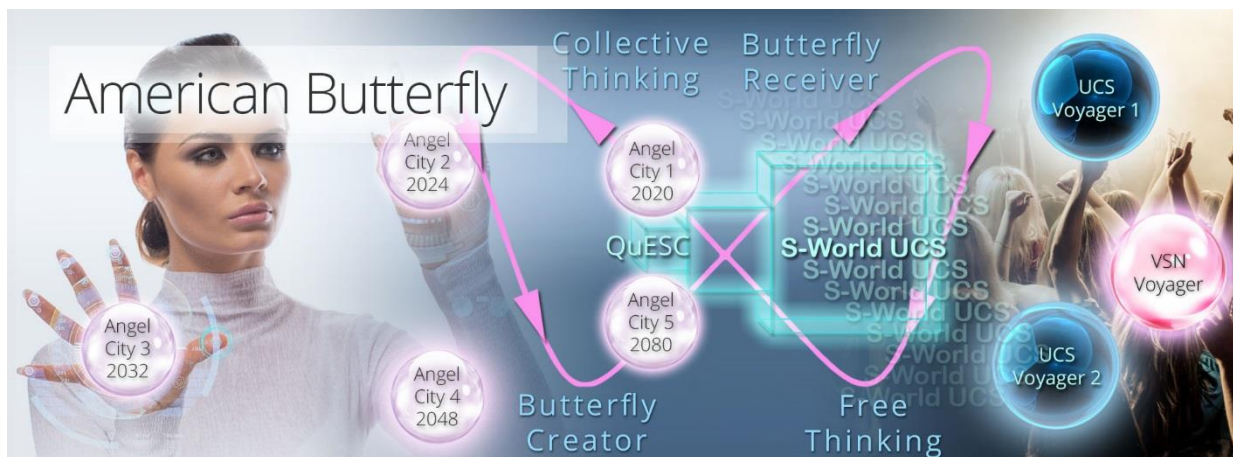
Illustrated Super Summary

17 Systems in 8951 Words

## Version 1.01

The original idea in 2011 was that, in the future, one or a few networks would administer most world trade, and these networks would become a new digital global economy.

This is the plan for one such network, built upon <http://AmericanButterfly.org> circa 2012.



In this, the opening chapter, we present what has come to be known as the 'M-Systems,' rooted in the theory of everything: 'm-theory.' However, to present the physical systems derived from m-theory' (string theory, quantum mechanics and general relativity) it is necessary to show what they do.

And so, before we present chapter 2. The E-TOE 'An Economic Theory of Everything' this opening chapter serves as a general introduction to the product, network and software-based systems. And in general, an introduction to Angel Theory, the powerful ecological and philanthropic component to the system, spiritually inspired.



## The Sienna Foundation (S-World) & Give Half Back (March 2011)

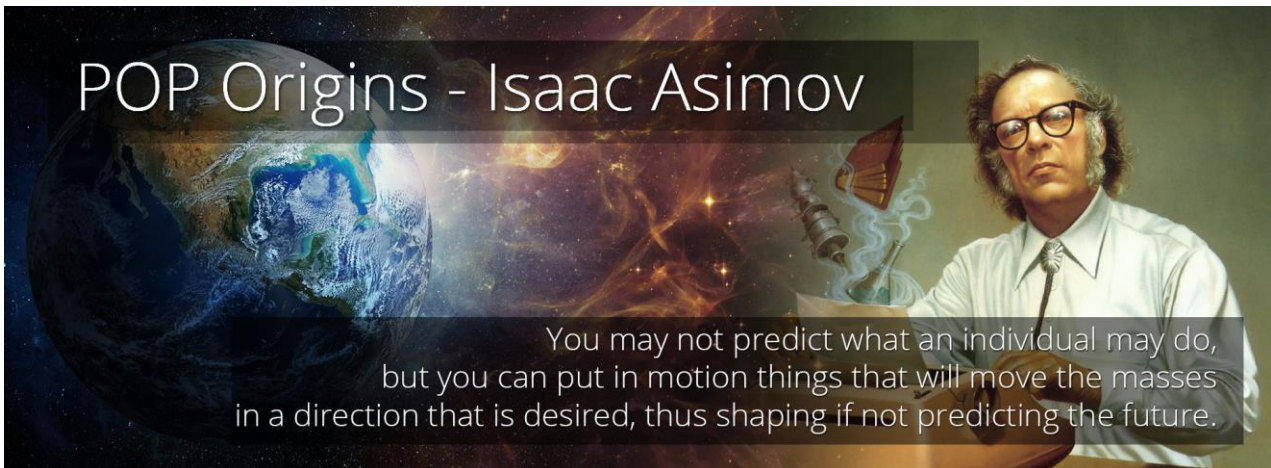
S-World 'GIVE HALF BACK' was the original 'spiritually inspired' philanthropic idea first described on [www.S-World.biz](http://www.S-World.biz) in 2011. The key idea here is like the movie 'Pay it Forward,' but on a massive scale; a giant network that would make a huge profit, but half would be used to do great things.



## The Butterfly Effect Can Shape the Future by Isaac Asimov (2011 – 2017)

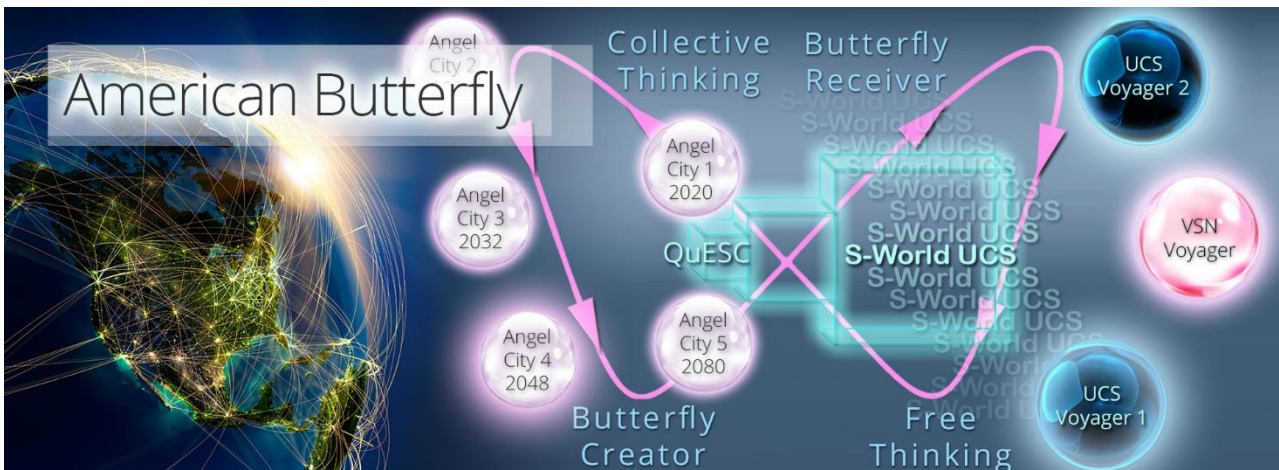
"You may not predict what an individual may do, but you can put in motion things that will move the masses in a direction that is desired, thus shaping if not predicting the future."

By Isaac Asimov



## American Butterfly (2012 – 2013)

[www.AmericanButterfly.org](http://www.AmericanButterfly.org) is a series of 4 books on creating economic butterfly (ripple) effects. Entangling a design for a global network of all business with an 'economic theory of everything,' a virtual network, the game S-World UCS, and related ideas based on quantum and string theory.





## 4 All Angel Theory's M-Systems 2016

Below we see the M-Systems design, which gets its name from the Theory of Everything, 'M-Theory.' And we ask the question...

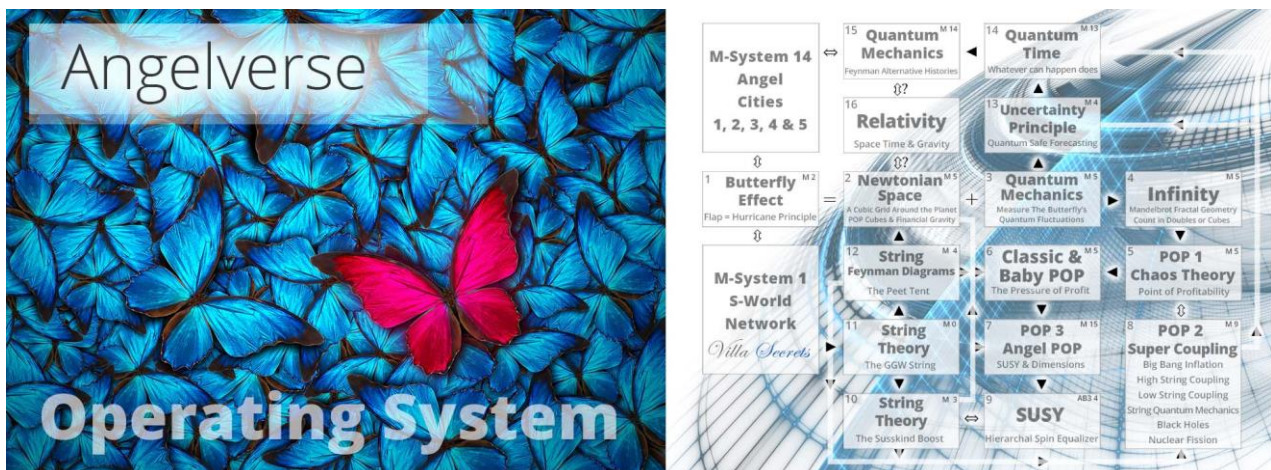
*"Can M-Theory inspire Economic Science?"*



### M-System 16 – Angelverse Operating System 1.01 (2017)

It's easier to get somewhere if you know where you are going, so let's skip to the concluding M-System 16. Angelverses; big companies & foundations who become licensors of the various S-World products, with access to the M-Systems and the E-TOE (Economic Theory of Everything) as seen on the right below.

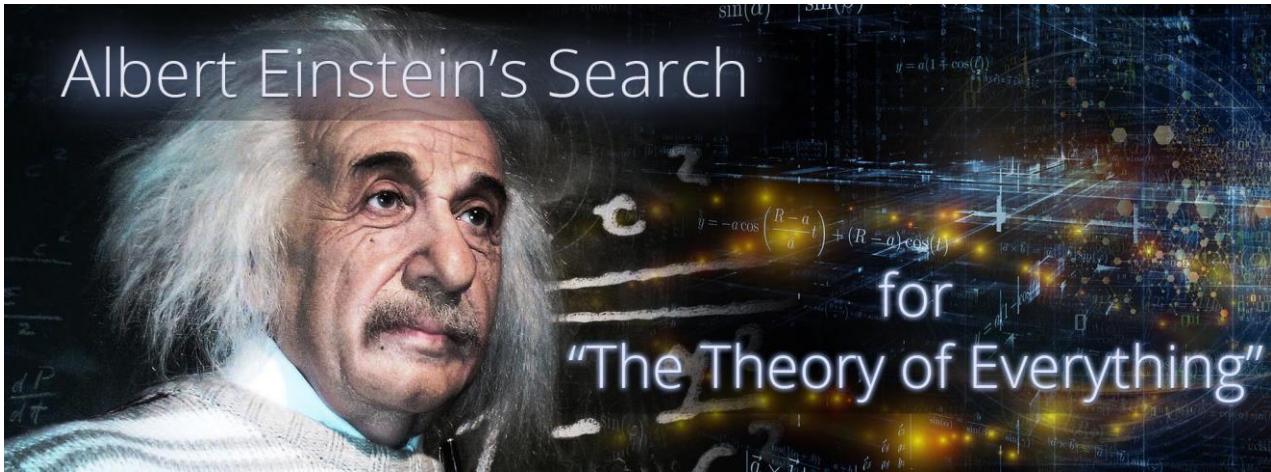
The Angelverse Operating System is the idea that the S-World and Angel Theory's M-Systems become the philanthropic, ecological, and **economic operating system** for big companies, non-governmental organizations and even countries.





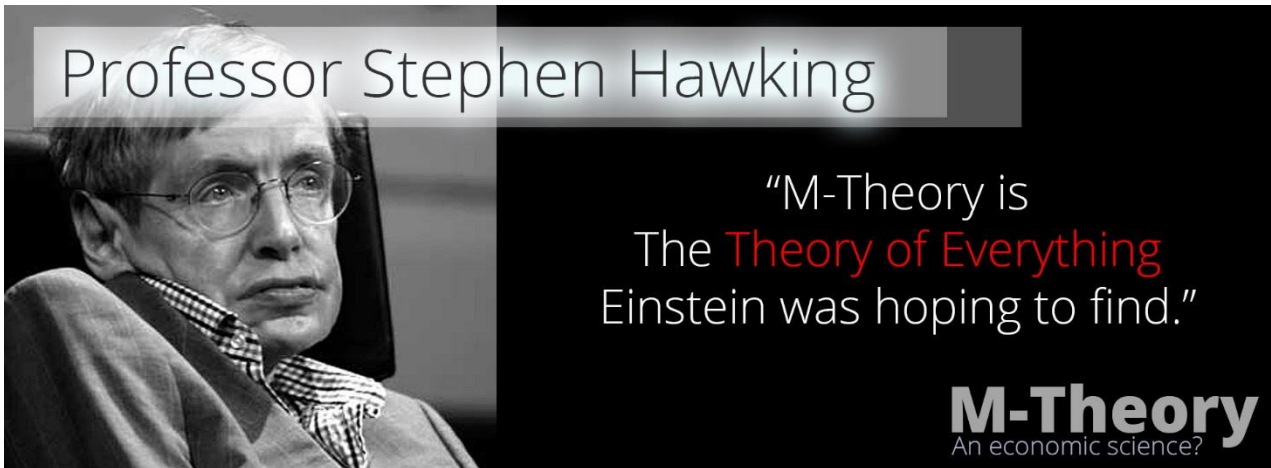
## Einstein's Dream – The Theory of Everything (TOE)

After proposing 'Special Relativity,' 'E = MC<sup>2</sup>' and 'General Relativity,' Einstein spent the rest of his life seeking a Theory of Everything. Thirteen years after Einstein's passing, a new TOE framework started to emerge called String Theory, which in 1994 would turn into M-Theory.



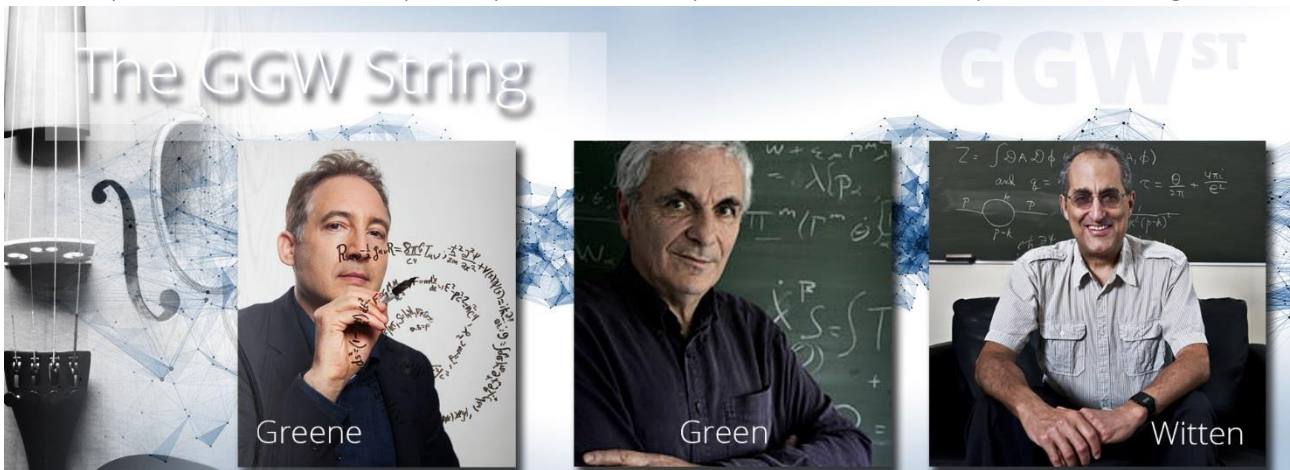
### An M-Theory Introduction by Stephen Hawking (2016)

"Ever since Newton and especially since Einstein, the goal of physics has been to find a unified Theory of Everything. M-Theory is the only candidate for a complete theory of the universe. M-Theory is the unified theory Einstein was hoping to find." By Professor Hawking (paraphrased)



### M-System 0 – The GGW String (Greene / Green / Witten) (2016)

Considers the most fundamental properties of String and M-Theory; the strings themselves and that a good simulation in economics is for strings to be equivalent to the money earned in a digital economy, and the different ways we spend the money are the different shapes of the strings.





## 6 *M-System 1 – The S-World Network (2000 - 2017)*

The microeconomics: small & medium-sized businesses: consider the obvious, that given the same (or better) systems, equity owning individual or a small network of same will (most of the time) beat a comparable group of non-profit share workers & non-equity directors.



## *M-System 1 – The S-World Villa Secrets Network (2002-2017)*

Told in great detail within the book 'The Villa Secrets' Secret' found at [Network.VillaSecrets.com](http://Network.VillaSecrets.com), a global travel and real estate network design, featuring future generation software and systems that will enable many individuals to realize their potential, compete with and beat big companies.



## *The Villa Secrets' Secret, Chapter 2. The S-World Villa Secrets Network*

The Villa Secrets Network strategy creates networks of many individuals, small and medium-sized companies in different niches in each location it operates from.





7 Chapter 3. Mandates, Mandates, Mandates

In the case of both vacation rentals and luxury villa sales property mandates are marketing 1.01, as we dedicate 10% of each booking to 'prestige marketing' (increasing the prestige of the home). And because of what we call 'the estate agents pack' rental mandates turn into sales mandates.



*M-System 1 – The S-Web CMS Framework (2002 – 2017)*

The S-Web CMS offers a new way of creating beautifully complex websites simply and at a pace 100 times that of WordPress or any other competitor. But because talk is cheap, we made a video, see us create a new complex home page in under 1 minute: [ADD VIDEO](#)



*M-System 1 – S-Web Simplicity & Ease of Use.*

From the moment I started to create this CMS in 2013, the objective was to make it so simple a child could use it, and to be specific a child aged 7 or over. We have achieved this objective, by changing the workflow and stripping out the clutter.





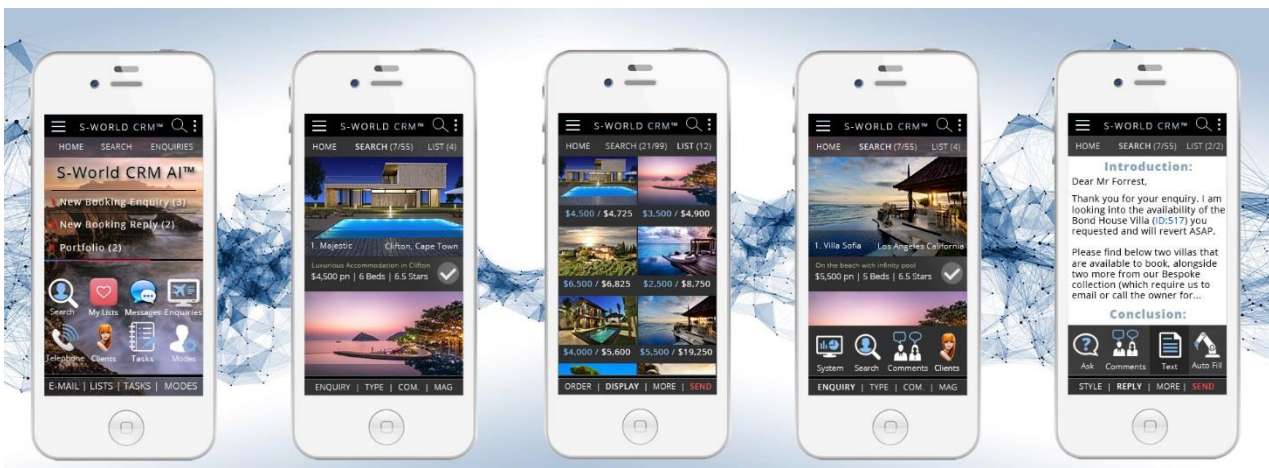
## 8 *M-System 1 – The S-Web CMS CDS™ ‘Content Delivery System’ (2017)*

A unique system. Watch this three-minute video <https://youtu.be/JS8vJQ1KxbM> to see how agents and clients can turn their ‘favourites list’ into a unique webpage, and watch <https://youtu.be/X9-o3E4n2Dk> and see us create a magazine article in less than a minute.



## *M-System 1 – The S-World CRM Basic (2017)*

The basic philosophy behind the S-World ‘Villa Secrets’ CRM is that it is superior because it has been created for one specific industry niche. Ask any major CRM developer “If you were to create a product for one niche not thousands, would it be better?”



## *All M-Systems – Integrated Software*

Equally important is that the CRM and all software is created as one complete system, within the website. Some call it cloud computing, but few have explored the opportunities created via the efficiency of having just the one system not many awkwardly connected by API’s.





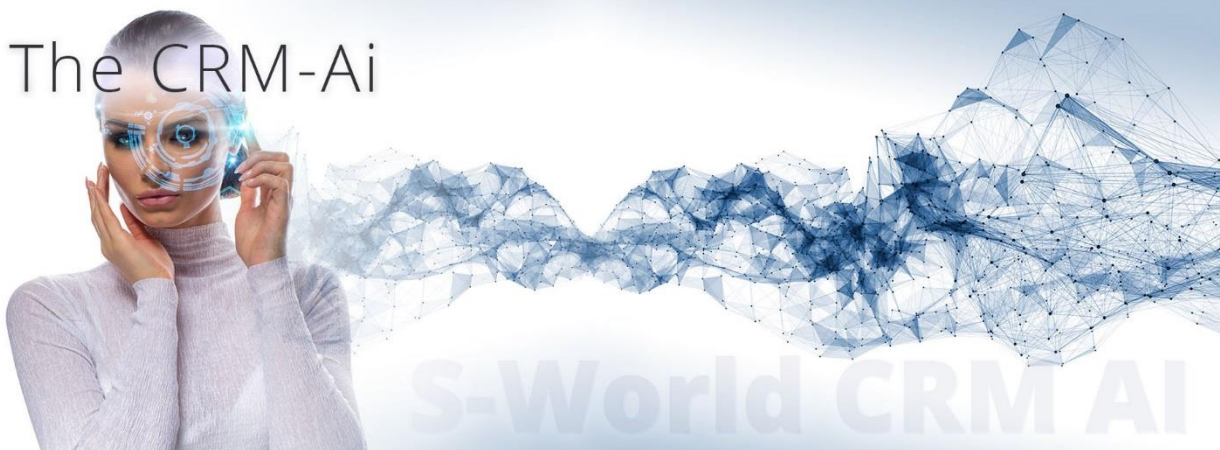
9 *M-System 1 – The CRM-Ai (2017)*

Automates the booking process, created to make one person perform the job of two in half the time with twice the efficiency, removes the need for agents to have experience & and allows agents to easily answer enquiries on the road or outside of work hours.



*M-System 1 – The CRM-Ai (2017)*

The S-World CRM-Ai improves the customer journey and agent’s knowledge. Now we seek to create an Ai customer and shopping experience superior to one delivered by a top ‘human’ agent. And we may ask for a sibling of IBM’s Watson to put the cherry on the cake.



*M-System 1 – S-World ‘famous’ Concierge. (2017)*

A system born out of ripple effects. What to do with a 7-star concierge team in the low season? Make video’s and movies, and fill the departments with film people, and because we can recruit locally famous teams, who really do know where it’s at and can get that table.





10 *S-World Villa Secrets Concierge, Hospitality, PR, Film, and Social Media*

Creating a world-class concierge department is expensive, logistically challenging and requires strong owner lead management. By creating this department as its own company and extending its directive to film, PR and social media, we can build a first-rate and very productive service.



*S-Wold UCS. Tutorial Game – Addictiveness, Fun & Competition*

As far back as 2003, based on our virtual world product was the idea to create a management game based on the business, to both teach our personnel our systems and the business in general and to seek new franchises, in 2003 we called it 'Villa Mogul' in 2012 we renamed it S-World UCS.



*S-World UCS-SM™ 'Simulated Management' (2017)*

Within the gaming environment for non-equity personnel where tasks completed give a point score, and each day is a new opportunity to win as the clock resets. Each win redeems a percentage of profit-share, profit-share that is often worth more than double basic salary.





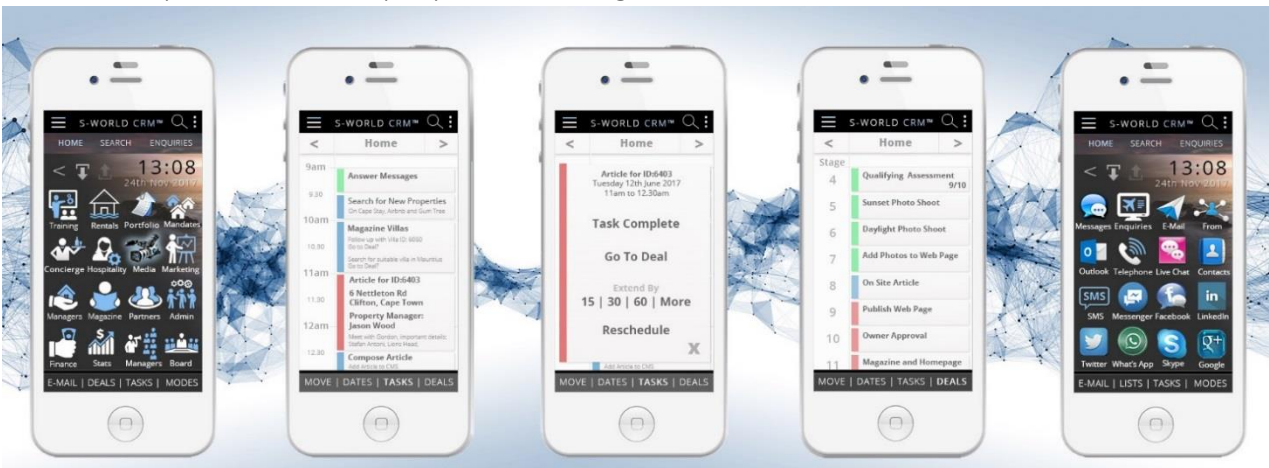
## S-World UCS-CC™ ‘Company Controller’ & The Hawthorn Effect. (2017)

Creates a task list for all non-equity personnel, tasks which are planned for maximum company gain. So, what with UCS-SM providing a ‘Hawthorne Effect’ & incentive for completing the tasks, and one can effectually remove middle management.



### S-World UCS-CC™- The Company Controller

Taking control of the entire company. From photography to marketing and the mandate recruitment process, the company controller organises and motivates the whole team.



### M-System 1. The TFS™ ‘Total Financial System’(2011 – 2017)

Since 2011 the primary objective of S-World Villa Secrets in terms of systems has been to create a simple but all-encompassing financial system as a part of the core software design.





*System 1. The TFS™ ‘Total Business System’(2016 – 2017)*

A collection of all web and software systems under one roof, so far creating 81 points that either make money save money or avoid land mines, compressed into 20 completely unique systems, leading to gains, not in tens of per cent but hundreds and when added to the other M-System’s we could see gains in the order or thousands of per cent.



*S-World Villa Secrets Marketing & The Network Multiplier*

Presents tried and tested marketing and advertising, alongside the TBS™ & network multipliers which momentarily improve the effectiveness of all advertising and marketing initiatives.



*Realtor Systems and Wins*

marketing initiatives.  
marketing initiatives.





*Virtual Networks & The MLS*

marketing initiatives.  
marketing initiatives



*The Real Estate Agents game*

marketing initiatives.  
marketing initiatives.

The Real Estate Game part 2

**Game Theory**  
"A Nash Equilibrium"

- > Business Strategy
- > Economic Strategy
- > Military Strategy
- > Psychology

**Realtor 1**

		<b>Realtor 2</b>	
		Join	Don't Join
<b>Realtor 1</b>	Join	30,30	62.5,7.5
	Don't Join	7.5,62.5	5.8,5.8

**1 Point = 1 Sale of a plus \$2m Villa**

*M-System 1 – Other Villa Secrets Network Industries and Products (2002-2017)*

A microeconomic interpretation of American Butterfly told in detail at [Network.VillaSecrets.com](http://Network.VillaSecrets.com).  
A global travel and real estate network design, featuring future generation software and systems that enable many individuals to realize their potential, compete with and beat big companies.





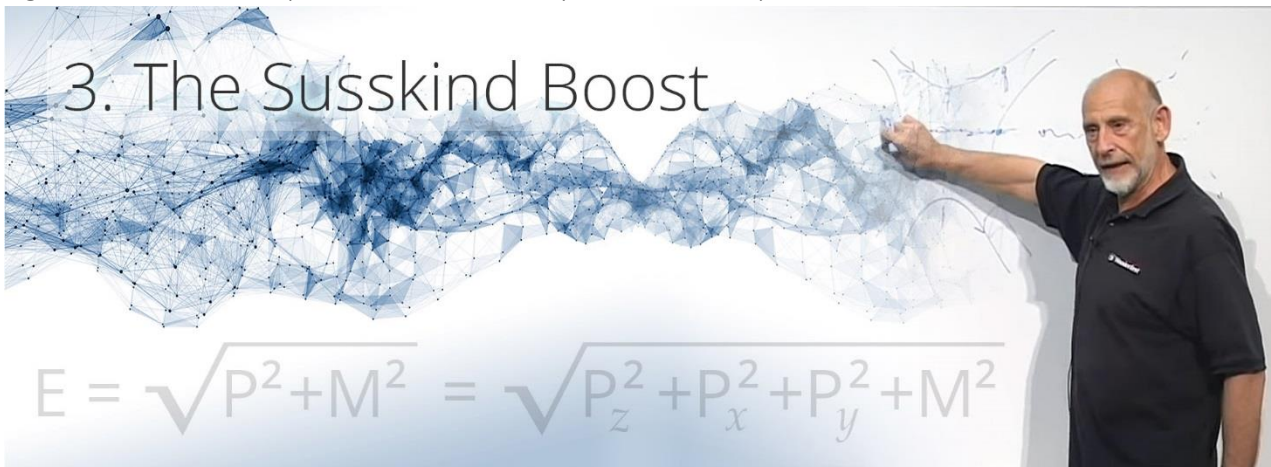
## *M-System 2 – Ripple Effects & Elephants (2012-2017) (More in M-System 14)*

Considers ripple (butterfly) effects that can be created from S-World as special projects. The first is underway, a not for profit version of the Villa Secrets systems for the safari industry, which can generate game-changing capital for the ongoing protection of Elephants, Rhinos, and Cheetahs.



## *M-System 3 – The Susskind Boost (2016 - 2017)*

Considers Professor Leonard Susskind's boosting of strings as an unrelenting march forward, and simulates this in business via the TBS™ (Total Business Systems), which at last count contained 81 significant and 20 unique and beneficial ways to boost the profit of all S-World businesses.



## *M-System 4 – The Peet Tent & Quantum-Safe Forecasting (2012 - 2017)*

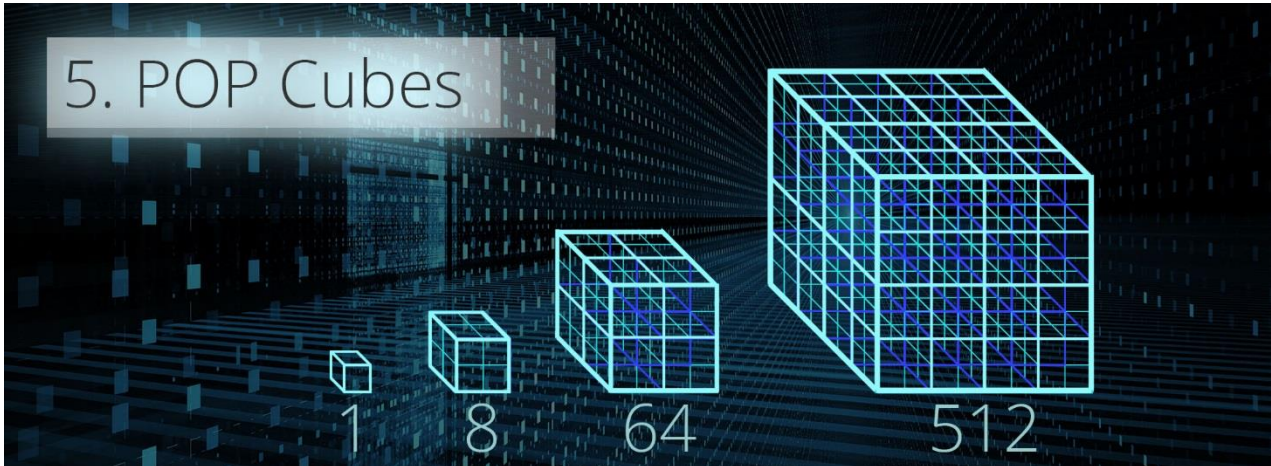
From American Butterfly Book 3 'The Network on a String,' The Peet Tent is a shape of the S-World string that protects companies from failure within the network. QSF or 'Quantum-Safe Forecasting' borrows from the Heisenberg uncertainty principle, making safer forecasts.





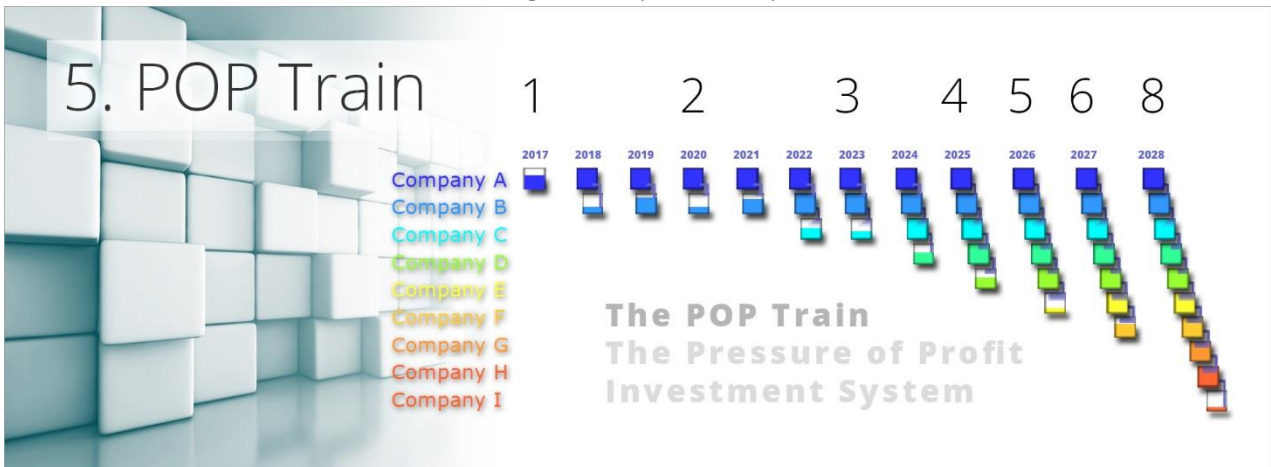
*M-System 5 – The POP, Point of Profitability – POP Cubes (2011)*

Initially a consideration of the chaos theory conundrum of rounding errors. If we create a point of profitability (where after all profit overflows into creating a new company or network, then by working in multiples of 8), we create predictable cubes of profit that have no errors to round.



*M-System 5b – POP, The Pressure of Profit – The POP Train (2011)*

What turned a mathematical curiosity into the mathematics that underpinned American Butterfly was revealed when making a graphic; as when investing in a POP train, given some initial momentum, the network snowballs and grows exponentially. Hence POP ‘The Pressure of Profit.’



*M-System 6 – The Theory of Every Business (TTOEB) (2011 – 2017)*

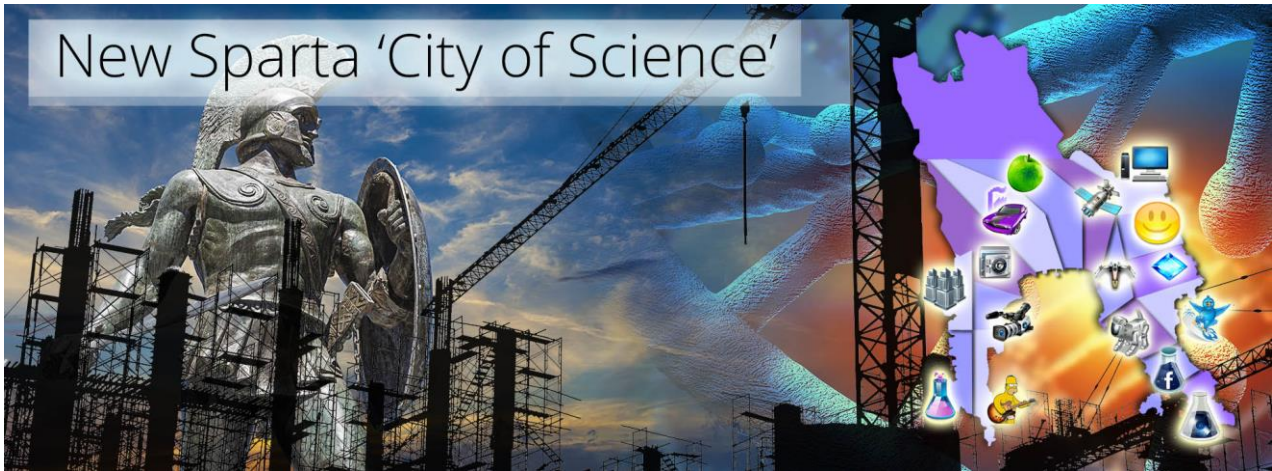
How can one change a real estate and travel network into a network of all businesses? Grow the network and create large resort developments; but add a rule that all suppliers, builders, retail, and businesses that build or work within the development must join the network.



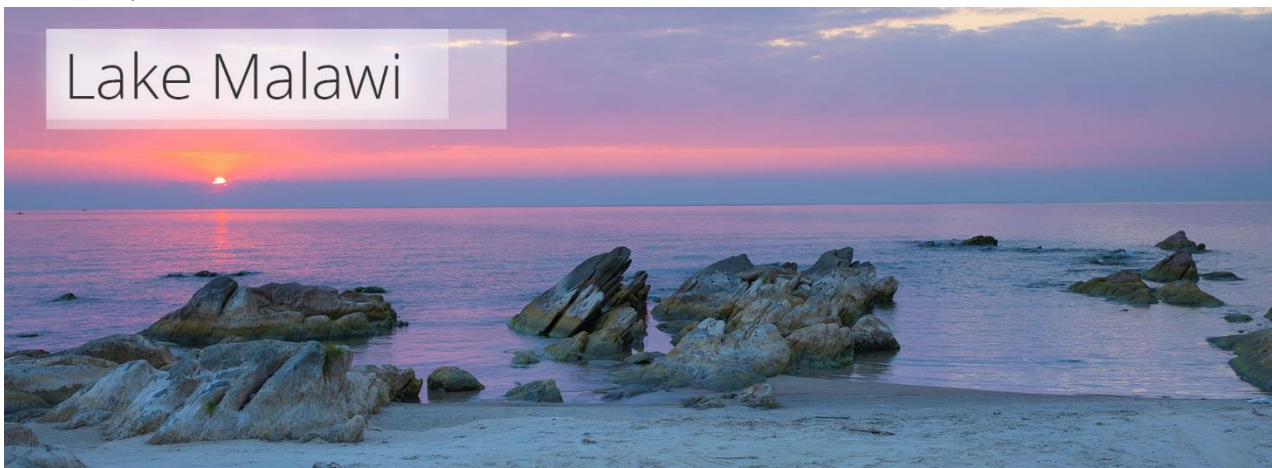


*M-System 6 – New Sparta ‘City of Science’ (2011)*

The first development planned was ‘New Sparta - City of Science’ in Southern Greece circa S-World.biz 2011. The investment was from ‘16 Big companies,’ (now Angelverses) given about 20 square miles each, so that their investments in creating S-World technology was backed with a physical asset.

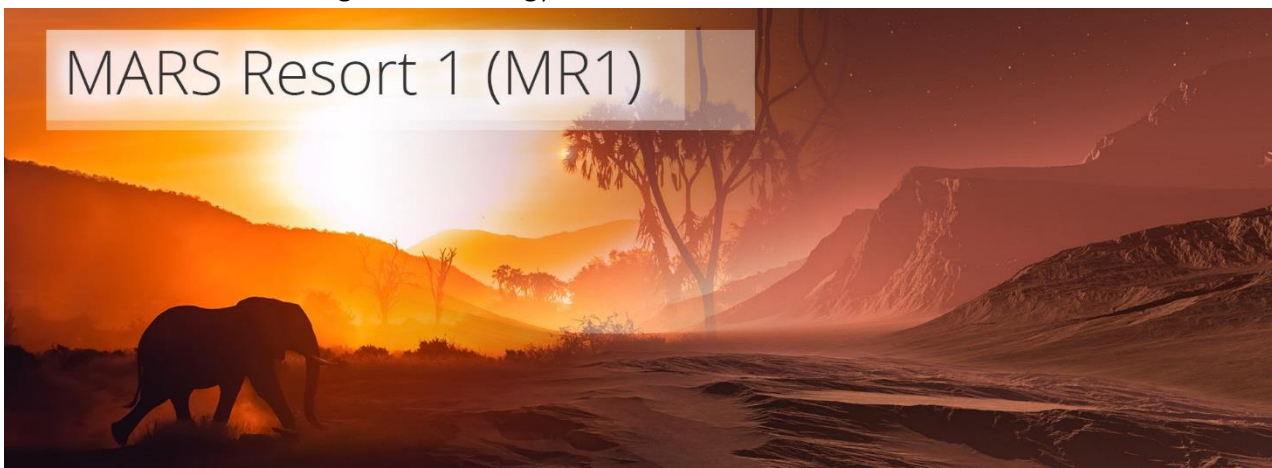
*M-System 6 – Lake Malawi (Angel City1) (Early 2017)*

Paid for by POP from California and other S-World Villa Secrets Networks

*M-System 6 – MARS Resort 1. (Angel City 5) (Late 2017)*

Paid for by Angelverse POP, albeit now 7 years later the first phase technology development cost has reduced dramatically reduced...

Coming full circle in development we know we can put aside and give as a reward to Angelverse that does invest in creating the technology MARS Resort 1 is new and awesome.





M-System 7 – S-World VSN (Virtual Social Network)

S-World is a shortening of ‘Sienna’s World,’ a virtual heaven that mirrors our own world where users can jump to friends’ locations and see everything they see. It is a significant tool for building and selling resort developments; and with every shop on earth featured within, the sky’s the limit.



M-System 7 – S-World Virtual Networks (2000 – 2017)

S-World is a shortening of ‘Sienna’s World,’ a virtual heaven that mirrors our own world where users can jump to friends’ locations and see everything they see. It is a significant tool for building and selling resort developments; and with every shop on earth featured within, the sky’s the limit.



M-System 8 – S-World Films (2011 – 2017)

A Theory of Everything movie framework that focuses on two parallel worlds; a heavenly Earth per Angel Theory design in 2080, and a hellish dystopia without. Using future technology, adventurers send an idea back in time to create S-World UCS and then must find their way to Angel City 5.





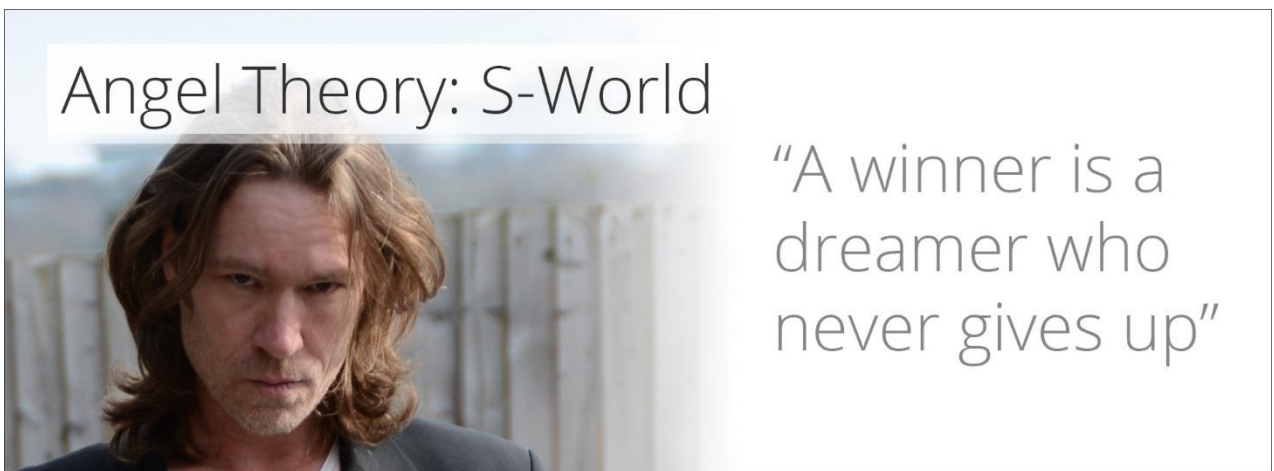
## *M-System 8 – S-World Films – Part 1 ‘Dystopia’ (2080)*

A Theory of Everything movie framework that focuses on two parallel worlds; a heavenly Earth per Angel Theory design in 2080, and a hellish dystopia without. Using future technology, adventurers send an idea back in time to create S-World UCS and then must find their way to Angel City 5.



## *M-System 8 – S-World Films – Part 2. The Sienna Project / ‘S-World’*

If one prefers to consider M-Systems heaven sent then your film is ‘The Sienna Project’ but if you prefer the scientific approach of the quantum data being sent back in time then go with “S-World.” Albeit, both are the same movie!



## *M-System 8 – S-World Films – Part 3. ‘Angel City 5’ (2080)*

A Theory of Everything movie framework that focuses on two parallel worlds; a heavenly Earth per Angel Theory design in 2080, and a hellish dystopia without. Using future technology, adventurers send an idea back in time to create S-World UCS and then must find their way to Angel City 5.





*M-System 9 – POP Part 2: Super Coupling (2016 - 2017)*

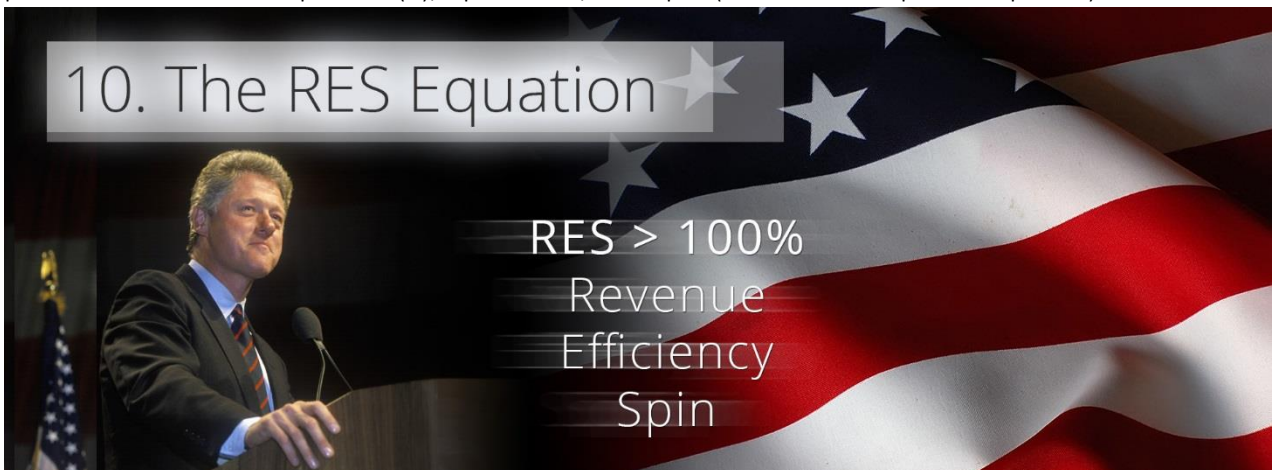
A less rigid variation of the POP investment principle. Did you know that if a single company can from its 3<sup>rd</sup> year onward create 2 new companies per year, and each company it created followed suit; then the network of companies created would engulf the global economy by the early 2070s?



9. 'POP' Part 2 - Super Coupling

*M-System 10 – The RES Equations – Revenue, Efficiency, Spin (2012 - 2016)*

A powerful but simple economic equation that can only be fully effective within a digital economy. Take the initial income of a network (R), measure a company, not from its profit alone but also the profit made from its expenses (E), optimize E, and Spin (increase the speed it spends).



10. The RES Equation

RES > 100%  
Revenue  
Efficiency  
Spin

*M-System 10 – The RES Equations – Financial Equivalence & Spin (2017)*

A powerful but simple economic equation that can only be fully effective within a digital economy. Take the initial income of a network (R), measure a company, not from its profit alone but also the profit made from its expenses (E), optimize E, and Spin (increase the speed it spends).

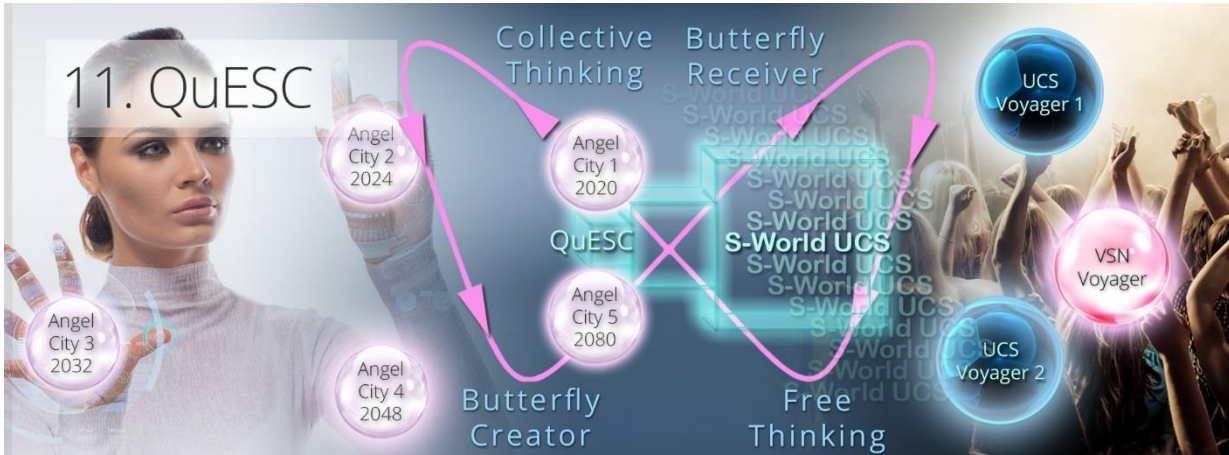


RES Equation - Financial Equivalence



## M-System 11 – QuESC (The Quantum Economic System Core) (2012 - 2016)

The heart of the M-System’s design is founded on the notion by Hawking that ‘People are like Atoms,’ QuESC entangles us ‘the people’ with powerful predictive and logistic software within a circular butterfly effect, continually experimenting and improving upon all S-World systems.



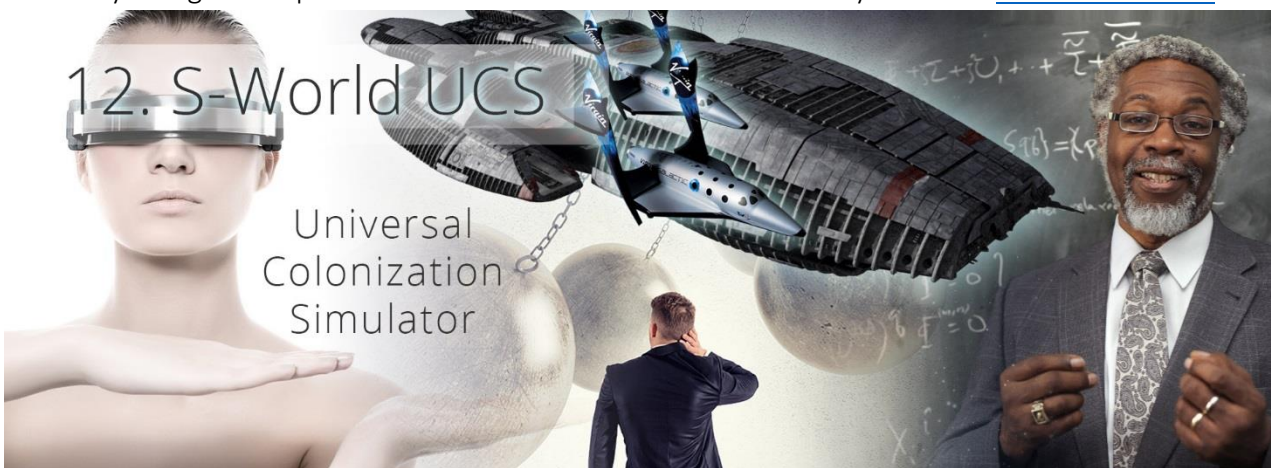
## M-System 12a – S-World UCS & Villa Mogul (2003 - 2012)

Originally imagined in 2003 as ‘Villa Mogul,’ the idea to create a management simulation game like Railway Tycoon. The ‘hook’ is that the game was based on a real business. By September 2012, it had developed into ‘TTOEB’ Chapter 8: [S-World UCS - Universal Colonization Simulator](#).



## M-System 12b – S-World UCS (September 2012 to 2017) (Connects all systems)

S-World UCS is a design for an MMO game that shows how to make a business and economic empire so rich, one could invest in super projects such as ‘African Rain’ or ‘Universal Colonization.’ The game teaches, simulates, and shines a light on the S-World Network’s future ambitions. Currently being developed within the S-World CRM-CC™ & TBS™ systems for [Villa Secrets.com](#).





## M-System 13 – Eureka!!! - S-World UCS Voyagers (September 2012)

The Eureka Moment for the S-World business network arrived courtesy of Garrett Lisi's TED talk '[A Theory of Everything](#).' In which Lisi presents his quantum coral analogy where "each individual was in many other locations experiencing them as separate individuals," and the quantum mechanics mantra:

### "Everything That Can Happen Does."

This revelation arrived in the middle of writing the final American Butterfly 'Theory of Every Business' chapter 'S-World UCS,' soon after writing the S-World Virtual & Business Network chapter, in which the game sat within the virtual framework and had become entangled and indistinguishable from the conceptualised business network.

*This consideration becoming the tipping point where a simulated game and business software became a form of **economic time travel**.*



The consideration was that we would create a copy of the S-World UCS Network called 'UCS Voyager' and send it forwards in time at a speed twice our own. So that in 6 months of our time, the simulation would be a year ahead. And within, business owners, managers, staff, and gamers alike could conduct their own business simulations. Then from all the possible outcomes choose which actions from the simulations to follow back in real-time.

*Businesses follow the wins, avoid the losses, and replay opportunities that showed potential in Voyagers 2, 3, 4...*

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 – Eureka<sup>2</sup> - S-World UCS Angel Cities (2012 - 2017)

Angel Cities are 5 future simulations of the network from 2020 to 2080; first created as logistical support for UCS Voyagers, but have since become the key ingredient, subject of the movie framework and the ‘why’ behind the entire project. In terms of M-Theory and its component quantum mechanics, we respect Professor Richards Feynman’s alternative histories (sum over histories/paths), which tells us that no unobserved system has a definite past or future.

*“Quantum physics tells us that no matter how thorough our observations of the present, **the (unobserved) past**, like the future, is indefinite and **exists only as a spectrum of possibilities.**”*

From ‘The Grand Design’ by Professors Stephen Hawking & Leonard Mlodinow



### Shaping *the Future*

Set in the years 2048 and 2080, Angel Cities 4 and 5 are the nerve centre for the S-World network’s long-term ambitions, described as a set of ‘super projects.’ In this simulation, we work within the M-Systems framework to plan the best earth we can logistically create. And once the blueprint is set, we create paths back through Angel Cities 3, 2 and 1 so that each company, development, wonder and ‘special project’ that we wish to exist in 2048 and later 2080 has a definite history back from the future to our time.

Angel Cities are both locations of super-grand networks and times in the future; 2020, 2024, 2032, 2048 & 2080. By planning our future in intricate detail and working in waves of probability, ripple & butterfly effects back through the future Angel Cities, we can control our destiny.

This future <> past relationship is in a constant superflux, but one thing is constant our ambition, the set of ‘super projects’ that are to be achieved. In Game Theory and military strategy, they call it ‘Commander’s Intent’ (but instead of ‘take that hill, it’s; ‘make them projects’), as commanders know that the best-laid plans can quickly fall apart in battle. We must allow for every eventuality when creating the strings that lead to the creation of our ‘super projects.’

*However, once enough strings and ripples have congregated, it gets easier. For example, the first of the 16 Super Projects: ‘Experience Africa’ is underway and has become entangled as **Angel City 1**.*



*Special Project 1. Angel City 1 'Experience Africa' (2020)*

Project 1. Experience Africa is already underway, as the 20 unique and beneficial systems of Villa Secrets are set to create superior systems for the safari industry and thousands of related businesses; which by 2020 has the potential to provide game-changing funding for the protection and conservation of Africa's Elephants, Rhinos, Cheetahs, and other endangered animals.



*However, this project is thick with ripple effects and is a bridge to arguably the hardest of the special projects, 'The Population Point.'*

As things stand, Africa is expected to increase its population from 1.2 billion to 4 billion by 2080. And if that happens, we can say goodbye to just about every wild animal in Africa and kiss our entire way of life goodbye. If we think economic immigration is a problem now, with millions of Africans risking their lives to get to Europe, just imagine how the world will be when billions of Africans are faced with the problem: emigrate or die. Such a future would be hellish even if we did not blow ourselves up along the journey.

*Bill and Melina Gates and others are fighting the good fight, but current charity & foundational thinking cannot fully solve this problem.*



This Angel Theory solution is new. So, like all fresh theories, it has a high degree of uncertainty. But the basic principle is this: As the economic conditions in the USA and Europe create an environment where the population stays steady, then maybe the best way to fix Africa in 2080 is to replicate the economic conditions of the West in Africa as soon as is humanly possible.



The African economics solution is the primary subject of 'The Theory of Every Business' & Angel POP: To create super-grand networks, large resort developments/cities, and the industry to supply and build them, where after every company within them are licensors of S-World.



I have been working on a prototype for the poorest county in Africa, Malawi; and initially, one cool idea was to use Helicopter economics (distributing money to the population). But the math did not work. Even if we had a billion dollars with a 19 million population, it was only \$55 each. Not enough to make any great difference. However, if only a quarter of this amount was distributed to those who have had 2 children or less, and for the most part we did the same for job and licensee opportunities in and around the grand networks; this, over a decade, would likely have the effect of teaching the next generation of Malawians the economic advantages of having small families, in a Western economic model.

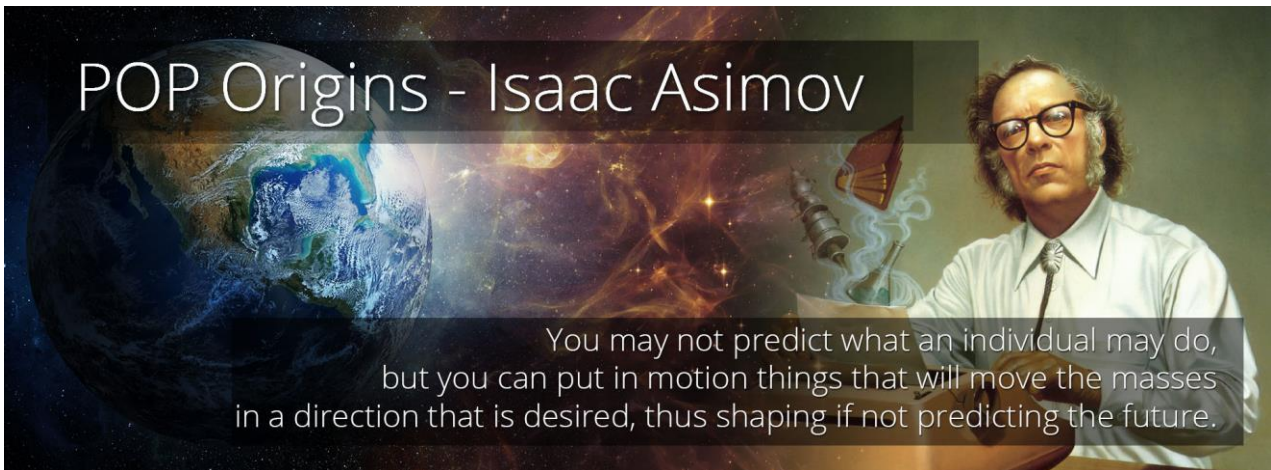
This in comparison to the large family model that has been predominant since humanity in Africa began hundreds of thousands of years ago, you can't expect change, without due reason, cause and effect, So we make the butterfly...



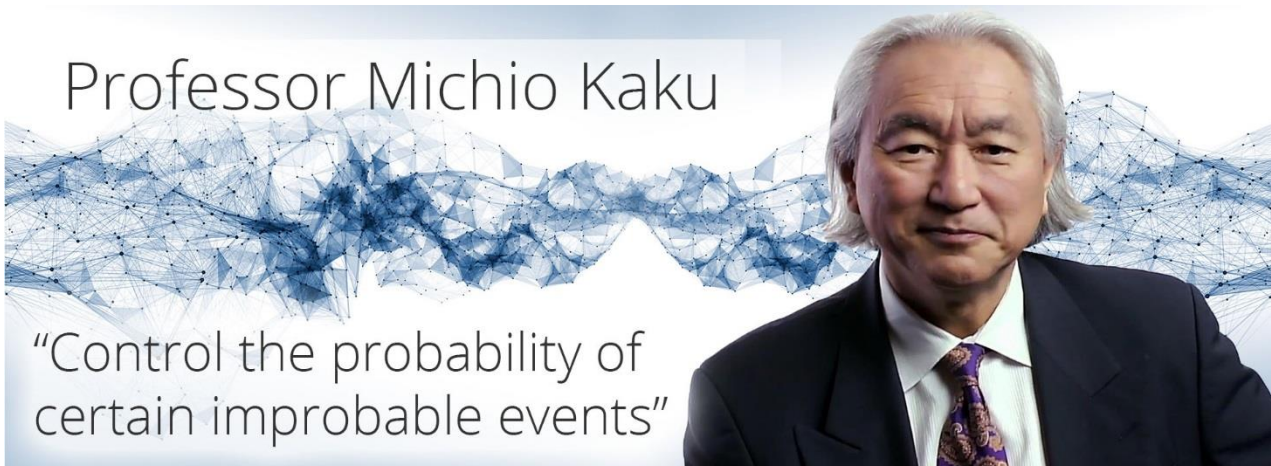


Angel City 5 is the last of the founding S-World Angel Cities set in 2080. Above we see my darling daughter Sienna as herself and as an angel guiding us towards a better future, in keeping with the S-World mantra by professor Isaac Asimov...

*“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.”*



More recently, from ‘Parallel Worlds’ by Michio Kaku; a new extension to this philosophy has been found, which is suggested to hold great sway within the physics community.





*“If we can somehow **control the probability of certain improbable events**, then anything is possible, and one could perform feats that would be indistinguishable from magic.”*

This being so, to physics, scientific and academic communities everywhere we say that whilst M-Systems are not “controlling the probability of certain improbable events” in the way it is currently understood per se; few will argue that if we achieve an Angel City 5 type future for our children’s children, we most certainly would have “**controlled the probability of improbable events.**”



### *Angel City 5 Special Projects (2011 - 2017)*

The following 16 Special Projects are a guide & starting point to be added to. I like the idea of there being 16 projects, as it is in keeping with the math. However, the projects should be broad topics that all other projects fall into.

For example, while reading the excellent ‘Game Changer’ by David McAdams; it became clear that maybe the most significant danger in 2080 would be the failure of antibiotics, a point highlighted by the excellent film Interstellar. And so, a new subproject is created within the existing project 10 ‘Global Health Care.’ And whilst the failure of antibiotics may well be nature’s way of controlling our population, that’s not the movie we are making.



*‘If you could pick 16 desired concepts that you would like your children and grandchildren to experience **what would they be?** Our current choices are...*



Special Project 1. Experience Africa

As seen on [www.experienceafrica.com](http://www.experienceafrica.com), Experience Africa is set to use the Villa Secrets and M-Systems software and systems for safari bookings and sales. But unlike Villa Secrets, 50% of the commission and 75% of income made from safaris themselves will make game-changing income for the protection of Elephants, Rhinos, Cheetahs, and other endangered animals.



1. Experience Africa

Special Project 2. The Ecological Economy

The second of 6 ecological special projects, The Ecological Economy goes back to the very beginning and the Movie treatment 'The Sienna Project,' in which Sienna shows her father EEE (The Ecological Experience Economy). It is what it says, this economy will protect the planet!



2. The Ecological Economy

Special Project 3. Advancing Human Potential

The purpose of the software and systems: S-World VSN, S-World VBN & S-World UCS.



3. Advancing Human Potential



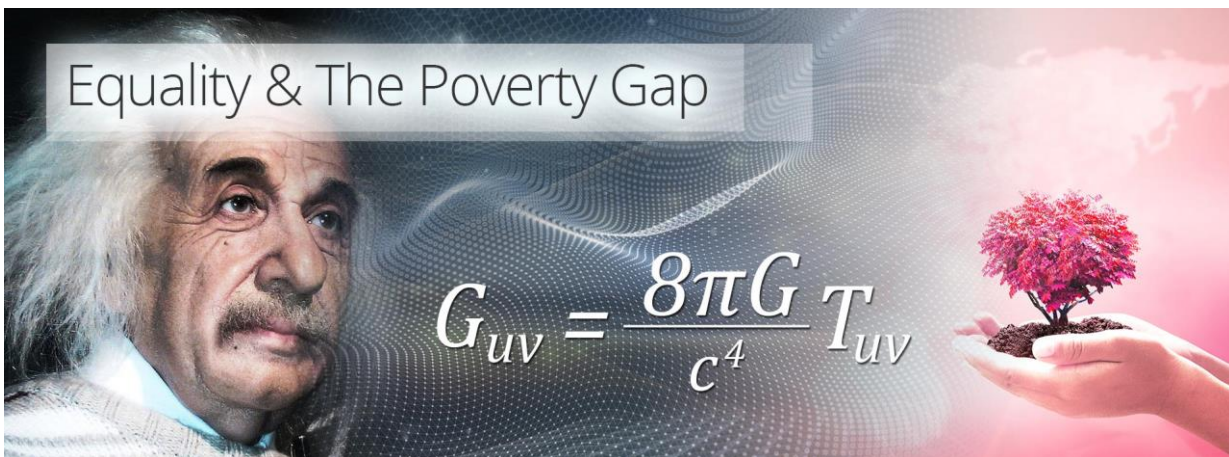
*Special Project 4. Cities of Science*

Another early ambition now turned special project, Super-grand-networks (large city-sized resort developments) dedicated to scientific exploration. Plus, in general, funding for science.



*Special Project 5. Equality & The Poverty Gap*

This system is very old and now very advanced, it is all of, M-System 6. 'The Theory of Every Business,' 'M-System 15. Angel POP,' and it is Einstein's theory of general relativity within the E-TOE (Economic Theory of Everything).



*Special Project 6. Sienna's Forests*

Initially made for grand networks, which would need to buy rainforests to be forever preserved or create new forests so their ecological footprint balances. Now, also a general principle to commoditise rainforest so they are too expensive to log.





*Special Project 7. Global Cooling*

Supporting Tesla and others and creating massive solar projects. Within grand networks, each property is sold with a budget (usually 6.25% of the cost of the home) for an electronic car. Only electronic cars or select top-end sports and prestige cars can drive in grand networks.

*Special Project 8. Universal Knowledge*

Each grand network development has a university that educates, subjects that lead to skills needed to get a good S-World job. Plus, S-World VSN and UCS provide open university courses.

*Special Project 9. Spartan Contracts*

Spartan Contracts are made between nongraduates and S-World. Give us 16 years of work and you will own your own home. Take gap years, builders can follow the sun and move from grand network to network and see the world. Nurses have the opportunity to train as doctors.





*Special Project 10. Global Healthcare*

Each grand network development is built around a 'SURH,' a Super University Resort Hospital, a 5 to 7-star experience with extremely expensive 'Medi-Villas' attached. The objective of the network is to create networks evenly around the world, so everyone is near one SURH or another.



10. Global Healthcare

*Special Project 10b. Limiting Antibiotics*

This special project seeks solutions to the problem of the overuse of Antibiotics. This problem is very misunderstood, but simple enough to summarise. If we carry on as we are, there will only be resistant bacteria left and we're all going to die! We can start by stop putting it on crops.



10b. Limiting Antibiotics

*Special Project 11. African Rain*

A mass solar desalinization project for North and East Africa, the Middle East, USA, and other locations. Creating super grand networks (Over 100 sq. miles) in desert locations by adding water.



11. African Rain

How to change the weather?

The first S-World Special Project



*Special Project 12. Their Oceans*

An apocalyptic problem for the Ocean's population is the plastic bags, packaging, & straws that are thrown away. Every single day, over 500 million straws are thrown away in the USA alone. There are perfectly good paper straws that would do for a tenth of a cent more. A small price to pay!!!

*Special Project 13. Middle Earth*

This is a very cool project that has commercial applications, building underground resort developments in particular in locations of poor weather. This expensive and very long-term project saves our asses in all sorts of ELE (Extinction Level Event) scenarios.

*Special Project 14. The Population Point*

This, the hardest of all special projects to apply without affecting free will, has a radical solution made possible by the E-TOE and S-World in Europe and the US. And most 1<sup>st</sup> world economic countries' population is static, we must replicate the economics across the globe (see Angel POP).





## Special Project 15. The Spartan Theory

*The Spartan Theory was the first S-World.biz chapter, a global network, new plentiful economy, and countries would settle disputes via a team of 300 unarmed men (or women). Seven years later and we see the plans for Fort Malawi; and hopefully, many countries providing military to assist us in the fight against the ivory poachers, a common enemy. And S-World UCS creating a friendly competition, with teams (from different and sometimes opposing ideologies) fighting and living together on the same side.*

*And other initiatives such as network cities, where alongside super-grand networks (city-sized report developments), 256 countries and people are given a few hundred acres to create their own cultural suburb and embassy, bringing nations together.*



## Special Project 16. Universal Colonization

*This is the ultimate achievement in the S-World UCS game. The ultimate special project, flying ourselves to the stars is a fleet of ships, speeding our complexity (our essence) across the galaxy ensuring our survival come what may.*

*This special project has been made much more achievable/not unbelievable due to Elon Musk's ambitions to do much the same thing for Mars. As the technology to get to another planet and be able to live there is quite a way away, Universal Colonization will for now mostly assist Musk's Mars Efforts, as a stage 1 to the galactic journey.*





## An E-TOE

### *An Economic Theory of Everything*

We have flown through the first 14 M-Systems, and along the way introduced Feynman's Alternate Histories (quantum mechanics) as Angel City 5 in 2080 and its special projects. However, to pull this off, we need more than just a detailed plan and some quantum mechanics. To create an E-TOE (an Economic Theory of Everything), we need to work in the language of 'The Theory of Everything' string & M-theory.

**What is string theory?** Well, this is told in some detail in the 'Theory of Everything' chapter, and there is a wealth of info on YouTube. For now, think of it as a mathematical language we use so that we can work in both quantum mechanics and Einstein's theory of special and general relativity at the same time.



To present it via what may be to some as an oversimplified analogy (but we must start somewhere), imagine creating a new language that could be read and written effortlessly by both English and Chinese speakers. Yeah, it's crazy impossible. However, when you work in relativistic string theory, you can effectively write both quantum mechanics and relativity at the same time.

We know English and Chinese are very different languages, not even sharing an alphabet. However, quantum mechanics and general relativity are equally different. In fact, they are so different, and that difference is so important that...

*In physics, the answer to the question: 'What is the Theory of Everything?' is...*

*"Whatever unifies quantum mechanics and general relativity."*

As string theory does this, string theory is a theory of everything; and because it and its 1994 multi universal update 'M-theory' are the only languages one can currently use to create a Theory of Everything in physics, and so it follows should be the basis of any E-TOE, an 'Economic Theory of Everything' as seen below (which is the subject of the following chapter 'Theory of Everything').







## M-System 15. Angel POP

*A **Philanthropic** Theory of Everything*



*Angel POP creates symmetries between prime investment opportunities and opportunities that would be considered economically unviable (an abject network). And it restricts the growth of the network so that for every prime network created, there must also be an abject network.*



*“Grand Networks in areas of Abject Poverty **are Special Projects**”*

As POP investment goes towards the creation of grand networks, which in turn creates the (Angel City 5) philanthropic, social, scientific and ecological special projects.

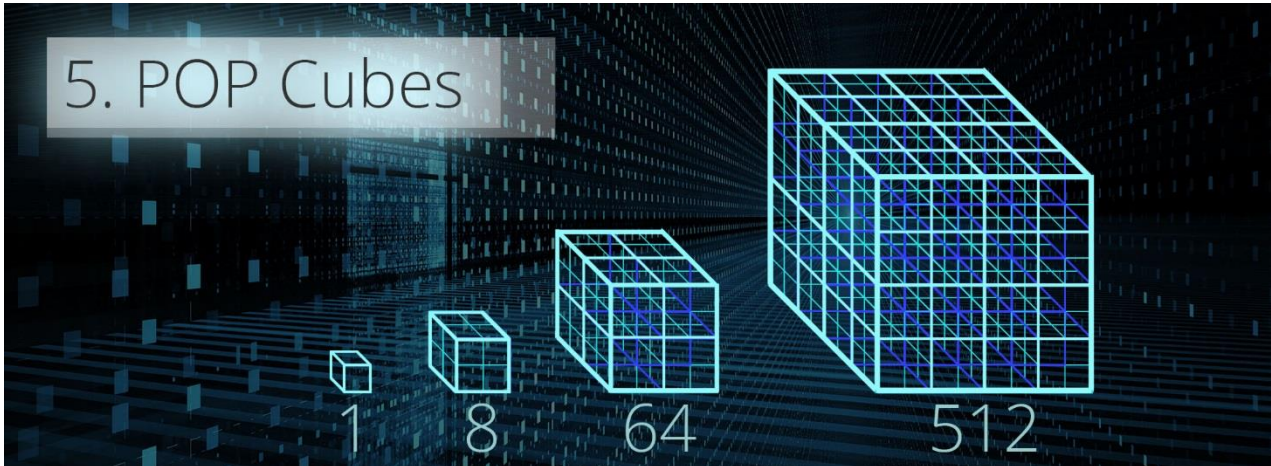
*Everyone that invests, owns, works for, or buys from an S-World company is contributing to the special projects **every day and every purchase.***

Before moving to a detailed description of Angel Pop taken from Chapter 2 ‘An Economic Theory of Everything,’ we shall recap on the 4 most relevant M-System summaries we have seen so far.



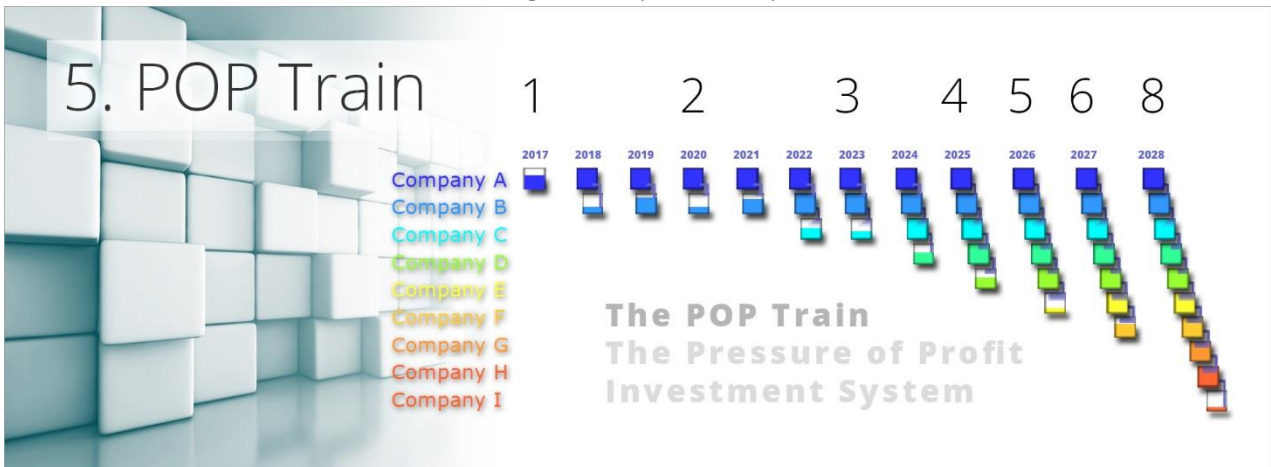
*M-System 5 – The POP, Point of Profitability – POP Cubes (2011)*

A consideration of the chaos theory conundrum of rounding errors. If we create a point of profitability, where after all profit overflows into a new company or network, then by working in multiples of 8, we create predictable cubes of underlying profit that have no errors to round.



*M-System 5b – POP, The Pressure of Profit – The POP Train (2011)*

What turned a mathematical curiosity into the mathematics that underpinned American Butterfly was revealed when making a graphic; as when investing in a POP train, given some initial momentum, the network snowballs and grows exponentially. And is safe, like bark around a tree.



*M-System 6 – The Theory of Every Business (2011 – 2017)*

How can one change a massive real estate and travel network into a network of all businesses? Grow the network and create large resort developments; but add a rule that all suppliers, builders, retail, and businesses that build or work within the development must join the network.





*M-System 9 – POP Part 2: Super Coupling (2016 - 2017)*

A less rigid variation of the POP investment principle. Did you know that if a single company can from its 3<sup>rd</sup> year onward create 2 new companies per year, and each company it created followed suit; then the network of companies created would engulf the global economy by the early 2070s?



## 9. 'POP' Part 2 - Super Coupling



# Angel Theory's M-Systems

## M-System 15. Angel POP (2012 - 2017)



### Original Angel POP Principle (2012)

In 2012, the original Angel POP principle was written in D14 (14 cubic dimensions) extreme macroeconomics within American Butterfly.org and by 2080 demanded 32,768 different grand or super grand networks, spread evenly across the world. This figure was primarily based on the number of medical facilities and operation centres needed so that everyone on the planet was close to a medical facility, and that each operation centre could locally create economic opportunities.

And while this sounds like a lot, when we break it down (before the mid-21<sup>st</sup> century), we are only looking at 1 grand network per continental cube every 4 years.

Of the 32,768 virtual networks only 4,096 need to be physical grand networks, the rest can be virtual (networks not attached to large real estate developments). We then must divide by 8 for the continental cubes leaving 512 physical networks per territory. Which we further divide by 16 due to the magic of Baby POP (see chapter 2. An Economic Theory of Everything), which leaves us with 32 grand networks over 64 years. So, one every 2 years, or one network every 4 years for the first 32 years, and 1 every year thereafter.



Angel POP enables all special projects. It is the supersymmetric source that underpins the S-World global network philanthropic, ecological, social and complexity saving ambitions; first described in



November 2012 in Chapter 7 of American Butterfly Book 3, 'The Network on a String'  
[http://americanbutterfly.org/pt3/the-network-on-a-string/angel-pop-global-benefits.](http://americanbutterfly.org/pt3/the-network-on-a-string/angel-pop-global-benefits)

*Angel POP creates symmetries between prime investment opportunities and opportunities that, without the Angel POP framework, would be considered economically unviable (an abject network).*

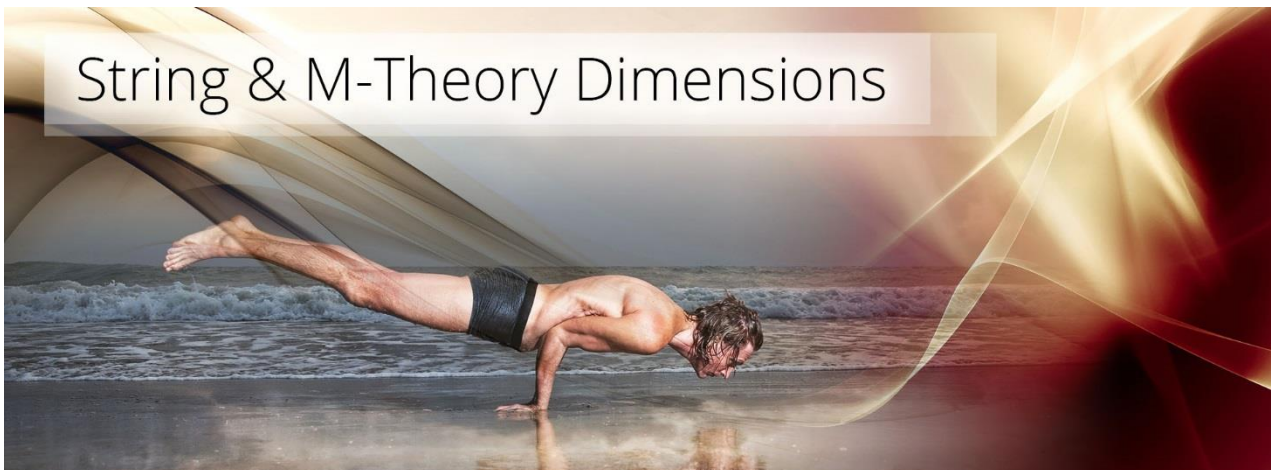
*And it restricts the growth of the network so that **for every prime network created, there must also be an abject network.***

*This system works in 2 ways:*

1. Complexly by twinning continental network cubes within cubic dimensions that need to have reached their POP points before a new dimension is opened.
2. Simply by twinning the first two networks as we create one in California and another maybe in Malawi, and then another somewhere in Europe twinning with India and so on.

We shall look at Method 1 first, as that was the original inspiration.

### *Method 1. String & M-Theory Dimensions*

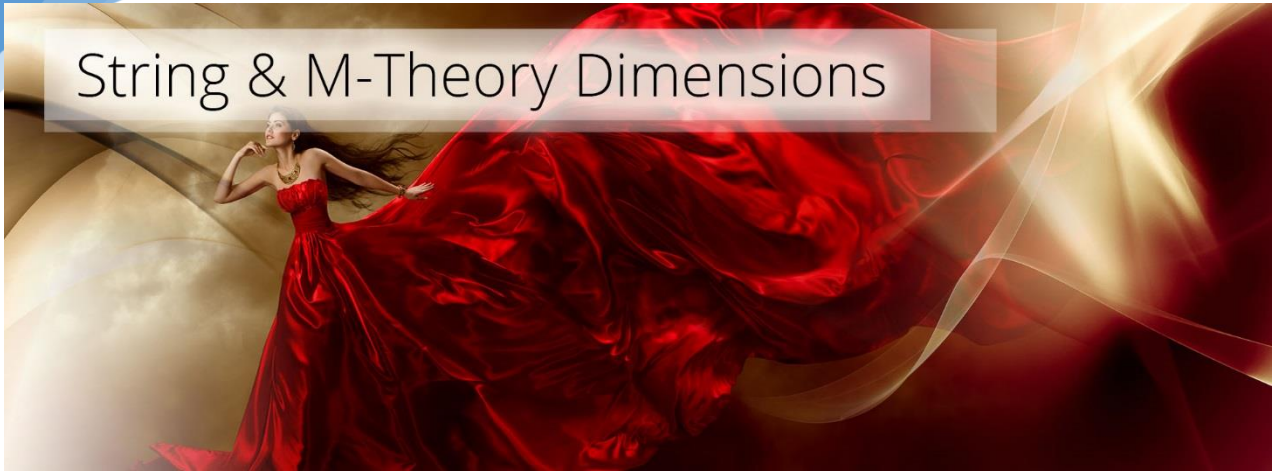


One thing about string theory that makes most of us scratch our heads is that its mathematics only work in 10 or 11 dimensions. The 3 spatial dimensions we know (length, width, height) plus 'time' gives us our known 4 dimensions. But string theory adds 6 tiny curled-up dimensions, so small we cannot see them. And M-theory adds the 11<sup>th</sup> dimension as a framework within which many universes, including our own, live.

I am yet to find a book or video on the mathematics of how these 11 dimensions work.

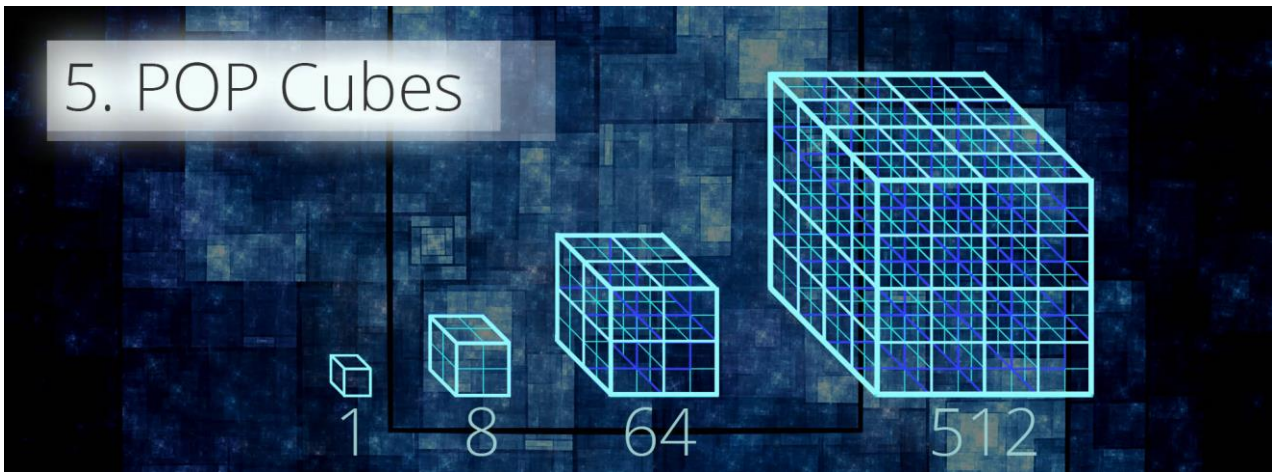


# String & M-Theory Dimensions



However, within M-Systems we work in dimensions. But they are very simple to understand as they are cubed, which is simply a multiplication of an existing dimension by 8 as seen below. So, we fit 8 cubes within a 2<sup>nd</sup> dimension 8-cube, and 8-second dimension cubes make a 3<sup>rd</sup> dimensional 64-cube, and the 4<sup>th</sup> dimension is the 512-cube and so on.

## 5. POP Cubes



*Let's see this in practice, within our economy...*

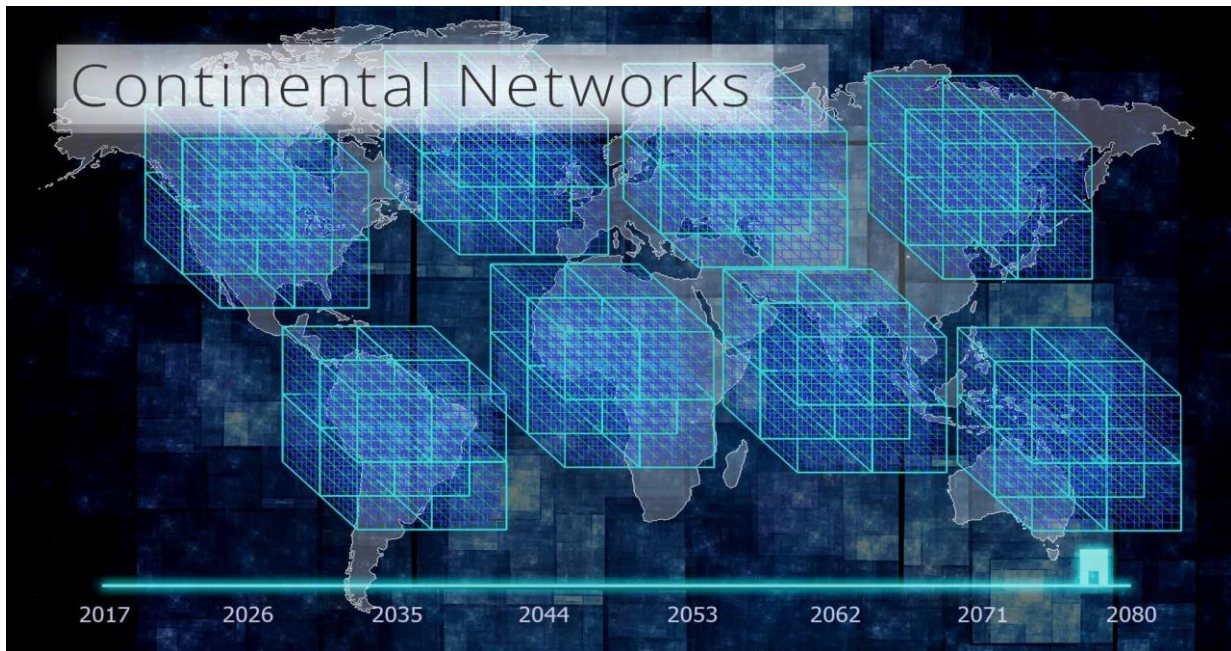
\$0.01 > \$0.08 > \$0.64 > \$5.12 > \$40.96

>

\$327.68	D1	Abject Poverty Company (can be a single person)
\$2,621.44	D2	Relative Poverty Company
\$20,971.52	D3	Small Company
\$167,772.16	D4	Standard Company (Primary Network in Abject Location)
\$1,342,177.28	D5	1st Tear Network (Primary Network in Relative Location)
\$10,737,418.24	D6	2nd Tear Network (Primary Network in Prime Location)
<b>\$85,899,345.92</b>	<b>D7</b>	<b>Grand Network (Small Resort Development)</b>
<b>\$687,194,767.36</b>	<b>D8</b>	<b>Super Grand Network (Large Resort Development)</b>
<b>\$5,497,558,138.88</b>	<b>D9</b>	<b>8 Global Network Cubes #1</b>
<b>\$43,980,465,111.04</b>	<b>D10</b>	<b>Once D9 is full it opens D10</b>
\$351,843,720,888.32	D11	Angel City 2 Target (2024) (Only opens if there is no D1)
\$2,814,749,767,106.56	D12	Angel City 3 Target (2032) (Only opens if there is no D2)
\$22,517,998,136,852.50	D13	Angel City 4 Target (2048)
\$180,143,985,094,820.00	D14	Angel City 5 POP Target (2080)

How Angel POP works on a macroscale is to create 8 even continental network cubes, and restrict investment into the richer cubes once they reach a specific POP point, which in the 9<sup>th</sup> dimension 'D9' is \$687,194,767.36 (note that this figure is divided by 8, as it is specific to one continental cube).

Once any continental cube generates more than this amount, its POP investment needs to be invested in the cubes that have not reached their POP point. And only once all 8 continental cubes are in POP (making more than their POP point), does 'D10' open.



The important simple but very powerful point on the mathematics which made Angel POP the champion of American Butterfly is when working in this way, one finds that due to the power of the POP investment train, the last companies in a closed/restricted network (which would usually be the least economically desirable locations), get made very quickly due to the pressure of all the other companies' POP profit channelling into them. And the very last 1% of the cube, which would be the least desirable locations on the planet, will be fully invested in no time at all.

And so, when the investment is generated, any location specified in any initial continental D9 or D10 cube will eventually become a success; and due to this quality of Angel POP, it makes such investments appetising in the first place.

*And that's 'Angel POP.'*





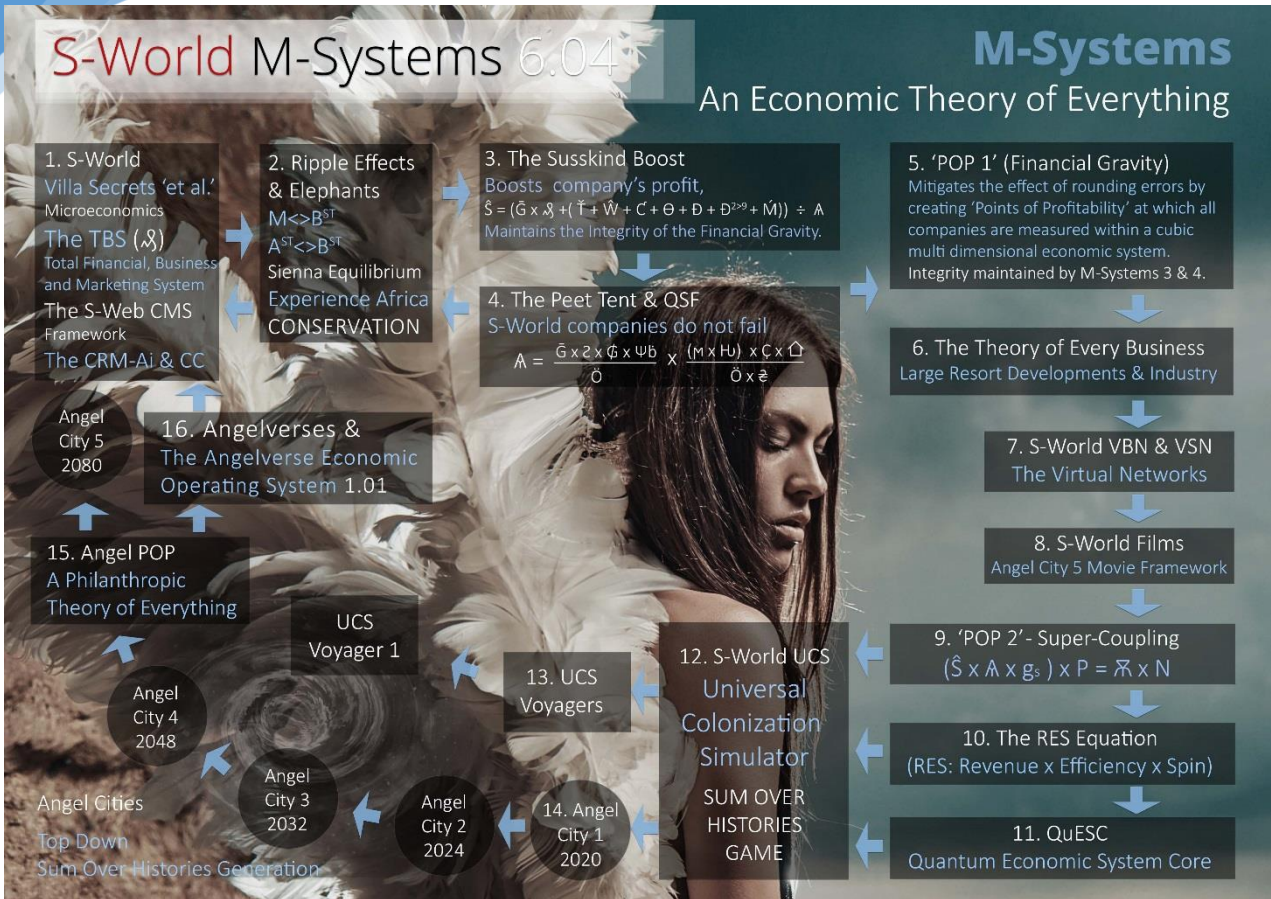
From the first principle, the simple idea that if the S-World network is successful, then even the most undesirable economic locations become desirable due to their predetermined eventual success. If the S-World Network becomes massive, all locations designated as networks will be a success.

This system is the exact opposite of a pyramid scheme, as where a pyramid scheme does not make anything, S-World Networks make everything and are a theory of every business; continually budding into new small owner-led companies, made super-competitive due to the systems and the gravity of the network.



Instead of a pyramid, we have a cube; and within, a circular butterfly effect, as at the end of the journey we start again from the beginning but with greater force, as is seen in the following 2016 system design.





## Angel POP Dimensional Math

One point on the math, before D11 can open, we would like to have eradicated all D1 (abject poverty) within a certain catchment area from grand networks constructed. And whilst this is to a degree contorting the model to fit with the 10 dimensions + time of M-theory; having made the contortion, it seems suited to the model. *Albeit there is a good argument that we should work in 9 spatial dimensions, not 10.*

Another point is that the D14 Angel City 5 2080 turnover figure is GDP, which we calculate to have increased by 3% a year making \$508 trillion, which has been increased by about 180% due to the improved marketplace / economic system.



## Angel POP Method 2. Twinning (applying a symmetry) to the first two networks

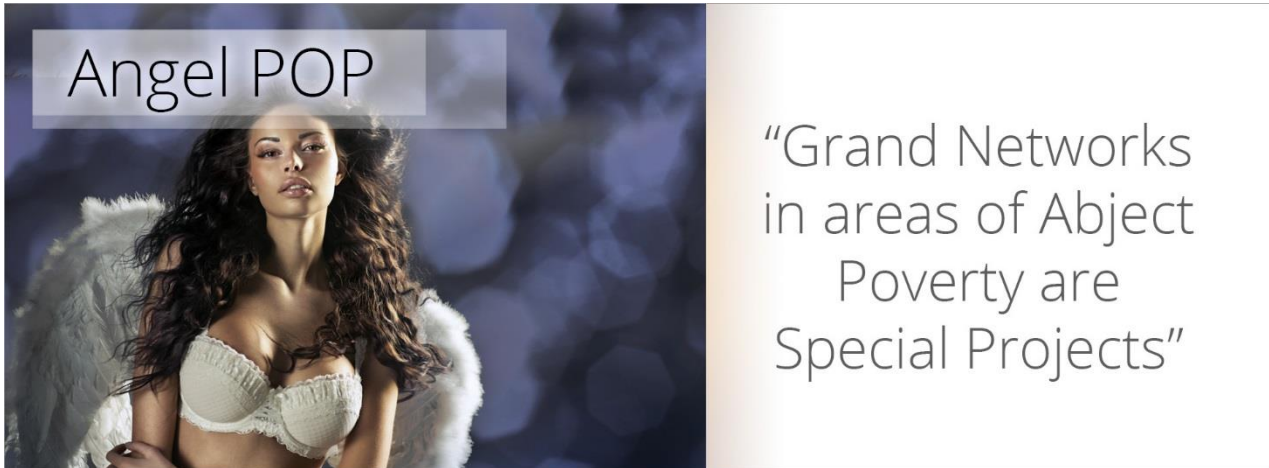
The beauty of Angel POP is that it creates symmetries between prime investment opportunities and opportunities that, without the Angel POP framework, would be considered economically



44 undesirable. Where an economically desirable S-World virtual network opportunity (such as Villa Secrets California) plus another similar virtual network is twinned with an undesirable economic opportunity such as a grand network (resort development) in a location in abject poverty such as in Malawi (Fort Malawi), or a remote part of India (Silicon Beach).

Working in this way and working on a principle that for every virtual network in a prosperous location, a grand network is built in a location of poverty; as the network grows, it does so evenly across the world bringing opportunities to locations of abject poverty. And because of this:

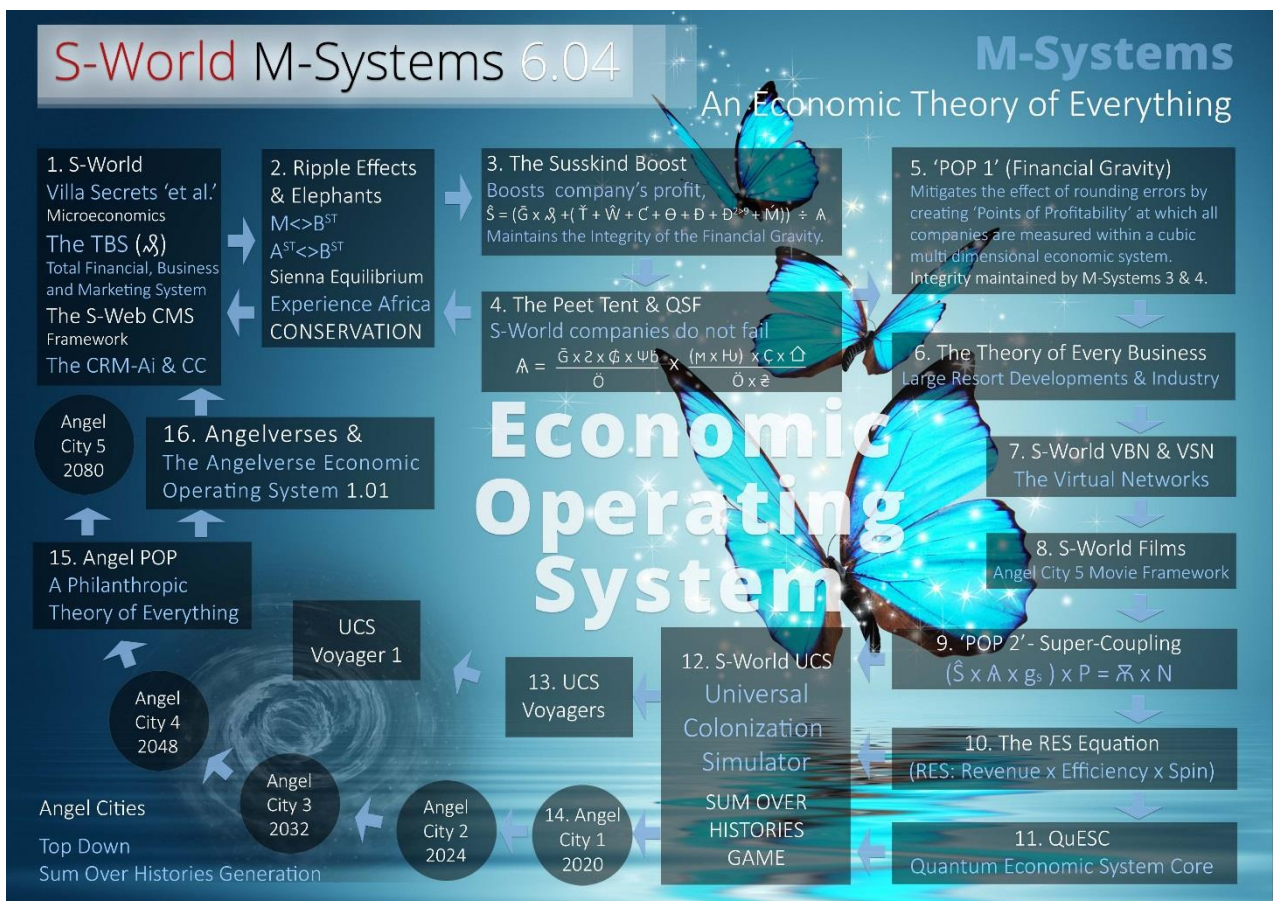
*“Grand Networks in areas of Abject Poverty are Special Projects”*



# M-System 16. Angelverses



M-System 16. Angelverses gets its name from the many ( $10^{500}$ ) universes in M-theory, which are all a little or a lot different from our own, and deals with big business, foundations and even countries (most of whom will need to be convinced that they will make more money and be more popular being part of S-World if we are to get to a D14 Angel City 5 economy).



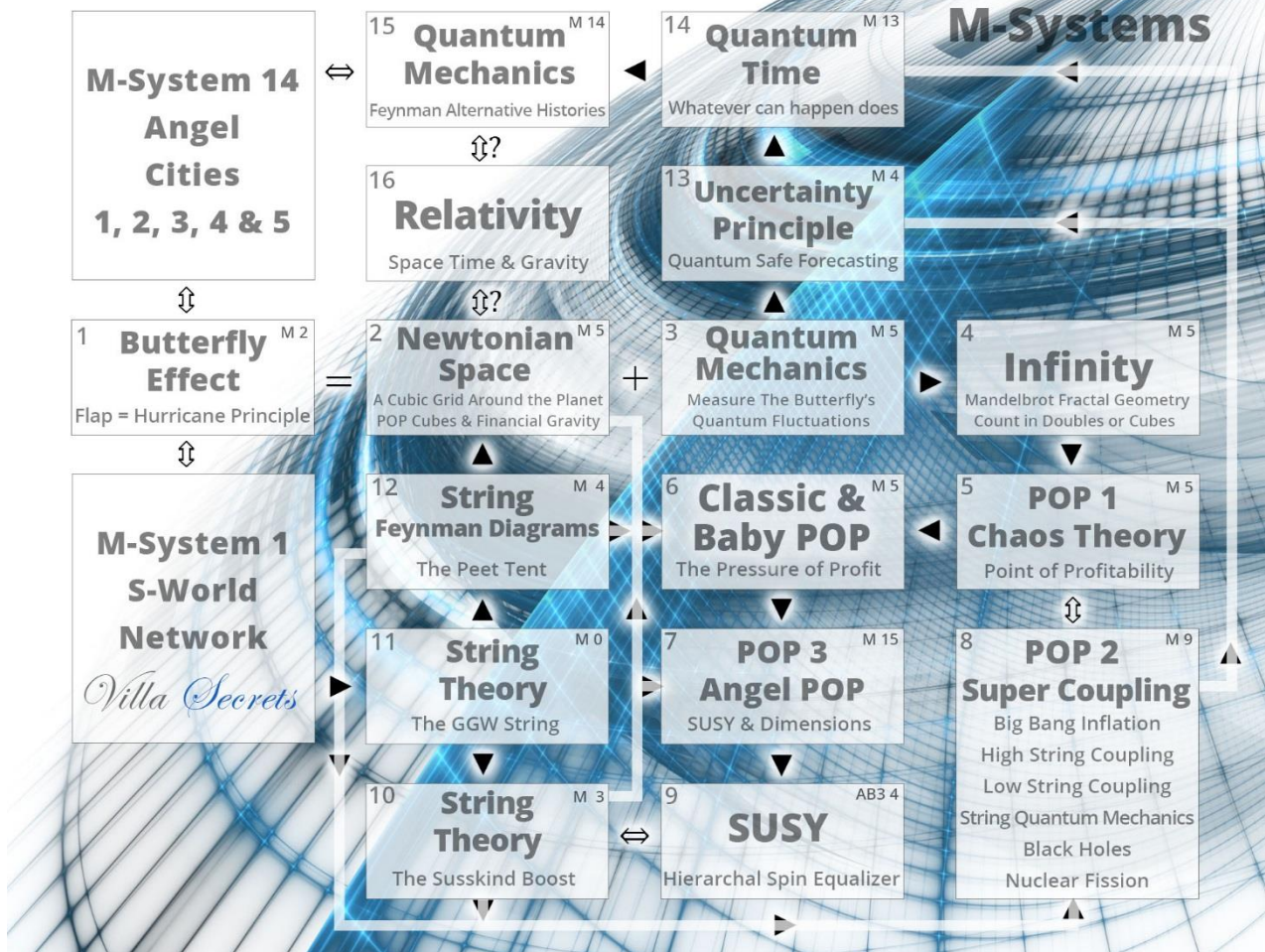
Whilst there are several specific S-World Products, and some for specific companies that we shall view in just a moment; when we are thinking about the big picture and mass adoption by big companies and countries to M-Systems, in most cases, we should simply licence out the systems and software that supports them.

Like all S-World companies, they must adopt the POP system and its assistance to the special projects and follow the rules of the day of the E-TOE 'Economic Theory of Everything.'

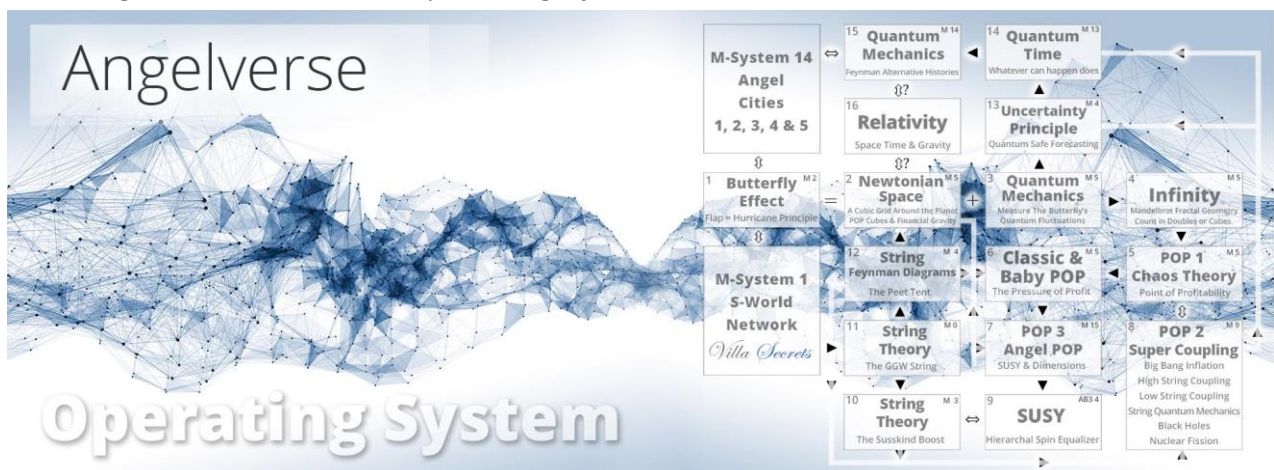


Assuming of course that the physicists found in Chapter 2 agree that M-theory can be simulated to benefit economics, and the individuals seen later in this chapter agree to help us make the software.

## E-TOE - 'Economic Theory of Everything'



### The Angelverse Economic Operating System

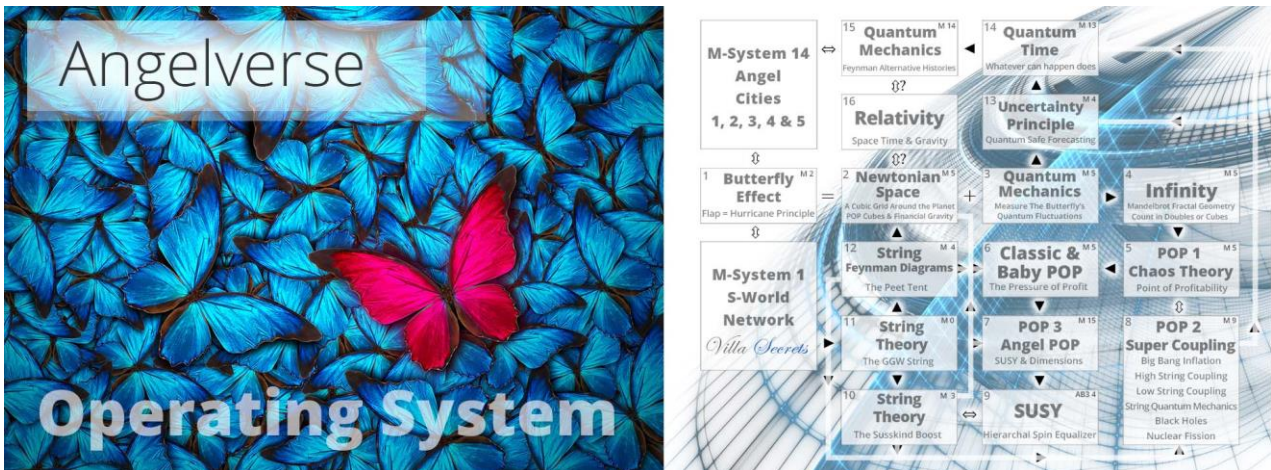


The Economic Operating system gives a company access to most of the systems, software, and networks available (including supplying grand networks).

Moving forward to a point where all M-System products are in the public domain, S-World Films is pumping out many quality broadcasts and more and more people are using S-World VSN, VBN and S-World UCS. Then one can see more and more companies wishing to join this marketplace.



In addition, instead of individuals and companies approaching S-World for a licence to create an M-System 1 type of small business, S-World is considering making a select band of Angelverse licensors, such as Facebook, LinkedIn, Google and Twitter and international equivalents.



Not wanting to get deep into financial details in this introductory chapter, an M-System 1 licensor such as Villa Secrets given 3 years to mature would create an income for the licensee (such as Facebook) from \$10,000 to plus \$1million a year, and that there are millions of licensor opportunities.

## Current Opportunities / S-World Products

In addition to the Angelverse Operating System methods for integrating big-business into the economy/marketplace mentioned so far is direct business opportunities, where S-World has an opportunity for a specific business, businessman/woman, foundation or country.

We are currently working on 8 such plans, but before we look at the who, let's see the 8 different products to come out of M-Systems so far, and note that some have thousands of sub-products within.

### 1. S-World Villa Secrets Network



With over 25 chapters in its own book, 'Villa Secrets' <http://network.villasecrets.com> is the most advanced M-System and its own little economic miracle created by ripple effects and software designs decades ahead of any other.



The key to this M-System1 product is in the service plan; as for 17 years, the best international villa companies have made a base or two with service, and in other countries, they leave it to the property managers (the Airbnb no service model). No wonder Airbnb did so well, there was no complete serviced alternative. Villa Secrets' 'famous' concierge plans can be rolled out everywhere, providing a 7 star serviced alternative to Airbnb and at a base commission of 2.5%

The crème da la crème however is in the systems and software: S-Web™ & The S-Web CDS™ (Content Delivery System), S-World TBS™ (Total Business Systems), S-World CRM-Ai™, S-World TFS™ (Accounting), S-World CRM-CC™ (Company Controller), and S-World TMS™ (Total Marketing System).

## 2. Other S-World Network Businesses

We adapt the software and network opportunities one industry niche at a time; and as we do, many thousands of S-World small businesses networks will be created across the globe including Experience Africa, travel, 'Lx.' (luxury goods), construction, and thousands more...



## 3. S-World Connect

Connecting the world's databases, S-World Villas Cloud & S-World TBS™ XML Networks.

This solution starts as the Villas Cloud connecting all the small vacation rental databases to Villa Secrets, then moves into luxury travel, and thereafter just about every database on the planet.



#### 4. S-World VSN™ (Virtual Social Network)

S-World VSN is a virtual world that mirrors our own world, where via the Jump to GPS™ Function, users can jump to friends' locations and see everything they see.

Providing Real Estate Applications, Travel Applications and Creating the foundations for S-World UCS. Requires Camera Technology and the world to be rendered.



#### 5. S-World VBN™ (Virtual Business Network)

The flipside of the coin of S-World VSN is S-World VBN.

A significant tool for building and selling resort developments; and with every shop on earth featured within, the sky's the limit.



In combination with S-World connect, the master plan for S-World Virtual Networks is that once a copy of our world is created and has become popular, then every shop and company can open for business within VBN. And when people buy within, they do so via S-World VSN which will take a sometimes small, sometimes large (if a shop is not S-World in real-world) commission from every trade.

Created in tandem with 'The Theory of Every Business,' S-World VBN has the potential to become 'The Global Distribution System' for most commodities.



### 6. *The Theory of Every Business (Grand Networks)*

Creating resort developments, where within all the companies involved in the building process and most companies that trade within must be members or licensors of the network, creating thousands of S-World companies per resort.

It has in M-System 15 been pointed out that ‘grand networks in locations of abject poverty are special projects that will be assisted by other companies. However, we missed the bit where if we get the right deal and specifically a lot of land, then in the mid to long term, these very networks offer exceptional investment returns.

Each grand network is its own company, but there must be a holding company of sorts who must be incentivised by profit. The following are possible locations: Lake Malawi (Africa), New Sparta (Greece), Silicon Beach (India), MARS Resort1 (MARS).



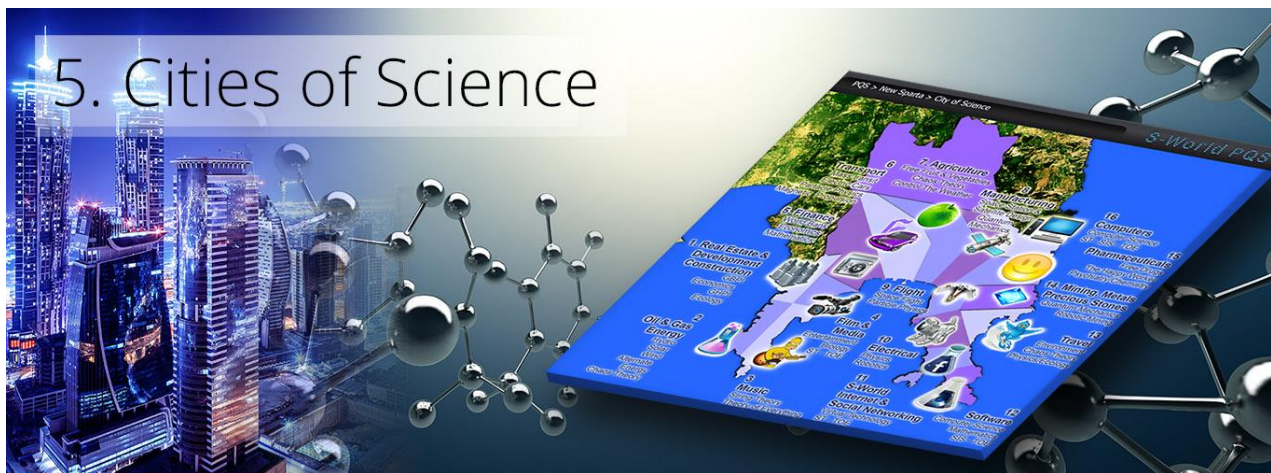
### 7. *S-World UCS™*

Includes the following: Villa Mogul, S-World UCS MMO Tutorial Game, World UCS Voyagers, S-World Angel Cities, Special Projects – Special Project 16. Universal Colonization.



*M-System 8 – S-World Films (2011 – 2017)**Grand Networks*

Whilst Grand Networks are directly associated with the theory of every business, they are a product of all M-Systems and each is its own investment. Of which, thus far 'New Sparta' and 'MARS Resort 1' has been planned with investment (and preferably POP investment) from Angelverses.



Whilst New Sparta 'City of Science' was not the first grand network idea, it was indeed the 3<sup>rd</sup> originally Zimbabwe was considered, then Libya, but none were stable enough. We wished to find a country that we thought we could make a genuine difference to in terms of their GDP and standard of living and for that reason, plus the fact I had named the working theory 'The Spartan Theory' that we adopted Greece and New Sparta.

The original concept is to add a physical asset to the companies we wished to invest in technology, mixed with the first version of POP, and once created a referendum in Greece about making the software and network mandatory as this would make Greece about \$40 billion in tax (that is currently being evaded) which would be enough to make them one of the richest countries in Europe, that before all the other benefits of S-World and in particular manufacturing are counted. Indeed, it was a very simple solution, in comparison to the USA.





In addition to the above New Sparta was to be a City of Science, in that each of the 16 different zones were to have their own science university and development centre, and it was to be a Network City, where each of 256 countries and people were freely given a square mile to build their embassy and small town.



Of course, all Grand Networks are under review, but at this point, I see no reason why we cannot continue to consider this an investment open to Angelverses. Currently, the Lake Malawi development has been earmarked for POP investment from Villa Secrets companies in California and other locations, and it would be good if this could work.

This leads us to MARS Resort 1, but for this exercise to remain credible we shall look at it through the glasses of S-World UCS, so we are not seeking the trillion dollars or so just now, rather we are creating a super simulation of the project. However, the following is a good example of the business plan for grand networks in locations of abject poverty, which MARS surely is. Those guys got nothing, not even air! (Lucky those guys are not there yet)

## S-World UCS – MARS Resort 1.

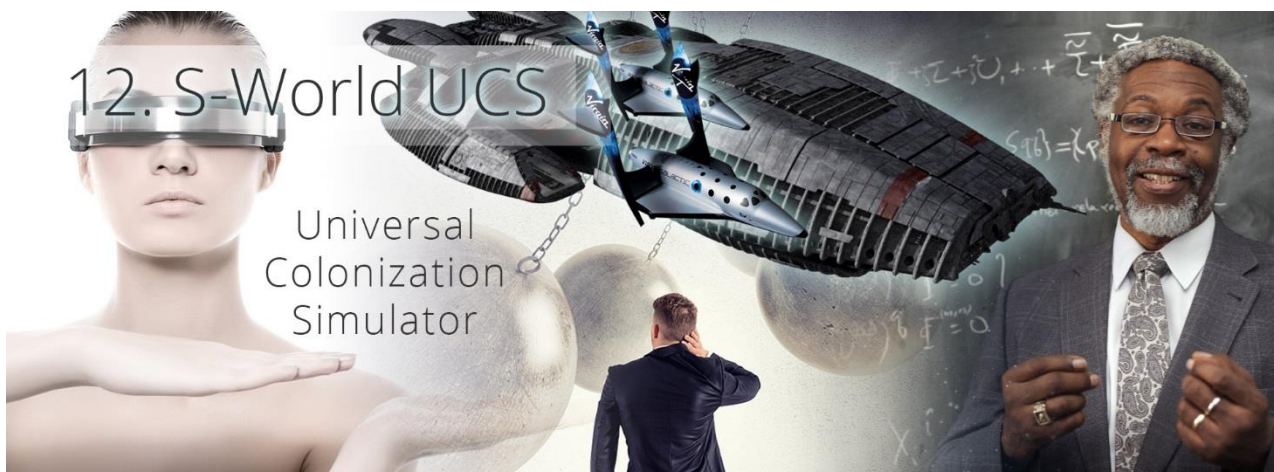


MARS Resort 1. UCS Game is enabled by the real-world ambitions of Space X, founder Elon Musk has a vision and the finance and track record of success in rocketry to make it work. Musk wishes to create the transport system to get us to MARS at a reasonable price of initially \$1 million and later \$200,000.

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. So, it's quite a big deal.

### *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*

Getting back to M-System 12. S-World UCS, whilst it 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's. 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.



## Space X



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.

## Mars Resort 1



## Special Project 16. Universal Colonization

## 16. Universal Colonization - MR1

**Mars Resort 1**

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 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 whilst 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 solid 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'*

## 16. Universal Colonization - MR1



So we have three very good reasons for championing Special Project 16. 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 849<sup>th</sup> (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

The further objective is to also claim the adjacent 10 mm's 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.



## 16b. Universal Colonization - MR1



*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, where after 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.



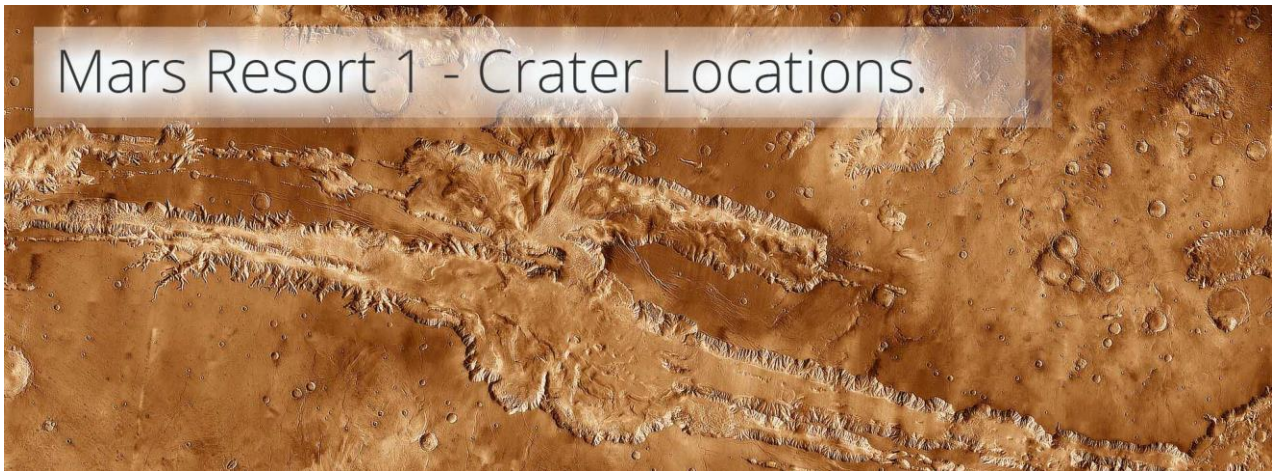
The Grand Networks in areas of Abject Poverty idea is to build the infrastructure and popularise the resort in the first few phases at a loss, then make a profit in the later stages.

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 profitably 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.

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 200kms 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 thing that I would like to see on Mars Resort 1, would be the golf course.*



## 16b. Universal Colonization - MR1



*This may sound crazy at first, but if one can engineer and build it, a gold 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 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 and preferably all its casing being 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*

61 *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's complete, dig out the rest of the land, if it's not solid rock. If it's varied some rock some not that makes 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 the resort with transparent roofing as high as is logistically possible to build.*

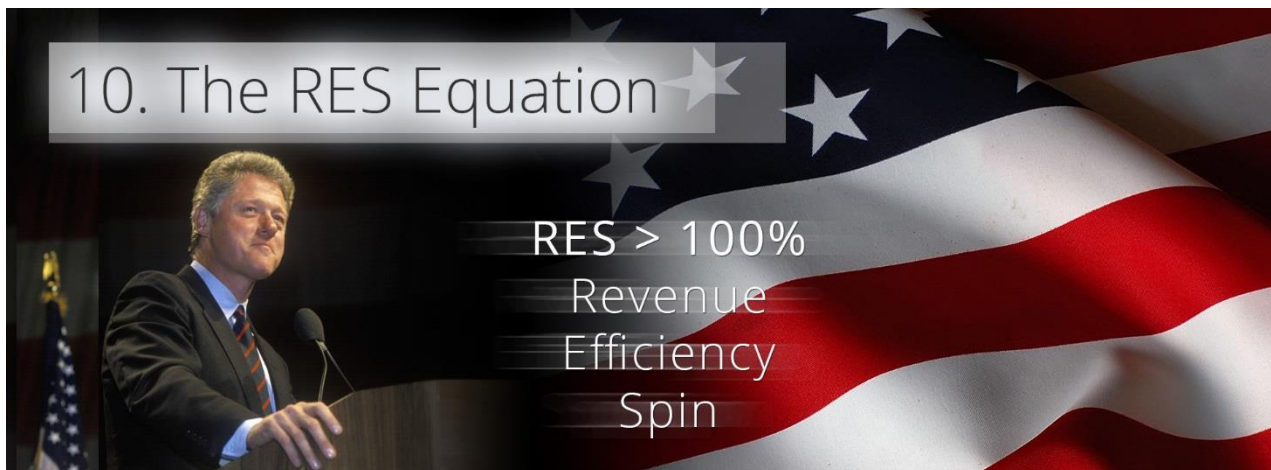
*Where after, the objective is not necessarily going to develop the land and sell houses/citizenships, albeit that will happen. The objective is to create large scale 1 square km habitable zones prebuild to S-World VBN specs, at a price of between \$5 and \$100 billion, sold to Angelverses (big companies), countries, foundations, 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, there 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.*





*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 year's budget is increased.

The lower the tax tacked the greater the effect, and if no tax was taken at all the amount of GDP that could be created is actually 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	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=	<u><u>762,477,456.96</u></u>

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



64 consider this effect year on year and the amount of income that can be spent of bring more people and imports from the earth can increase exponentially, as so would productivity.

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%.

## *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*

## *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 report 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.

## *Angerverse Profit*

Add Content Here

## *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](http://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 (2028to 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 the solar panel 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).
- 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 propellant, or as is most needed adding to  $O^2$  to make water within our rainforests, which over time will become the suppliers of  $O^2$  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.'



## Game Play



Comines with other games within the S-World landscape and M-Systems such as Call of Duty,

## 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 18<sup>th</sup> 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 18<sup>th</sup> Hole (2036 to 2040).
- d. Build Super Villas and Estates on 18<sup>th</sup> 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 18<sup>th</sup> 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 strong enough to reinforce the pillars that would support the roof (2032 ongoing).
- c. Create the first compartment of 1 square mile, heated with an O<sup>2</sup> atmosphere, ready for development (2034 to 2042).
- d. Create a 2<sup>nd</sup> compartment (2038 to 2046).
- e. Create a 3<sup>rd</sup> 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 upon a giant spinning plate that changes gravity closer to Earth's, perfect for tourists, visiting professors, and like training for a Mars resident travelling to earth but hugely expensive.

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 commercial, with 50% as

greenbelt and the lowest grade home built is 5 stars.

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 resistant to a much higher degree than usual bullet resistant 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 may be \$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 may cost \$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 out 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

## Begging of Rough Section

Currently (or the last we heard) Musk and Space X wish to focus only on transport leaving the pioneering and the colonization to others. Musk has put the figure of 1 million colonists as a yardstick of success.



We don't think, a million people will wish to come unless the general space farers no-frills approach to space is upgraded to a luxury 'theory of every business' resort experience. And so, we create Mars Resort 1.

In terms of summing up how we wish to make this project profitable and others like it, it's all about negotiating enough land in the first place, then creating the infrastructure and attractions at a loss in stages 1 and 2 then breaking even in phase 3 then making a profit in phase 4 and beyond.

Consider this development we focused on in the concluding chapter of the theory of every business on S-World UCS chapter and the African Rain special project 'Al Sabkah Resort' plan for Libya <http://americanbutterfly.org/pt1/the-theory-of-every-business/ch8-s-world-universal-colonization-simulator>



In this location there is little and buying 200 square miles of desert and beachfront land for a reasonable price is quite possible, where after massive solar desalination plants at a cost of maybe



half a billion each start to terraform then landscape, so that after 5 years or so there is quite the resort, in this case, it would take maybe 20 solar-powered desalination plants and a resort the size of Dubai before one started to break even, but when one did with more and more solar-powered desalination plants and more and more usable land, to the point where it actually starts to rain every now and again, one can then sell off the remaining untouched but 'terraformed' land for a fortune, making the entire venture ultimately profitable.

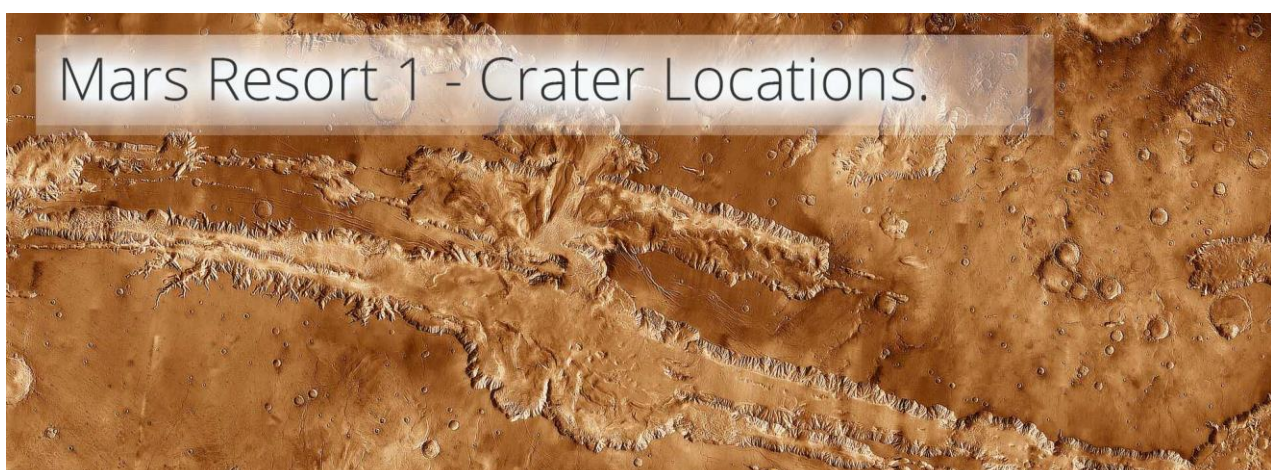
And that's not too far away from the plans for MARS Resort 1.



However, MARS is upping the stakes, and because the stakes and risk are higher, then there needs to be more land. And fortunately, there is a lot available. At 8500 square km's this is still less than 1% of the available land 200 km's from the equator. And not unreasonable for a trillion-dollar investment.

The argument is that it is unlikely that more than 5% of the available land will be colonized before 2080 (in fact it's unlikely that 1% will) and because the only reason to build or claim land near MARS Resort 1 would be to take advantage of our infrastructure. And an equal argument is security, with life undercover and covers being vulnerable to knives let alone explosives we can't have just anyone joining the party.

Once the land claim has been settled, we need to find a good base, and so far, a crater between 10 km and 50 km makes sense as we can take advantage of the natural



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# Mars Resort 1



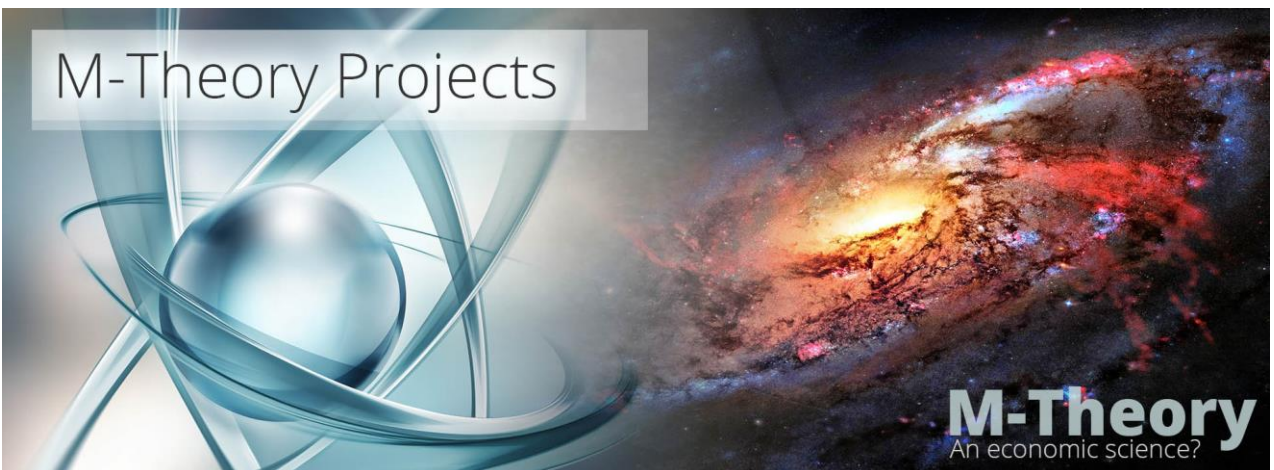
# MARS Resort 1 (MR1)



## *M-Theory Projects*

New Applications, Ripple Effects and Elephants, Susskind Boost, Peet Tent, POP, RES, QuESC, S-World UCS Voyagers, and S-World Angel Cities.

# M-Theory Projects



## S-World Development Projects

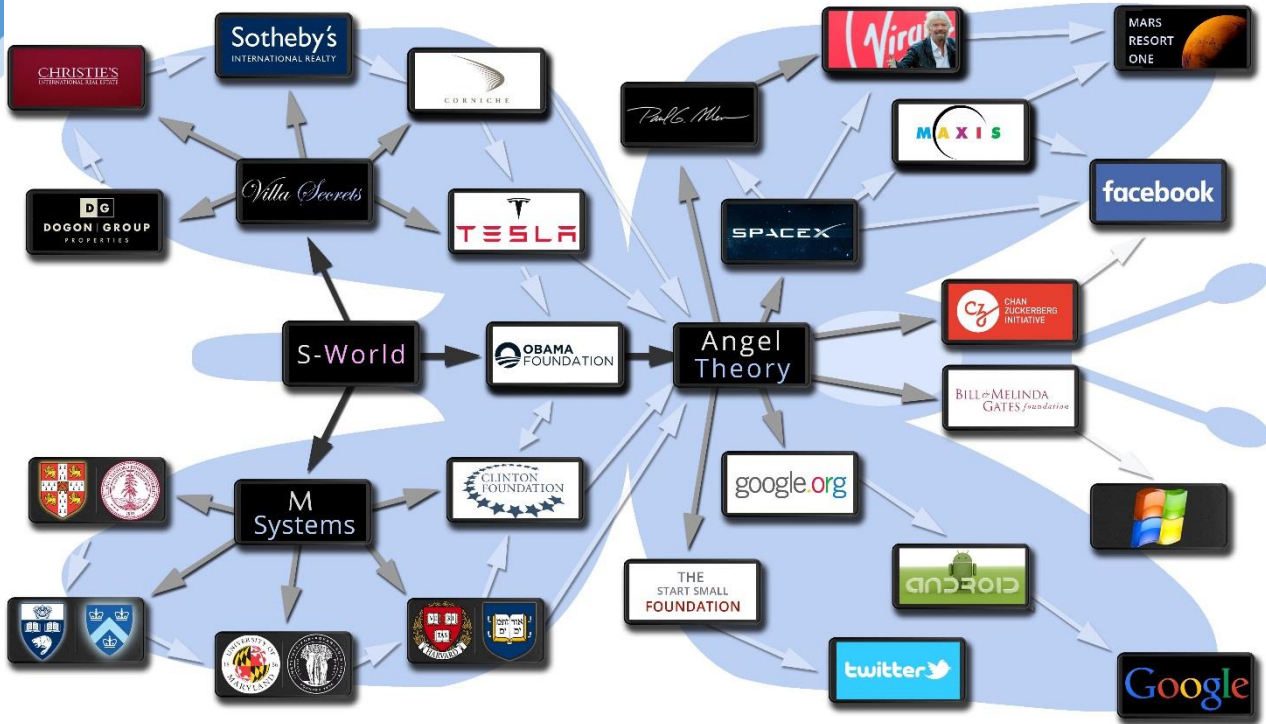


In terms of development per M-System 1 the Villa Secrets book 'The Villa Secrets' Secret' (up to chapter 25), we are about 40% of the way, which is enough to launch the product in a handful of locations but not enough for a mass rollout. To complete stage 2, which is where the S-Word TBS™ (Total Business Systems) & S-World CRM-CC™ (Company Controller) software is overseeing all businesses finances and is assisting in many key operations, and the CRM-Ai is greatly assisting sales; would take an undistracted me working with 6 senior programmers and a designer 18 months. Then as long again to really make it truly awesome, and then as long again to add the new ideas we thought of during the journey.

Alternatively, and preferably, working with teams provided and overseen by Silicon Valley technology companies will see stage one done in less than 6 months, and follow up stages completed faster still. As well as other S-World projects such as S-World VSN underway as well.

To fund this development, the general idea is to distribute equity in S-World companies and concepts between technology and other companies. Below we see 'The Butterfly' originally created in 2013 as part 4 of American Butterfly, the idea being that we are looking at a set of dominos, and when we flip the S-World domino, all others will fall.





Top left we have Villa Secrets and The theory of Every Business, bottom left we have the universities of the professors that inspired the E-TOE, plus Yale that connects to the first foundation, 'The Clinton Foundation, which alongside the Obama Foundation we desire to take C-Suite positions in 'S-World.'

On the bottom right-hand side, we see the foundations then companies of Microsoft, Google and Twitter. Note despite being the biggest company Apple have been removed as they still seem to have done anything to help the world, this does not mean we don't want to work with them, just we don't see them fit to grace the butterfly.

Top right we see the MARS Resort 1 companies, Elon Musk's Space X, Paul G Allen and Sir Ricard Branson's Virgin assisted by virtual game & city building software development company Maxis and last but certainly not least The Chan Zuckerberg Foundation and Facebook.

Note in general that we also see the Bill & Melinda Gates Foundation & Microsoft and Google founders Larry Page and Sergey Brin and, in fact, all who grace the butterfly as MARS Resort 1 companies. In addition, we would like to have had room for dominions for The Open Philanthropy Project and Disney.

## The Trustees...

The prementioned S-World commercial companies and ventures aside, S-World itself including the E-TOE, all physics-based M-Systems, control of all POP investment in the Special Projects and the Angel Cities is a not for profit organization and a charity. It's complex but simply see it as one entity with both profit and non-profit wings.

All non-profit dealings and the management of the GGW string and POP investment will be done via the (still to be created) 'The Sienna Foundation' or as it is more often referred 'S-World.'



In November 2015 I started pushing through the legal process of creating 'The Sienna Foundation.' And along that journey, I came across 'the open philanthropy project' and started to put some data together for the question 'How can we accomplish as much good as possible?'

As we did not take donations and made money via the network and in theory a great amount of money, our charity beats most or even all. And the answer to the question 'How can we accomplish as much good as possible?' is, 'To use and or buy goods and services from S-World companies.'

The Sienna Foundation, is of course very personal to me, and to create it I needed 4 trustees, trouble was I was such an isolationist other than my parents I did not have anyone who I thought cared about it, and they certainly were not believing and understanding our vision, because at that point I had not written it. And soon after M-Systems was born, as an extension to the 16 points pf SUSY similarity from American Butterfly book 3: 'The Network on a String.'





2 years later and now I feel I have written it out in a coherent enough manner to share, and whilst there are many lifetimes of work left to do, now it's time to make a start. And as for the trustees I now have a selection of 8 individuals or pairs of individuals that I feel will believe and understand our vision.

Starting with the man I just stole a quote from 'Sir Richard Branson' who sums it up well:



*“We did not just need people with deep pockets, they needed to understand and believe in our vision”*

The Following trustee invitations to individuals, companies and foundations are presented in the order of when we first created business plans for them,

Starting in 2011 with Sir Richard Branson's Virgin, and the Virginverse.

## *M-System 16. The Virginverse*

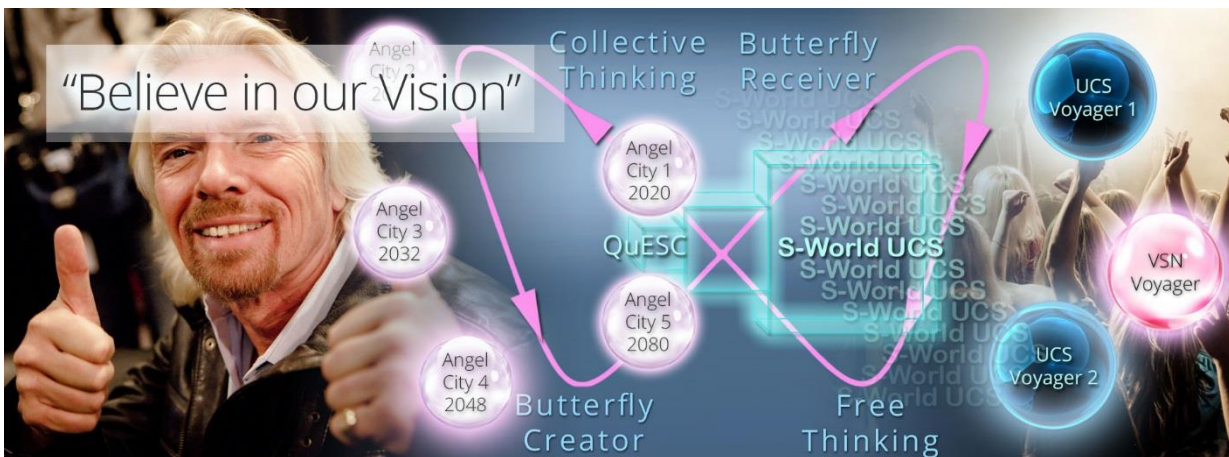


Not telling a lie, as is my way this whole 'big idea' presented itself to me within a dream, which I woke up from on my birthday, my 36, I think. I can't remember much of the dream but it was awesome, Sir Ricard was the lead character and it involved my virtual world idea from 2000 (and we were the first to do so in Flash in 2002), and Villa Mogul the game based on top of the virtual world making a real business into a game from 2003/5, that was purely conceptual and would in

2012 turn into S-World UCS, which is now everywhere throughout the system.

After a little web surfing it seemed that Virgin's strength was its brand, although I was not sure what branding was, and that Sir Richard and Virgins motto was 'championing the customer,' so after I enrolled my then capevillas.com team into 'En Lighten' branding lectures and workshops.

In one session we were all sticking notes on the board to think of great customer initiatives and someone added 'sending gifts to the client after the client left' and this little nugget became part of the CRM software we made for the Virgin plan and later became the 'Give Half Back' initiative within the Facebook business plan, and we know how far that concept has come, it is the ecology and philanthropy within S-World, and soon a political slogan!



We can see the first business plan here [www.s-world.biz/TST/The Virgin Business plan in Retrospect.htm](http://www.s-world.biz/TST/The_Virgin_Business_plan_in_Retrospect.htm) and the reasons why (which were not in any way Fiona's fault) we did not make a deal in are found in the following chapter [hwww.s-world.biz/TST/The Spartan Theory in retorspect.htm](http://www.s-world.biz/TST/The_Spartan_Theory_in_retorspect.htm) (But be warned 'The Spartan Theory' is a crazy ride.)

Obviously and as we have seen we have much more refined propositions now, but it's nice to see the first draught of the plan.

Having read Sir Richards latest book, (I am at chapter 17) there are too many reasons to list how and why we desire Sir Richard on the team, AND HOW THAT CAN BENEFIT and how that can benefit him, Virgin and the Planet, that we need to add them in an addendum,

One thing that is interesting and has started a trend is that I found in the chapter Holly and Sam that there is much to do not the least of is creating the gameplay for S-World UCS – NHS which like all S-World UCS systems are designed to eventually take over the current systems as we seek to improve efficacy by 100%. And for SAM are the 6 different special projects that are ecological, each needs its own simulation in S-World UCS and project leadership.



## The Virginverse & S-World UCS



S-World  
Universal  
Collectivization  
Simulator

S-World UCS would end up being the final chapter of my first book 'The Theory of Every Business' <http://americanbutterfly.org/pt1/the-theory-of-every-business/ch8-s-world-universal-colonization-simulator> and now it is the single objective. All other S-World products are needed for S-World UCS to reach its ambitions of Angel City 5 and its 16 special projects.

## The Virgin Group



For the Virgin Group/Virginverse the projects 1. S-World Villa Secrets project 2. S-World Assemble 'Using all S-World and S-Web software from M-System 1, create software for companies in other industries. Assisted by project 5. 'The Theory of Every Business' which in short is to create ecological report developments and all who supply and operate within need to be S-World network companies, which in short means creating about 1000 new small companies per super-grand-network. The logistics of which are to first be simulated within S-World UCS.

S-World UCS also has a goal in its flagship projects that we know from reading Sir Richards book, will be appealing and is developed more in the concluding part of this chapter.

81 The 16<sup>th</sup> Special Project. Universal Colonization & M-System 6. 'Theory of Every Business' and M-System 12<sup>th</sup> 'S-World UCS':

## **MARS** Resort 1. (MR1)



### The Gatesverse

I can't say I have heard Bill or Melinda express a love for MARS or Space, but as MARS Resort 1 is the flagship under which all special projects are set to shine, and that it is the conclusion of S-World UCS I have stuck with the MARS theme...



Whilst there is no more than a passing mention of Bill Gates, Melinda Gates and Microsoft, within the works so far, if we go back to 'The Spartan Theory [http://www.s-world.biz/TST/The Spartan Theory in retospect.htm](http://www.s-world.biz/TST/The_Spartan_Theory_in_retospect.htm) (which was the collective name for and all the founding theories in 2011) we see after VIRGIN came Microsoft, written on Monday 4th April 2011 serendipitously within a letter to Sir Richard titled: "The New 21st Century Experience Economy"

*This was the begging of the 11 point 'Spartan Theory' that stopped my work on a business network and started work on an economic network and a force for good.*



Point four was...

“I have detailed specifications for advanced small and medium business software, by working with MICROSOFT we can develop this further, and adapt it to run large corporations and countries’ economies.” It has taken the next 7 years to write out the detail and as true today as it was yesterday Microsoft are first in line for assisting with the TFB (Total Business Systems) as were described within the S-World Villa Secrets simulation.



However at about the same time as I was begging S-World.biz and writing ‘The Spartan Theory’ came news from a friend I think whilst climbing Lions Head, (just under Table Mountain) that Bill Gates the CEO of Microsoft had created a new ‘tech a man to fish’ way to do charity. Bill thought and rightly that instead of just giving his money to charities for them to not achieve much and be expensive to run, that he would instead create his own charitable foundation ‘The Bill and Melinda Gates Foundations, which is by many now called the most successful foundation of our time.

I don’t think I really researched it until much later, but for sure when I realised just how much money was potentially on the table, (It was already creating silly numbers) I followed the same model, but before the fact not after, and indeed the S-World network and the plan for good charitable efficacy and purpose become one and are now appropriately titled ‘Angle Theory’ for all the good it can achieve, and it’s fair to say that without that simple idea that one can create a progressive charity, there would be a very different looking S-World here today if there was an S-World at all. Includes (I think) the S-Web functions.

The TBS is a massive underrating, it is the foundation of how we make money, save money and without it, there is no show.

It is completely integral to S-World UCS as in this case S-World UCS is used as a training platform for S-World TBS ‘Total Business System’ and TFS ‘Total Financial Systems’ and the training is entangled within many games to make it fun and make it mean something.

IMPORTANT

I distinctly remember in a face to face, Bill vs. Steve, well first the lack of conflict, but then Bill said

'we make the software we want to make' or we make good software because it's the software we like to make for ourselves' something like that. Well, it struck a nerve, as the software and in particular at the time the TBS was the software I liked to make and being the only 'villas CEO' on the planet that could design software was eminently qualified to do so.

If you think about the academic feat of creating an economic theory of everything based on theoretical physics when you have no education in it is a stretch, but it's there for all to read. But then also add that I have a design for software that is decades ahead of Microsoft, would again be a stretch, but one needs to understand the E-TOE is the product of working with better and total business and financial and marketing software all as one product + S-World VBS, VBN, QuESC, REZ, S-World UCS, UCS Voyagers and the Angel Cities. And you have the makings of quite a bit of software. All forged upon the original idea within the Virgin Business Plan (March 2011)

[http://www.s-world.biz/TST/The\\_Virgin\\_Business\\_plan\\_in\\_Retrospect.htm](http://www.s-world.biz/TST/The_Virgin_Business_plan_in_Retrospect.htm)

Having thought this thought, I'm not reaching out to Microsoft at all, sure it's to S-World and LinkedIn's advantage to partner, but in terms of what I need, I need your assistance and a bunch of programmers from where does not matter, the Gates Foundation, your private venture or Microsoft it's not about the programmers, the dudes in India are very good, it's about the systems architect, AKA Bill Gates. I am a systems designer, which is useful, or even essential, but I do not know systems architecture other than what I draw and at some point, southings got to give.

## The Virginverse continued...

What I do think is a splendid idea is (if it's something they would like to do) for Holly and Sam to get involved.

There is a very important medical initiative behind S-World and that is the SURH's (Super University Resort Hospitals) which like the singularity in the black hole sit at the centre of every grand network, (and remember grand networks in areas of abject poverty are special projects). Some of the mechanics of how we do this are presented in M-System 15. Angel POP





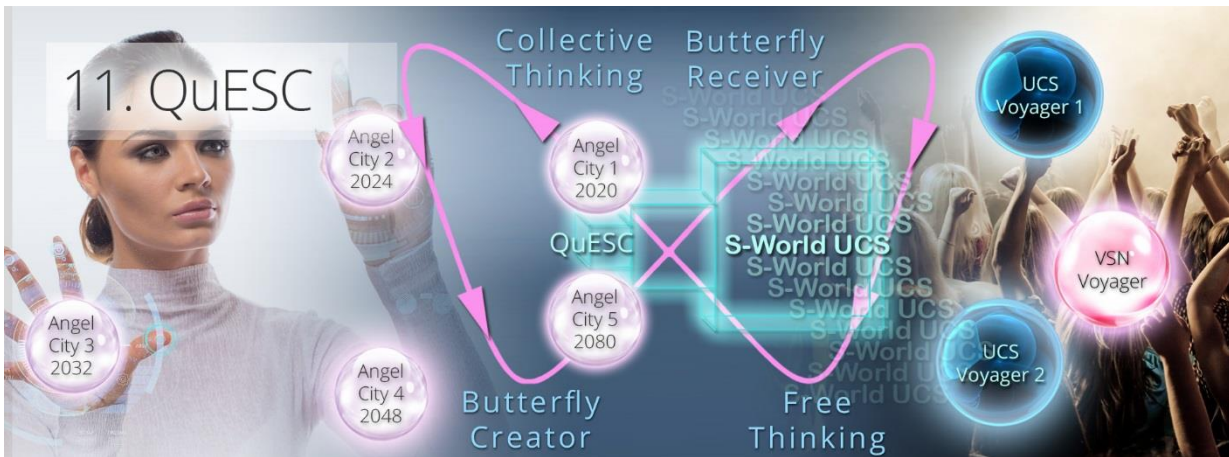
possible, they can still run at a loss subsidized by POP, but we need to mitigate the loss or even try and make a profit, as we need to build a lot of these, at last count 32,768, which is the figure from American Butterfly [www.americanbutterfly.org](http://www.americanbutterfly.org). The figure was based on this being enough for the world's population.

Thus far I have not brought up this objective as it's a lot to do and may not be possible in the time frame of before 2080 (We call the time 2080 'Angel City 5.'

So I need to create it within S-World UCS and QuESC

## *M-System 11 – QuESC (The Quantum Economic System Core) (2012 - 2016)*

The heart of the M-System's design is founded on the notion by Hawking that 'People are like Atoms,' QuESC entangles us 'the people' with powerful predictive and logistic software within a circular butterfly effect, continually experimenting and improving upon all S-World systems.



Working on meeting targets, each grand network can easier support the SURH's it's the virtual networks that need the most attention. To cut a long start short we wish by Angel City 5 (2080) to have 4096 grand or super grand networks, all of which must be an ecological improvement, but this is more for Sam.

Alongside the 4096 come 28,672 SURS in locations where there is no grand networks, just the virtual network (S-World business of all kinds, which after achieving great results agree to pay half of their future proceeds back to the community in the form of an investment, of which about half of the income made from that investment can be used for 'special projects,' in this case: Special Project 8 'Global Health Care'

## 8. Global Healthcare



Fortunately, we have several solutions and ways to profit from the hospitals, the first being that the experience will be truly 6-star, and for those who can afford it 7-star, that does not mean that the treatment is different, but it does change the accommodation.

In grand networks, the SURH would back onto a set of 'Super-Medi-Villas' and for many other reasons on top these villas will be desirable, but the difference is that back directly onto the hospital and can get treatment in minutes. With an ageing population and my own recent personnel experience in which I was one day from death, I appreciate just how much a 6- or 7-star experience would be worth. And as POP investors buy the properties, we may rent them out for 16 years without payment as that's a part of POP. So, we have that income, plus of course one would also build a hotel.

In terms of staff, we can recruit via 'Spartan Contracts'

However I feel in the NHS there is room to increase their efficiency by 100%, which is necessary, The NHS is a great model in terms of it's there for everyone, in the USA I believe as a percentage of GDP they spend nearly double what we do. However as is presented in either 'The Real Crash' by Peter Schiff or 'Game Changer' by David McAdams because most Americans are forced to pay from their salaries American's tend to use the service more and when used doctors tend to go further, for instance ordering every test possible, not just the one they think is appropriate.

One would have thought that this would improve the chances of mistakes but in reading Elon Musk Ashlee Vance as he was misdiagnosed 2 times and was near death when perchance a new doctor realised what the actual problem was.

Chances are, however, as my experience in South Africa with paying for healthcare, the service in the USA is better than in the UK. But also, not to the standard of a 5-star hotel and save maybe just a few there are very few instances of 6-star service.

Getting back to the NHS and improving it, just a few days ago, ironically when writing out different games within games of S-World UCS I added the NHS game, Obamacare game and the Trump Care game.



Each must be fun, but also each must be accurate, and we need to add more layers of accuracy over time, and eventually we need to have 'S-World Connect' to network every system, and cost, and it and QuESC will make very astute simulations and in time we will have worked the problem to 50% efficiency plus, then 60 and so on. Before that time S-World UCS would be in a position to be the way a client of the hospital can view their exact expected journey through the hospital and can discuss with the CRM-Ai-Holmes (sibling of IBM's Watson) which in most cases will be more arcuate with advice and courteous vs a real doctor.

This is a huge game as are Obama care and Trump Care, but seeing as we are already thinking of this game, why not let Holly be an advocate of his project, it's in her experience and she has the name that will see cooperation where others would see none.

### *M-System 16. Angelverses: The Zuckerverse*



Whilst none of the Chan Zuckerberg Foundation, the Open Philanthropy Project, Facebook or Oculus Rift have put forward plans for MARS or other space colonization, I hope we can all agree that creating a colony on MARS large enough to keep humanity in the game should an ELE hit earth as 'Advancing human potential.' And saving our collective asses.

We desire to see the creation of 'The Zuckerverse' (or 'ChanZuckerverse') being one of the 8 founding Angelverses and being lead equity holder (matching myself) in S-World VSN 'Virtual Social Network.' With significant stakes in S-World VBN 'Virtual Business Network' & S-World Villa Secrets, The Theory of Every Business (Grand Networks) and S-World UCS all of which, when you look at the mechanics accomplish the objective 'Advancing Human Potential,' and as we have heard in M-System 15, creating equality is built into the system in such a way that we suggest the answer to the question 'How can we accomplish as much good as possible?' is via M-Systems.

M-System 16. Angelverses: The Muskverse



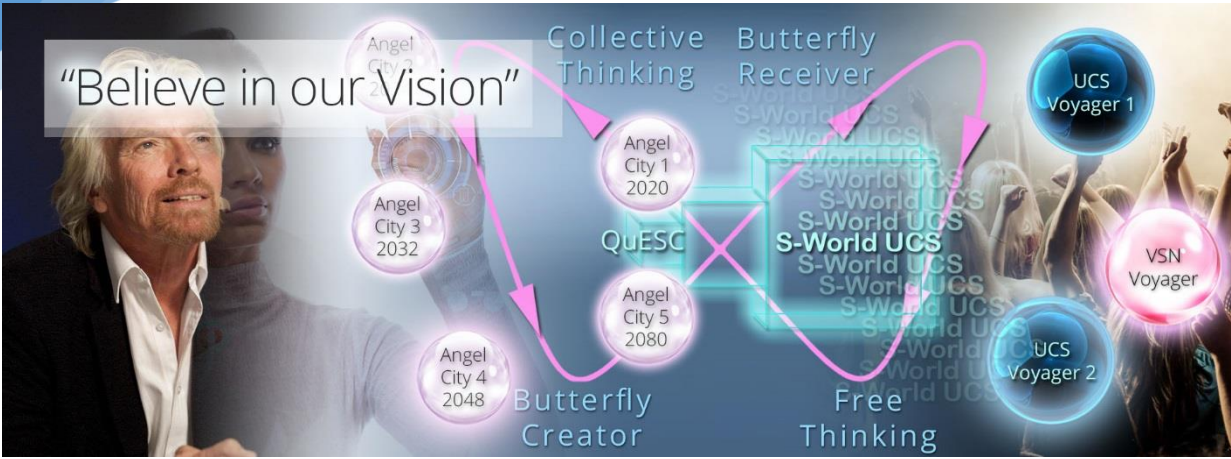
Presented first as Elon Musk and Space X add the Wow



*“We did not just need people with deep pockets, they needed to understand and believe in our vision”*







## The Paul G Allenverse



But more than that was Paus comment on Ripple Effects. It was a good thing that DAMPT did not reply to American Butterfly in 2013, as much more work was necessary. But it was a lonely road and for most of 2014 and 2015 American Butterfly was lost, until Experience Africa circled out of Villa Secrets as a non-profit, not long after I read the Paul G was an Elephant fan and loved Ripple Effects and I thought, hey, I wrote 4 books on that, and then American Butterfly and Villa Secrets became one and without that encouragement, we would have no Angel Theory today. So, thanks, Paul.

### *M-System 16. Angelverses President and CEO 'The Clinton's*



Sir Richard describes President Clinton as a shrewd operator... go to best at economics and quite 'it's the economy stupid.

Maybe have 'it's the economy stupid graphic.'

The following assumes that Dustin Moskovitz's 'Open Philanthropy Project' that asks the question 'How can we do the most good' has agreed that S-World and the E-TOE are the vehicles to deliver 'the most good,' and this sentiment is echoed by the Bill & Melinda Gates foundation upon which this model was originally based.

Thereafter, whilst this is a huge imposition, and we desire and hope that both 'The Clintons' and the Obama's will jump on board as first captains of the ship.

First Up The monumental task of getting a crème of the crop of the most visible and successful companies to work together in the first place, and thereafter getting every other company we need on board by 2024. Thereafter getting 50% of all global companies on board by 2032, and the rest by 2048.

This timeline can be extended to 2080, to account for unforeseen circumstances.

#### IMPORTANT

We want to make this section about that the Clintons made a prominent place in the first butterfly, because of their foundation and their commitment to Africa, having spent 10 years there and really knowing the hardship there was and that Sienna was 'Made in Africa.' Will always see gratitude for people doing what they can.

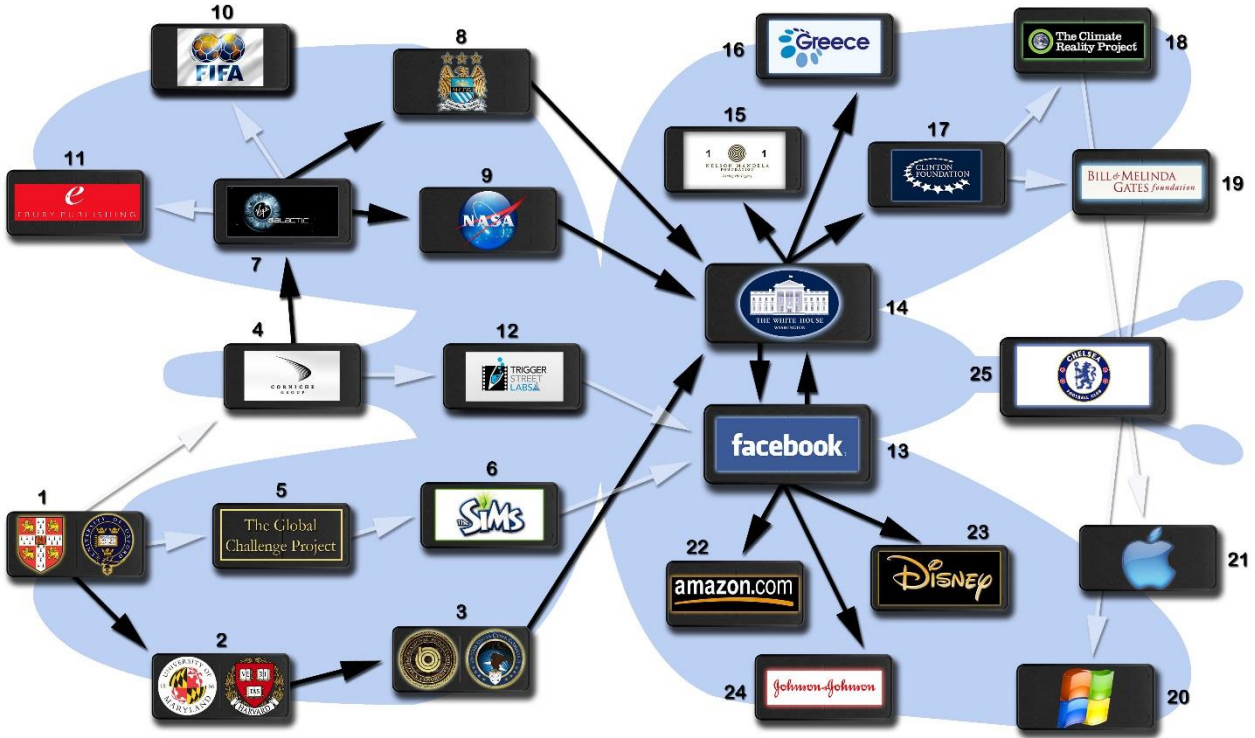
It would be great to have The Clinton Foundation help The Sienna Foundation, in as many ways as possible, but not via donations, as The Sienna Foundation does not accept donations. Instead if one wishes to donate, they must invest. From solid concepts as seen earlier to more far-fetched objectives such as MARS Resort 1.

However, while it's a long-term investment, that's where I'll be looking myself so, actually if one is happy to wait until 2048 for a return, we show a 1000% return, from \$100,000 to \$100 million or more.

Look I'm not trying to sell anyone this just now, I'm just showing potential, first on the addenda is to get the 50% of S-World USA 6 products equity allocated between the butterfly and E-TOE physicists and get the development of S-World UCS and all its components underway in Silicon Valley.



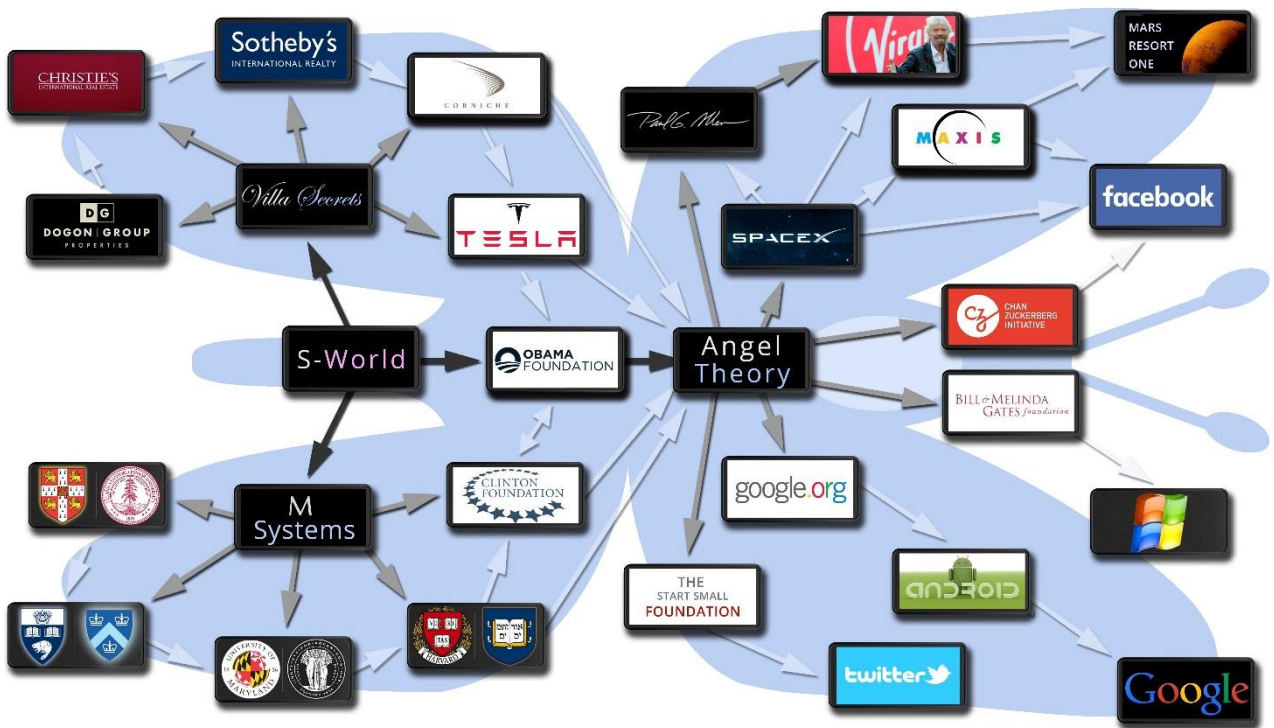
# The Butterfly V1.01 - 2013



## M-Systems. S-World President and CEO 'The Obamas'



And to recap here is the latest version



Works in tandem with Angelverses president with The monumental task of getting a crème of the crop of the most visible and successful companies to work together in the first place and so on.

But also focuses on the logistical challenges of creating grand networks in locations of abject poverty or Economic distress (in the West). For example, we need a government (preferably Malawi) in Southern Africa to create us a 200 square km's concession of land, we wish approval for same from Greece & we wish to start the process of lodging our 8500 square km's Mars Resort 1. claim with the United Nations.



The Obama's



Plus of course the monumental task of getting a bunch of the most visible and successful companies to work together in the first place.

We need to take a serious look at anti-trust and monopoly laws and first convince, ourselves (which will take the software from all M-Systems in place before we can prove the theory, and in particular S-World UCS) and a few years, thereafter having convinced ourselves, we need to create the company structure in a way that does not interfere with antitrust laws or monopolies. 7

In a way, we do wish to create a monopoly in that we want everyone to follow the E-TOE, but that's is not a company, it is physics-based economics. This aside everyone within the economy is competitors to each other, albeit the ripple effects often make cooperation commonplace, but that's not anti-trust it's just good business science and is not restricted in any way, it's an open market albeit the string theory systems to provide a boost to companies that have fallen behind, which may be anti-trust, but if it is then anti-trust is silly.

The Obama's

Give  
Half Back



No Problem if either Hillary or Michelle run for US president, and of course 'Give half Back' is a catchy and in this case very economically accurate election slogan and on that note it would be best for the USA if congress approved a 16 year 1 trillion investment/contribution into the ecological expenses in USA grand networks, note this will be easier to sell to the public if China & the EU have already agreed to same, this ripple effect sees a new task of getting China and the EU to agree to same. Indeed this may even be the event that gets the UK to stop this crazy Brexit

(Note this a good and maybe the first reversed ripple effect, we wish to get 1T approval and make ripple effects backwards that will assist this outcome.)

Lastly of course there are the special projects and in particular, the Spartan Theory...



# 5. Cities of Science



# Space X

The Plan for MARS Resort one is the same as it is for any super grand network in a location of abject poverty, and it does not get more abject than MARS, Global GDP Zero, Not even air or water.

However, by my economic reckoning, MARS Resort 1 will be the most generous long-term investment of all S-World, due to the large land that can be claimed before developing our infrastructure base, 1600 square km's plus another 8,000.



# 16. Universal Colonization





## RES Equation - Financial Equivalence



## Mars Resort 1



## MARS Resort 1 (MR1)

Maybe add earlier...

Then on a summer's walk, the penny dropped. Instead of the currently unknown S-World brand trying to enlist millions of licensors, the optimum strategy may be to make small to medium companies and individuals that wish to join the S-World network (members/licensees) do so via 'licensors,' as we turn all the M-Systems and S-World concepts including and especially the E-TOE (Economy Theory of Everything) into the Angelverse Operating System. Like Microsoft did for Windows and Google have done for Android. Where to join S-World, one needs to do so via a



And on this, a note to all, M-Systems and the E-TOE are not in any way an upgrade or extension of current macro or microeconomics. It's not Windows 10 or High Sierra built upon previous versions of the same. It's completely new, from the foundation to the superstructure, based on business, networking, marketing, PR, better software, simulations, and inspirations from M-theory (The Theory of Everything).



Combined to create a digital network economy, fresh out the box, massive and light-years more efficient than standard economics, which is said by some to be more philosophy and history than science.

