

MARS Resort One - The Return of RÉŚ



In Retrospect:

Nick Ray Ball, 25th March 2020

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

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

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

With this clarified, welcome to MARS Resort 1.



Inspired by Elon Musk and Richard Branson



Stellar Grand Networks - **Mars Resort 1**

By Nick Ray Ball 23rd Oct 2017

M-System 6. The Theory of Every Business

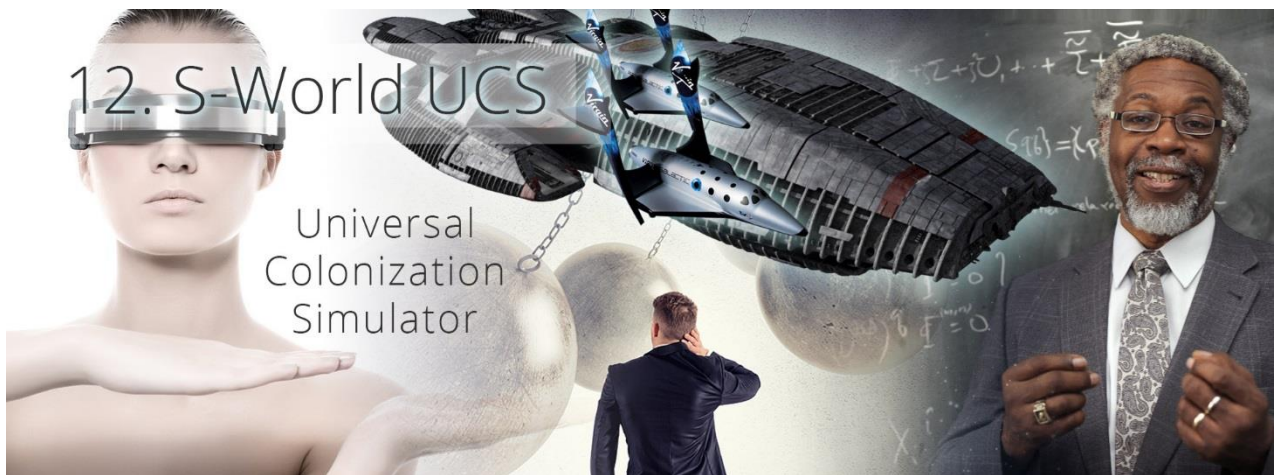


As of the 24th October 2017, we have a new addition to 'The Theory of Every Business:' Stella Grand Networks, starting with Mars Resort 1 (MR1)

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

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

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



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

www.angeltheory.org/m-systems/part-2/the-s-world-ucs-m-systems

M-System 13. S-World UCS Voyagers

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

Welcome to S-World UCS

Welcome to your future

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

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



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



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

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



Special Project 16. **Universal Colonization**



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

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

Hence 'Universal Colonization,' and the saving of our complexity and sentience became the main priority, and 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 sold banker and a winning solution to the problem.



Branding...

Going back further, whilst researching branding for my pitch to VIRGIN back in 2008 and 2009, I

took my Cape Villas team (from management to domestics) to 'Enlighten' branding lectures and boot camps.

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

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

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

'We are helping build a colony on Mars'



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

Basic Concept

Like all grand networks, we wish to create a resort development that is fun and full of entertainment, such as the various location improving initiatives from American Butterfly, 'The Theory of Every Business' Chapter 4. 'The Locations Butterfly.'

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

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

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

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

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



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

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



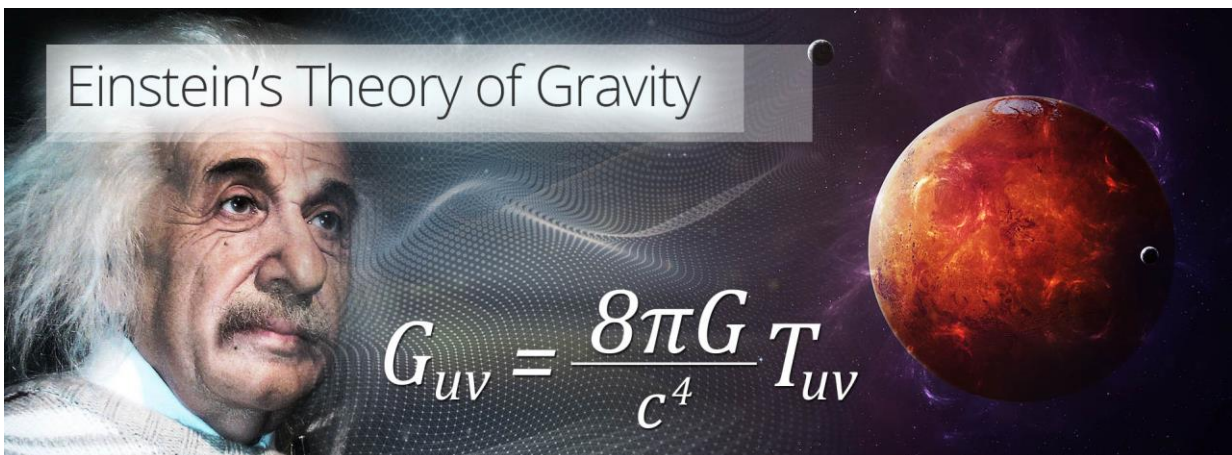
The Grand Networks in areas of Abject Poverty idea is to build the infrastructure and popularise the resort in the first few phases at a loss, then make a profit in the later stages.

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

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

Mars Facts...

Elon Musk and the SpaceX team are now focused on Mars, which makes a lot of sense, as whilst the gravity is under half that of earth 3.711 m/s^2 vs. 9.807 m/s^2 , it is double that of our Moon (1.622 m/s^2) or any other Moon in the Solar System. So, if you are going to have the second habitat in this solar system, Mars is by far the best from a gravitational perspective (discounting Neptune and Uranus which are far too cold).



Mars is just outside the Goldilocks zone, on the equator, it can reach 20°C in the day but well below freezing at night, as such all habitats need to be enclosed and heated.

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

Big Win!

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

16. Universal Colonization - MR1



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

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

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

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



Space X

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

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

pioneering to others.

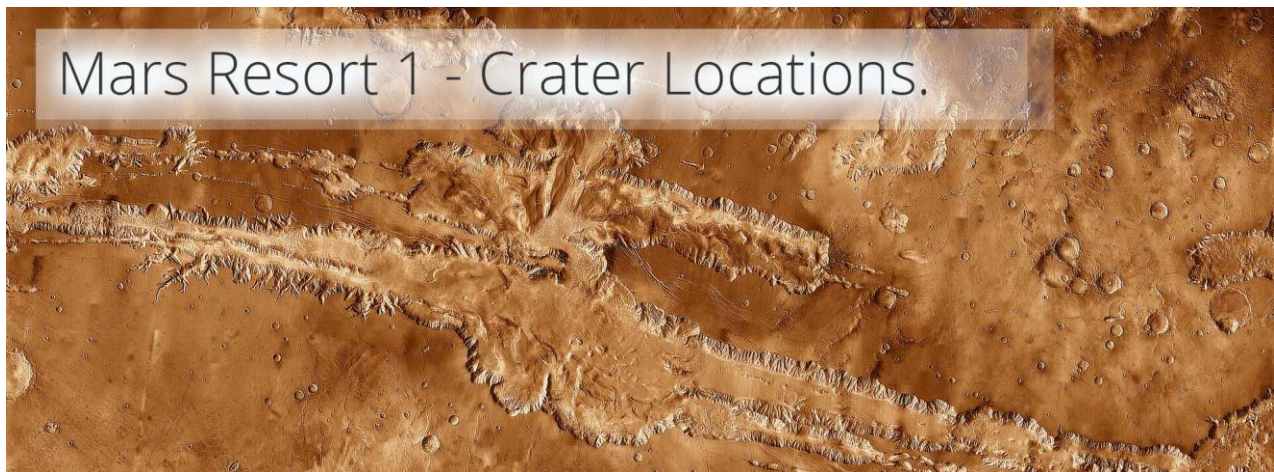
Enter S-World...

Mars Resort 1

Geography

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

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



The Population

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

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

The Theory of Every Business - Grand Networks

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

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



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

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

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

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



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

One logistical challenge is the height, getting a crane to Mars could cost hundreds of millions of dollars. And to build at the speed, we would need a lot of them if each section of the roof needed

one. So in general scaffolding and manpower, and lower rooves. Plus a plan to create a crane factory on Mars, but allowing at least 20 years for such industry to develop. Once complete, Mars Resort 1 rooves will go much higher.

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

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



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

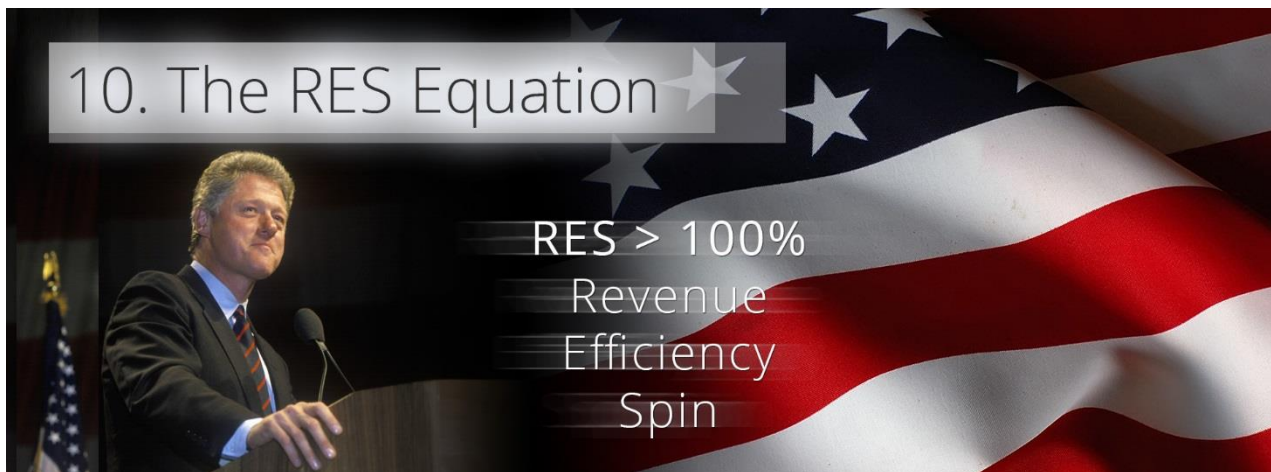
Where after, the objective is not necessarily going to develop the land and sell houses/citizenships, albeit that will happen. The objective is to create large scale 1 square km habitable zones pre-build to S-World VBN specs, at a price of between \$5 and \$100 billion, sold to big companies, countries,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

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

Mars Resort 1 ECONOMICS



The RES Equation (Revenue x Efficiency x Spin)



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

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

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



RES Equation - Financial Equivalence

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

The lower the tax the greater the effect, and if no tax was taken at all, the amount of GDP that could be created is 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 (now É)	Spin
	100,000,000.00	93.75%	93,750,000.00
1	93,750,000.00	93.75%	87,890,625.00
2	87,890,625.00	93.75%	82,397,460.94
3	82,397,460.94	93.75%	77,247,619.63
4	77,247,619.63	93.75%	72,419,643.40
5	72,419,643.40	93.75%	67,893,415.69
6	67,893,415.69	93.75%	63,650,077.21
7	63,650,077.21	93.75%	59,671,947.38
8	59,671,947.38	93.75%	55,942,450.67
9	55,942,450.67	93.75%	52,446,047.50
10	52,446,047.50	93.75%	49,168,169.54
			GDP= <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.

Retrospective note, now we apply a Cash Flow to GDP variable (CFV) inspired by Harvard

Economics professor David A. Moss so that in general GDP is 50% of cash flow, so that would be USD 2 trillion in cash flow = \$ 1 trillion in GDP. A further note on this point, to avoid inflation in what would be a real-world Grand Spin Network we now use USD as the currency. Still in Network credits, but 1 Network Credit would equal 1 US dollar. And the cash is always stored in a Network Bank.

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

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

New and Potentially Massive

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

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

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

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

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

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

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

Jobs, Jobs, Jobs



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

Here are some different job types.

1. Spartans & Small Companies

- a. Construction
- b. Agriculture
- c. Industry
- d. Nursing
- e. Education
- f. Other

2. Angel City 5 and QuESC

3. Billionaires doing what they do

4. Scientists

5. Municipal

1. Spartans & S-World Companies



9. Spartan Contracts

Special Project 9. Spartan Contracts originated in 'The Theory of Every Business,' from chapter 3. "The Theory of, just a little bit more, than we know now"

<http://americanbutterfly.org/pt1/the-theory-of-every-business/ch3-the-theory-of-just-a-little-bit-more-than-we-know-now>

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

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

Business Strategy

1 Point = \$1,000

Game Theory Strategies:

- > Commitment
- > Cartelization
- > Trust
- > Relationships

		Manager	
		Join	Don't Join
Owner	Join	504,126	630,0
	Don't Join	0,630	0,0

The Manager & Owners Game

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

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

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

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

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



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

2. Angel City 5 and QuESC

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

Angel City 5

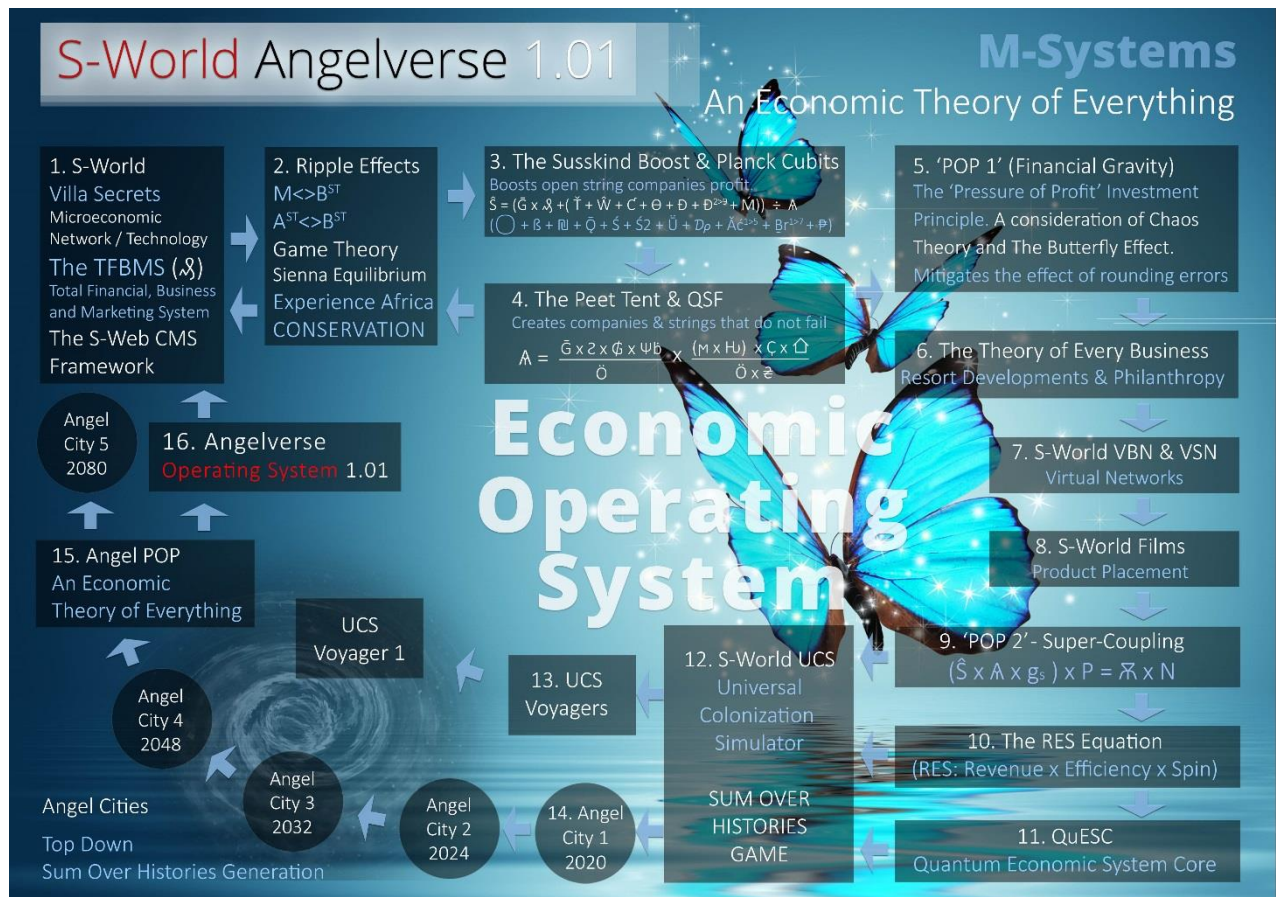
Angel City 5



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

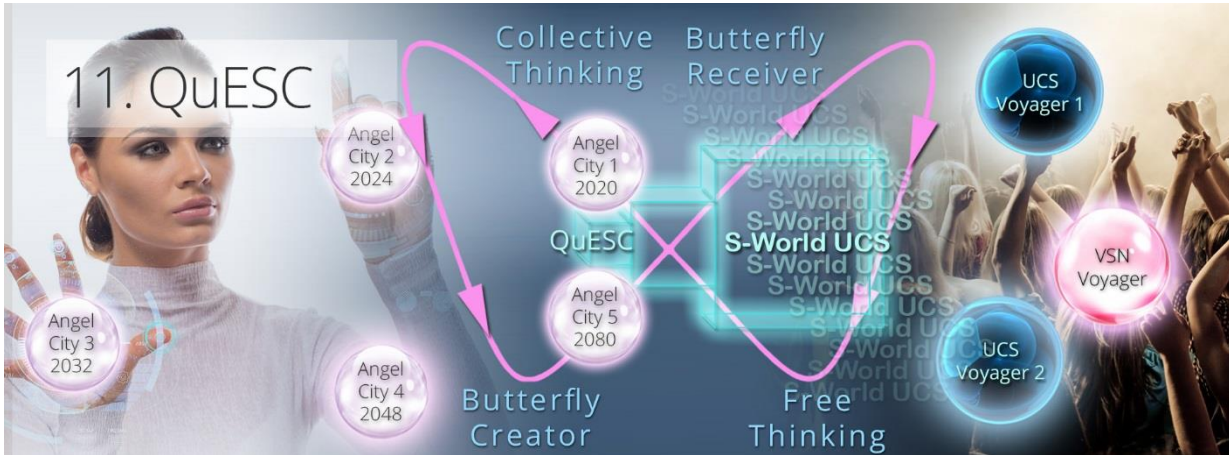
I have had real problems trying to plan the locations for Angel City 5, primarily because it's such a big deal that basing it in any country will have the effect of pissing off every other country. But placing it on Mars with other countries all invited (at their own expense) to set up their own Angel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

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



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

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



3. Billionaires doing what they do

Another source of significant revenue into the Mars Resort 1 economy are the billionaires who have been attracted to live and buy property in the resort proper. In this case, certainly at first property sales will be relative to cost.

Seeking to make the properties as good value as possible, because we wish to attract as many billionaires as we can, as once on Mars they will do what they do and in so doing increase the cash flow and value of the economy. And will likely import a lot so increasing the value of the resort in general, making the resort more attractive.

4. Scientists



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

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



But on Mars...



5. *Municipal*

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

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

Economic Conclusion

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

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

desirable location.

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

Angelverse Profit

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

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

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

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

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

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

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

Making a Profit

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

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

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

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

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

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

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

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

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

How much is that worth to China?

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

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

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

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

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

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

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

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

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

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

1. The Theory of Every Business (Grand Networks)

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



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

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

We shall conclude with a Version 1.01 timetable of development

Preparations

1. Planning (2018 to 2024)

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

2. Robots & Supplies (2020 to 2028)

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

- a. Send thousands of Swarm (ant-like) robots www.facebook.com/SwampWorksKSC who will fetch materials and other useful materials, and depots them back at base (2025? ongoing).
- b. Send other robots (2025? ongoing).
- c. Before the first human rocket takes off, the supply ships need to have successfully delivered their cargo, which is all that is needed for the first team of 100 (if this is the capacity available).

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

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

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

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

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

- b. The next 100 will specialise in basic infrastructure, seeking power, water, and air. For energy, what with a low max wind of 60MPH, we hope a cross between solar film and 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).

(In Retrospect, we need Nuclear Power generators.)

- c. With power set up, one can start creating water from electrolyzing the Mars Regolith (soil / crushed rock) which contains hydrated minerals which can produce water. Plus, it also produces hydrogen which can be used as an explosive, a propellant, or as is most needed - added to oxygen to make water within our rainforests, which over time will become the suppliers of oxygen and water for the development (2028 ongoing).
- d. Continuing with 1 launch every 2 months, creating a population of 2400 by the end of 2 years (2028 to 2030); each set of arrivals will have different tasks and will have been delivered the parts and material they need to do the job (2028 ongoing).
- e. Create the essential industry, too much to list.
- f. Create spacious accommodation and entrainment for the workers who will all be on 'Spartan Contracts.'



Mars Resort 1 – Development Timetable

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

- a. Create Superstructure for first commercial development, 1000m by 250m, must be transparent (2034 to 2036).
- b. Create the 18th Hole under the 1000m by 250m transparent superstructure and create an atmosphere (2036 to 2038).
- c. Create a small lake with a beach and a river to decorate the 18th Hole (2036 to 2040).
- d. Build Super Villas and Estates on 18th Hole (2036 to 2040).
- e. Industry needs to try and find quality granite, and make quality furniture and other items, this is mixed with ships full of imports, from Miele and Guggenheim kitchens to quality silk linen and electrics (2040 onwards).
- f. Sell Real Estate which may include land rights for later developments (2020 to 2040).
- g. Occupy 18th Hole Vilas and Hotel (2040).
- h. Build the rest of 17 holes on the golf course, each is compartmented, so if there is a leak in one, the occupiers can just move to the next compartment (2038 to 2042).
- i. Follow the 'Theory of Every Business' location enhancing exercises, creating other entertainment (2036 to 2044) <http://americanbutterfly.org/pt1/the-theory-of-every-business/ch4-the-locations-butterfly/location-location-location>.

5. *The Grand Super Structure (2034)*

- a. Preparing to build the industry needed for the transparent roof over the crater (2034 to 2036).
- b. Find a deposit of iron or other metal 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 oxygen atmosphere, ready for development in the phase (2034 to 2042).
- d. Create a 2nd compartment (2038 to 2046).

- e. Create a 3rd compartment (2042 to 2048).
- f. And after another compartment, every 2 years until the crater development is completely covered.

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

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

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

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

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

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

Cost to build??? (in 2 years)

800 people on \$50,000 (no tax) = 80million

2 Cranes Hired & 50 million each = 100million

Cost to produce the glass panels on the roof? At 4m x 4m a tile, we would need 160,000, which need to be tough enough to be bullet 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 our Angel Wings*

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

8. *Give Half Back*

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

[Introduction](#)

1. [The What](#)
2. [The How](#)
3. [A Good Model](#)
4. [Net-Zeo DCA and Internalities](#)

5a. [Special Projects 1 to 33](#)

5b. [Special Projects 34 to 71](#)

MARS RESORT ONE – DESIRED CO-FOUNDERS



The **ChanZuckerberg** Foundation



Advancing
human
potential

MARS Resort 1



Sergey Brin

Larry Page