Supereconomics
Part 3 – THE WHY v1
Sixty-Four Reasons Why

S-World Angelwing Economic Software Framework — M-Systems: A More Creative Capitalism

The Network v11 64/RW

Sienna's 10th Birthday Edition - 24th November 2019

Moving 64 big-ticket items inside the doughnut's safe and just space

AND

S-World Angelwing
Net-Zero Dynamic Comparative Advantage Software

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

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

"The fact that you yourself have never sat through an economics lecture may just turn out to be a distinct advantage after all: you've less baggage to offload, less graffiti to scrub out. Every now and then, being untutored can be an intellectual asset - and this is one of those moments."

Kate Raworth
Doughnut Economics

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Net-Zero DCA
Dynamic Comparative Advantage Software
The Sienna Equilibrium 2020

PART 5 THE WHY
Special Projects

Š-ŔÉŚ™ High-Octane Financial Engineering

Pecunia, si uti scis, ancilla est; si nescis, domina.

Because Š-ŔÉŚ™ High-Octane Financial Engineering (Supereconomics Book 2) fuels the simulations and predictions seen in this book, I ask the reader to jump to Chapter 5, look at Š-ŔÉŚ™, watch one of the videos and try to find a critical error. I've been trying to find a critical error for 18 months and I can't see it.

Until disproven I will present the book, as if there is no error in Š-ŔÉŚ™.

Spreadsheet (v4.69 10th Dec 2019)

History 3

www.angeltheory.org/video/34

History 2

www.angeltheory.org/video/25

If someone finds a critical error, not all is lost, because of an equally phantasmagorical system, now seen in Part 4. **Internalities and Net-ZERO DCA™ Soft.** Net Zero Dynamic Comparative Advantage for Joseph Stiglitz, Bill and Melinda Gates, Kate Raworth, William Nordhaus, Paul Romer, Richard Thaler, Esther Duflo, Abhijit Banerjee, Paul Collier, Satya Nadella, Dani Rodrik and others.

Net-Zero DCA

Microsoft

Net-Zero Dynamic Comparative Advantage

Note the graphic above represents a desired future with Microsoft, not Microsoft involvement at this stage. We want Microsoft to develop the product based on the system designs in Part 4.
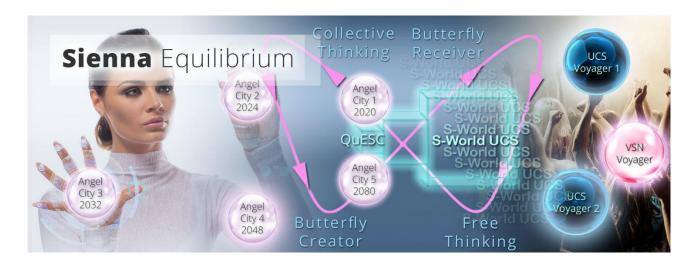
The Š-ŔÉŚ™ Financial Engineering predictions in this book are massive because we are counting the wealth of a country that goes from 0.0030% of GDP to 1% of GDP over 56 years, netting about $24 trillion (in today's money), and to double-check 0.5% of 2018 GDP per the World Bank is $429 Billion, times 56 years is $24 trillion.

Be that the number, or not, the Net-ZERO DCA™ creates a system where more than half the cash flow (turnover) is spent on Net-ZERO Industry and/or Special Projects.

HOW CAN WE DO **the most good?**

How can we do the most good?

Special Projects are the subject of this book, the 64 Reasons Why, now 66 different projects that are ecological, philanthropic, scientific, social and/or complexity saving.

In Part 4, we have a look at ripple effects, externalities, internalities and the Sienna Equilibrium; which we entangle within the Network and then use the Net-Zero Dynamic Comparative Advantage software to program/plot the Grand Śpin Network in a way that maximizes the cash flow allocation to the ecological, philanthropic, scientific, social and complexity saving Special Projects.

It is looking like about half of all cash flow can be spent by one or another of the 64 Special Projects, maybe 75%; and as a worst-case 25%, But even 25% is no mean feat. If we again consider Microsoft and the Bill and Melinda Gates Foundation, we are probably considering the words most philanthropic company and foundation. Which according to Netflix 'Inside Bill Brain' spends about $5 billion a year.

Regarding Microsoft www.microsoft.com/en-us/annualreports/ar2018/annualreport
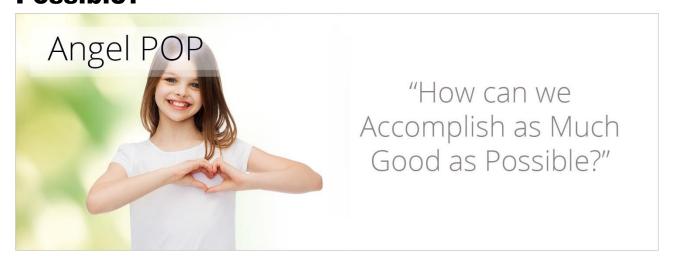
"In fiscal 2018, we delivered $110.4 billion in revenue and $35.1 billion in operating income and returned $21.5 billion to shareholders through dividends and share repurchases."

$5 billion from $110 billion is 4.55%, I expect Microsoft will score in other areas, and other shareholders may support different special projects, but the point I'm making is reaching 25% or 50% or even 75% of cash flow is an unthinkable level of efficiency.

Š-ŔÉŚ™ makes S-World powerful.
The Net-Zero DCA™ Software makes it beautiful.

"HOW CAN WE ACCOMPLISH **as Much Good as Possible?**"

M-System 15. **Angel POP**

"Grand Networks (New S-World Net-Zero Cities) in locations in extreme poverty are Special Projects."

It will also help to hear from Joseph Stiglitz on Dynamic Comparative Advantage

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

Using Net-Zero DCA software we plan the dynamic comparative advantage of Malawi to specialise in Net-Zero companies and products, and companies and products that assist the special projects. If we can use Š-ŔÉŚ™ this leads to steady growth from the poorest country in the world in per capita GDP to a country that shares 1% of GDP. And all this industry and business does the most good, in one model 95% of all that is spent assists one or more special projects in a significant way. I expect to see half of my advantage rubbed out in the execution, but that still leaves nearly 50%, a magnitude higher than the worlds current philanthropic leaders Microsoft.

A pivotal moment in the development of the Grand Network hypothesis was found in August 2018 when listening to the audio-book Poor Economics, and the section of charter cities, an idea by Paul Romer. On hearing this, I believed that if I could only get to Paul Romer, he would see merit in the marketing and economic systems, and I started work on Malawi Network. The extract follows:

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

Paul Romer
Growth Theory - Start-Up and Charter Cities

Still, running an entire country may be difficult. So, he proposes starting with cities, small enough to be manageable but large enough to make a difference. Inspired by the example of Hong Kong, developed with great success by the British and then handed back to China, he developed the concept of "charter cities." Countries would hand over an empty strip of territory to a foreign power, who would then take the responsibility for developing a new city with good institutions. Starting from scratch, it is possible to establish a set of good ground rules (his examples range from traffic congestion charges to marginal cost pricing for electricity, and of course include legal protection of property rights). Because no one was forced to move there, and all new arrivals are voluntary—the strip was empty to start with—people would not have any reason to complain about the new rules.

Network Cities

Then came MARS Resort 1, and after Willaim Nordhaus and Paul Romer won the 2018 Nobel's in economics and now we are presenting to Kate Raworth, and Melinda Gates, to assess the philanthropy.

Melinda Station
MARS Resort 1

Net-Zero DCA
The Theoretical Minimum

The second piece of the puzzle has only recently been uncovered. What it says is that from that $24 trillion half, maybe two-fifths of this will be spent on ways that make Malawians happy, and there will be no spending on things that makes the world unhappy.

This system is called Net-ZERO DCA™ and it is the subject of part 4. And is the current frontier of systems designs. In time Part 5 will move to Part 1 and Part 4 will be the end of the book

Net-Zero DCA
Net-Zero Dynamic Comparative Advantage

When I started this book, Š-ŔÉŚ™ was the be-all and end-all, and the Special Projects were simply what it could afford. But in making Part 4-Net-Zero DCA, I discovered an equal to Š-ŔÉŚ™ in terms of increasing spending on Special Projects by a factor of more than 10.

Now with two How's, or 3, when including S-Word Angelwing.

The big idea is given, Š-ŔÉŚ™ Financial Engineering and Supereconomics is that Malawi's best Dynamic Comparative Advantage is for Malawi to specialize in creating Net-ZERO products and machinery.

Now, with the Net-Zero DCA Soft., I have a theory that does not need tens of thousands of hours of programming to substantiate.

But it is nice to have a backup, a backup system that if combined with Paul Romer and the Marron Institute economic designs for cities would create a winning formula. Because Net-Zero DCA builds the city upon the special projects, putting them and companies who can do business in them at the centre of the system so far shows that about 50% of cash flow (turnover), which is always more than profit, is spent on one special project or another.

Š-ŔÉŚ™ makes S-World powerful.
Net-Zero & Special Project-DCA makes it beautiful.

M-System 15. **Angel POP**
"Grand Networks (New S-World Cities) in locations in extreme poverty are Special Projects."
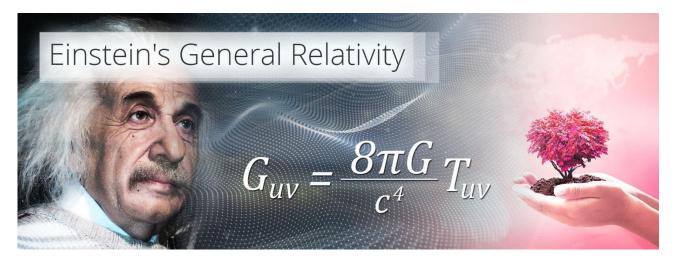
Monopoly Power in the Quantum Age
Creating Net-Zero Cities and Wealth in locations of Extreme Poverty

Chapter 1: **Introduction; Part 1 to 5**
64 Reasons Why

Supereconomics is not the first complex theory to make wild predictions that sound like the mutterings of a madman.

"Within this equation, there is a teeming universe. And here the magical richness of the theory opens up into **a phantasmagorical succession of predictions that resemble the delirious ravings of a mad man but have all turned out to be true.**"

Seven Brief Lessons on Physics by
Carlo Rovelli

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

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

Part **One**
THE WHAT IN **60 Seconds**
S-World Angelwing

"The most powerful tool in economics is not money, nor even algebra. It is a pencil. **Because with a pencil you can redraw the world."**

Kate Raworth
Doughnut Economics

S-World Angelwing is the catch-all name for the many S-World software systems, designs, and the 16 M-Systems seen above.

In Supereconomics Book 1, I present an illustrated look at the different component systems created since 2011. Within this picture book, I add the 'S-World Stories Index' to over 50 essays and books that so far are told in 1,022,214 words on **5,300 pages.**

In Part 1. **THE WHAT in 60 Seconds**, I briefly present the Angelwing component names and a sample of graphics, just under 1 million words in 60 seconds.

Part **Two**

THE HOW
Š-ŔÉŚ™ Financial Engineering

In Part 2, I present my burning question from Supereconomics Book 2. THE HOW:

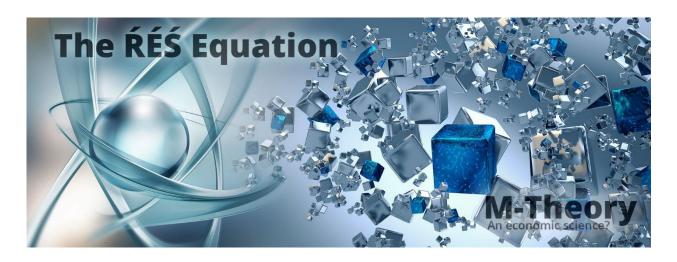## "Can we use Š-ŔÉŚ™ Financial Engineering as prescribed?"

All the financial forecasts come from this macroeconomic formula/prescription, including the following spreadsheet that also demonstrates the scale of the thing.

Š-ŔÉŚ™	Financial Engineering						
	Network Credits Ťender	Network Credits Ťender	Network Credits Ťender	Adjusted For Growth	Adjusted for Growth	Div. By	Adjusted for Growth
	Cash Flow	Number of Companies	# of Spartan Contract Labour	Spartan Labour Basic + Bonus1	# of Paid2Learn Trainees	Trainees Per 1 Labour	Paid2Learn Trainees Basic + Bonus1
2024	$ 5,685,975,000	2,048	65,536	$ 21,690	262,144	4	$ 1,356
2025	$ 14,894,843,486	5,120	163,840	$ 22,173	573,440	3.5	$ 1,584
2028	$ 53,185,830,818	15,565	498,074	$ 24,185	1,494,221	3	$ 2,015
2032	$ 106,194,771,025	24,576	786,432	$ 27,707	2,359,296	3	$ 2,309
2040	$ 431,185,712,853	94,208	3,014,656	$ 24,087	7,536,640	2.5	$ 2,409
2048	$ 867,395,313,639	131,072	4,194,304	$ 27,207	10,485,760	2.5	$ 2,721
2050	$ 1,283,942,425,681	163,840	5,242,880	$ 32,218	10,485,760	2	$ 4,027
2060	$ 2,892,474,879,905	245,760	7,864,320	$ 37,800	15,728,640	2	$ 4,725
2070	$ 5,028,641,551,041	294,912	9,437,184	$ 42,781	16,515,072	1.75	$ 6,112
2080	$ 8,204,082,483,521	327,680	10,485,760	$ 49,072	15,728,640	1.5	$ 8,179

In terms of Š-ŔÉŚ™ and the figures above, only the cash flow comes from Book 2. Š-ŔÉŚ™.
The rest of the figures come from this book - Book 3, in Part 4. Internalities & Net-Zero DCA.

I first discovered RES (Revenue x Efficiency x Spin) in 2012 and wrote about it in my first three
www.AmericanButterfly.org books, but put it aside because tax took away too big a chunk to make
the equation effective. But, in October 2017, the **MARS Resort 1** thought experiment
demonstrated its power, if the tax can be paid in output/Network Credits. And from this point, I
created Tax Symmetry which solved the problem.

Now without the loss in Ŕ due to tax, ŔÉŚ worked well. And on the 19th of October 2018, I created
A More Creative Capitalism – Chapter 4. The ŔÉŚ™ Equation.

But before going public, I concluded that I needed to show why the equation was important; and you are reading that book now, in 'THE 64 REASONS WHY.'

In 2019, I started retelling the story within a three books treatise called Supereconomics:

1. **THE WHAT** – S-World Angelwing
2. **THE HOW** – Š-ŔÉŚ™ Financial Engineering
3. **THE WHY** – 64 Reasons Why

Regarding the name Supereconomics, the Super is from Supersymmetry. But I get that to an economist, this will sound grandiose. But **if we can use Š-ŔÉŚ™ Financial Engineering as prescribed, and increase the money supply by over 3000% then use Net-Zero DCA so that over half of cash flow is spent in one or another of the special projects from Part 5 of this book, then it really would be Supereconomics.** This circles back to the S-World GOAL 1 - The importance of debugging or not debugging the Š-ŔÉŚ Equation.

In Chapter 4. The 8th Way for Kate Raworth, I begin to lead out towards Š-ŔÉŚ™ suggesting that it may be the eighth chapter to Raworth's book 'Doughnut Economics'; ergo, a good thing.
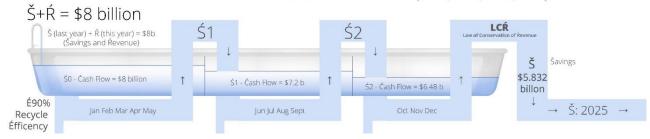 Then, in Chapter 5, we go into the Donella Meadows bathtub graphic that shows Š-ŔÉŚ™ at work. **I urge all who are reading to follow this chapter and see the two videos.**

History 3 www.angeltheory.org/video/34
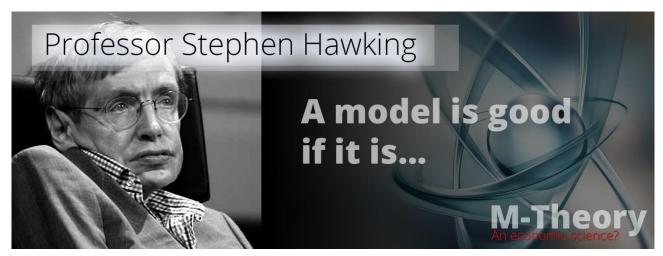## History 2 www.angeltheory.org/video/25

Part **Three**

A Good Model **By Stephen Hawking**

A significant change in my approach to the design of the network occurred in the summer of 2016 while reading 'The Grand Design' by Stephen Hawking and Leonard Mlodinow, and Hawking's prescription for a good scientific model in which...

A model is a good model if it:

1. "Is Elegant
   Elegance is not something easily measured, but it is highly prized amongst scientist because laws of nature are meant to economically compress a number of particular cases into one simple formula.
2. Contains few arbitrary or adjustable elements
3. Agrees with and **explains all existing observations**
4. **Makes detailed predictions** about future observations that can disprove or falsify the model if they are not borne out."

Later in this book, Hawking introduces 'Alternative Histories' which combine with Good Model points three and four and leads to Chapter 8 - **87 Quintillion Histories** (which is the number of simulations that a supercomputer can make of the network by 2080). Prior to this chapter, I described the S-World UCS™ M-Systems, in which the simulation flies back and forwards from our time to 2080, creating histories that we can choose to follow or ignore.

Chapter 8 - MARS Resort One adds tax symmetry and the idea of selling whole suburbs (not the real estate within) to the 'good' S-World model and provides a working environment in which the ŔÉŚ™ Equation can flourish. Chapter 10 starts with 'A Good Model' by Paul Collier and looks at some of his insights from his book 'The Future of Capitalism.' And Chapter 11; About Women is for Melinda Gates, in which I present the girls win more than boys sports leagues idea, the Paid**2**Learn initiative, family planning, special project allocations and **Give Half Back** – the philanthropic law of S-Word since 2011.'

And lastly, in Chapter 12, I present **My Reason Why.**

Part **Four**

Internalities & **Net-Zero DCA** Soft.

Dynamic Comparative Advantage Software

In Part 4, we look at ripple effects, externalities, and internalities; and then entangle them within the Network and then use the Net-Zero Dynamic Comparative Advantage System to program/plot the Grand Śpin Network in a way that maximizes the cash flow allocation to Special Projects.

It is looking very much like about 50 percent of cash flow can be spent by the 64 Special Projects, maybe 75%; and as a worst-case 25%. This is no mean feat, in 2016 and 2017 had you asked me how much of the 'A More Creative Capitalism' (Supereconomics) cash flow could be used for Special Projects (the reasons why) I would have said 12.5% or less, which may end at 6.125%.

If we got an average of all businesses, we would probably see figures of just a few percent or less. 12.5% would be a good profit, of which few in the market would donate 10% of their profit to philanthropy or ecology projects unless there was a tax break. And many or even most small business could not afford to even if they wanted to.

Remembering that cash flow is different from sales revenue in two ways. First, while sales revenue only shows the gross amount of money coming into a company through sales, cash flow shows the total amount of money both coming into a company and moving out of it.
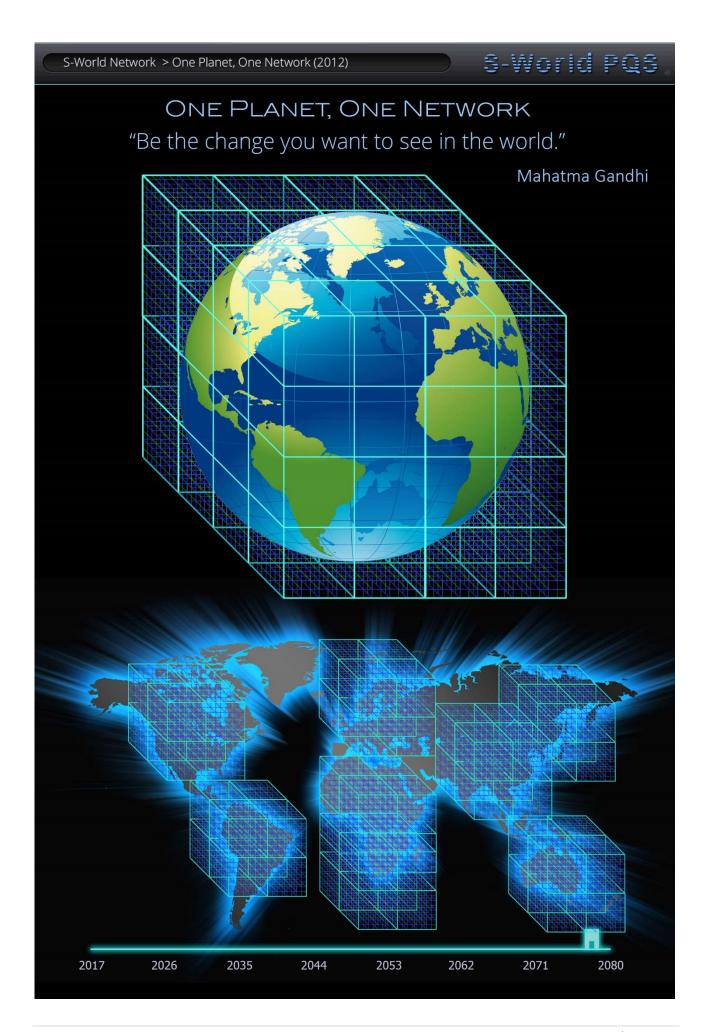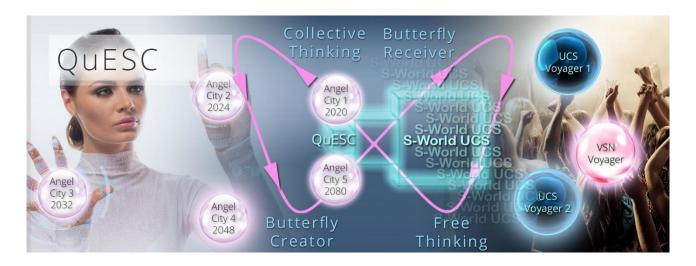
Also, in Part 4, I make my best description so far of **POP – Financial Gravity** (M-Systems 5, 9 and 15) and QuESC M-System 11.

To our right, we see the Global Cube from 2012. And, in this chapter, we create the network as a series of cubes within cubes. Below, we see the end of 8 years of work on POP which now shows at the bottom a single quanta ($0.0001), and how by multiplying by the number of the cube, 8 again and again, we get to a person in the 10th cubic dimension Đ10, then becomes a pair of companies (maybe supersymmetric) in Đ12, a Grand Śpin Network at Đ17, eight Continental Networks in dimension Đ20 and the Global Cube at dimension Đ21.

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

ONE PLANET, ONE NETWORK

"Be the change you want to see in the world."

Mahatma Gandhi

| 2017 | 2026 | 2035 | 2044 | 2053 | 2062 | 2071 | 2080 |

Above, we see the illustration that is usually associated with QuESC and the marshalling of Histories. In which, on the left, we see a QuESC operator. On the right, we see a crowd that represent Elite UCS™ MMO pros. In the middle, we see the infinite butterfly effect, made of ripple effects, internalities, and externalities.

Welcome to QuESC Mission Control

"In the Army, there's an old saying: 'No plan survives engagement with the enemy.'

No matter how carefully one plans for battle, running through every possible scenario of what might happen and what might go wrong, the reality on the field will inevitably be different.

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

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

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

Or in our case; 'fund them projects.'

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

The AI will avoid the never-ending call to arms by applying histories that work for many situations but will call on the bridge and MMO support when *'No plan survives engagement with the enemy'* scenarios are in effect.

The QuESC teams will need to create new histories on the fly as we treat the marshalling of histories like a military exercise; like we were on the bridge of the Battle Galactica (series), a war room is made to match, which in some parts is analogue in case of EMPs, Cylons or Skynet.

If we see a significant network of companies missing its histories/paths, it would be like seeing a Cylon Base-Star on the radar, battle stations, and QuESC (us humans) take immediate action to send commands to the wayward business and come up with a solution in dramatic fashion.

In the graphic below, I am attempting to show a giant disruption at the quantum scale, with each cube representing a company or quality circle that has been disrupted in a massive shock. We see the QuESC teams at Angel City 1 and the MMO pros across the world, virtually on board the Galactica, flying throughout the quantum asteroid field of companies.
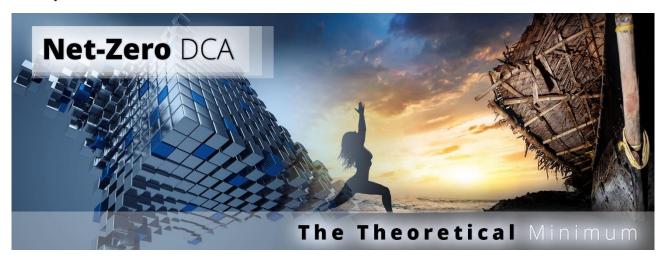
It is the QuESC Battlestar's job to put the pieces back together again.

In the last graphic, we see that a quantum asteroid field of many companies and networks has been dislodged from a Grand Śpin Network, after a supply shock, which could be from a major new competitor, a political decision, a technology developed that makes an entire sector redundant, you name it.

The general idea is that QuESC is us, humans, at the heart of the AI, at the heart of the system core – The Angelwing system core. For sure, most of the 87quintillion histories and beyond are made by the supercomputer that sits below the Angelwing AI. But when it comes to how to navigate the unknown future, when it comes to shocks, it's the human component working with the AI that will save the day. 87 quintillion (87,714,630,433,327,500,000) histories are not as many as they sound unless we can apply a renormalization technique, which would probably be quantum computing; in which, in place of the 87 quintillion paths/histories, would be all paths and histories. And that is is a good way of expressing Feynman Sum Over Histories within S-World.

The Feynman Sum Over Histories…

Š-ŔÉŚ™ makes S-World powerful.
Net-Zero DCA makes it beautiful.

For me, right now the most recent work, the frontier of the discipline is always the most exciting place. But there's been a lot of existing development on this journey that in Feb 2020 will be nine years strong.
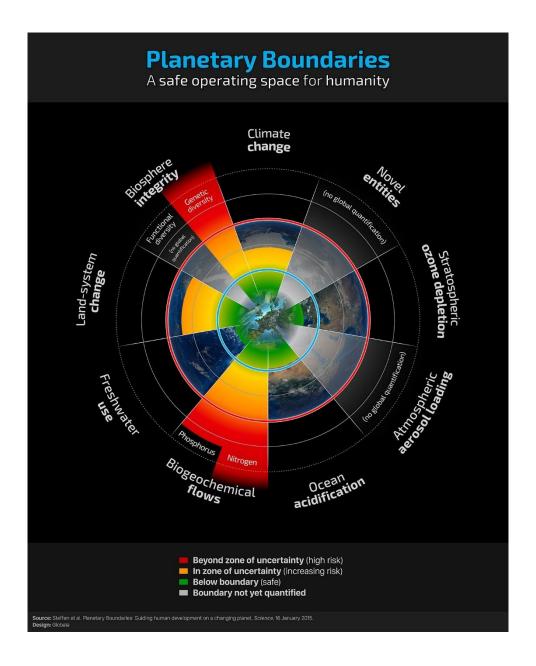
From M-System 15, I deduced that 'Grand Spin Networks in locations of Extreme Poverty was Special Projects. That changed the focus to Africa and Malawi and the focus of the network towards making Net Zero and other projects (called special projects) that most people in Malawi and most people in the world would like to have if only they had more money.

Part **Five**

64 Reasons Why

In Part 5, we see half of the money made from ŔÉŚ™ and the Net-Zero DCA strategy applied to special projects. This is a long way away from a perfect set of 64 causes that need funding. This is not my speciality, it is the beginning of a larger conversation with Raworth, Gates, Collier and many others.

Following on from Raworth's 'Doughnut Economics,' I have looked at the allocations and how they will contribute to the UN's 17 Sustainable Development Goals and the SRC's (Stockholm Resilience Centre) Nine Planetary Boundaries.

To get the idea, here are the first six special projects. Below each is the UN and SRC goal achievements.

1. **Special Project 1. Experience Africa (Conservation)**

    UN GOAL – 15: Life on Land (Biodiversity Loss) – (Also SRC Goal 2)

    UN GOAL – 11: Sustainable Cities and Communities

2. **Special Project 2. The Ecological Experience Economy (EEE)**
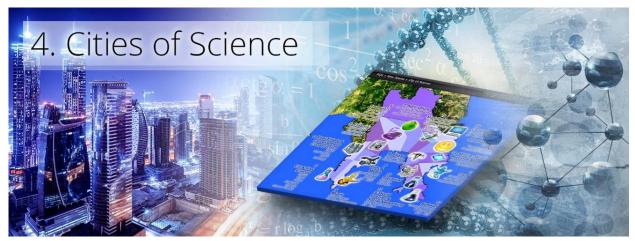
    SRC GOAL 3: Chemical Pollution and the Release of Novel Entities

    SRC GOAL 7: Land System Change

3. **Special Project 3. Advancing Human Potential**

    UN GOAL 4: Quality Education

    UN GOAL 9: Industry, Innovation, and Infrastructure

4. **Special Project 4. Cities of Science**

UN GOAL 9: Industry, Innovation, and Infrastructure

UN GOAL 11: Sustainable Cities and Communities

5. **Special Project 5. POP – Equality & The Poverty Gap**

$$G_{uv} = \frac{8\pi G}{c^4} T_{uv}$$

UN GOAL 1: No Poverty

UN GOAL 5: Gender Equality

6. **Special Project 6. Sienna's Forests**

UN GOAL 15: Life on Land (+UN GOALS 11, 13)

SRC GOAL 7: Land System Change (+ SRC GOALS 2, 4, 6)

The Elephant IN THE ROOM
Growth Theory versus Climate Change

After watching the 2018 Nobel Prize in Economics, I wrote a new chapter in the S-World series; now S-World Story 25a 'How on Earth Can Growth Theory be Good for Climate Change?'

I call this point 'The Elephant in the Room,' because few of the plans to reduce CO^2 in the West, can be achieved in third world countries, which will be depending on coal and other carbon fuels to make power.

I can see, and indeed it is a part of the Net-Zero DCA strategy that all African countries who rely on aid may see this aid contingent on decreasing carbon emissions. But like trying to get blood from a stone is futile, trying to get a country without the infrastructure and wealth of western countries to decrease carbon emissions is not hard, it's not possible at all. It will be hard enough to get them not to inflate. And this brings the argument that it's not fair that poor countries cannot burn coal when rich countries had burnt so much themselves back when they were developing, and in some cases are still burning carbon-based fuels.

I note the comments by Mark Zuckerberg one time about providing 911 internet educational services across the poorer half of the planet. And this did not scare him, he had done the due diligence and it was possible. But not for the last billion or half-billion because they did not even have roads in many places, and no power to run servers even if they were donated. And ironically, this conversation round robins to poor countries seeing providing power as more important than ever, and the easiest way to make power is burning coal.

In contrast, the S-World hypothesis sees the complete opposite. No supply and demand law says the Malawi Grand Śpin Network can't be replicated in all poor countries, maybe 100. The percentage of GDP for each would need to decrease, but lowering GDP while increasing utility (happiness) is an S-World long-term goal and will likely become a key factor in future Net-Zero DCA strategies. Much of which is to be written in the concluding **chapter 27. There Has to Be Enough!**

Looking into the future, in place of countries in poverty, burning coal because they have no choice, will be a fleet of Net-Zero countries, including the almost complete abandonment of fuel-burning cars in Africa and other locations. With new forests and rain forests being cultivated everywhere, we can make Africa, Latin America and many parts of Asia Net-Zero, the ecological wonders of the world.

So, I offer this hypothesis to William Nordhaus and Paul Romer, and I can honestly say that I would not be here without both of your theories.

William Nordhaus puts the Net-Zero back in S-World.
In 2011, the first Grand Network City design – New Sparta City of Science - was Net-Zero.

But 18 months later, the second design - The Orlando Network - was not Net Zero, (or was less so).
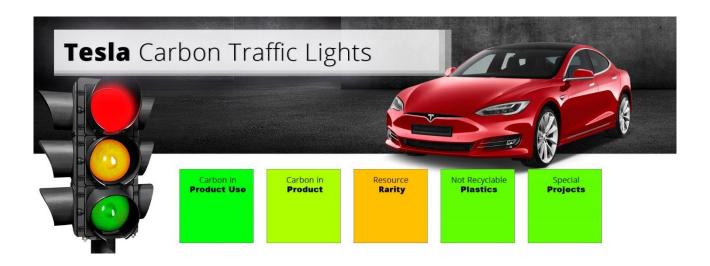
Now, Net-Zero is integral to everything we do, afforded by Š-ŔÉŚ™ and Net-Zero-DCA™ System.

And in addition, from the frontier of S-World is a simple idea from of the Carbon Traffic Lights.

The Carbon **Traffic Light**
EEE Points A GLOBAL INDUSTRY STANDARD.

Add Content

Add Content

As for Paul Romer, his Charter City initiative (told to me in 'Poor Economics' by Abhijit Banerjee and Esther Duflo) inspired this set of Supereconomics books. The city idea is critical for Š-ŔÉŚ™ Financial Engineering and Net-Zero DCA to reach their potential.

Chapter 2:
Special Project Allocations
Malawi History 3b

Book 2. THE HOW described how we use Š-ŔÉŚ™ Financial Engineering and other systems to grow Malawi's economy from almost nothing to about one percent of global GDP by 2080.

This book (3) starts where Book 2 ends, with the allocation of half of this wealth to **64 'Special Projects,' from fighting climate change to fighting ivory poachers, from education to family planning, from healthcare to complexity saving projects like MARS Resort 1.**

The figures will look ridiculous because we are showing half the money a country makes in 56 years. Consider a country that earns 0.05% of GDP now, and keeps earning 0.5% of GDP all the way to 2080. This will be like a country that starts at 0% and ends at 1%. For example, in 2017, the UAE (United Arab Emirates) had an output of $414.1 billion GDP which is 0.51% of global GDP. Now, we multiply $414.1 billion x 56 and get $23.1 trillion over 56 years. Therefore, a forecast for a country that starts with 0.0% and end with 1.0% should make about the same over the 56 years.

**One may argue that the Malawi Network will not reach 1% of GDP by 2080.
But one can't argue that if it did, this is how much it would make over 56 years**

We can see from the S-World Spreadsheet tab 'H3) ŠÉŚ-v5 | S-World History 3b,' at cell D:2854, that the Malawi Network is predicted to make $24,284,928,000,000 which is close to the UAE test figure of $23.1 trillion.

We get this $24,284,928,000,000 from cell D:2854, which is made from 2024 cash flow cost per home, multiplied by the amount of homes built 10,118,720, equals $1,517,808,000,000.
 Then we must multiply $1,517,808,000,000 by 16, because Spartan (social) housing is only 6.25% of the complete cash flow; $1,517,808,000,000 x by 16 = Cash Flow $24,284,928,000,000 or **$24.2 trillion**

Of course, we are now comparing Cash Flow with GDP; and one must be careful not to double count GDP. For this reason, **I have added the David A. Moss Cash Flow to GDP Variable (CFV) at 50%** and applied it to the number of Spartan homes built starting in cell EL:10.

It is important to know that the figures represented are in 'today's money.' This is achieved by multiplying the 10,118,720 Spartan Homes by the 2024 price of $150,000; not, for instance, the 2080 price of $597,899 per Spartan Home

So when we see Special Project 1 has a $94,863,000,000 ($94.8 billion) allocation for Experience Africa conservation, that's in today's money, that is what could be spent at today's prices over the 56 years starting in 2024. About $1,693,982,142 ($1.6 billion) per year on conservation and fighting ivory poaching.

The final part of this journey is to split the $24.2 trillion in half, where we first allocate $12.1 trillion to the Special Projects using our best net-zero dynamic comparative advantage strategy; and add other companies from the second $12.1 trillion when necessary to facilitate the Special Project companies and organizations, including police, fire, paramedics, and many other municipal projects.

For now, however, I am just working with the Special Projects. And we move to spreadsheet tab 'H3) ŠÉŚ-v5 Special Projects,' in cell D:4, we see the $24.2 trillion divided by two to make $12.1 trillion; which I divide by 256 (quanta of special project funding), making 256 allocations of $47.3 billion. Then in column 'j', I assign different values to the different projects, from zero to 24 allocations which creates the 56-year spend on any specific special project.

Before jumping in, a note on my allocations and choice of projects, they are just a starting point for others, such as Willian Nordhaus, Kate Raworth, Paul Collier, and Melinda Gates to specialize in.

Usually, half of GDP cannot be assigned to projects the government and the people want. (NOT NEARLY). But, in this case, the entire network and all developments are built within the fabric of the special projects. (Economic M-Theory Basic)

Special Projects Allocations

SP	Reasons Why	Type	#	Allocation
	Special Projects SET 1 of 4. **The Why**			
1	Experience Africa (Conservation)	Company	2	$ 94,863,000,000
2	The Ecological Experience Economy	Law	0	$ -
3	Advancing Human Potential	Education	3	$ 142,294,500,000
4	Cities of Science	Companies	2	$ 94,863,000,000
5	POP – Equality & The Poverty Gap	Law	0	$ -
6	Sienna's Forests	Companies	6	$ 284,589,000,000
7	Global Cooling	Companies	6	$ 284,589,000,000
8	Universal Knowledge	Education	4	$ 189,726,000,000
9	Spartan Contracts – Great Jobs + Skills	Law	0	$ -
10	Universal Healthcare	Companies	8	$ 379,452,000,000
11	African Rain	Companies	4	$ 189,726,000,000
12	Their Oceans	Companies	3	$ 142,294,500,000
13	Female Equality and Family Planning	Organization	4	$ 189,726,000,000
14	The Population Point	Organization	2	$ 94,863,000,000
15	The Spartan Theory – Peace & Protection	Governments	3	$ 142,294,500,000
16	S-World UCS™	Super Project	4	$ 189,726,000,000

SP	Reasons Why	Type	#	Allocation
	Special Projects SET 2 of 4 **The Why**			
17	S-World UCS MARS Resort 1	Companies	2	$ 94,863,000,000
18	Tax Symmetry	Idea	0	$ -
19	Š-ŔÉŚ™ - Financial Engineering	Law	0	$ -
20	Net-Zero Five-Star Social Housing	Companies	32	$ 1,517,808,000,000
21	Partnerships (Business)	Companies	1	$ 47,431,500,000
22	The TBS ™ – Total Business Systems	Super Project	4	$ 189,726,000,000
23	Villa Secrets - Micro Network Strategies	Companies	1	$ 47,431,500,000
24	S-World Film	M-System	8	$ 379,452,000,000
25	S-World VSN™ Virtual Education	Super Project	4	$ 189,726,000,000
26	Paid2Learn 1	Personnel	16	$ 758,904,000,000
27	S-World UCS™ MMO Education	Super Project	2	$ 94,863,000,000
28	S-World BES™ Behavioral Economics	R&D	2	$ 94,863,000,000
29	S-World Angelwing Software Framework	R&D	2	$ 94,863,000,000
30	The Theory of Every Business	Idea and Laws	0	$ -
31	The M&B String and Internalities	M-System 2	1	$ 47,431,500,000
32	The Malawi Grand Network (Jobs)	Ripple Effects	0	$ -

Special Projects SET 3 of 4
The Why

SP	Reasons Why	Type	#	Allocation
33	Growth Theory versus Climate Change	Goal	8	$ 379,452,000,000
34	Net-Zero Industry	Companies	8	$ 379,452,000,000
35	Scarce Resources	Variable of Law	1	$ 47,431,500,000
36	Biodegradable Packaging and Plastics	Companies	3	$ 142,294,500,000
37	Recycling	Companies	3	$ 142,294,500,000
38	Waste Management	Companies	6	$ 284,589,000,000
39	Infrastructure	Companies	16	$ 758,904,000,000
40	Solar Arrays | S-World Power	Companies	8	$ 379,452,000,000
41	Internet	Companies	8	$ 379,452,000,000
42	S-World AE™ – Aid Efficiency	Software / R&D	1	$ 47,431,500,000
43	Welfare for the Villages (Paid2Learn 2)	Companies	8	$ 379,452,000,000
44	S-World Food	Companies	8	$ 379,452,000,000
45	S-World Air	Companies	4	$ 189,726,000,000
46	S-World Water	Companies	8	$ 379,452,000,000
47	Limiting Antibiotics and Pesticides?	Companies	2	$ 94,863,000,000
48	Is it Safe?	Observation	4	$ 189,726,000,000

Special Projects SET 4 of 4
The Why

SP	Reasons Why	Type	#	Allocation
49	Fort Malawi Garrison (Against Poachers)	Companies	2	$ 94,863,000,000
50	The Rule of Law and Institutions	Organization	2	$ 94,863,000,000
51	Female, Racial, LGBT, and other Equalities	Ideal	2	$ 94,863,000,000
52	Youth Projects	Companies	4	$ 189,726,000,000
53	Football & Sports Leagues (Paid2Learn 3)	Companies	6	$ 284,589,000,000
54	Malawi - 2034 FIFA World Cup Bid	Companies	4	$ 189,726,000,000
55	The Arts – Music, Stage, Art, Craft et al.	Companies	4	$ 189,726,000,000
56	Social Maternalism	Companies	1	$ 47,431,500,000
57	Ecole Maternelle (Kindergartens)	Companies	1	$ 47,431,500,000
58	Mental Health & Addiction	Companies	2	$ 94,863,000,000
59	Immigration	Organization	1	$ 47,431,500,000
60	S-World South Africa	New Network	1	$ 47,431,500,000
61	An Amazon™ Grand Network in Brazil?	New Network	1	$ 47,431,500,000
62	Angel Theory	Idea	1	$ 47,431,500,000
63	POP (Financial Gravity & Equality)	Law & M-System	1	$ 47,431,500,000
64	M-Systems (The Theory of Everything)	M-Systems	1	$ 47,431,500,000
	New Gates Foundation Projects			
65	Middle Earth (Was for 13. Family Planning)	Companies		
66	Going Nuclear?	Companies		
	Total			
	Special Project Spending	100%	256	$12,142,464,000,000
	Spent on Ecological Projects	27.0%	69	$ 3,272,773,500,000
	Spent on Education - Paid2Learn et al.	40.2%	103	$ 4,885,444,500,000
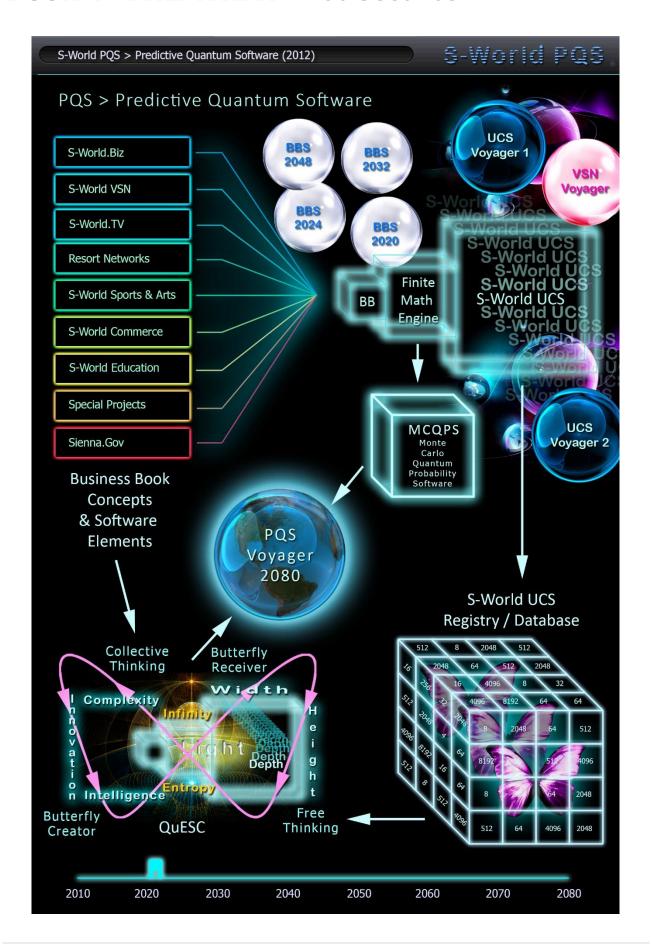
PART 1

The What

S-World ANGELWING

Chapter 3:

Book 1. THE WHAT In 60 Seconds

SUPERECONOMICS
The What – 2019

S-World Angelwing **Economic Software Framework**

S-World Angelwing is the catch-all name for the many S-World software systems and designs including the following: The TBS™ (Total Business Systems) and S-Web™, S-World BES™ (Behavioral Economic Systems), S-World Film™, S-World TMS™ (Total Marketing System), S-World TFS™ (Total Financial Systems), S-World VSN™ (Virtual Social Network) and VBN™ (Virtual Business Network), S-World UCS™ Simulator et al., S-World AE (Aid Efficiency), Š-ŔÉŚ-v6™ Financial Engineering, S-World Net-Zero DCA™ (Net-Zero - Dynamic Comparative Advantage), S-World PQS™ (Predictive Quantum Software), and The Theory of Every Business.

And the 17 following M-Systems: Zero. The GGW String, 1. S-World Network and the TBS™ (microeconomics), 2. Ripple Effects, 3. The Susskind Boost, 4. The Peet Tent, 5. POP (Financial Gravity and Equality), 6. The Theory of Every Business, 7. S-World VSN™, 8. S-World Film, 9. Super Coupling (Scale), 10. Š-ŔÉŚ™, 11. QuESC, 12. S-World UCS™, 13. UCS™ Voyagers, 14. Angel Cities & Special Projects, 15. Angel POP (Equality^2), and 16. S-World Angelwing.

S-World TBS™

S-World TBS™ Total Business Systems

Total Business Systems™

Paradigm Shift

Book 4

Part 1

**Total Business Systems
The TBS™**

Controls all Grand Network Companies

Assists & Oversees all Virtual Companies

Powered by...

The Behavioral Economic AI et al.

Integrated Software

S-World TBS™

S-World Total Business Systems

S-Web Content Delivery System

S-World Software and S-Web Content

The TFS™ – Total Financial System

TFS

Total Financial Business Systems

Total Marketing System

The S-World CRM-AI

S-World CRM AI

CRM-Nudge-AI

Collective Thinking

Butterfly Receiver

UCS Voyager 2

Angel City 4 2048

Angel City 5 2080

S-World UCS

QuESC

S-World UCS

VSN Voyager

Angel City 1 2020

Angel City 3 2032

UCS Voyager 1

Angel City 2 2024

Butterfly Creator

Free Thinking

S-Web CMS Framework

A New Way

Simplicity & Ease of Use

S-Web - Super Simple Website Builder

S-Web CMS Framework

Our Solution

Villa Secrets Rental Agencies

S-WORLD CRM™

HOME   SEARCH (7/55)   LIST (7)

2. Oceans View   Tabanan, Bali

Beautiful Villa with fantastic View
$3,500 pn | 5 Beds | 6 Stars
20% = $700 x 7 = $4,900 (Neg)

| 1 | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 |

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S-WORLD CRM™

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$6,500 / $6,825 $2,500 / $8,750

$4,000 / $5,600 $5,500 / $19,250

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Safaris   Private Islands

Source   Enquiry   Mag   Tel

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SEARCH   DESTINATIONS   COLLECTIONS   Contact us..

Cape Town's leading villa luxury accommodation provider, since 1999.

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Cape Town's leading villa luxury accommodation provider, since 1999.

Condé Nast Traveler

Cape Villas are: "**The only** South African luxury villa company recommended by: Condé Nast Traveler UK"

The Real Estate Game Part 2

Game Theory
"A Nash Equalibrium"
> Business Strategy
> Economic Strategy
> Military Strategy
> Psychology

	Realtor 2 Join	Realtor 2 Don't Join
Realtor 1 Join	30, 30	62.5, 7.5
Realtor 1 Don't Join	7.5, 62.5	5.8, 5.8

1 Point = 1 Sale of a plus $2M Villa

Stefan Antoni - Cape Town

12. From Villa Mogul to S-World UCS

S-World UCS - Al Sabkah Network — 2011

S-World UCS - MMO Tutorial Game

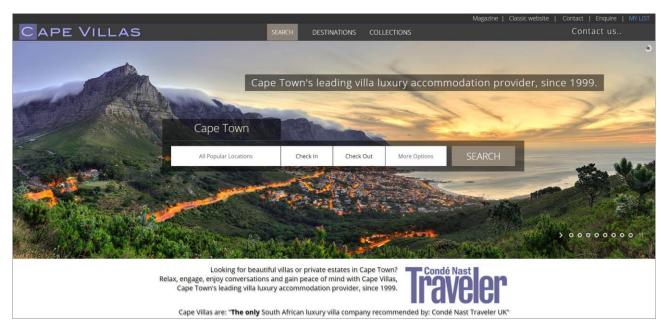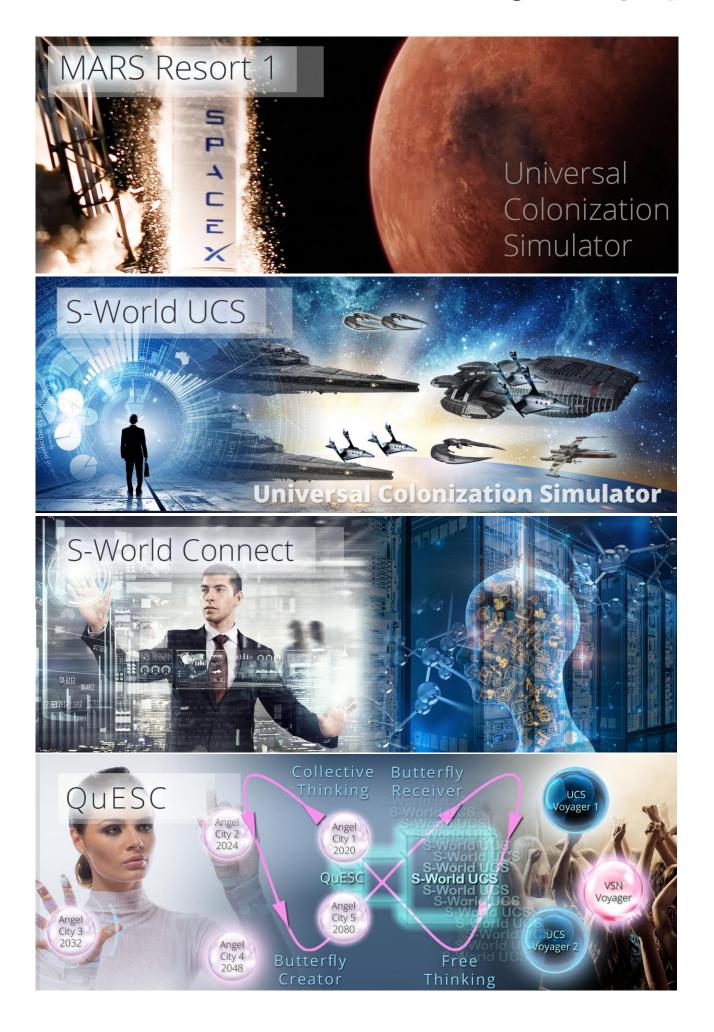## 13. UCS Voyagers

Eureka Economic Time Travel

Paradigm Shift

Book 5

S-World VSN™
Virtual Social Network

Where you are
Where your freinds are
Where you'd like to go
And what you'd like to see

S-World VSN ™

Virtual Social Network

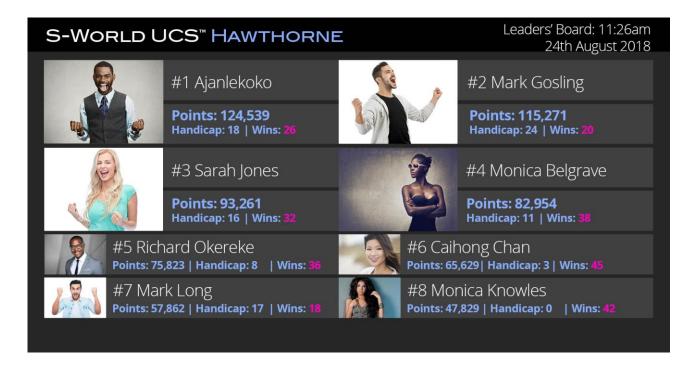**Where you are**
Where your friends are
Where you'd like to go
And what you'd like to see
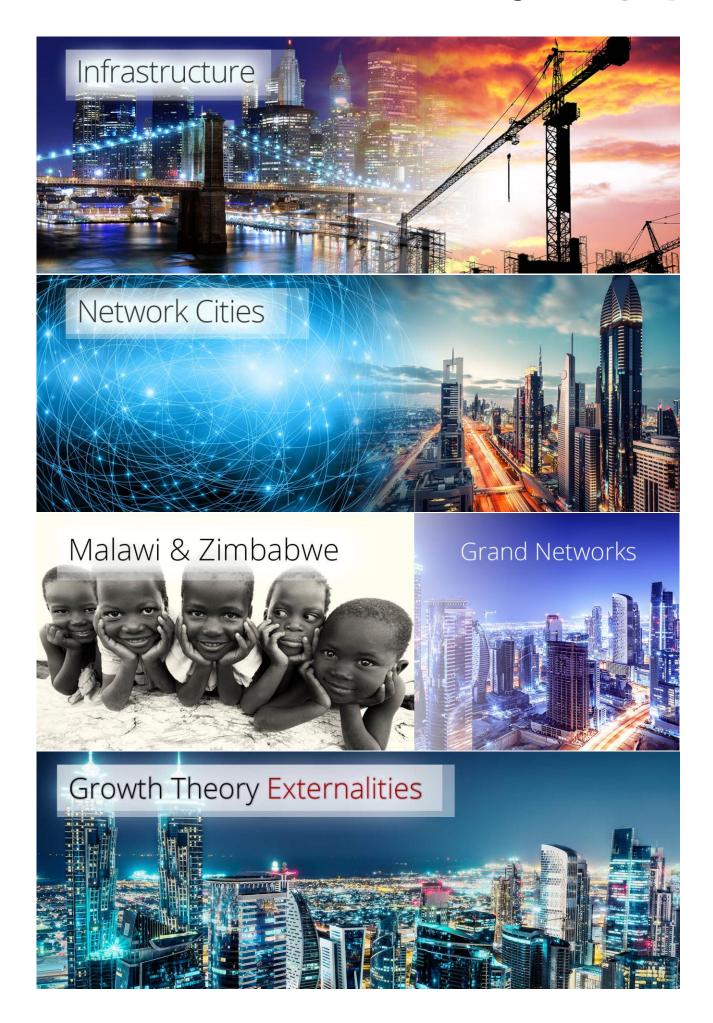
S-World VSN™- Where shall we go today?

S-World VBN

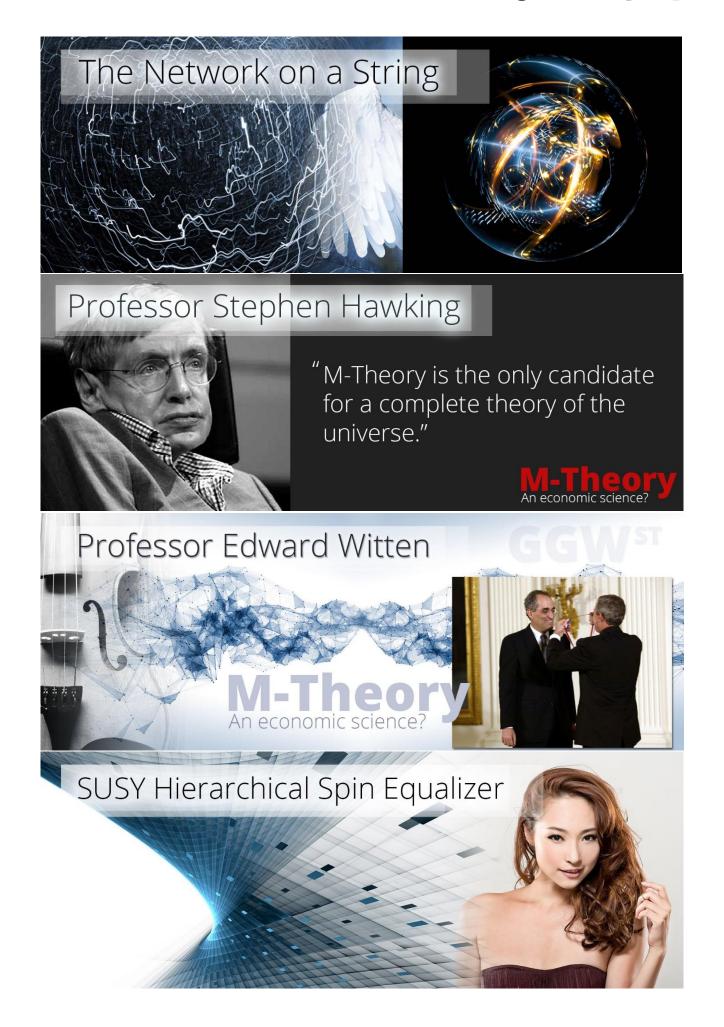Virtual Business Network

Rendering S-World VSN™

James Gates & Neil deGrasse Tyson

S-World VSN™ - MARS Resort 1

MARS Resort 1 — Universal Colonization Simulator

S-World UCS — Universal Colonization Simulator

S-World Connect

QuESC

S-World BES™

Behavioral Economic Systems

S-WORLD UCS™ HAWTHORNE

Leaders' Board: 11:26am
24th August 2018

#1 Ajanlekoko

Points: 124,539
Handicap: 18 | Wins: 26

#2 Mark Gosling

Points: 115,271
Handicap: 24 | Wins: 20

#3 Sarah Jones

Points: 93,261
Handicap: 16 | Wins: 32

#4 Monica Belgrave

Points: 82,954
Handicap: 11 | Wins: 38

#5 Richard Okereke
Points: 75,823 | Handicap: 8 | Wins: 36

#6 Caihong Chan
Points: 65,629 | Handicap: 3 | Wins: 45

#7 Mark Long
Points: 57,862 | Handicap: 17 | Wins: 18

#8 Monica Knowles
Points: 47,829 | Handicap: 0 | Wins: 42

Commander's Intent

Infrastructure

Network Cities

Malawi & Zimbabwe

Grand Networks

Growth Theory Externalities

S-World Development Projects

Chaos Theory

The POP Investment Principle

The Theory of Everything

M-Theory
An economic science?

The Network on a String

Professor Stephen Hawking

"M-Theory is the only candidate for a complete theory of the universe."

M-Theory
An economic science?

Professor Edward Witten

GGW ST

M-Theory
An economic science?

SUSY Hierarchical Spin Equalizer

Monte Carlo N-Particle Transport Code

The Peet Tent

The Susskind Boost

$$Ŝ = (Ḡ \times ℊ) + Ť + Ŵ + Ć + Ḿ + Đ + Đ2>9$$

Supereconomics

S-Project 1. Experience Africa

Angel City 5

S-World 2080

Angel POP

"How can we Accomplish as Much Good as Possible?"

The Sienna Foundation

The Sienna Foundation

"A winner is a dreamer who never gives up."

By Nelson Mandala

Nanos gigantum humeris insidentes
Ex animo

Nick **Ray Ball**

Melinda Station

MARS Resort 1

Elon Musk
MARS Resort One

The End of THE WHAT

In 60 Seconds

PART 2

The How

Š-ŔÉŚ™ FINANCIAL ENGINEERING

As we arrive at Š-ŔÉŚ™ Financial Engineering, if I have not made an error, the **Š-ŔÉŚ™ Financial Engineering demonstrates the awesome power of a digital age monopoly**.

This may not be desired, if one did not have the follow-up book, **64 Reasons Why**; which highlights 64 ecological, philanthropic, social and scientific ways to spend the monopoly profits for the common good. Or in fact, as has recently emerged, it can use half of all its cash flow for the common good.

Chapter 4:
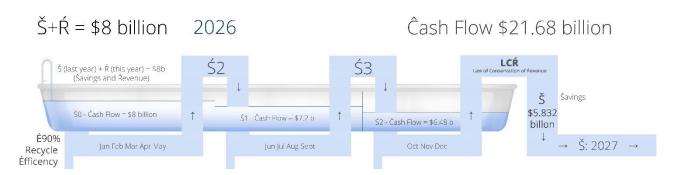
The 8th Way for Kate Raworth

On 24th January 2019, I bought the audiobook – 'Doughnut Economics' by Kate Raworth. I did not need to listen for long to realize that Raworth would appreciate the book I was writing -'A More Creative Capitalism' - because, in the first chapter, Raworth focused on the benefit of graphics. At that point, I had probably made 800 graphics telling this and that part of the story. And because I tend to overwrite, I started a new version of the book that focused on the graphics. This is now Supereconomics Book 1. THE WHAT. (Original version)

Graphics aside, however, **all that Raworth wrote was in line with S-World economics, goals, and values.** In the 12 months before reading 'Doughnut Economics,' I had gone through a dozen Nobel standard books on economics, about one per month. But when it came to Raworth's, I dedicated six months to it while I built the foundations for the three S-World Supereconomics books: THE WHAT, THE HOW, and THE WHY.

In addition to making THE HOW essentially a picture book, from Doughnut Economics Chapter 4, I follow the breadcrumbs to Donella Meadows and created **a new version of Š-ŔÉŚ™ Financial Engineering** framed within a bathtub illustration:

I show the complete set of graphics in the next chapter.

Making these graphics helped rid nagging doubts, and I became more confident in Š-ŔÉŚ™. Since then my work has centred around logistics, software, and what we can do with the money, which round-robins me to Doughnut Economics as it has some very good ideas. If only there was more money.

Now, I'd like to add S-World Stories to Doughnut Economics, like I hypothesised S-World Supereconomics could be added to Paul Romer's Charter Cities in THE HOW. I would like S-World Š-ŔÉŚ™ and other systems to be considered as 'The Eighth Way,' the eighth chapter to Doughnut Economics. The HOW we can afford it. So, to begin this book, let me share some extracts from S-World **Story 27 – Doughnut Economics – The 8th Way.**

Note that my text is in this smaller sans-serif font, and Kate's (and other quotes) are in this slightly larger serif font.

Doughnut Economics by KATE RAWORTH

"What if we started economics not with its long-established theories but with humanity's long-term goals, and then sought out the economic thinking that will enable us to achieve them?"

Nick Ray Ball: This is what this book is about. In THE HOW, we see how Š-ŔÉŚ™ makes money. And in this book – THE WHY - we see how we spend it efficiently. As for long-term goals, we will soon come to Chapter 8 - Beyond 87 Quintillion Histories.
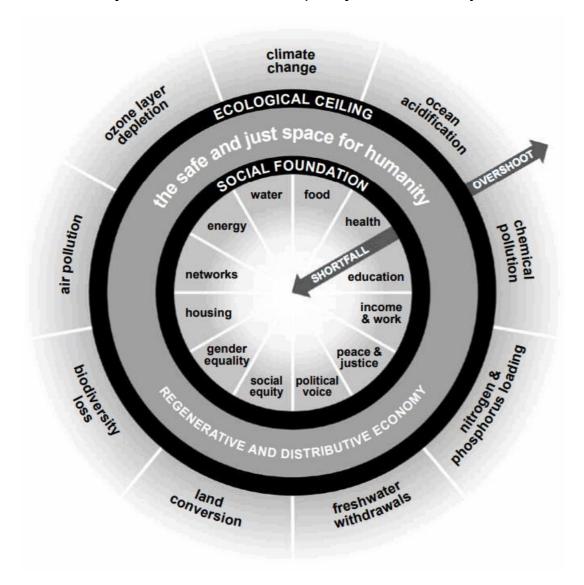

A 21st Century Compass

"First, to get our bearings, let's put GDP growth aside and start afresh with a fundamental question: '**what enables human beings to thrive?**' A world in which every person can live a life with dignity, opportunity and community - and we can all do so within the means of our life-giving planet. **In other words, we need to get into the Doughnut.** It's the visual concept that I first drew in 2011 while working with Oxfam, and it is **inspired by cutting-edge Earth-system science**.

Over the past five years, through conversations with scientists, activists, academics and policymakers, I have renewed and updated it to reflect the latest in both global development goals and scientific understanding.

The Doughnut: a Twenty-First Century Compass.

Between its social foundation of human well-being and ecological ceiling of planetary pressure lies the safe and just space for humanity

"What exactly is the Doughnut? Put simply, it's a radically new compass for guiding humanity this century. And **it points towards <u>a future</u> that can provide every person's needs while safeguarding the living world on which we all depend.**

Below the Doughnut's social foundation lie shortfalls in human well-being, faced by those who lack life's essentials such as food, education and housing. Beyond the ecological ceiling lies an overshoot of pressure on Earth's life-giving systems, such as through climate change, ocean acidification and chemical pollution. But between these two sets of boundaries lies the sweet spot - shaped unmistakably like a doughnut- that is both an ecologically safe and socially just space for humanity.

The twenty-first-century task is an unprecedented one: to bring all of humanity into that safe and just space..."

Doughnut Economics – The 8th Way
S-World and the Doughnut

This is a good model and an elegant model. It has great symmetry and is easy to understand. Consider each of the 64 Reasons Why (the 64 Special Projects) bringing problem areas outside the doughnut to within. Meticulously planned and engineered, set to a time scale that works back from 2080, creating as many possible histories (ways to get to 2080) as can be calculated, which at one billion variables per history is about 87 quintillion (87,714,630,433,327,500,000) histories (before renormalization).

Big numbers and quantum mechanics aside, **"64 Reasons Why" presents a worthy list of causes and aspirations; and the High-Octane ŔÉŚ Financial Engineering is how we pay for it**, and the Net-Zero DCA is how we make sure most of the new digital monopoly rents are spent in ways that bring problems areas into safe areas within the Doughnuts safe and just space.

As unique as it is, it works. See the following videos:

www.AngelTheory.org/video/34 (History 3)
www.AngelTheory.org/video/25 (History 2)

In each video, we see ŔÉŚ high-octane financial engineering and how it enables the "64 Reasons Why," a system for looking inside and out of the doughnut; and like a frog's tongue, it targets the problem and flicks them within the doughnut and our desired future. And on this note, 'our desired future,' I will re-introduce the founding S-World philosophy since 2011 by Isaac Asimov.

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

Isaac Asimov

Adam Smith

The Wealth of Nations
The Theory of Moral Sentiments

Raworth presents the humanitarian side to Adam Smith's economic legacy.
Did he consider humankind to be motivated by self-interest alone?

Not at all, Smith wrote:

> "How selfish soever man may be supposed, there are evidently some principles in his nature, which interest him in the fortune of others, and render their happiness necessary to him, though he derives nothing from it except the pleasure of seeing it."

Chapter 4. Get Savvy with Systems

From Mechanical Equilibrium to Dynamic Complexity

"Self-organization is born out of a system's capacity to make its own structures more complex, such as a dividing cell, a growing social movement **or expanding a city.**

In the early twenty-first century, we have transgressed at least four planetary boundaries, billions of people still face extreme deprivation and the richest 1 percent own half of the world's financial wealth. These are ideal conditions for driving ourselves towards collapse. If we are to avoid such a fate for our global civilisation, we clearly need a transformation, and it can be summed up like this:

"Today's economy is divisive and degenerative by default. **Tomorrow's economy must be distributive and regenerative by design.** "

An economy that is distributive by design is one whose dynamics tend to disburse and circulate value as it is created, rather than concentrating it in ever-fewer hands. An economy that is regenerative by design is one in which people become full participants in regenerating Earth's life-giving cycles so that we thrive within planetary boundaries. This is our generational design challenge, and its possibilities are explored later. **But what kind of systems-thinking economist can help to make it happen?**

Doughnut Economics Chapter 1

> "The most powerful tool in economics is not money, nor even algebra. It is a pencil. **Because with a pencil you can redraw the world.**"

Welcome to S-World Angelwing

Economic Software Framework

"The revolution in economics has indeed begun. Its success depended not only on debunking the old ideas but more importantly, on bringing forth the new. As the ingenious twentieth-century inventor Buckminster Fuller once said, **"You never change things by fighting the existing reality. To change something, build a new model that makes the existing model obsolete."**

"So, let's heed their collective advice, push equilibrium thinking to one side and start to think in systems instead. Imagine pulling the iconic supply and demand curves out of their rigid criss-cross and twisting them into a pair of feedback loops. At the same time, drop the economist's beloved notion of **externalities**, those incidental effects felt by people who are not involved in the transactions that produced them - such as toxic effluent that affects communities living downstream of a river-polluting factory, or the exhaust fumes inhaled by cyclists biking through city traffic.

Such negative **externalities,** remarks the ecological economist Herman Daly, are **those things that we classify as external costs for no better reason than because we have made no provision for them in our economic theory.**

The systems dynamics expert John Sterman concurs, **"There are no side effects - just effects,"** he says, **"the very notion of side effects is just a sign that the boundaries of our mental models are to narrow, our time horizons too short."**

> Prompted by the 2008 crash, new dynamic models of financial markets are being built, Steve Keen has teamed up with computer programmer Russell Standish to develop the first systems-dynamics computer program - aptly named Minsky - which is a disequilibrium model of the economy that takes the feedbacks of banks, debt, and money seriously.
>
> Keen has been noted to say:

"Trying to analyse capitalism while leaving out banks, debt and money is like trying to analyse birds while ignoring that they have wings - Good luck."
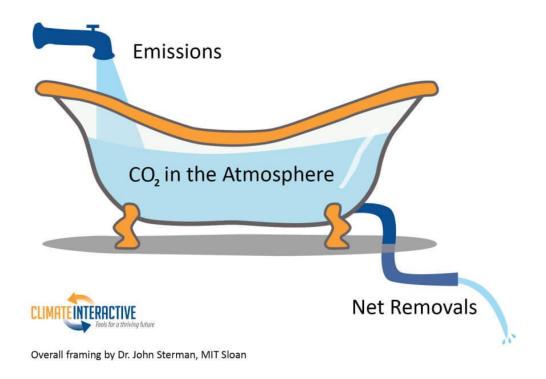
The Dynamics of Climate Change

"**Economic externalities** are framed - thanks to their very name - as a peripheral concern in mainstream theory. But when we recast them as effects and recognise that the economy is embedded within the biosphere, it quickly becomes clear that those effects could build up as feedback and disrupt the economic system that first generated them.

That is certainly the case with so-called **environmental externalities**, such as the build-up of greenhouse gases in the atmosphere, which risk triggering catastrophic effects of climate change.
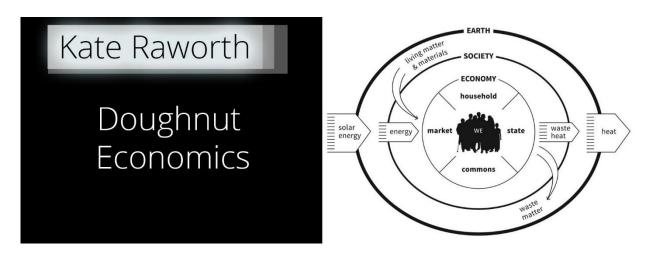
No wonder systems thinkers such as John Sterman, director of MIT's systems dynamics group, are intent in finding ways to overcome policymakers' blind spots when it comes to tackling climate change because, unlike in banking crises, there is no chance of a last-minute bail-out. Understanding the build-up of pressure in the climate system depends upon understanding the basic relationship between the flow of carbon dioxide emissions and their stock, or concentration, in the atmosphere. To his alarm, Sterman discovered that even his top students at MIT had a surprisingly **poor intuitive grasp of how such stock-flow dynamics work**: most thought that simply stopping global CO_2 emissions from rising would be enough to halt the increase of CO_2 in the atmosphere. **So, he turned to a classic analogy and drew the atmosphere as a giant bathtub:**"

Overall framing by Dr. John Sterman, MIT Sloan

"A giant bathtub: with an open tap and an open plughole: the tub fills as new emissions pour in and empties as carbon dioxide is both taken up by plant photosynthesis and dissolved in the oceans. The metaphor's message. Just as a bathtub will only start to empty if water pours in from the tap more slowly than it drains out of the plughole, so:

Carbon dioxide concentration in the atmosphere will only fall if new emissions flow in more slowly that CO_2 is drawn out."

"When Sterman first drew the carbon bathtub in 2009, global annual inflows of CO_2 were 9 billion tons, compared to outflows of just 5 billion tons: it meant that annual emissions had to fall by half merely to start reducing atmospheric concentrations."

"One approach to economic gardening is to embrace evolution. Rather than aiming to predict and control the economy's behaviour, says Eric Beinhocker (a leading thinker in this field) **economists should think of policy as an adapting portfolio of experiments that helps to shape the evolution of the economy and society over time.'**

It's an approach that aims to mimic the process of natural selection, often summed up as 'diversify - select - amplify.
Set up small-scale policy experiments to test out a variety of interventions, put a stop to the ones that don't work well, and scale up those that do.
This kind of adaptive policymaking is crucial in the face of today's ecological and social challenges, because as Elinor Ostrom put it, 'we have never had to deal with problems of the scale facing today's globally interconnected society. No one knows for sure what will work, so it is important to build a system that can evolve and adapt rapidly.'

Chapter 5:
Book 2. **THE HOW** – Š-ŔÉŚ™ Financial Engineering

Before we investigate what Š-ŔÉŚ™ Financial Engineering can do, we return to Kate Raworth for a little systems knowledge and an introduction to Donella Meadows.

What is a system?

Doughnut Economics
Chapter 4. Get Savvy with Systems
By Kate **Raworth**

A system is simply a set of things that are interconnected in ways that produce distinct patterns of behaviour - be they cells in an organism, protestors in a crowd, birds in a flock, members of a family, or banks in a financial network. And it is the relationships between the individual parts - shaped by their stocks and flows, feedbacks and delays - that give rise to their emergent behaviour.

Stocks and flows are the basic elements of any system: things that can get built up or run down - just like water in a bath, fish in the sea, people on the planet, trust in a community, or money in the bank. A stock's levels change over time due to the balance between its inflows and outflows. A bathtub fills or empties depending on how fast water pours in from the tap versus how fast it drains out of the plughole. A piggy bank fills up if more coins are added than are taken away.

If stocks and flows are a system's core element, then feedback loops are their interconnections, and in every system, there are two kinds: reinforcing (or 'positive') feedback loops and balancing (or 'negative') ones. **With reinforcing feedback loops, the more you have, the more you get**. **They amplify what is happening, creating** vicious or virtuous circles that will if unchecked, lead either to **explosive growth** or to collapse.
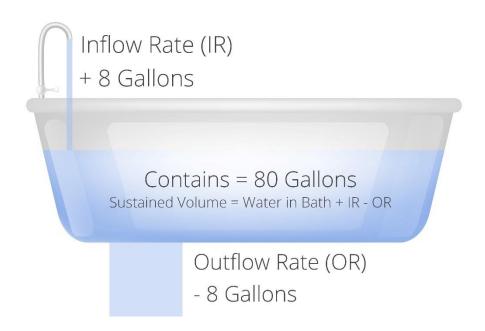
Thinking in Systems
By Donella Meadows

"A system is an interconnected set of elements that is coherently organised in a way that achieves something. A school is a system. So is a city, and a factory, and a corporation, and a national economy.

A stock is the foundation of any system. Stocks are the elements of the system that you can see, feel, count, or measure at any given moment. If you understand the dynamics of stocks and flows and their behaviour over time, you will understand a good deal about the behaviour of complex systems. And if you have had much experience with a bathtub, you understand the dynamics of stocks and flows.

Imagine a bathtub filled with water, with its drain, plugged up, and its faucets turned off. Now mentally pull the plug. The water runs out, of course. The level of the water in the tub goes down until the tub is empty. Now imagine starting again with a full tub, and again open the drain, but this time, when the tub is about half empty, turn on the inflow faucet, so the rate of water flowing in is just equal to that flowing out. What happens?

The amount of water in the tub stays constant at whatever level it had reached when the inflow became equal to the outflow. It is in a state of dynamic equilibrium - its level does not change, although water is continuously flowing through it."

Inflow Rate (IR)
+ 8 Gallons

Contains = 80 Gallons
Sustained Volume = Water in Bath + IR - OR

Outflow Rate (OR)
- 8 Gallons

In the illustration above, we see the Donella Meadows bathtub in dynamic equilibrium.
Note that, for illustrative purposes, I have visually enlarged the width of the outflow of water down the drain by a factor of ten.

Donella continues:

> "The human mind seems to focus more easily on stocks than on flows. On top of that, when we do focus on flows, we tend to focus on inflows more easily than outflows. Therefore, we sometimes miss seeing that we can fill a bathtub not only by increasing the inflow rate but also by decreasing the outflow rate."

Nick Ray Ball **– Or by recycling!!!**

If we can decrease the outflows in the system, say by recycling the water, then we could quickly build up a large stock.
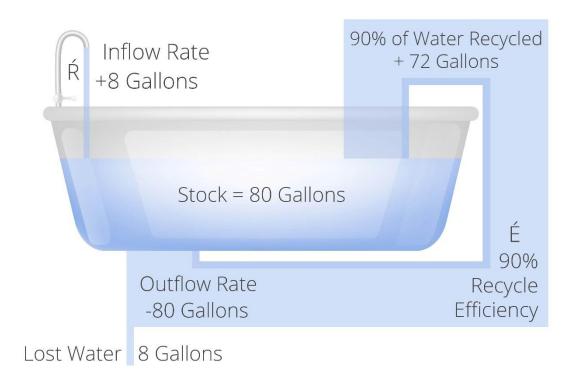
Donella Continues:

> "System thinkers see the world as a collection of stocks along with the mechanisms for regulating the levels of the stocks by manipulating flows."

Here is an addition to the illustration which presents a new element: recycle-**Éfficiency,** the **É** in the Š-ŔÉŚ Equation.

Š-ŔÉŚ Financial Engineering v6

DONELLA MEADOWS EFFICIENT BATHTUB IN DYNAMIC EQUILIBRIUM

Ŕ Inflow Rate +8 Gallons

90% of Water Recycled + 72 Gallons

Stock = 80 Gallons

É 90% Recycle Efficiency

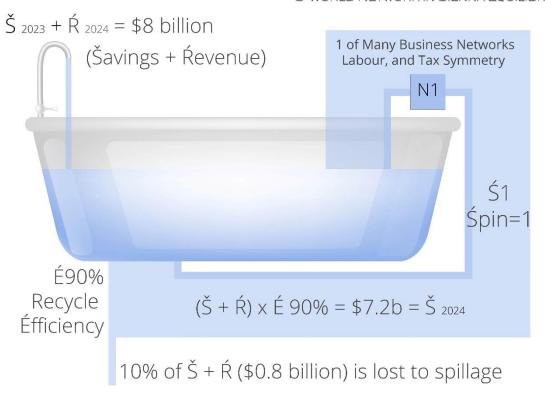Outflow Rate -80 Gallons

Lost Water | 8 Gallons

Above, we see that by recycling 90% of the water, we can reduce the inflow necessary to sustain equilibrium by a factor of 10, from 80 gallons to 8 gallons.

Of course, recycling bathwater, if already used, is not desired. **So, let us change to a stock that is often spent, recycled and re-spent, again and again – Money!**

Money

Š-ŔÉŚ Financial Engineering v6

S-World Network in Sienna Equilibrium

$$\check{S}_{2023} + \acute{R}_{2024} = \$8 \text{ billion}$$

(Šavings + Ŕevenue)

1 of Many Business Networks
Labour, and Tax Symmetry

N1

Ś1
Śpin=1

É90%
Recycle
Éfficiency

$$(\check{S} + \acute{R}) \times É\ 90\% = \$7.2b = \check{S}_{2024}$$

10% of Š + Ŕ ($0.8 billion) is lost to spillage

Above, we see a plan to increase the cash flow in a Network City.

Network Cities are large carbon net-zero property developments, business and industry; first described on S-World.biz in 2011 as New Sparta - City of Science, similar to Paul Romer's Charter City concept but including the Net-Zero quality, and many other special projects.

Now, we have seen them in action, let's identify the letters in the Š-ŔÉŚ Equation, which to be accurate is (Š+Ŕ) x É x Ś.

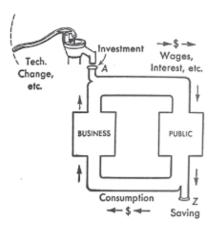I added the accents so that each component can be easily seen when written in a sentence.

1. **É is for recycle-Éfficiency –** In this case, É = 90%, so 90% of the money that would have escaped down the drain is captured, conserved, and returned to the network.
2. **Ś is for Śpin –** The number of times the system completely recycles. In the illustration above, we see this only once, so Śpin is one – written as Ś1.
3. **Š is for Šavings –** The amount of cash flow left after the last Śpin in a year, which carries over as a form of revenue called Šavings used the following year.
4. **Ŕ is for Ŕevenue –** How much new money is added to the system. It is a combination of investment, sales, exports, and aid that the Network City receives within a year.

É - RECYCLE-ÉFFICIENCY **(the process explained)**

The way we recycle money in a Network City is to create a network of business that mostly buys from each other. When É is at 90%, then the network of businesses is spending 90% of their cash flow with other network companies. This requires the Sienna Equilibrium, Tax Symmetry, Spartan Contracts, and all of the S-World Angelwing software to facilitate, from the TBS™ – Total Business Systems to S-World AE Aid Efficiency, S-Word Net-ZERO DCA™ (Dynamic Comparative Advantage), S-Word VSN™ (Virtual Social Network) and M-System 12. S-World UCS and Beyond 87 Quintillion Histories, all promoted by M-System 8; S-World Film.

The Paul Samuelson Plumbing Pipes Image and the Sienna Equilibrium
Whilst I worry about showing the Samuelson graphic for all that is missing, it does help to illustrate the core principle behind how the Sienna Equilibrium works.

The Sienna Equilibrium considers thousands of businesses within a digital network, which have a balance of trade so that each is buying from each other; in many cases, in the form of Ťenders (tenders), coordinated by the Angelwing software, plus government and labour's spending of Network Credits. As a result, we can attain a recycle-Éfficiency of 90%, then increase 1% year by year to 95%, and in later years 99%, at which point in most businesses, the government, investors, and labour are all almost exclusively buying from each other. (Not Standard Gov taxes, just the amount due from the networks.)
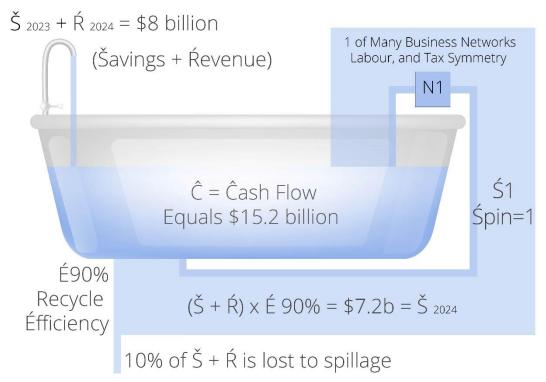
In terms of economic theory, consider the following from 'Economics for the Common Good' by 2014 Nobel Prize winner Jean Tirole.

"A famous experiment conducted by Vernon Smith (who won his Nobel in 2002) analysed markets. The details make some difference, but the classic result obtained by Smith was that **prices and quantities exchanged do indeed converge toward the theoretical competitive equilibrium when there are enough buyers and sellers.**"

Ĉash Flow

Š-ŔÉŚ Financial Engineering v6

S-World Network in Sienna Equilibrium

$Š_{2023} + Ŕ_{2024} = \$8$ billion

(Šavings + Ŕevenue)

1 of Many Business Networks
Labour, and Tax Symmetry

N1

Ĉ = Ĉash Flow
Equals $15.2 billion

Ś1
Śpin=1

É90%
Recycle
Éfficiency

$(Š + Ŕ) \times É\ 90\% = \$7.2b = Š_{2024}$

10% of Š + Ŕ is lost to spillage

Ĉash Flow is the main product of Š-ŔÉŚ. Above, we see that it equals $15.2 billion, comprising of the original $8 billion-plus the $7.2 billion that was recycled and spent again.

Below, in Śpin 1 all companies must spend all their cash flow before August, by which point all companies earn (are re-paid) roughly 90% of what they spent – 90% of their initial cash flow is available to spend again. Śpin 2 starts in August and all companies must spend all their cash flow again, and once again receive 90% in sales from the network before the next year (2025). The money each company has left (approx. 81% of initial revenue), is then Spun over to the following year and appears as savings (Š) which is available as Ĉash Flow for the network in the following year. (2026)
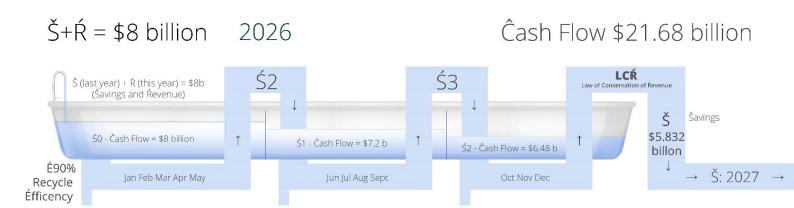
Š-ŔÉŚ Financial Engineering v6

2025 Ĉash Flow = $15.2 billion

Š+Ŕ = $8 billion

Š (last year) + Ŕ (this year) = $8b

Ś2

LCŔ
Law of Conservation of Ŕevenue

Ĉash Flow = 8b

Ĉash Flow = 7.2b

Next Year (2026) →

É90%
Recycle
Éfficiency

Jan Feb Mar Apr May, June, July

Aug Sept, Oct, Nov, Dec

Š = $6.48 billion

$0.8 billion lost

$0.72 billion lost

Total Losses $1.52 billion

In 2026 the Šavings from 2025 are added to the sum of all Ŕevenue in 2026.

But this year, we speed up the process. Starting in 2026, with a Š+Ŕ of $8 billion in USD, every business in the network is directed to spend all their money before June. Creating $8 billion in cash flow. In June the business has received 90% of that initial cash flow back, and they spend it again, this time before October creating $7.2 billion in cash flow. Repeat one more time and we see 90% of 7.2 billion = $6.48 billion for a total of $8 billion, plus $7.2 billion, plus $6.48 billion which equals $21.68 billion.

All Ťender (most) transfers are done automatically by the Angelwing software; and except for É leakage, the cash (in physical notes USD) is always in the Malawi Network central bank.

Śpin 3

Š+Ŕ = $8 billion   2026   Ĉash Flow $21.68 billion

It may be common here to feel that the cash flow may in some way be worth less than its value, but it's not, it's USD in cash which is combining labour and capital to make output, the only change is it happens faster each year.

This is Monopoly Power

Donella Concludes:

> Consider industrial production - the more machines and factories (collectively called 'capital') you have, the more goods and services ('output') you can produce. The more output you can produce, the more you can invest in new machines and factories. The more you make, the more capacity you have to make even more. This reinforcing feedback loop is the central engine of growth in an economy.

Donella Meadows – Thinking in Systems

Below, we see 'the ŔÉŚ Calculator' which plots the same exchanges seen before on the Š-ŔÉŚ-v6-Financial-Engineering spreadsheet.

	Šavings + Ŕevenue	É	Cash Flow	Śpin	Days	Spend By
Šavings:	$ 7,200,000,000					
Ŕevenue:	$ 800,000,000					
Š + Ŕ	$ 8,000,000,000		$ 8,000,000,000	1	150	30 May 2024
	$ 8,000,000,000	90.00%	$ 7,200,000,000	2	120	27 September 2024
	$ 7,200,000,000	90.00%	$ 6,480,000,000	3	95	31 December 2024
	$ 6,480,000,000	90.00%	$ 5,832,000,000	4		Š Next Year 2025
			$ -5,832,000,000			
Year's Cash Flow		$ 21,680,000,000			365	
			271%	Increase to the money supply		
LCŔ in 2024		$ 5,832,000,000	(Šavings for 2027)			
The Law of Conservation of Revenue						

Spreadsheet Tab: *Š-ŔÉŚ v6 | Bathtub History 4b*

In History 3, after Śpin 3 comes Śpin 4, Śpin 5, Śpin 6 adding an extra Śpin each year, on and on, faster and faster up to Śpin 32 at which point each business in the network is making 3000% more cash flow than a standard non-network business.

Of course, the more Śpin, the higher É is needed. But increasing É is a craft that the Network City learns over decades/generations.

Below, we follow the same pattern and jump to the cash flow that amasses in the **Malawi Network HISTORY 3 simulation.**
Spreadsheet Tab: H3) ŚÉŚ-v5 Cash Flow & Housing)

Š-ŔÉŚ™						
History 3b						
Cash Flow						
2024	$ 5,685,975,000	2043	$ 550,714,971,856	2062	$ 3,376,984,627,114
2025	$ 14,894,843,486	2044	$ 589,005,884,788	2063	$ 3,552,322,716,992
2026	$ 26,848,936,252	2045	$ 626,776,157,817	2064	$ 3,735,466,074,599
2027	$ 40,971,349,217	2046	$ 664,266,326,401	2065	$ 3,926,947,476,099
2028	$ 53,185,830,818	2047	$ 701,751,588,557	2066	$ 4,127,305,216,341
2029	$ 63,141,839,466	2048	$ 867,395,313,639	2067	$ 4,337,086,514,746
2030	$ 71,509,098,453	2049	$ 1,075,319,548,307	2068	$ 4,556,850,627,653
2031	$ 79,448,245,354	2050	$ 1,283,942,425,681	2069	$ 4,787,171,721,158
2032	$ 106,194,771,025	2051	$ 1,492,617,377,974	2070	$ 5,028,641,551,041
2033	$ 142,028,749,241	2052	$ 1,700,924,978,432	2071	$ 5,281,871,990,009

2034	$ 180,559,704,269	2053	$ 1,908,662,235,155	2072	$ 5,547,497,437,108
2035	$ 221,041,648,096	2054	$ 2,115,827,746,778	2073	$ 5,826,177,139,597
2036	$ 262,772,540,960	2055	$ 2,322,603,780,468	2074	$ 6,118,597,453,737
2037	$ 305,124,961,846	2056	$ 2,458,677,324,414	2075	$ 6,425,474,067,699
2038	$ 347,569,259,536	2057	$ 2,598,598,977,445	2076	$ 6,747,554,207,063
2039	$ 389,688,563,209	2058	$ 2,742,999,154,713	2077	$ 7,085,618,841,083
2040	$ 431,185,712,853	2059	$ 2,892,474,879,905	2078	$ 7,440,484,905,993
2041	$ 471,882,760,113	2060	$ 3,047,597,735,540	2079	$ 7,813,007,560,030
2042	$ 511,714,147,224	2061	$ 3,208,920,785,137	2080	$ 8,204,082,483,521

% of Global GDP:	2080		1.07%
Social houses built:	Villas:		10,118,720

Staring with $5.7 billion in 2024 and ending with the equivalent of one percent of global GDP, and the building of over 10 million quality homes by 2080.

The spreadsheet we see below is found on Tab; H3) ŠÉŚv5 Jobs and Education.

It is described in detail in Parts 3 and 4 of this book.

In brief, we see that we scale up the number of companies (due to the POP Law) from 2048 in 2014 to 327,680 in 2080. We don't see it below, but on average, each company has 32 personnel on Spartan Contracts, for a total of 65,546 personnel earning $21,690 in 2024 who pay 25% of their remuneration towards Paid**2**Learn welfare, where 262,233 people benefit from $1,356 each year, which does not sound like much. But the World Bank says that, in 2017, the average Malawian made only $250 a year.

Š-ŔÉŚ™	Financial Engineering						
	Network Credits Ťender	Network Credits Ťender	Network Credits Ťender	Adjusted for Growth	Adjusted for Growth	Div. By	Adjusted for Growth
	Cash Flow	Number of Companies	# of Spartan Contract Labour	Spartan Labour Basic + Bonus1	# of Paid2Learn Trainees	Trainees Per 1 Labour	Paid2Learn Trainees Basic + Bonus1
2024	$ 5,685,975,000	2,048	65,536	$ 21,690	262,144	4	$ 1,356
2025	$ 14,894,843,486	5,120	163,840	$ 22,173	573,440	3.5	$ 1,584
2028	$ 53,185,830,818	15,565	498,074	$ 24,185	1,494,221	3	$ 2,015
2032	$ 106,194,771,025	24,576	786,432	$ 27,707	2,359,296	3	$ 2,309
2040	$ 431,185,712,853	94,208	3,014,656	$ 24,087	7,536,640	2.5	$ 2,409
2048	$ 867,395,313,639	131,072	4,194,304	$ 27,207	10,485,760	2.5	$ 2,721
2050	$ 1,283,942,425,681	163,840	5,242,880	$ 32,218	10,485,760	2	$ 4,027
2060	$ 2,892,474,879,905	245,760	7,864,320	$ 37,800	15,728,640	2	$ 4,725
2070	$ 5,028,641,551,041	294,912	9,437,184	$ 42,781	16,515,072	1.75	$ 6,112
2080	$ 8,204,082,483,521	327,680	10,485,760	$ 49,072	15,728,640	1.5	$ 8,179

At the end of the simulation, by the year 2080 (which we call Angel City 5), we see 10,485,760 Spartan Contract personnel earning $49,072 per year in today's money and 15,728,640 people on Paid2Lean trainee contracts earning $8,179.

Note:

1. In some spreadsheets I include the first spend of revenue as Śpin 1, and in some, I only count the second circulation of money as Śpin 1

2. I made an error on the master History 3 Tab: H3) ŠÉŚ-v5 | S-World History 3b, It should be $6,317,750,000, not 5,685,975,000

The Burning Question

Can you find any fatal errors?

See Videos

History 3 www.angeltheory.org/video/34

History 2 www.angeltheory.org/video/25

S-World Malawi 2024 to 2080 - History 3

Addendum 1

See spreadsheet tab 1) ŠÉŚ-v5a | S-World History 3b and www.angeltheory.org/Video/34

1. The simulation is from 2024 to 2080 in Malawi.
2. The simulation starts upon the base discussed in Chapter 19. The Other Elephant in the Room - Start-up Funding?
3. In 2024, the Grand Network has a once-only investment of $4 billion (which is made in cash – US dollars), which is physically taken to Malawi and placed in the network's central bank. This cash is cash flow used in 2024.
4. Due to expected gains due to convergence this century, I have set global growth at 2.5% and Malawi growth at 5%. (These can be altered easily, and some variations are presented at the bottom of the spreadsheet tab.)
5. In the top left, we see exports set at a token $1 million; if I change this to zero, the primary target of 10,118,720 homes built by 2080 only decreases to 10,102,237, so we can ignore these inputs but should remember that there are significant opportunities to make extra money via trade.
6. We start with $250 million in real estate sales, but for the sake of having fewer arguments, we can remove all such sales and decrease final estimates by about 10%.
7. In 2016, the OECD reported an annual Aid spend of $142 billion. Then in **'Poor Economics' by Abhijit Banerjee and Esther Duflo**, we hear that in some cases, only 1% of the aid is spent on what was intended – a parallel system to Š-ŔÉŚ™ Financial Engineering is S-World AE™ (Aid Efficiency) that presents a compelling argument for giving aid to the Malawi Network.
    In History 3, we see aid start at $1 billion in 2024, increasing to $2.5 billion in 2027, then fall to zero in 2032 and all future years.
8. Thus, if we are ok with my aid rationale, point 2 asides, the $1 billion per year for cities sold is the only financial input that needs justification. I can see an awful lot more demand than we have supply as before 2032, we have a supply of only one Grand Śpin Network (Plus and Angel City). I hope the Bill and Melinda Gates Foundation will be interested, as it is very much in line with what they are trying to do for Africa; but it could as well be used to complete Bill Gates's nuclear ambitions. If we plan to make 100 Grand Śpin networks in Africa, each might need its own generator. And, as is seen on Netflix's 'Inside Bill's Brain,' these twenty-first-century facilities are far more economical than solar and far greener than they used to be, ingenuously using the waste of older reactors as their fuel. It seems they clean up the planet.
9. With all the above in place, we start in 2024 with a Śpin of 1 and increase 1 per year; so, 2025 is Śpin 2, and 2026 is Śpin 3, all the way up to Śpin 32 in 2055, where after it stays at Śpin 32.

Addendum 2

The 'where does the house go? Problem'

For a long time – years I have had in the back of my mind a 'where does the house go' problem.

On the one hand, sometimes S-World builds a house and it is sold, and S-World receives the money.
But on the other hand, S-World builds a house and it basically disappears.
That two different scenarios seemed contradictory, was a problem.

But today (9th Dec 2019) I had the following observation.

In History 3 - 2025

On January 1st a property developer receives a cash flow allocation of 6.25% equalling $535,600,781
It uses 50% to pay for building materials pays 25% to labour and spends 25% on other.

This plus infrastructure creates Stage 1 of 6820 Five-Star villas, half for Spartans, and a half for investors, or sale.

Come the 11th July 2025, all villas are stage 1 complete, and new cash flow of $487,396,711 arrives. Again it uses 50% to pay for building materials pays 25% to labour and spends 25% on other.

By the 31st of December, all 6,820 villas are complete.

(Obviously, in building such deadlines are usually missed, but for the sake of assisting the hypothesis, we shall ignore such problems. The point is...

For TDC (The Development Company) It does not matter what happens to the villas, because the next thing on their addenda is the next cash flow instalment of $659,332,218 on Jan 1st 2026, and that in 2026 in place of two payments and two phases there are three, with an additional $606,585,640 on the 12th May 2026 and $558,058,789 on the 11th September.

If you own equity in TDC, income is created not by the sale of the property, but instead by the payment for completing a task.

Each year, TDC get paid, they spend 50% on materials, 25% on labour and 25% on other, which produces houses. Where the houses go is not their concern. Most, over ten million by 2080 will go to the Malawians, who are incentivised to build houses well, because most of the time they are building their own houses. Plus, we will have the usual S-World UCS™ Hawthorn song and dance. So, there will be plenty of motivation for everyone involved.

If houses are sold to the public or business, then that's great, some more Révenue, but if the house is not sold but instead is given to an investor, who is taking a whole suburb, that's equally fine.

Build Houses – Get Paid – Build Houses – Get Paid – Build Houses – Get Paid, ad infinitum.

Addendum 3

Network Credits, MARS Resort 1, Tax Symmetry, and Spartan Contracts

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

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

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

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

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

Because of these factors, it would make good financial sense for Malawi (both its government, its opposition, and its people) to create the necessary economic zones to facilitate the network.

From this starting point, Tax Symmetry was born.

Tax Symmetry

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

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

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

THE MALAWI **Grand Śpin Network** 2025

64 Cube – Industries Map

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

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

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

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

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

The Malawi Network Spartan Contract criteria is that staff pay no tax, but 50% of their salary is used to pay for their rather nice social housing, electronic car, and money to support their rural villages; and when relevant, their extended families in the said villages.
And 50% of salary is disposable income, of which, in year 1, about 60% of income is in Network Credits, and about 40% (which is about 20% of salary) is convertible cash, which in 2024 is about 5% of É so that when we show a 90% É for the network, about half of that É leakage is to personnel.

Investing businesses are also paid in Network Credits. Say Facebook took an option; Facebook would not be paid a dividend or a set return. Instead, Facebook will be paid in Network Credits which they can use to fund a new African office, so their labour and supply costs covered would be a part of their return, and this goes on forever.
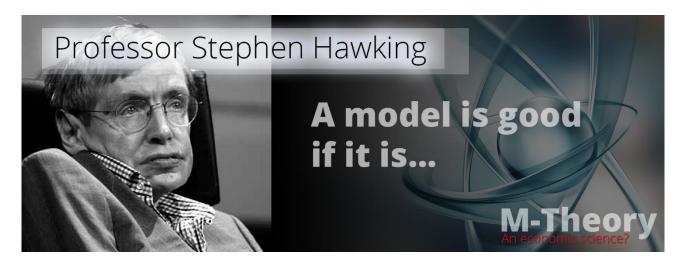
PART 3

A Good Model

Chapter 6:
A Good Model
From – The Grand Design
By Professor Stephen Hawking & Leonard Mlodinow

"A model is a good model if it:

1. Is Elegant

    Elegance is not something easily measured, but it is highly prized amongst scientist because laws of nature are meant to economically compress a number of particular cases into one simple formula.

    Elegance refers to the form of a theory, but it is closely related to a lack of adjustable elements since a theory jammed with fudge factors is not very elegant. To paraphrase Einstein, **'a theory should be as simple as possible, but not simpler.'**

2. Contains few arbitrary or adjustable elements
3. Agrees with and **explains all existing observations**
4. **Makes detailed predictions** about future observations that can disprove or falsify the model if they are not borne out."

From The Grand Design by Professors **Stephen Hawking** and **Leonard Mlodinow**

Hawking's Good Model and **S-World Angelwing**

1. To be elegant, or not?

Within S-World Angelwing there are some elegant, even beautiful systems. For example, the A<>Bst, and the POP family; POP the POP Train and Angel POP. However, after reading Danny Rodrik's Straight Talk on Trade and realizing that some elegant models (such as the efficient market hypothesis in economics) can be dangerous and need complexity added to stop them from flying or falling apart. Thus, we need to allow inelegant complexity in our systems.

For the specifics of the complexity within Supereconomics book 1. S-World AngelWing - THE WHAT, I have presented Hawking and Mlodinow on M-theory - a network of interlinked theories that do not present a complete universal map; rather, have different solutions for different areas within the landscape. Working in this way, we can further improve and broaden S-World Angelwing's economic design.

I consider that there may well be some underlying elegant theory, in both theoretical physics and economics, that we are yet to find. But until we find it, we can use Chaos methods (POP), M-theory (M-Systems), Quantum Mechanics, Relativity and the Rodrik theory of choosing the best theory to fit the circumstance in economics, seeking to build an economic map where all economic theories have their place.

In conclusion, whilst elegance is desired, we do not need to seek to make a purely elegant model; and, currently, we are free to use whatever system or theory that seems appropriate for each circumstance.

With this said, in the S-World Grand Network's market economy, S-World Angelwing evaluates Special Project internalities; then the internalities of all Grand Network companies, then the externalities, and makes decisions; such as the price of goods above or below the margin, that creates the best overall picture that **follows the paths described in Beyond 87 Quintillion Histories.**

2. Contains few arbitrary or adjustable elements and a lack of adjustable parameters

Currently, we are only using POP, ŔÉŚ, the Peet Tent, Susskind Boost and Net-Zero DCA as laws. There can, of course, be millions of different applications, like nature has only 4 fundamental laws (gravity, electromagnetism, the strong and weak nuclear forces) and many wonderful animals, trees, flowers and bees; and computers have only a few OS's and millions of apps and billions of websites to look at.

But so far in S-World, all applications and environments are fundamentally a part of the four laws; POP, ŔÉŚ, the Peet Tent and Susskind Boost which is turned into strategy by Net-Zero DCA.

From these 5 laws come a host of 'big in their own right' applications, that have reached what Paul Romer describes as a combinatorial explosion in economics (If Š-ŔÉŚ™ holds).

3. Agrees with and explains all existing observations

When it comes to the differences in opinion on what is the correct economic theory, there are many. The (As-If) M-theory design of S-World Angelwing allows for a map of many economic theories, some agreeing, some not, and then it throws them forwards and back from 2024 to 2080 about 87 quintillion times. That's 87,714,630,433,327,500,000 separate simulations or (as I say) histories, and each history has a billion points that can record an action, to assist S-World Net-Zero DCA strategies.

If we can As-If reverse engineer QCD renormalization into the system, which is now looking more feasible thanks to ideas from quantum loop gravity and calculus. The idea from calculus being the splitting of the problem of the world economy into many separate S-World business, then as long as this foundation is solid, the house will stand. And newest from quantum theory is the quantization of Network Credits. (the money in the network)

In as much as explaining all existing observations, we have 87,714,630,433,327,500,000 simulations/observations/histories to choose from, indeed the choice of future paths and histories now becomes the most important job in S-World. A Job for M-System 11. QuESC

4. Makes detailed predictions about future observations that can disprove or falsify the model if they are not borne out."

This point created the idea for the 87 quintillion histories idea (from the now to 2080) we will shine a light on the future and help us fulfil Asimov's quest.

POP Origins - 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.

"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." - Isaac Asimov

Chapter 7

The S-World UCS™ M-Systems

From S-World Story 12.

M-Systems and Special Projects

24th November 2017

S-World UCS™ creates many different simulations for each business and becomes the training and recruitment tool for the network. It is intrinsically linked to the TBS™ and is, in fact, the way the stakeholders in a business run their business. And a key ingredient to S-World UCS™ is that it allows all the personnel in a company to make their own simulations, and then the company (as a whole) chooses the best outcomes from all scenarios. It is a very inclusive system.

This story starts at a point when RES was the least detailed M-System, whereas now the three Supereconomics books THE WHAT, THE HOW and THE WHY are all built upon RES in 2019: Š-ŔÉŚ™ Financial Engineering.

So, let's go back to the future, November 24th, 2017 and '**The S-World UCS M-Systems.**'

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

M-System 10

The RES Equation – Revenue, Efficiency, Spin (2012-16)

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 not a company from its profit alone, but also the profit made from its expenses (E), optimize E, and Spin (increase the speed of all spending).

M-System 10

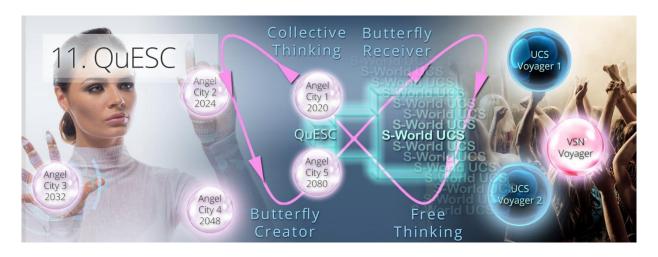# **The RES Equation** – Financial Equivalence (2017)

Later, we will talk about S-World UCS™ MARS Resort 1. Fact or fiction remains to be seen, but on Mars, we can implement the RES Equation with a 100% Efficiency, which is to say every cent spent is accounted for; where after we cut tax and spin, creating a supercharged economy unimaginable on earth. We call this 'Financial Equivalence.' Our inspiration: 'the law of conservation of energy.'

M-System 11
QuESC (The Quantum Economic System Core) (2012 - 16)

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 American Butterfly – The Theory of Every Business – Chapter 8: S-World UCS - Universal Colonization Simulator.

M-System 12b

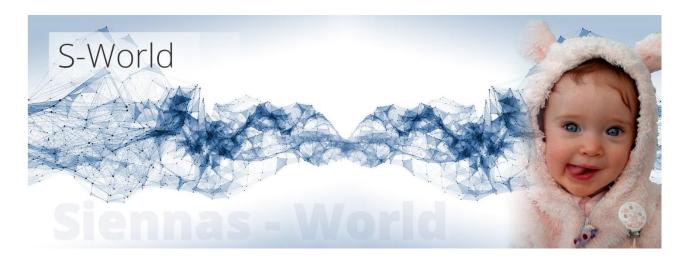## S-World UCS™ MMO (2012 to 2017)

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.

M-Systems 13 & 14

The S-World UCS™ Quantum Systems

Now, we arrive at arguably the main event - the S-World UCS™ quantum systems that create first an economic time machine, and then logistical anchors into the future, from which we desire to shape the world via simulation and then implementation; to create a better future for our children and children's children.

In the now-familiar system design below, we can see the quantum systems flying out of M-System 12. S-World UCS™, scooping up Angel POP and the Angelverses on the way, delivering them full circle back to M-System 1. And, as before, the rodeo starts again but this time with greater momentum.

M-System 13 – **Eureka!!!**

S-World UCS™ Voyagers (September 2012)

The eureka moment arrived courtesy of Garrett Lisi's '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:
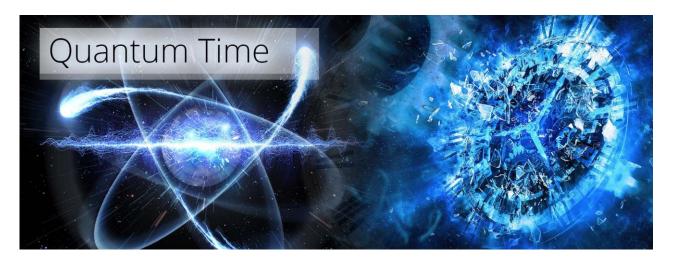
"Everything That Can Happen Does."

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 (S-World VSN™), in which the game sat within the virtual framework and had become entangled and indistinguishable from the conceptualised business network.

This consideration became 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
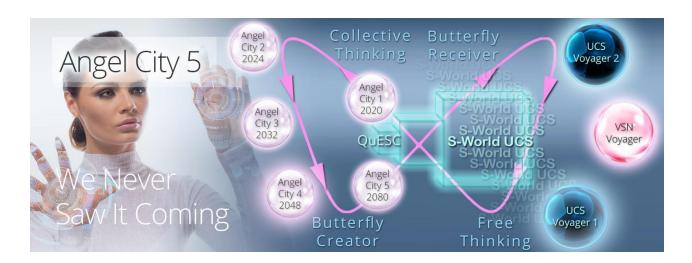
Welcome to your future

M-System 14 – **Eureka²**
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 Richard Feynman's alternative histories (sum over histories), 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 in 2080 has a definite history back from the future to our time.

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.

Angel City 5 (2080)

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."

This future <> past relationship is in a constant superflux; but one thing is constant, our ambition, the set of 'super and special 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 and special projects.'

However, once enough strings and ripples have congregated, it gets easier.

S-World Story 12. M-Systems and Special Projects then continued to list the first 16 Special Projects. (more on this)

End of Extract

From S-World Story 12

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

For Bill AND MELINDA Gates

In 2017 we had the Networks flying back and forwards from 2020 to 2080 on strings, (which are not defined.) And I remember at the time thinking we would not be able to plot this, for quite some time and maybe only as it happens. The idea was to create many strings that could lead to an accurate history and each business had many strings, no definite paths at all. And we needed to change many values for many companies each time a possible history broke down.

Skip two years and we now have a very precise plan (relative to what we had before) using 87 Quintillion Histories. Now we see the idea – we make our ideal future, starting now with the special projects and simulate backwards and forwards creating new paths and adjusting all futures and all paths when the data tells us to. Now we skip forward a couple of years to 2024 and S-World Malawi Śpin Network History 2, of which several videos were made, of which my favourite is the unscripted video 25 www.angeltheory/video/25

In this video, we see that if we can use the Š-ŔÉŚ™ equation as prescribed, the Grand Śpin Network has amazing resilience against recessions and depression, and we see that after the 1% of global GDP target was reached, my first and correct action was not to further increase the share of GDP, rather to flatline in a comfort zone for all concerned.

The problem with History 2 was that it contained some unnecessary variables, and that would cause distraction from the magic of Š-ŔÉŚ™ Financial Engineering. The biggest such variable was trade, and the second was that History 2 described 16 different Network Cities, one each year, which lowered demand to the point where I could not be certain of supply. So, on History 3 I played it safe, starting at Śpin 1 and then increase one Śpin one per year up to 32 spins.

In place of the buoyant trade, History 3 has almost no trade, just a token one million dollars in each of the 5 trade categories, and only increasing by the Malawi Growth (set at 5% per year). And In place of 16 Network Cities starting one per year I stuck with 3 Network Cities in 2024, 2032 and 2048. Which are additions to Angel City 1 which is similar but not the same as a Network City as there can be only 5 Angel Cities, anywhere, and were hoping Angel City 4 in 2048 will be on MARS.

Now that we have an idea of what is involved in making a UCS™ history, we need to turn the process into software that the AI can use to make trillions of variations on the same theme. Some with 3 Network Cities some with 33, some with cashflow starting at $5 billion some starting at $50 billion, and many variations of Šavings, Ŕevenue, Éfficiency and Śpin, some are ranging from 2024 to 2080 and many just focusing on a single year, or Śpin segment of a year.

The Net Zero DCA software will dig into the individual company histories, so we have a history for our prototype building supply company TWF (The Window Factory) where all is fine, but another history where a vital piece of raw or processed material, maybe the glass does not arrive on time. A two-month wait for glass will send supply shocks right across the network as all cashflow is relative to Spinning and where we find delays, we must woman-up, sound the action stations and it's into the QuESC Battlestar war room where experts in math, economics, software, physics, behavioural science and other disciplines work alongside pro-gamers across the word assisted by the AIs and previously created scenarios (histories), together creating a new stable path.

QuESC – The Quantum Economic Systems Core is the combination of humans and AI. The humans are creating the uncertainly and individualism at the core of the systems.

CHAPTER 8

Beyond 87 QUINTILLION HISTORIES

This chapter follows from the last but is two years on. It's amazing to read through the last chapter and see how far the theory has come. From the idea of passing data back and forwards from 2020 (Angel City 1) to 2080 (Angel City 5) and back and forwards, now developed into a step by step guide per the Š-ŔÉŚ™ Financial Engineering plan described in History 2 and 3. And as we shall read the intention of creating 87 quintillion histories (87,714,630,433,327,500,000) before 2080

Jumping back to this chapter. 7: The S-World UCS™ M-Systems: **(from 2017)**

"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 in 2080 has a definite history back from the future to our time.**

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 and special 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/paths** that lead to the creation of our 'super and special projects.'

Since writing The S-World UCS™ M-Systems and creating Š-ŔÉŚ™ Financial Engineering Histories 2 and 3, this 'Commander's Intent' idea that we simplify our command to simply **'make them projects,'** had endured, indeed it was genius. Thank you, Matthew Dixon and Brent Adamson, for the book The Challenger Sale.

Now two years on, in this book; '64 Reasons Why' otherwise known as "THE WHY", we have developed the idea '**make them projects**' into this actionable plan, and the idea is now simplified by Angel City 5 being the end result of the 64 plus special projects in Malawi, and special projects from as many other locations as can be engineered.

Š-ŔÉŚ™ Financial Engineering was a decisive factor, the extra cash flow it generates allows us to plot a Grand Śpin Network that is Net-Zero and spent most of its cash flow on special projects. With the Š-ŔÉŚ™ Supermonopoly advantage, we could afford to spend double on Net-ZERO products, services and solutions. And in later years a lot more than double. So, if a house build cost is $150,000 Net-Zero or $75,000, not Net-Zero we can afford to pay the Net-Zero amount.

After all, all this Supermonopoly profit must be spent somewhere.

In S-World UCS™ History 3, I cautiously created a path (paths are histories) from 2024 to 2080 for a county – Malawi to create 4 new cities (founded 2020, 2024, 2032 and 2048), and in the

process build over 10 million (social housing) villas, provide paid training positions (Paid**2**Learn) and good jobs for every Malawian that wants one, and in general create a country that is less than Net Zero and abundant with special projects, the results of more than $12 trillion in spending on making everything Net-Zero and special project enabling between 2024 and 2080.

This would be a miracle in Economics, and yet **it seems to be within our grasp.**
Please watch Video 34

History 3 www.angeltheory.org/video/34
History 2 www.angeltheory.org/video/25

Then in History 2, I added trade, starting with a Śpin of 8 and creating 16 Cities/Large Towns, which was adventurous, and more fun (better for the MMO game). History 2 includes a big recession and two big depressions, in which all demand for trade stopped for a year or more, and was less than normal for 5 years or more, but by manipulating É and Ś – making É close to, or at 100% and increasing Ś up to 32, **I managed to increase cash flow in every one of the 15 years in which the one recessions and two depressions hit.**

The disadvantage that normal companies have, that can lead to uncertainty, bubbles, crashes, bank runs, recessions and depressions are that their banks do not have enough money to pay all creditors if all creditors asked for their money back at the same time. Whereas with Š-ŔÉŚ™ Financial Engineering the money is always in the bank. And if possible, within a giant translucent pyramid so everyone can see the money is still there. Unlike many gold reserves in which it is said that each bar of gold has many owners.

History 2 and 3 are two different paths to Angel City 5. I could easily make many paths and come up with better solutions, but it is time-consuming, as within the spreadsheet I have not worked out how to add rows/years of Śpin automatically, so each one must be done by hand. So I designed a CMS and software that will allow me, and you to create many different histories, and this will become part of the S-World UCS™ MMO Gameplay. As we desire the citizens of earth to play many simulations / games.

On spreadsheet tab; 'ŔÉŚ-v4c Soft - Initial Inputs' we see 11 sets of variables that are set at the begging of the game, for instance, set 1 is Initial Investment Ŕevenue (USD) in cold hard cash. Next on the spreadsheet tab; 'ŔÉŚ-v4c Soft 24>80 Controller' we see the master control system, which shows all the variables that follow paths/histories from 2024 to 2080, where if one changes the figure for É we see it changes almost every cell. (Note the spreadsheet tab is a demo and only actually works for the first 4 years.)

The following are all variables that can be changed by the UCS™ Controller.

É - Recycle Éfficiency	Ś - Śpin	Global Growth Average
(Ŕ1) Exports Trade	(Ŕ2) Real Estate Sales	(Ŕ3) Aid
(Ŕ4) Cities Phase 1	(Ŕ4) Cities Phase 2	Network Output (GDP)
Global Output (GDP)	Share Of Global GDP	Imports and Land
Exports - Ŕevenue 1	Trade Deficit or Surplus	Projected Cash Flow
Spartan Quality Homes	Virtual Education	S-World Health Care
Angelwing Development	Solar Budget	Electric Car Budget

Below we see the first six columns of the ŔÉŚ-v4c Software 2024 > 2080 Controller, in which the different coloured cells have different attributes/laws:

Year	Recycle Éfficiency É	Śpin Ś	Global Growth Average	Ŕevenue 1 Exports (Ŕ1)	Additional Network Growth	Macro Financial Events
2024	90.00%	8	103.00%	$ 236,127,500	131.0%	100.0%
2025	95.00%	16	103.00%	$ 318,606,836	131.0%	100.0%
2026	97.50%	24	103.00%	$ 429,896,203	131.0%	100.0%
2027	99.00%	32	103.00%	$ 580,058,947	131.0%	100.0%
2028	99.00%	32	103.00%	$ 782,673,538	131.0%	100.0%
2029	99.00%	32	103.00%	$ 1,056,061,404	131.0%	100.0%
2030	95.00%	32	103.00%	$ 1,424,943,653	131.0%	100.0%
2031	95.00%	32	103.00%	$ 1,922,676,471	131.0%	100.0%
2032		32	2032	2032	2032	2032
2032	95.00%	32	102.50%	$ 2,029,865,684	103.0%	100.0%
2033	95.00%	32	102.50%	$ 2,143,030,696	103.0%	100.0%
2034	95.00%	32	102.50%	$ 2,262,504,657	103.0%	100.0%
2035	99.00%	32	100.00%	$ 2,036,254,192	100.0%	90.0%
2036	99.00%	32	97.50%	$ 1,091,941,310	100.0%	55.0%
2037	99.00%	32	95.00%	$ 1,556,016,367	100.0%	150.0%
2038	99.00%	32	97.50%	$ 2,123,962,341	100.0%	140.0%
2039	99.00%	32	102.50%	$ 2,242,373,242	103.0%	100.0%
2040	99.00%	32	102.50%	$ 2,367,385,550	103.0%	100.0%
2041	97.00%	32	102.50%	$ 2,499,367,294	103.0%	100.0%
2042	97.00%	32	102.50%	$ 2,638,707,021	103.0%	100.0%

90.00%	Initial Input from Tab; ŔÉŚ-v4c Soft - Initial Inputs
103.00%	In-Game Display and Variable Adjustment
95.00%	An Event That Increases The Value of a Variable
95.00%	An Event That Decreases The Value of a Variable
90.0%	Recession minus 10%
55.0%	Recession minus 45%
150.0%	Recession Ended Plus 50%

Technically it works simply by the cell below each cell (except for the date) changing to the value of the cell above. In the Recycle Éfficiency É column in 2035 a new input of 99% increases its cell and all the cells below to 99% until another event is reached. In this case in 2041 a lower value of 97% and as before all cells below change to the same value.

This template was initially created to show just four years, 2024 to 2027, and used an É higher than would be possible, and increased Śpin in an equally imposable way. We are only looking at the CMS LOGIC design, the years 2028 onwards were added as an afterthought. (CMS Logic design is simply making a CMS adjustment point for every variable (or digit) in the system.)

This may look like a hard task to program, but it's easy enough, the general rule is; because of the similarity between a spreadsheet and a database table, is easy to program. Add a designer to make the CMS look as good as the front end. Now we have a system of making many histories. How many depends on two things, the number of people making histories, and the number of AI and Machine Learning assisted histories.

The number of AI and Machine Learning assisted histories is the subject of this chapter, 87 Quintillion Histories. I'm going to do my best to specify how the AI and Machine Learning histories are designed, but relative to what Microsoft, Facebook, Google and Amazon are doing, there will be much better ways to do this. This presentation is just to get the ball rolling, a ball that has a lot more rolling to do. I start out with some attempts to calculate the Simulation Events as computer calculations hoping to engineer a complete solution, but along the way, this proved impossible and instead I describe the different variables for an elite group to turn in to precise systems design further down the road.

The Volume of Histories **Between** 2020 and 2080

Given one supercomputer that was updated to keep up with a diminishing Moore's law. Here is the math, which you can find on the '87 Quintillion Histories' tab of the spreadsheet,

> A Supercomputer can spit out answers to 200 quadrillions (or 200 with 15 zeros) of calculations per second, or 200 petaflops, according to Oak Ridge National Laboratory

1)	200,000,000,000,000,000	1 second
2)	12,000,000,000,000,000,000	60 seconds
3)	720,000,000,000,000,000,000	60 minutes
4)	17,280,000,000,000,000,000,000	24 Hours
5)	6,307,200,000,000,000,000,000,000	365 days
6)	378,432,000,000,000,000,000,000,000	60 years

Mores Law: Processor chips (the small circuit boards that from the backbone of every computing device), double in speed every 18 months. But this is a diminishing law.

Then on the '87 Quintillion Histories' tab, we see some calculation to attribute the two above behaviours and we are left with 8,771,463,043,332,750,000,000,000,000,000 (8.7 Trillion Quintillion) Supercomputer Calculations from 2020 to 2080. I then initially considered we need 1 billion different nodes (info gathering points) to gather the info we need from the experiments. So, each history is a measure of 1 billion data points.

This was where we were at a month back, (it's now 24th December 2019) before filling in the details for part 4 of this book. Internalities and Net-ZERO DCA. Dynamic Comparative Advantage. Let's hear from the creator of the term Dynamic Comparative Advantage; Nobel Laureate: Joseph Stiglitz

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

Thank you, Stiglitz and Greenwald, for the above which could have taken an entire book to explain.

Stiglitz and Greenwald continue:

> "There seems to be a circularity here. What should a country do today to create its dynamic comparative advantage? Ascertaining a country's static comparative advantage is difficult; ascertaining its dynamic comparative advantage **is even harder**."

Fortunately, with part 4 in the bag, we can see the best Dynamic Comparative Advantage for the Malawi Grand Śpin Network hypotheses, which is to specialize in making Net-Zero products and industry. First to supply the S-World Malawi Grand Śpin Network itself, Second and when the market opens to Africa, which may be accelerated and significant if Aid becomes conditional on not increasing carbon emissions or an idea like the Carbon Traffic lights punished carbon-producing companies in the market who then clean up their act. Third, if the USA, Asia or European markets have demand that we can supply, but we don't count these chickens at this time, they are a bonus. **History 3 does not have a significant market inflow, and because of this, the model can be executed in a great many countries without a supply and demand problem**, caused by other network companies themselves. We shall return to the spontaneous creation of other Grand Śpin Networks later in this chapter.

Below we see the Malawi Grand Spin Network in 2025, and 4096 companies seen in networks of 64. Each cell is 64 companies that in 2025 spend cash flow of $16,367,959,875 ÷ 4096 = $3,996,084 each per company (on average), thus each cell be see below is $3,996,084 x 64 = $255,749,373.05

Note this is the corrected figure from N:84 on the tab 'H3) ŚÉŚ-v5 | S-World History 3b'

THE MALAWI **Grand Śpin Network** 2025

64 Cube – Industries Map

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

Now we have a basic picture of how a Grand Śpin Network will look in its second year, from which we can travel forward or backwards, per History 3.

The spreadsheet below is fully described in Chapter 18: POP – The Point of Profitability and can be seen on the spreadsheet tab; H3) ŠÉŚv5 Jobs and Education.

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

Using this spreadsheet and the results from the Controller (when created properly) give us a lot of information about the journey of the network from 2020 to 2080. If we now compare this simulation (History 3), with the original idea of ideas flying back from 2080 to 2024 and then ideas flying back and forth, History 3 has a much more exact/descriptive journey.

The above scenario is plotted to make Malawi into a dream of what we would want for our children's children in the year 2080. And there are no economic reasons that as long as other Grand Śpin Network can attract investors in City Suburbs, (including POP investment from other Grand Śpin Networks) that we cannot reproduce this model in the poorest 100 counites. Each new successful Grand Śpin Networks leverages the expectations that the model can work in many locations. Grand Śpin Networks will also work in some countries that are not the poorest 100, Greece, Spain, Portugal, Italy and many others.

Because each Grand Śpin Network tackles climate change and creates special projects it's always a good thing, and so to a degree the more the better. Remembering we have the Angel POP law; **Grand Śpin Networks in locations in extreme poverty are special projects** and its cubic financial dimensions law that ensures Africa and other poor countries grow at the least at the same pace as the West. There is no chance of S-World turning its back on where it is most needed, even if it wanted to. For example, if I like Steve Jobs - I was fired from my own creation, as has happed in my past, the laws such as Angel POP must be ironclad.

The net result is we now can with some precision plot Malawi and other locations futures from 2020 to 2080. **Using these results and the 'make them projects' commanders' intent method we can create the perfect 2080**, we can move the masses in the direction that is desired. Now in place of just a dream, we have a very detailed plan, and soon with History 4, then 5, and millions more we shall have an optimized future, A best of the best. And when we hit a trillion histories the best of the best of the best. And so on.

So far, we have talked about Grand Śpin Networks, 4096 companies in Malawi in 2025 compressed into 64 subnetworks of 64 companies each.

In book 2 - I go into detail about an individual network of companies (1 of the 4096)
In the **S-World Villa Secrets Scenario 8 – Specialize and Scale chapter.**

In this chapter we see a network of individuals who are in the same industry – well actually two industries Real Estate and Luxury Travel, and we see we look for 32 of 64 individuals or partnerships who have a specific or complementary skill that others in the network do not have, from speaking German, Indian and Mandarin, to copywriting to photography US shift times, or weekends, or for example a safaris expert. The idea is that we create an S-Web website for everyone and each property they represent, so hundreds and maybe thousands of websites/web-franchises in a single company. Most will feature safaris and when a client who

was looking at one thing sees the safaris by the same company that they are already discussing another aspect of their travel with may enquire. This enquiry goes to the Safari Expert who uses the S-Web and S-World systems to make a booking, then shares the commission (which last time was about $15,000.) with the website that generated the enquiry and the person who added the property to the database. All residual income to the network.

If I start to get into the detail I will go on for 50 pages, so I will leave it in Book 2 for now, but take away with us the knowledge that we are now plotting on the individual person level, all the way to Angel City 5.

In terms of creating a very detailed explanation of how one country can take the M-System 14. Angel City journey from 2020 to 2080, I would be amiss if I did not acknowledge my teachers.

One book has been a constant companion since 2016; The Grand Design by Professors **Stephen Hawking** and **Leonard Mlodinow.**

We have seen how Hawking and Mlodinow's Good Model added order to the process, and as you will see in chapter 4. Alternate Histories tells the story of, the Feynman Sum Over Histories. Exactly how we got from reading this to three years later having a comparable hypothesis in economics is not clear, like all **'As If'** analogies, we are not talking about Supereconomics being the same as the physics, rather Supereconomics acts **As-If** it was the physics.

"As-**If** "

If memory serves, I first heard of **As-If** from 2017 Nobel winner Richard H. Thaler, who was not a fan but needed to acknowledge **As-If** arguments were valid.

Many of the S-World Systems were created in **As-If** this or that system from particle physics, the most obvious is the M-Systems created **as-if** M-Theory could be used to create or improve economic models, and the catchphrase we see on many early graphics **"M-Theory an Economic Science?"** but we need not get into this here.

The most recent **As-If** example relates to the most fundamental property of quantum mechanics, the Quanta. If quantum mechanics and LQG (Loop Quantum Gravity) everything is made in quanta, the smallest possible quanta being Planck's constant which is very small ($6.62607004 \times 10\text{-}34$ m2 kg/s). Whilst there is such a large number of quanta in the universe, the idea of quanta is that all could be measured. There is an exact number of quanta today that will be the same tomorrow or in a billion years.
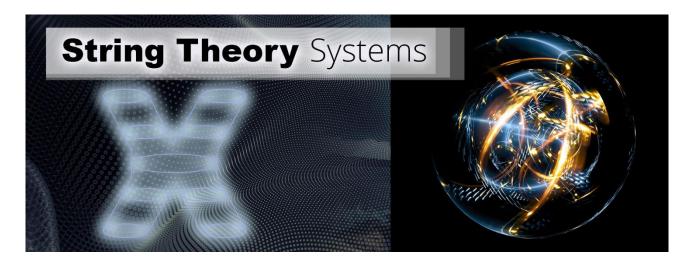
In the following sections from **the Grand Design** by Professors Stephen Hawking and Leonard

Mlodinow, we will hear about Alternate Histories (The Feynman Sum Over Path/Histories) and Renormalization. Where renormalization removes the infinities and offers a coherent data set that is used to create accurate predictions.

While I do not understand the mathematics of renormalization at this time, it would be a massive advantage if we could use the renormalization effect to compress the 87 Quintillion Histories. And it may be possible to push the envelope and change the 87 Quintillion histories into 87 quintillion, quintillion or even 87 quintillion, quintillion, quintillion, quintillion.

The advantages are massive if we can renormalization S-World **As-If** it was quantum mechanics. And whilst I am miles away from performing such a calculation, I have reinforced by the earlier idea of POP Đimensions, which started at $0.01 cent and multiplied up through cubic dimensions of 8, so $0.001 >$0.08, >$0.64 >$5.12 > $40.960 but changed the POP Đimensions to start at $0.0001 cents, $0.0001 > $0.0008 > $0.0064 > $0.0512 > $0.4096 **As-If** by doing so I am mimicking the quanta in quantum mechanics so that at a later point someone with greater knowledge could perform renormalization.

Sticking with math that is compatible with quantum mechanics, this example may well end off with two completely different systems. One could imagine a system per Quantum Loop Gravity as presented above and another system and even another Grand Śpin Network where the fabric of the system was created **As-If** Money is analogous to the Strings in String Theory.

Three M-Systems were inspired by string theory, M-Systems Zero that simply says in Supereconomics money is the String, M-System 3. The Susskind Boost

M-Systems 3. The Susskind Boost and 4 The Peet Tent work **As-If** the network were made from string theory.

History 3 works **As-If** it could expect to command $28,147,497,671 in investment and Aid by 2024.

The Law of Conservation of Ŕevenue (now Šavings) works **As-If** it was analogous to the Law of Conservation of Energy.

Š-ŔÉŚ™ High-Octane Financial Engineering increases the money supply **as if** the network was like a country's economy where after a year, most of the money spent will belong to most of the people in the country.

POP works **as if** the economy is like Newtonian Gravity

Angel POP works **as if** the economic Newtonian Gravity cannot expand a continental network to a higher financial dimension until all other continental networks have reached the financial dimension limit.

ADD MORE AS IF EXAMPLES

ADD MORE AS IF EXAMPLES

ADD MORE AS IF EXAMPLES

ADD MORE AS IF EXAMPLES

ADD MORE AS IF EXAMPLES
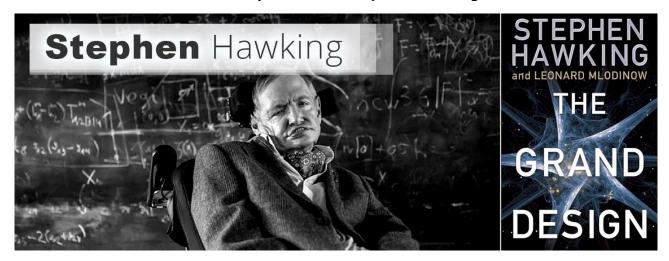
ADD MORE AS IF EXAMPLES

ADD MORE AS IF EXAMPLES

ADD MORE AS IF EXAMPLES

ADD MORE AS IF EXAMPLES

ADD MORE AS IF EXAMPLES

Now let hear one of three exerts from The Grand Design.

The Grand Design

by Professors **Stephen Hawking** and **Leonard Mlodinow**

In terms of the 87 quintillion histories, immense credit must be paid to Stephen Hawking and Leonard Mlodinow's book The Grand Design. Chapter 4; **'Alternate Histories'** which had a big impact, and helped me to see Angel City 3 and 4 as the present, Angel Cities 1 and 2 as the past and Angel City 5 as the future, and then physiologically worked that problem to find the schema that is being developed now.

Now I am doing the same but have changed my 'present' date to 2024 and 2025, and the past is back to 2020, and the future is bright.

I am copying this and other sections of **Hawking** and **Mlodinow's** book for a few reasons; the first is homework, summarising assists my learning. The second is so others can see the inspiration behind the 87 quintillion histories. Third and maybe most important is that it may inspire someone else to a eureka idea, maybe in compression, logic or **'As-If'** renormalization.

I have edited the most relevant sections from the Alternative Histories chapter into just a few pages: So here we go with Professor Hawking and Mlodinow's 2010 book 'The Grand Design,' which is in many ways is the plot to the S-World Stories since 2016.

The Grand Design
Chapter 4. **Alternative** Histories

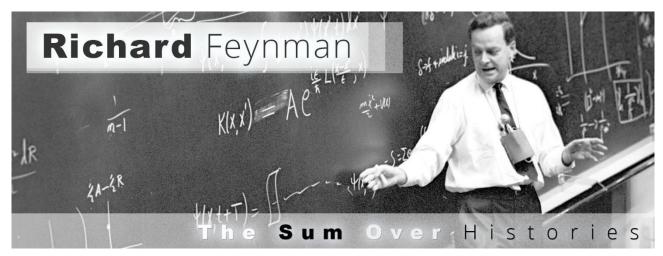by Professors **Stephen Hawking** and **Leonard Mlodinow**

"The principles of quantum mechanics were developed in the first few decades of the 20th century; after Isaac Newton's macro theories *(which were accurate enough to land a man on the moon)* were found to be inadequate for the description of nature at the atomic or subatomic level.

As we improved our technology and expanded the range of phenomena that we could observe, we began seeing nature behaving in ways that were less and less in line with our everyday experience and hence with our intuition. Classical theories such as Newton's reflect everyday experience, in which objects have an individual existence, can be located at definite locations, follow definite paths and so on. **Quantum mechanics dictates a completely different schema** *(model, plan, theory)*, **in which an object's position, path, and even its past and future are not precisely determined.**

According to quantum mechanics, a particle is said to have no definite position during the time it is between a starting point and the endpoint. Professor Richard Feynman realised one does not have to interpret that particles take no path as they travel, rather particles take every path, and they take them all simultaneously.

The chance of observing a particle to land at any given point then depends upon all the paths/histories that could have got it there. Feynman showed that for a general system, the probability of any observation is constructed from all the possible histories that could have led to that observation. Because of that, his method is called **the Sum Over Histories** or '**Alternative Histories**' formulation of quantum physics.

Because of this, instead of looking at just a single particle, **Feynman's theory allows one to predict the probable outcomes of a system,** which could be a particle, a set of particles, or even the entire universe. Between the initial state of a system and our later measurement of its properties, those properties evolve in some way which physicists call the **system's 'history'.**

In Newtonian theory, the past is assumed to exist as a definite series of events, given complete data about the present Newton's Laws allow us to calculate a complete picture of the past. But a quantum particle or system cannot be said to have taken a definite path from A to B. We might pin down its location by observing it. But in between our observation, **it takes all paths and has all histories.**

Quantum physics tells us 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.

The universe, according to quantum physics, has no single past or history. The fact that the past takes no definite form, means that observations you make on a system in the present affect its past. We will see that, like a particle, **'the universe does not have just a single history, but every possible history,'** each with its own probability; and our observations of its current state affect its past and determine the different histories of the universe.

The quantum model of nature and our universe encompasses principles that contradict not only our everyday experience but our intuitive concept of reality.

Those who find those principles weird or difficult to believe are in good company, the company of great physicists such as Einstein and even Feynman, who once wrote 'I think I can safely say that nobody understands quantum mechanics.'

But quantum physics agrees with observation. **It has never failed a test, and it has been tested more than any other theory in Science.**

Nick Ray Ball:

Whilst in exact mathematical terms, I cannot point to any Supereconomic behaviours derived from physics – Looking at areas of theoretical physics has certainly been a way I have progressed in the past, and has lead to many '**As-If'** Supereconomic behaviours.

A Net Zero Grand Spin Network

Now I wish to describe the programming needed to create a real-world history, a lot of it comes from the supply and demand, Net-Zero activities and assisting in special projects, be that directly via cash flow, or indirectly (virtually) vie internalities and externalities.

We can't go overboard with Special Projects in 2025 only to see that it has hindered many special projects a decade later. The market has its place, maybe we can consider the market as one side of the Supereconomics equation and the special projects as the other, seeking to maximize both.

I like that idea and found some new charters for the equation

$$Ś = Ḿ <> Ś$$

Ś	Supereconomics
Ḿ	Market
Ś	Special Projects

Supereconomics equals the sum of the Market and Special Project Iteration (internalities and externalities)

This, in particular, is for Joseph Stiglitz

I shall return to this later.

One thing is for sure and that is there is a better way to program this, this is just a guide, it is not the journey. And in later stages, it just tells of what we need to do, not how to engineer it.

I'm going to start with the simplest of calculus' which tells us that to solve a big problem we can cut it into pieces and solve all the smaller problems in order to solve the bigger problem In History 3 in 2025 Š+Ŕ equals cash flow of $16,367,959,875, that is not a problem. The problem is making sure we have $26,848,936,252 (or $29,183,626,361) in Š+Ŕ the following year (or more). Let's for now call it $26,848,936,252

Note in predictions/forecasts, where there may be a math discrepancy, I usually choose the lowest option.

Taking $26,848,936,252 in 2026 as the problem, to get there we must step back to 2025 and the cash flow of $16,367,959,875, and divide this into many different pieces, then make systems that apply to all of the different pieces maximizing the chance of each small system reaching its POP Point (or in general just making a profit), and then add all the different pieces up, and see what results we make in terms of Šavings + Ŕevenue, Special Projects, EEE Score and carbon traffic light scores. (Note this is the first time I have considered the traffic light at this scale.)

From spreadsheet tab; 'H3) ŠÉŚ-v5 | S-World History 3b' - N:72 in 2025 we start with cash flow of $16,367,959,875 *(Note this may need to change to cell P:103 $14,894,843,486)*

Then I dive $16,367,959,875 by 4096 companies in 2025 for an average cash flow of $3,996,084 per company.

In the workings for the tab 'H3) ŠÉŚv5 Jobs and Education' spreadsheet I used 32 people per company, which is equal to $124,878 per person. But only 25% of cash flow is paid to labour $31,219 (N:86)

I'm now going to mentally switch that to South African Rand as I am familiar with that currency in a small to medium business environment. So on 24th Dec 2019, one USD is ZAR 14.1481 and so $31,219 is ZAR 441,695 per year or ZAR 36,808 per month, which without research I guess is about 150% of an above wage, which would afford a junior accountant, but would not be enough to tempt a top agent unless one was lucky. But on average across a small to medium company in vacation rentals, it would be a fair average income. About 25% more would be an average small to medium company in real estate sales.

(Note on https://tradingeconomics.com/south-africa/wages the average S-World wage turned out to be 68% higher than the R21,966 average South African wage.)

Sticking with the vacation rentals, real estate and luxury travel theme, let us proceed with the S-World Villa Secrets Scenario 8 – Specialize and Scale sector.

S-World *Villa Secrets*

Scenario 8 – Specialize and Scale

I'm now going to mentally go through all the accounting actions assigning more computer actions than are necessary. Starting with personnel which is 25% of cash flow, how many actions should we assign to each member of personnel? Remembering that because of recycle-Éfficiency we need to account for all Network Credits transactions. Ideally from a behavioural science perspective, we would want to analyse millions of actions.

Time to return to a spreadsheet tab I started on this called 'Simulation Events' in which I gave 32 members of personnel 858,993 simulation events a day, which is 39 million Simulation Events per year, which seems more than adequate.

But first, let's look at how many Simulation Events we can have per day from a computer 1000 times less powerful than the Supercomputer that created the 87 quintillion histories.

In making the following spreadsheet tab, 'Simulation Events' I confirmed my suspicion that we

are going to need to find commission techniques, hence 'Beyond – 87 Quintillion Histories.'

SIMULATION **Events**

Below we see a quick spreadsheet from tab; Simulation Events. In which I drill down to a day, and divided calculations by 1000 assuming a less powerful computer in phase 1

Supercomputer		
Calculations per day		
17,280,000,000,000,000,000,000		
	1000	Times Less Power
Powerful Computer		
Calculations per day		
17,280,000,000,000,000,000	Simulation Events left	
Number of Companies	4096	
	4,218,750,000,000,000	Simulation Events left
People in a company	32	
	131,835,937,500,000	Simulation Events left
Simulation Events Per Person	13,422	Per Day
	9,822,542,779	Simulation Events left
Simulation Events Per Company	107,374	
	91,480	Simulation Events left
Display		
Supply & Demand	64	
Profit & Loss	64	
EEE Points	64	
Carbon Traffic Lights	128	
EEE Demerits	128	
Special Projects	512	
Internalities	512	
Externalities	512	
Sales & Acquisitions	129	
POP	64	
Month End	64	
Other	512	
	2753	Displays
	33	Simulation Events left
Calculate		
All Supply versus All Demand	?	
All Other versus Other	?	
Optimize for EEE Points	?	
Optimize for Other	?	
Adjust for an extra:	12.50%	of Cash Flow to variable
Adjust for an extra:	12.50%	of ??? assigned to var

Starting with 17,280,000,000,000,000,000,000 computer calculations in a day I divide by the 4096 companies in 2025, then divide by an average of 32 people per company, then computer

calculations per person at 13,422 (this could be the number of moves allowed in a day) and could be increased via the processor in the computer of the user (note I really want a million here), then 107,374 Simulation Events Per Company leaving 91,480 Simulation Events of which 2753 are used to display key data points in the board. Where after we start to get into some potentially hard engineering and the Optimize and Adjustment functions, and here we run out of processing power.

Before we can optimize, (which is no mean feat), we need to either increase power, decrease previously set benchmarks, lowering 13,422 calculations per person or the 107,374 Simulation Events Per Company. Or we can start to go beyond 87 quintillion histories. We shall soon hear from Stephen Hawking and Leonard Mlodinow about renormalisation, but first, consider that within each company there will be a lot of none-events, and even more small events that besides the chaos theory don't make a noticeable difference, or whole ancestry's of events that the humans at QuESC, Elite Gamers in the MMO game and everyone else via the MMO game if it becomes globally popular.

Idea!!!

I think it may be a good idea for us to consider companies as particles.
And we apply Supersymmetry to them by giving each company a Superpartner, which would be heavier, it would have a larger POP point, for example, a company in a higher Đimension (see tab; 'POP Đimensions'). So, if the particle/company has cash flow of $3,435,973.84 (Đ12 x 4), then its Superpartner has $27,487,790.69 in cash flow, or up two POP Đimensions for a cash flow of $219,902,325.56. Or we could do the same for POP points, not cash flow or use other metrics.

By creating a Superpartner, we are forcing ourselves to consider the future paths that lead particle/company 'a' into the Network of Superpartner 'a'. Maybe the Superpartner can also connect to another 63 companies, and a craft of the system was to choose the right Superpartner for the different companies, out of a pool of 4096. The Superpartner may not be the company itself, not a holding company at all, it can be just pieces of the fabric/framework of the network.

Pareto Efficiency
The Sienna Equilibrium

"Pareto efficiency or Pareto optimality is a state of allocation of resources from which it is impossible to reallocate so as to make any one individual or preference criterion better off without making at least one individual or preference criterion worse off."

The Pareto efficiency is the closest concept in Economics to The Sienna Equilibrium. We need to program the system to find different Pareto efficiency under various conditions, such as when Carbon is not allowed, or when a specific Special Project benefits. For different values of Šavings, Ŕevenue, recycle Éfficiency and Śpin, and for all sorts of goals or tests.
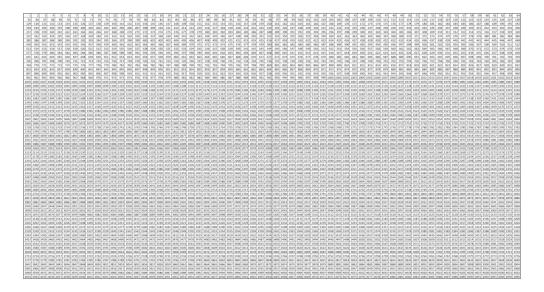
POP (Financial Gravity)
A 4096 Cube in 2D

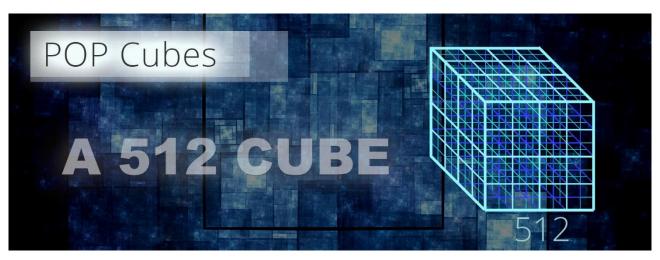Now that we have an idea about the number of simulation events needed and have seen them create various displays, it's time to picture them within the financial gravity of POP. The simplest way to do this, given a large room shaped display at QuESC Mission Control (which we shall come back to soon), for now please imagine that on the display we see below was seen a 2D chessboard 64 x 64 wide Or 32 x 128 cells wide.

We can see a 64 x 64 square/cell chess board below, but of course, on an A4 page its cells are too small to be able to see

We will read later in Chapter 18: POP – The Point of Profitability that an alternate method for looking at a large set of companies in a network is via POP cubes, such as the one we see above. For now, however, we shall stick with the 2D 4096 POP cube and zoom into sections of it.

So, for example, the following section of 256 squares/cells, which shows one-sixteenth of the complete board. On which we see ten green cells and eleven blue cells, these can be for any attribute, but for this example let us say that green is the demand for Aluminium Windows from TWF (The Window Factory) and blue is the demand for Cement from TCF (The Cement Company).

Then in darker red, we see TWF supply of Windows and in light red, we see TCF supply of cement.

The amount of demand per cell is seen via its cell's translucency, on the big monitors, this will

be seen as the amount one can see through the cell, and to simulate this I have given the green and blue cells different shades. The more apparent the colour, the greater the demand.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80
129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144
193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208
257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272
321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336
385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400
449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464
513	514	515	516	517	518	519	520	521	522	523	524	525	526	527	528
577	578	579	580	581	582	583	584	585	586	587	588	589	590	591	592
641	642	643	644	645	646	647	648	649	650	651	652	653	654	655	656
705	706	707	708	709	710	711	712	713	714	715	716	717	718	719	720
769	770	771	772	773	774	775	776	777	778	779	780	781	782	783	784
833	834	835	836	837	838	839	840	841	842	843	844	845	846	847	848
897	898	899	900	901	902	903	904	905	906	907	908	909	910	911	912
961	962	963	964	965	966	967	968	969	970	971	972	973	974	975	976

Ideally, there should be at least two of each company manufacturing essential materials, for competitiveness and supply shocks, but for now, I'll just show one of each. It's a simple process for a computer to add up all the supply and demand across all 4096 cells and add up total demand, which can be set as a supply target for TWF and TCF. But I can't say how many computer calculations that would take.

We now enter into a part of this book that is bound to be improved, but in general, we need to add/create 4096 different companies, and have the supply and demand for each for an array of say 4096 different items, or 512, or…

Then we need to make the entire set of companies Pareto efficient, which is "a state of allocation of resources from which it is impossible to reallocate so as to make any one individual or preference criterion better off without making at least one individual or preference criterion worse off." Again, I can't say how many computer calculations that would take. Probably a lot.

Once we have the Networks Pareto efficiency and we can see where there are unsatisfied demand and unsatisfied supply, we can experiment – per human participation with changing companies. For example, one history might include a Tesla Car factory, and another might include a Tesla Gigafactory. And some histories may show a Tesla Car factory as a Superpartner of a smaller company/factory that specialised in a particular component for a Tesla Car factory in different locations, and over time the Superpartner seeks to add other companies to it until it has all the parts and the industry for it to start producing complete cars. Another example would be the necessary services and manufacturing akin to Shenzhen which won the contract

to make Apple's iPhones. This could not come about in the first stages but can come in later stages via the Superpartners.

In general, we should have at least twice and many company options as there are spaces on the board. An easy way to do this is simply to swap to 2024 (we are currently in 2025), where only 2048 companies are required. Another route is to class half of the 2025 companies as Superpartners.

Now with the option of as many alternate companies as there are companies on the board, there is significant room for optimization. But optimization of what? Supply & Demand, Profit & Loss, EEE Points, Carbon Traffic Lights, EEE Demerits, Special Projects, Internalities, Externalities, Sales & Acquisitions, POP, Month End, Other? As we have a hard Net-Zero target, this can become the baseline, noting that we don't necessarily expect a Net-Zero score for all companies together, rather a low carbon output, more than offset by Special Project 6. Sienna's Forests. We shall call this optimizing towards Net-Zero; **Net-Zero Basic.**

Angel Cities and Time

Now we talk about how we incorporate the Net Zero Grand Śpin Network into the 87 Quintilian Histories (Time)

Optimizing for Special Projects makes sense, (on top of Net-Zero Basic), but we need to look at all Angel Cities in 2024, 2032, 2048 and 2080, because we are in the business of improving the future, and if that is best done by optimizing for cash flow in the early years, then an argument is made for optimizing for cash flow after Net-Zero Basic.

We also need to consider the complexity theory, which is explained well in Kate Raworth's – Doughnut Economics:

> "Many events that first appear to be sudden and external, what mainstream economists often describe as exogenous shocks are far better understood as arising from indigenous change. In the words of the political economist Orit Gal; "Complexity Theory teaches us that **major events are the manifestation of maturing and converging underlying trends, they reflect change that has already occurred in the system."**
> From this perspective, the 1989 fall of the Berlin Wall, the 2008 collapse of Layman Brothers, and the imminent collapse of the Greenland ice sheet have much in common. All three are reported in the news as sudden events, but actually visible tipping points that result from slowly accumulated pressure in

the system. Be it the gradual build-up of political process in Eastern Europe, The build-up of sub-prime mortgages in a bank's asset portfolio, or the build-up of greenhouse gasses in the atmosphere. "

Kate Raworth
Doughnut Economics

The example above focuses on externalities (unwanted side effects), which are of course critical that we limit, maybe as critical as Net-Zero Basic, or in fact, may sometimes be the same thing. We can easily count Net-Zero in 2024, as the sum of all companies CO_2 emissions, whereas externalities that lead to a lower Net-Zero score in 2032, or 2048 are not as easy, but by creating histories that lead to 2032 and 2048 we will have a unique vantage point from which to count the problems cause by externalities way into the future.

However as important a job as it is to minimize externalities, it is equally important to maximize internalities. Which we discuss this in detail in Chapter 15. **From the M&B string (M⇔Bst) to Special Project Internalities.**

In short, this real-world equation from S-World Villa Secrets shows the sum of internalities created by each company in a network on each other. Where the letter is the company and the number is the positive effects it has on all the other companies. (or receives from other companies) **A53⇔B57⇔C60⇔D42⇔E44⇔F62⇔G61⇔H63**

With 2048 and 4096 companies in the network there will be a lot more opportunities for each company to make an effect on each other. Companies can expect values for internalities to be in the thousands.

As Kate Raworth shows it is important with both internalities and externalities to try and calculate many levels deep, to get to the root of each history.

The Sienna Equilibrium

The sienna Equilibrium has developed in the writing of this chapter, to now include the Pareto efficiency, and to optimise for Net-Zero Basic, and to be aware of the different combinations for the start-up that produce different optimizations, such as Special Projects (or a special project) or cash flow, or internalises or…

Of course, a strategy that optimizes for all attributes is a good way to go, and probably a good starting move, from which one can build a Sienna Equilibrium where all companies trade with each other and maximize the common good.

Gamification & Time Travel

S-World UCS™

Turning this process into an MMO game has been on the agenda since day one, in fact, whilst the theory started to develop in 2011, the gamification was first strategized in 2003. From one perspective all that has been written here and in the 5,300 pages of S-World Stories is the gameplay for a titanic MMO Game called S-World UCS™ – Universal Colonization Simulator.

Each history in the 87 quintillion is an S-World UCS™ game played. Supereconomics is inherently connected to S-World UCS™. At its heart S-World UCS™ is a real-world time machine that works differently from how we generally think about time machines because the purpose of S-World UCS™ is to change the future per Isaack Asimov's prescription:

"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."

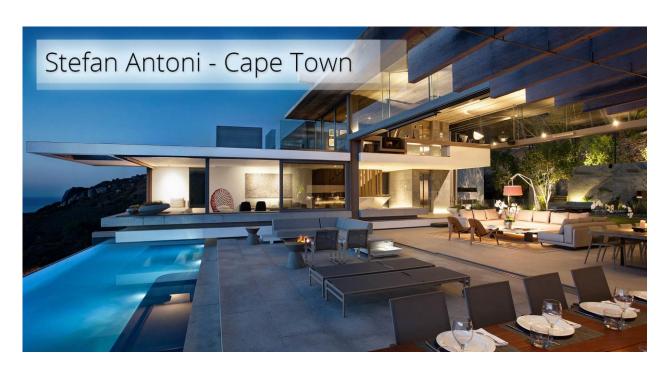And as was suggested in the M-System film treatment:

Angel City 5.

www.angeltheory.org/angel-city-5-_-1st-aug-2017

Making the system into a game will make training much more effective, we already have all the Paid**2**Learn trainees, but the additional target is strategy-game-players across the world, from Chess to Civilization, from football Manager to Railway Tycoon.

We should, (and will do as soon as we can) have a different game for each type of company and every niche within. But for now, we need to start with a game that allows different people (be they S-World employees, P**2**L trainees, elite gamers or noobs (a person who is inexperienced in a particular sphere or activity, especially computing or the use of the Internet.)).

As I mentioned before; the calculus basic idea for the measurement of the Grand Śpin Network is to measure the individual companies and the people within them. In the initial planning stage, I don't see 4096 or 2048 teams of S-World personnel to each try and maximise performance and bug test, but we can create 2048 then 4096 online teams if we created an online MMO game that anyone can join and play. So long as we make the game popular, which is why I'm first writing the MMO game spec to the popular game Civilization. A version that slows down time between 2011 and 2080 and focuses on the new technologies and the creation of networks in different locations, very similar to the current gameplay. Once this brief is written I will be hoping for help from Elon Musk and Mark Zuckerberg (both keen Civilization players), and others. We have heard about the plan to mix The SIMS and SimCity with the architecture of Stefan Antoni, to create the architecture and urban designs of the Grand Śpin Network.

Stefan Antoni - Cape Town

This creates a virtual framework that uses can see in 2D and 3D, which can combine with many other types of game, but the game where one starts with nothing, and in gameplay similar to Civilization grew over time to become the most powerful, or the most scientific, or the most cultural, or the most diplomatic which include all the S-World ideas, and how one can start with zero, then build a massive organization that saves the planet from climatic disaster and accomplishes many other objectives, to see the winners fly to and colonize MARS Resort 1 and when that colony is one million people strong you finally win the game.

Beyond the gameplay, as described and integration of many popular games including civilization, Football manager, Thrones and Patriots are two major hooks.

1. The game (at the beginning) is based on real-world strategy and playing the games can affect that strategy.
2. When people or networks of people do something that adds to the design, profitability, special project production and or Net-Zero assisting, they get paid, in Network Credits, which can be used to purchase equity in a company or can be exchanged at the Network Credit exchange for lots of things one may want.

2b. Point 2b is for S-World VSN meets S-World Villa Secrets, in this game we 10x the prizes by allowing players to design the real estate, from homes to super Villas, from Gold Estates to Marinas, from individual homes to complete suburbs, and for those that win the most the opportunity to design a complete city. Then when the real estate gets bought (be it a villa or a suburb) they get paid, I'm not sure how much, maybe 1% on individual buildings or attractions & 0.25% on a Suburb, and 1% on a City. And with a Suburb costing at least $1 billion a year for 3 years, at the least, the payer or team of players would get at least $3 billion x 0.25% = $7.5 million.
That's a significant payday for a game that many people would pay to play.

With the above incentives and a big push from S-World Film we hope to get a lot of players, and I hope the ingenuity of the gameplay will get those players to play a lot. With games from MARS Resort 1 to S-World UK NHS, and eventually, every possible business or special project activity will have its own game.

QuESC, Galactica and the Uncertainty Principle

By Nick Ray Ball 19th October 2019

In the final section of this chapter, we look at **As-If** Renormalization, to cancel infinities and greatly increase our computing power. If we can't do that – given all the Simulation Events counted so far, 87 Quintillion for the whole network up to 2080 will be tight.

Unless we add M-System 11. QuESC (The Quantum Economic System Core) which is a long way of saying we add humans to the software. Both in Game and on the Bridge.

Commander's **Intent**

"In the Army, there's an old saying: 'No plan survives engagement with the enemy.'

No matter how carefully one plans for battle, running through every possible scenario of what might happen and what might go wrong, the reality on the field will inevitably be different.

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

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

From 'The Challenger Sale' by Matthew Dixon, Brent Adamson
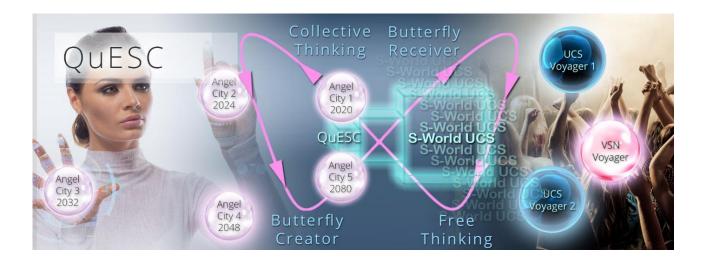
So, imagine that we treat the marshalling of histories like a military exercise, as-if, we were on the bridge of the Galactica. And a war room is made to match.

If we see a company missing its paths, it would be like seeing a Cylon Base Star on the radar, battle stations, and QuESC (us humans) take immediate action to send commands to the wayward business and come up with a solution. Sometimes in dramatic fashion.

(Opportunity for S-World Film maybe)
Personal note, it's nice to see QuESC again!

In QuESC we are the uncertainty principle within S-World Angelwing, the quantum economic system core is human sentience.

Above, we see the illustration that is usually associated with QuESC and the marshalling of Histories. In which, on the left, we see a QuESC operator. On the right, we see a crowd that represent Elite UCS™ MMO pros and in general anyone who uses the S-World Angelwing systems. In the middle, we see the infinite butterfly effect, made of ripple effects, internalities, and externalities.

The butterfly is a continuous iteration loop, which improves upon each rotation. Broadly speaking 'Collective Thinking' is the people paid by S-World, software engineers, hackers, economists, math people and specialists in every special project making for a broad but ultimately specialist team who collect the data and learn from the free thinkers. The lessons once learned become 'The Butterfly Creator', which includes better ways to optimize and improvements to the system, by improving the many S-World Angelwing component systems, and in particular in this instance (QuESC) the internalities and externalities which are themselves synonymous with the Net-Zero DCA™ (Dynamic Comparative Advantage) software.

Once the new and improved systems are launched by The Butterfly Creator the users of S-World receive them, via the Butterfly Receiver which is a broad term for the many ways S-World users interacts with S-World be it via S-Web™, the TBS™ (Total Business Systems), Villa Secrets, S-World Film or S-World VSN™ - the Virtual Network, S-World UCS™ games or education platforms or any other S-World system, where after via simulations or real-world business the Free Thinkers of the world use the systems, any which way they can, ready for the Collective thinkers to evaluate and process, seeking to help the Network economy to make money, save money, and avoid landmines. And the QuESC butterfly is the combination not only between man and machine but of man and machine and man.

QuESC is the game, software development logistics and command centre, right now, it's just me and Vineeth, but I hope to be joined soon, by other software engineers, economists,

physicists, math people, system architects, behavioural science people, film people, music people, travel, real estate, other agents and other business types and on and on.

It is the flip side to the Sienna Foundation (S-World.org) which controls the special projects, and is first tasked with proving or disproving Š-ŔÉŚ™

The QuESC department is going to rock, it's going to be developing S-World UCS ™ **not; As-If** it was a time machine to help us recreate the year 2080 in a way we would be proud to, for our own daughters and their daughters.

Not As-IF

Because **this time there is no As-If.** UCS™ is a time machine, created to improve the future.

This brings us neatly to M-System 13. S-World UCS™ Voyagers

M-System 13.
S-World UCS™ Voyagers

S-World UCS™ Voyagers were inspired by – American Butterfly – The Theory of Every Business Chapter 8. S-World UCS™ in 2012 and were developed into the M-Systems architecture diagram as System 13. Below we see the S-World UCS M-Systems www.angeltheory.org/the-s-world-ucs-m-systems

And below, we see the full 17 M-Systems
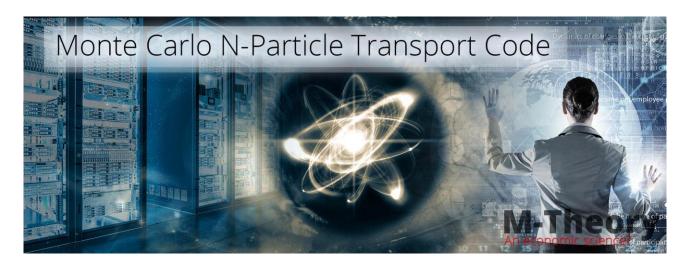
THE PQS – 2012
Predictive Quantum Software

From American Butterfly Book 2 – Spiritually Inspired Software;
Chapter 1. The Entangled Butterfly – THE PQS
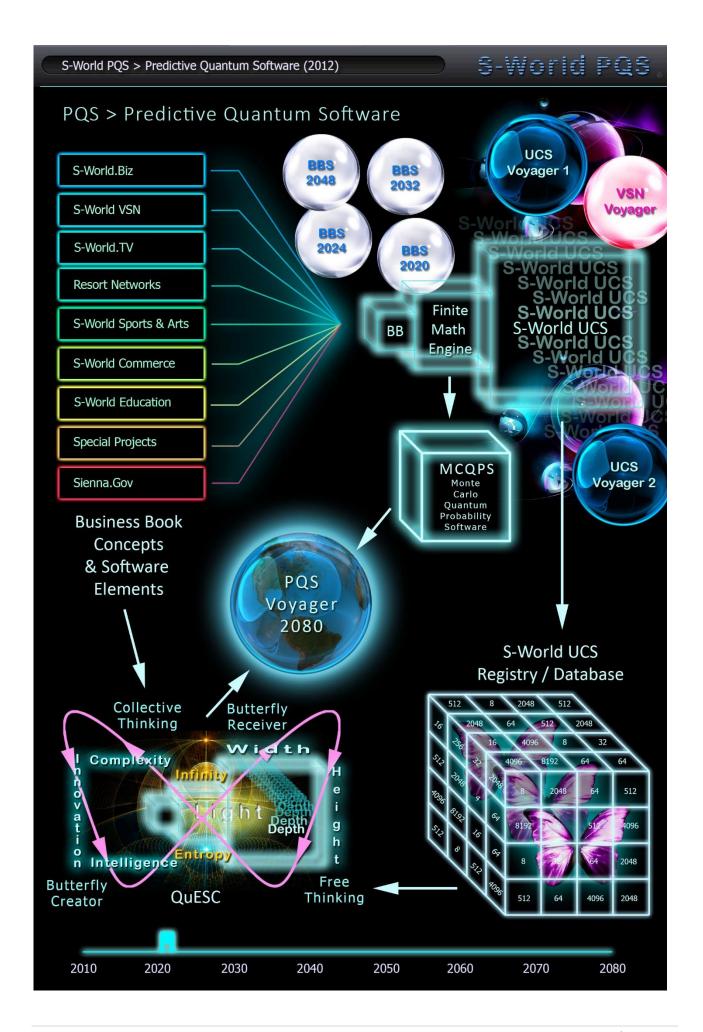
The 87 Quintillion histories started in 2012 with the PQS – Predictive Quantum Software. As is seen on the graphic on the right (or down two graphics if you are reading the PDF). From a book (that was admittedly more of a blog than a book) that had all three titles; Quantum Economics, Superstring Economics and Spiritually Inspire Software. When it came time to publish online, I plumed for Spiritually Inspire Software.
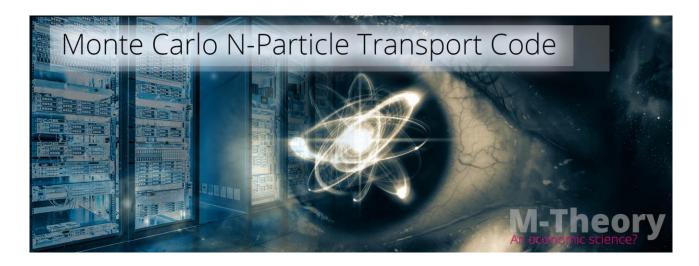
As I look back and think about the leap from the spiritually inspired PQS in 2012 to M-Systems in 2016 (as we have just seen in the 2 previous graphics) and now to Supereconomics, Š-ŔÉŚ™, Net-ZERO DCA and the network described as histories, the theory has seemed to take on a life of its own, but still telling the same story. Look at the 4 BBS bubbles, at the time of making the graphic, these were simply logistical way stations for the important S-World UCS Voyager™ future simulations to reference.

Now, nearly eight years on these BBS bubbles are massive, BBS 1 is the Grand Śpin Network and now in place of an idea that we can start in 2080 and work backwards to our time and back again, changing the entire future of the network with every real-world event, (which was just insane) is the well-calculated Supereconomics system where we know what we want in 2080 and this story is told in the 64 Special Projects and the specialization in Net-Zero histories. (futures)

Also Seen on the PQS graphic is the system called MC-QPS, which stands for Monte Carlo Effect – Quantum Probability Software. This software is designed to see further and create the biggest nuclear reaction by understanding all the possible paths to failure and stopping just short of each such point.

S-World PQS > Predictive Quantum Software (2012)

S-World PQS

PQS > Predictive Quantum Software

- S-World.Biz
- S-World VSN
- S-World.TV
- Resort Networks
- S-World Sports & Arts
- S-World Commerce
- S-World Education
- Special Projects
- Sienna.Gov

BBS 2048
BBS 2032
BBS 2024
BBS 2020

UCS Voyager 1
VSN Voyager

BB
Finite Math Engine

S-World UCS

UCS Voyager 2

MCQPS
Monte Carlo Quantum Probability Software

Business Book Concepts & Software Elements

PQS Voyager 2080

S-World UCS Registry / Database

Collective Thinking
Butterfly Receiver

Width
Complexity
Infinity
Light
Depth
Depth
Depth
Height

Innovation
Intelligence
Entropy
Free Thinking

Butterfly Creator
QuESC

512	8	2048	512
16	2048	64	512	2048
256	16	4096	8	32
32	4096	8192	64	64
2048	8	2048	64	512
4				
8192	64	8192	512	4096
16				
8	64	8	64	2048
512				
4096	512	64	4096	2048

2010   2020   2030   2040   2050   2060   2070   2080

Before we turn to 'Beyond 87 quintillion Histories' I'd like to show how, if we can use Š-ŔÉŚ™ Financial Engineering we can make very accurate future worst-case predictions. Making long term predictions for the economy would be the Holy Grail of economics, made all the more effective if the predictions clearly showed how infant industries would grow into massive profit-making behemoths, at a time when it was cheap to invest. If this was in any way possible today, everyone would jump on board until it was no longer cheap to invest.

In the dozen or so economics books I've studied, such happenings, always end in disaster for someone else, or in Sir Isaac Newton's case, for himself as he lost his life savings by applying his mathematics to economics, and got caught out by a stock market bubble.

S-World, and in particular; the S-World where we can use Š-ŔÉŚ™ Financial Engineering is different because it is genuinely deterministic. Or at least it works **As-If** it is. So long as no one minds that the profit forecasts are sometimes undervalued (one gets paid more than the forecast).

In Š-ŔÉŚ™ a History/path can be created, that if certain criteria are met, we can predict with accuracy the cash flow available the following year as a sum of the Š-ŔÉŚ™ equation (Š+Ŕ) x É x Ś. And continue to forecast many years ahead. See the Video for history 3.

History 3 www.angeltheory.org/video/34
History 2 www.angeltheory.org/video/25

History 3 is a cautious history for 3 reasons

1. History 3 starts with a low Śpin of 1 and increases by 1 each year until Śpin is 32 Whereas History 2 started at Śpin 8 and got to Śpin 32 sooner.

2. History 3 has only token trade, and if you remove Aid and the sale of City Suburbs (an action that would have been agreed many years before), the only other input is the sale

of real estate at Angel City 1 and we downgrade our cash flow projection of 24 trillion dollars by 10% leaving $21.6 Trillion we can ignore these sales.

The case for Aid and our software 'Aid Efficiency' which I'm going to either fit into book 2, and or add as a final chapter to this book, is being prepared for 2019 Nobel Winners Esther Duflo and Abhijit Banerjee, and presents an astonishing case for Aid, and all the more astonishing if we can use Š-ŔÉŚ™ Financial Engineering, as we can show donors not only exactly what has been purchased, but how much will be recycled and how much will be spent the following year, because of the initial payment, and again the year after, and on and on. Just one donation, paying out more than the initial gift many times over, and in some cases never stops giving.

This software is for the attention of recent Nobel Prize winners Esther Duflo and Abhijit Banerjee for their book Poor Economics which sights countless examples of corruption of Aid. The software design **Aid Efficiency** battles such problems. The **Aid Efficiency** software is equally for the attention of Paul Collier (for The Bottom Billion) and Daron Acemoglu and James A. Robinson (for Why Nations Fail: The Origins of Power, Prosperity, and Poverty.)

3. Having removed trade and the sale of real estate from this history, and having agreed to wait to hear if we can use Š-ŔÉŚ™ before debating Aid, there is only one financial input year on year, the $1 billion a year from 2024 on for Network City 1, and in 2032 another $1 billion a year for Network City 2, and another $1 billion a year from 2048 for Network City 3. (Note that Malawi also has a founding Angel City 1, which is where the real estate sales we removed were from.)

Finding companies and countries willing to invest in Network City 1 should not be hard, given the AngelWing (all) software and in particular the S-World Net-Zero DCA strategy. If we can also use Š-ŔÉŚ Financial Engineering, we would have an almost infinity or demand. So much so that one could follow History 2 and start a new City

each year.

The $24 trillion, sorry $21.6 trillion in cash flow arrives from just the 3 cities in 2024, 2032 and 2048. So long as we are guaranteed these sales, and we get the comparatively small amount of aid ($1billion in 2024 rising to $2.5 in 2027 lowering to zero in 2032). Then so long as the logistics are manageable (which are no small hurdle but can be tackled with the aid of technology) we can determine a minimum amount of cash flow in the future years. And so, can determine GDP.

If all this sound like the market has been ignored, that's a fair argument, I'm not saying the market should be ignored, just that we can ignore the market and win. See History 2, the less cautious and more probably History going through 15 years of simulated recessions and depressions and for at least two years all trade to and from the rest of the world stopped in its entirety. And yet on only my second history, I show that in every one of those 15 years of recessions and depressions, The Malawi Grand Śpin Network increased its cash flow (in USD).

The internalizing of Grand Śpin Network Supermonopoly had all it needed to sustain growth even when all others stopped all trade.

Supereconomics
Beyond 87 Quintillion Histories

Beyond 87 Quintillion Histories looks at methods including quantum mechanics and forms of calculus in bids to be able to treat Histories in S-World **As-If** they were like QCD Renormalization, so for each of the 87 Quintillion Histories, there would be an almost infinite amount of unnecessary data cancelled from the problem.

I have been re-learning some old math and learning some new from Steven Strogatz's; Infinite Powers: How Calculus Reveals the Secrets of the Universe. And the following analogy of **analysis versus synthesis** caught my attention because in S-World Histories we focus on the special projects, and follow their journey from here to there, and from there to hear, and realize that it's the same journey no matter what way you look at it.

An analysis is working at the end of the problem backwards, first theorizing Angel City 5 (2080) as a world we would want our children's children to inherit (Net-Zero and maximizing special projects) and seeks to solve that problem by working out how to get there.

Synthesis, on the other hand, is different, in which case we start the experiment in 2020 working from the beginning seeking an answer to future problems such as CO_2 and many problems that will arise if we did not have the focus on special projects.

An analysis is working from the end result and finding how we got there.
Synthesis is working from the beginning seeking an answer to a problem you have no answer to. Personally, I've been to 2080 and back so many times it's difficult to say which came first; 1. The idea of special projects leading to a better future, or 2. the creating of the UCS™ Voyagers and the Angel Cities in the future to lead to such an optimized future?
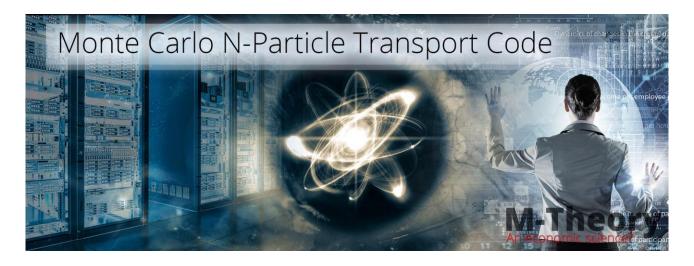
Of analysis and synthesis - synthesis is said to be harder - starting at the begging and creating a system, is harder than Analysing an existing system in order to calculate it. Fortunately in S-World, we know both the end and the begging, and it's no longer important to know which one came first, using commander's intent we go forwards from today in 'make them projects' fashion until 2080 is crafted by the beyond 87 quintillion histories.

Also from Infinite Powers by Steven Strogatz is the basic idea behind calculus and carving up a big problem into many smaller problems, and then solve all the small problems to calculate the big problem, as we have discussed a few times in this chapter. And also, in the book are numerous examples of compression. Between being able to perform both analysis versus synthesis to this problem, the carving it up and the mathematical compression we are creating a system that is Beyond 87 Quintillion Histories. The compression alone is likely to add a few

zeros to the end. (Talk about the micromanagement of each small company and the share of cash flow, then the adding the results of each small experiment leading to the answer to the question of how much all the companies will make.)

Then there is logic, and good software engineering, as (chaos theory aside) most of the 87 Quintillion Histories will be from versions of the sum where very little or nothing happens. The more histories simulated, the more we can logically ignore certain variables, and more so when we train AI's to look for the same.

Going back to 2012 and the Monte Carlo n-particle transport code, and we are now firmly in the land of quantum mechanics and **As-If** systems for optimizing the 87 Quintillion Histories.

Now let's read some more of Hawking and Mlodinow's The Grand Design and hear about QCD Renormalization, Feynman Diagrams, Closed Loops, Supersymmetry and M-Theory.

The Grand Design
Chapter 5. **The Theory of** Everything
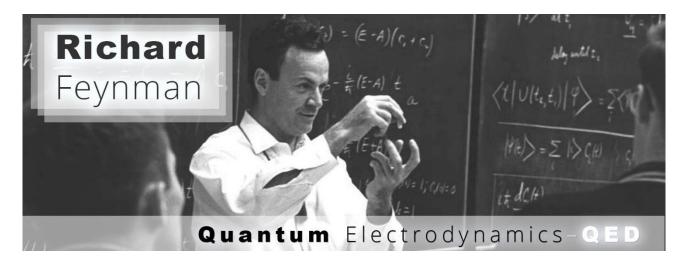
by Professors **Stephen Hawking** and **Leonard Mlodinow**

The known forces of nature can be divided into four classes:

1. **Gravity.** This is the weakest of the four, but it is a long-range force and acts on everything in the universe as an attraction. This means that for large bodies the gravitational forces all add up and can dominate over all other forces.

2. **Electromagnetism.** This is also long-range and is much stronger than gravity, but it acts only on particles with an electric charge, being repulsive between charges of the same sign and attractive between charges of the opposite sign. This means the electric forces between large bodies cancel each other out, but on the scales of atoms and molecules, they dominate. Electromagnetic forces are responsible for all of chemistry and biology.

3. **Weak Nuclear Force.** This causes radioactivity and plays a vital role in the formation of the elements in stars and the early universe. We don't, however, come into contact with this force in our everyday lives.

4. **Strong Nuclear Force.** This force holds together the protons and neutrons inside the nucleus of an atom. It also holds together the protons and neutrons themselves, which is necessary because they are made of still tinier particles; quarks. The strong force is the energy source for the sun and nuclear power, but, as with the weak force, we don't have direct contact with it.

The first force for which a quantum version was created was electromagnetism. The quantum theory of the electromagnetic field called quantum electrodynamics, or QED for short, was developed in the 1940s by Richard Feynman and others and has become a model for all quantum field theories.
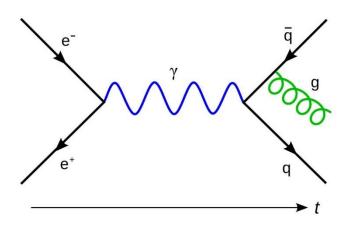
A particle of light is an example of a boson. According to QED, all the interactions between charged particles—particles that feel the electromagnetic force—are described in terms of the exchange of photons.

The predictions of QED have been tested and found to match experimental results with great precision. But performing the mathematical calculations required by QED can be difficult. The problem, as we'll see below, is that when you add to the above framework of particle exchange the quantum requirement that one include all the histories by which an interaction can occur—for example, all the ways the force particles can be exchanged—the mathematics becomes complicated. Fortunately, along with inventing the notion of alternative histories—Feynman also developed a neat graphical method of accounting for the different histories, a method that is today applied not just to QED but to all quantum field theories.

Feynman's graphical method provides a way of visualizing each term in the sum over histories. Those pictures, called **Feynman diagrams**, are one of the most important tools of modern physics. **In QED the sum over all possible histories can be represented as a sum over Feynman diagrams.**

The process of renormalization involves subtracting quantities that are defined to be infinite and negative in such a way that, with careful mathematical accounting, the sum of the negative infinite values and the positive infinite values that arise in the theory almost cancel out, leaving a small remainder, the finite observed values of mass and charge.

Once we have fixed the mass and charge of the electron in this manner, we can employ QED to make many other very precise predictions, which all agree extremely closely with observation, **so renormalization is one of the essential ingredients of QED.**

The success of renormalization in QED encouraged attempts to look for quantum field theories describing the other three forces of nature. People have therefore sought **a theory of everything** that will unify the four classes into a single law that is compatible with quantum theory. This would be the holy grail of physics.

The strong force can be renormalized on its own in a theory called QCD, or quantum chromodynamics. Since earlier observational evidence had also failed to support GUTs (Grand Unified Theories), most physicists adopted an ad hoc theory called the standard model, The standard model is very successful and agrees with all current observational evidence, but it is ultimately unsatisfactory because it does not include gravity.

The **closed loops** in the Feynman diagrams for gravity produce infinities that cannot be absorbed by renormalization because in general relativity there are not enough renormalizable parameters (such as the values of mass and charge) to remove all the quantum infinities from the theory. We are therefore left with a theory of gravity that predicts that certain quantities, such as the curvature of space-time, are infinite, which is no way to run a habitable universe. That means the only possibility of obtaining a sensible theory would be for all the infinities to somehow cancel, without resorting to renormalization.

In 1976 a possible solution to that problem was found. It is called supergravity. **The prefix "super" was not appended because physicists thought it was "super"** that this theory of quantum gravity might actually work. Instead, **"super" refers to a kind of symmetry the theory possesses, called supersymmetry.**

In physics a system is said to have a symmetry if its properties are unaffected by a certain transformation such as rotating it in space or taking its mirror image.

One of the important implications of supersymmetry is that force particles and matter particles, and hence force and matter, are really just two facets of the same thing. Practically speaking, that means that each matter particle, such as a quark, ought to have a partner particle that is a force particle, and each force particle, such as the photon, ought to have a partner particle that is a matter particle. This has the potential to solve the problem of infinities because it turns out that **the infinities from closed loops of force particles are positive while the infinities from closed loops of matter particles are negative**, so the infinities in the theory arising from the force particles and their partner matter particles tend to cancel out.

The idea of **supersymmetry** was the key to the creation of supergravity, but the concept had actually originated years earlier with theorists studying a fledgeling theory called **string theory.** String theories also lead to infinities, but it is believed that in the right version they will all cancel out. They have another unusual feature: They are consistent only if space-time has ten dimensions.

Then, around 1994, people started to discover dualities—that different string theories, and different ways of curling up the extra dimensions, are simply different ways of describing the same phenomena in four dimensions. Moreover, they found that supergravity is also related to the other theories in this way. String theorists are now convinced that the five different string theories and supergravity are just different approximations to a more fundamental theory, each valid in different situations.

That theory is called M-theory. No one seems to know what the "M" stands for, but it may be "master," "miracle," "matrix, "or "mystery." It seems to be all four. People are still trying to decipher the nature of M-theory, but that may not be possible. It could be that the physicist's traditional expectation of a single theory of nature is untenable, and there exists no single formulation. **It might be that to describe the universe, we have to employ different theories in different situations.** Each theory may have its own version of reality, but according to model-dependent realism, **that is acceptable so long as the theories agree in their predictions whenever they overlap,** that is, whenever they can both be applied.

Whether M-theory exists as a single formulation or only as a network, we do know some of its properties. First, M-theory has eleven spacetime dimensions, not ten.

The mathematics of the theory restricts the manner in which the dimensions of the internal space can be curled. **The exact shape of the internal space determines both the values of physical constants, such as the charge of the electron, and the nature of the interactions between elementary particles.** In other words, it determines the apparent laws of nature. We say "apparent" because we mean the laws that we observe in our universe—the laws of the four forces, and the parameters such as mass and charge that characterize the elementary particles.

But the more fundamental laws are those of M-theory."

End of Extract from:
The Grand Design
Chapter 5. The Theory of Everything.
by Professors **Stephen Hawking** and **Leonard Mlodinow**

Continuing Beyond **87 Quintillion Histories**

The previous extract links the idea of Alternate Histories with renormalization, Supersymmetry, String Theory and M-Theory, but misses out on LQG (Loop Quantum Gravity.)

I have included the section primarily in the hope that someone, (be they economist, engineer, physicist, mathematician or other) will be able to apply the renormalization or find an As-If renormalization method to go beyond 87 quintillion histories.
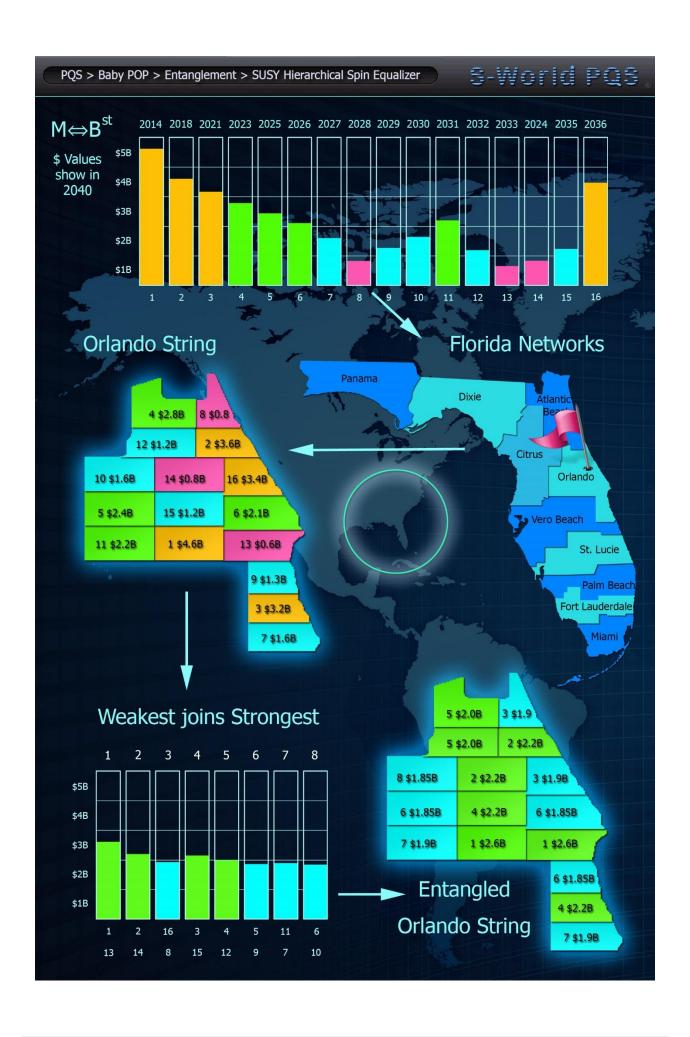
Currently in the broad spectrum of 2020 to 2080 with 1 billion Simulation Events there remains 87,714,630,433,327,500,000 (87 quintillion histories). But as we have seen, we may need more than a billion Simulation Events per history. Renormalization, if it can be applied direct or **As-If** could effectivly increase simulations by many zeros like:
87,714,630,433,327,500,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000

or

87,714,630,433,327,500,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000,000

So whilst it's out of my sphere of command of knowledge, it may be possible by specialists. One thing I have done to assist this process is to quantize Network Credits (see spreadsheet tab POP Đimensions (3)).

Even if we can't do renormalization, the Grand Design section is important as it shows the importance of paths and histories in particle and theoretical physics, which I hope increases the importance of the histories approach to economics we adopt in Supereconomics.

As for Supersymmetry, the physics that helped name Supereconomics, I now have two clear examples, the As-If [SUSY Hierarchal Spin Equalizer](#) from 2012 seen right (or below if reading the PDF. And the Superpartner approach to how individual companies in the Malawi Grand Śpin Network expand into larger Đimensional networks that were created while writing this chapter. And is looking good as a major system for modelling the path of small companies into large networks.

Unfortunately, despite many attempts at the LHC (Large Hadron Collider), no trace of supersymmetry or string theory has been detected. What that means for M-theory can't be good. But does not stop the basic idea of Supereconomics as an economic theory attributing the idea of many maps of economics that may vary in places but agree in important places.

"Each theory may have its own version of reality, but according to model-dependent realism, that is acceptable so long as the theories agree in their predictions whenever they overlap, that is, whenever they can both be applied."

Getting back to renormalization and the Feynman Sum Over histories I have done some research and found mention of QCD, Renormalization and paths/histories in Carlo Rovelli's; Reality Is Not What It Seems: The Journey to Quantum Gravity.

The Following is from in Carlo Rovelli's book;

Systems in Quantum Theory

A physical system manifests itself only by interacting with another. The description of a physical system, then, is always given in relation to another physical system, one with which it interacts. Any description of a system is therefore always a description of the information which a system has about another system, that is to say; the correlation between the two systems.

The description of a system, in the end, is nothing other than a way of summarizing all the past interactions with it and using them to predict the effect of future interactions.

Consider two simple postulates:

(1) The relevant information in any physical system is finite.
(2) You can always obtain new information on a physical system

Here the relevant information is the information that we have about a given system as a consequence of our past interactions with it. Information allowing us to predict what will be the result for us of future interactions with this system.

The first postulate characterises the granularity of quantum mechanics, the fact that a finite number of possibilities exists.

The second characterizes its indeterminacy, the fact that there is always something and unpredictable which allows us to obtain new information. When we acquire new information about a system; total relevant information cannot grow indefinitely because of the first postulate, **and part of the previous information becomes irrelevant, that is to say, it no longer has any effect upon predictions of the future.**

In quantum mechanics when we interact with a system, we don't only learn something <u>we also cancel a part of the relevant information</u> **about the system.**

The entire formal structure of quantum mechanics follows in large measure from these two simple postulates, therefore the theory lends itself in a surprising way to being expressed in terms of information.

Reality Is Not What It Seems

The Journey to Quantum Gravity

By Carlo **Rovelli**

I included this section because of the cancelling out method of compression, cancelling new histories that we know from experience will make no change is important.

Another book on a similar subject is Quantum Space – Loop Quantum Gravity and the Search for the Structure of Space, Time, and the Universe by Jim **Baggott**

This book championed the **As-If** reasoning method in:

As If – Mass Renormalization

Re Normalization,

We do not need to make the mathematics of the network work exactly like quantum mechanics to use Renormalization. All we need to do is teach the AI to govern the histories **As-if** it was using renormalization, to remove infinities or in our case places where data is of no use.

"Mass **Renormalization**

The theorists realised that the problems with the early version of QED were a result of the electron interaction with its own self-generated electromagnetic field, causing some terms in the equations to mushroom to infinity. As a result of these interactions, the electron gathers a covering of virtual particles around itself. These virtual particles have energy, and as we know from $M=E/C^2$ the mass of such a dressed electron is, therefore, greater than its bare mass, or the mass the election would be expected to possess if it could be separated from its own electromagnetic field. It's impossible to know the bare mass of the electron is, but the equations of QED could now be manipulated to solve the problem.

    The theorists discovered that subtracting the equation describing the electron in one physical situation, from the equation describing the electron in a different situation, meant that they could get rid of infinite terms. Subtracting infinity from infinity doesn't seem on the surface to be a very sensible thing to attempt, but it was found that the result was not only finite it was also right.

This sleight of hand is called Mass Renormalization."

Quantum Space

Loop Quantum Gravity
and the Search for the Structure of
Space, Time, and the Universe

By Jim **Baggott**

Don't let the big words fool you into thinking I understand the two books above, The Grand Design I'm familiar with, but The Journey to Quantum Gravity and Quantum Space is a big test, but I had been looking for more detail on the Feynman Sum Over Histories and QCD renormalisation and these books delivered.

I know bits of the books, maybe, but only bits. A big leap was however taken in understanding the quantization principle and applying it to our money (network credits), so now there is no unit smaller than 0.0001 cents, which I hope will eventually lead to a way to cancel the
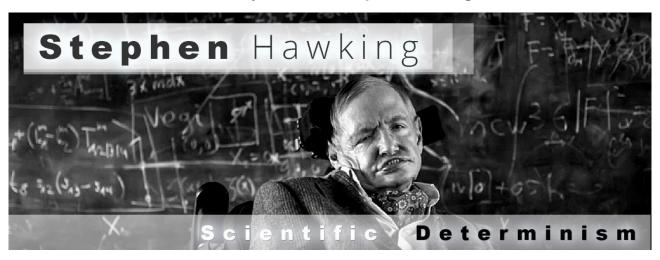
uneventful histories **As-If** they were infinities.

There may be a simpler way to cancel null interest results using calculus, which uses infinities such as Pi or 33.333333... to work out solutions to much bigger problems, for instance, the global economy seen throughout the eyes of S-World Angelwing can be shepherding the micro day to day spending of all in the network, would be more manageable than it is now.

Whilst there is no specific point from the following section, it is nice to know the end of the Grand Design story. And note I will be approaching Leonard Mlodinow and Lucy Hawking about the use of this chapter and the previous ones.

The Grand Design
Chapter 8. **The Grand** Design

by Professors **Stephen Hawking** and **Leonard Mlodinow**

We leave this chapter with an edit of the concluding chapter in The Grand Design: For no reason in particular other than the sharing of how a black hole is created and how it contains positive energy.

Scientific Determinism: There must be a complete set of laws that, given the state of the universe at a specific time, would specify how the universe would develop from that time forward. These laws should hold everywhere and at all times; otherwise they wouldn't be laws. There could be no exceptions or miracles.

Even a very simple set of laws can produce complex features similar to those of intelligent life. Any set of laws that describes a continuous world such as our own will have a concept of energy, which is a conserved quantity, meaning it doesn't change in time. The energy of empty space will be a constant, independent of both time and position. One can subtract out this constant vacuum energy by measuring the energy of any volume of space relative to that of the same volume of empty space, so we may as

well call the constant zero. One requirement any law of nature must satisfy is that it dictates that the energy of an isolated body surrounded by empty space is positive, which means that one has to do work to assemble the body. That's because if the energy of an isolated body were negative, it could be created in a state of motion so that its negative energy was exactly balanced by the positive energy due to its motion. If that were true, there would be no reason that bodies could not appear anywhere and everywhere. Empty space would therefore be unstable. But if it costs energy to create an isolated body, such instability cannot happen, because, as we've said, the energy of the universe must remain constant. That is what it takes to make the universe locally stable—to make it so that things don't just appear everywhere from nothing.

If the total energy of the universe must always remain zero, and it costs energy to create a body, how can a whole universe be created from nothing? That is why there must be a law like gravity. Because gravity is attractive, gravitational energy is negative: One has to do work to separate a gravitationally bound system, such as the earth and moon. This negative energy can balance the positive energy needed to create matter, but it's not quite that simple. The negative gravitational energy of the earth, for example, is less than a billionth of the positive energy of the matter particles the earth is made of. A body such as a star will have more negative gravitational energy, and the smaller it is (the closer the different parts of it are to each other), the greater this negative gravitational energy will be. But before it can become greater than the positive energy of the matter, the star will collapse to a black hole, and black holes have positive energy. That's why empty space is stable. Bodies such as stars or black holes cannot just appear out of nothing. But a whole universe can.

Because gravity shapes space and time, it allows space-time to be locally stable but globally unstable. On the scale of the entire universe, the positive energy of the matter *can* be balanced by the negative gravitational energy, and so there is no restriction on the creation of whole universes. Because there is a law like gravity, the universe can and will create itself from nothing. Spontaneous creation is the reason there is

something rather than nothing, why the universe exists, why we exist. It is not necessary to invoke God to light the blue touch paper and set the universe going.

Why are the fundamental laws as we have described them? The ultimate theory must be consistent and must predict finite results for quantities that we can measure. We've seen that there must be a law like gravity, and that for a theory of gravity to predict finite quantities, the theory must have what is called **supersymmetry** between the forces of nature and the matter on which they act. **M-theory is the most general supersymmetric theory of gravity. For these reasons M-theory is the** *only* **candidate for a complete theory of the universe.** If it is finite—and this has yet to be proved—it will be a model of a universe that creates itself. We must be part of this universe, because there is no other consistent model.

M-theory is the unified theory Einstein was hoping to find. The fact that we human beings—who are ourselves mere collections of fundamental particles of nature—have been able to come this close to an understanding of the laws governing us and our universe is a great triumph. But perhaps the true miracle is that abstract considerations of logic lead to a unique theory that predicts and describes a vast universe full of the amazing variety that we see. **If the theory is confirmed by observation,** it will be the successful conclusion of a search going back more than 3,000 years. **We will have found the grand design.**

Thank you professors Stephen Hawking, Leonard Mlodinow, I shall continue with Supereconomics and M-Theory at a later date. Now for something the same – but different in MARS Resort 1.

Chapter 9:

MARS Resort 1

MARS Resort 1 was imagined in October 2017, not long after the S-World UCS™ M-Systems diagram seen below was completed.

www.angeltheory.org/M-Systems   (Systems 1 to 9)

www.angeltheory.org/the-s-world-ucs-m-systems (Systems 10 to 14)

www.angeltheory.org/book/2-3/the-network-on-a-string#Angel-POP-2012-to-2017 (15)

The most significant system relative to the special project MARS Resort 1 was M-System 15. Angel POP. For more on POP go to chapter 18. POP Cubes – Financial Gravity

Angel POP was a key feature of the 2012 trilogy – American Butterfly www.AmericanButterfly.org Book 3: The Network on a String Chapter 7. Angel POP – Global Benefits in which the world is divided into 8 Continental Networks and new investment rounds were limited by the POP finical dimensions (On spreadsheet tab; POP Đimensions (3)). So, for instance, when the USA reaches its Đ17 POP Point of $28,147,497,671, no more investment (POP or other) is allowed, until all Continental Networks have reached the same level. So, to open a new investment tranche in Europe or the US investment must be channelled into the weakest (in terms of output) continental Network. Thus, if S-World is a successful investment in the weaker continual networks is assured. Thus, continual networks are a good investment from the get-go.

I returned to Angel POP four year later with S-World Stories 9a: M-Systems for Professor A.W. Peet in December 2017 and followed up in August 2018 with S-World Stories 11: Angel POP & The E-TOE (M-System 15)
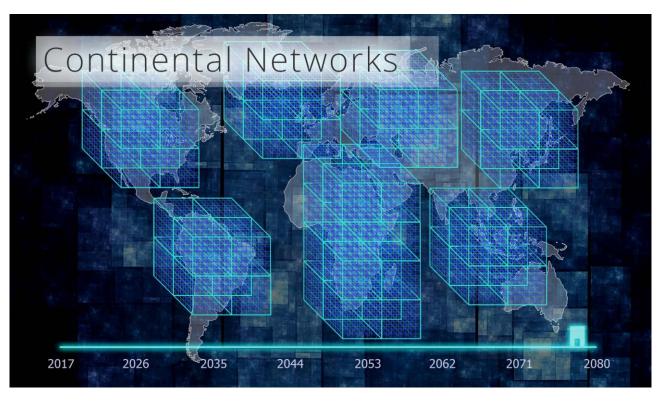
For S-World Stories see spreadsheet tab; S-World Stories Index 2.0. Note that the S-World Stories span 1,022,214 words over 24,476 pages. Note that now a new Index has been made for Supereconomics books called 'Supereconomics Stories Index.'

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.

The 2018/2019 update to Angel POP was profoundly simple, but ultimately forged the path for the Supereconomics books we are reading. Angel POP was simplified down to a single sentence; **"Grand Networks in locations of Extreme Poverty are Special Projects,"** and we can see this mantra described throughout this book, and to be continued in Book 2. THE HOW. Although the main point of THE HOW is Š-ŔÉŚ™ v6 - Financial Engineering which is also described in this book in chapter 5. THE HOW – Š-ŔÉŚ™ Financial Engineering.

This S-World Mantra **"Grand Networks in locations of Extreme Poverty are Special Projects,"** was the guiding force behind the Malawi Grand Śpin Network. As is described in great detail in part 4. Internalities & Net-Zero DCA (Dynamic Comparative Advantage Software).

Another product of Angel POP was the adjustment to the Continental Networks to have two in Africa and The Middle East and only one in the USA. This was in part due to Thomas Pickett's book Capital in the Twenty-First Century. And the basic idea that there simply is more demand for Cities in Africa than there is in America because America already has many cities. Basic supply and demand, but with an ecological and philanthropic twist as the new Cities will be Net-Zero and current estimates are that 50% of all cash flow will be on one or another special project.

Now that we understand the basics of Angel POP which told us **"Grand Networks in locations of Extreme Poverty are Special Projects,"** let us get to how MARS Resort 1 played its part in our journey.

Memory is a funny thing, until I analysed the chronology, I was certain that MARS Resort 1.

came after reading about Charter Cities by Paul Romer in 'Poor Economics,' by Esther Duflo and Abhijit V. Banerjee. But in fact, it was the reverse, MARS Resort 1 was October 2017 and I read 'Poor Economics,' in August 2018.

Now all three have won Nobel Prizes. Romer 2018, Esther Duflo and Abhijit V. Banerjee in 2019
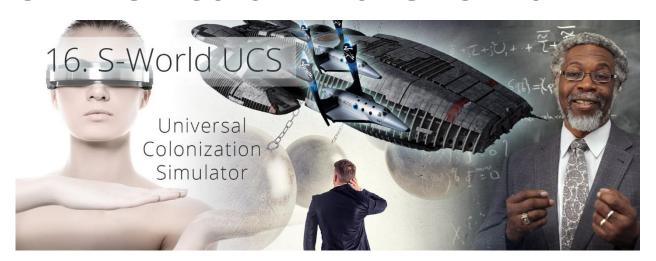
Moving back in time to October 2017 armed with the newly created M-Systems, and M-System 15. Angel POP **"Grand Networks in locations of Extreme Poverty are Special Projects,"** I saw Leonardo DiCaprio's; Before The Flood - Netflix Series featuring Elon Musk and SpaceX. I was already enamoured with Musk since the audiobook Elon Musk by Ashlee Vance, impressed with his Tesla project that was a Special Project all by itself, and helped with the net-zero problem of vehicles in cities. This had over the years become Special Project 7. Global Cooling, in which I displayed a Tesla in the snow and a burning planet.

Special Project 7. GLOBAL COOLING

I was of course also impressed with SpaceX, (who isn't?) which was another special project, and since 2012 the summit of the special projects ladder (back when we had only 16 projects.)

Special Project 16. S-World UCS™
Universal Colonization Simulator

According to Ashlee Vance, Musk had thought about making a games company, and enjoyed games such as Civilization. But deemed his other ventures more important, which they are. But the game S-World UCS™ is different, it is entangled with the fabric of the network, in some ways it is the network, certainly, this was how the network would grow. Whenever I talk of Histories, I talk of S-World UCS™ Histories/Simulations.

In the documentary; 'Before the Flood' with Leonardo DiCaprio, Musk told of the Giga factory, which sounded awesomely appropriate as a major Grand Network industry, and Musk told of how he wishes to build the transport corridor to MARS and likened it to the first railroads to the Western United States. He suggested a timeframe of the mid-20th-century. And that he was in the long term considering a million people.

Elon Musk
MARS Resort One

I thought, if Musk and SpaceX are going to build the transport, then the S-World Grand Network development plan, assisted by Romer, Duflo, Banerjee, Nordhaus, Thaler, Raworth, Collier, Gates, Zuckerberg, Thiel, Branson, Schmidt, Page, Brin, Peet, Suskind, Witten and Fry could be the first city on MARS, and probably the second and third…

S-World VSN™ - MARS Resort 1
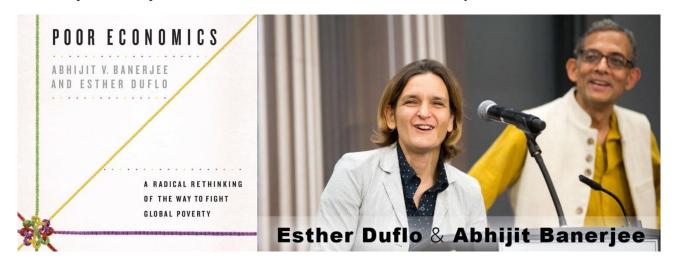
MARS Resort 1.

On the 26th of October 2017, I started two essays which are now S-World Stories 15a and 15b, I tried not to get too technical, wary that any error could be seen as an error on my better-considered work, but in places I could not help myself. My first idea based on my 11 years in the high-end real estate industry was that MARS Resort 1 would be luxurious, the accommodations exquisite and we would have a Golf course. In fact, much of my initial MARS Resort 1 thinking went into how we can build the gold course. My thinking was always looking for the fun and/or wow because it was for the S-World UCS™ – Universal Colonization Simulator MMO Game, that I hoped would be played by millions, and in truth billions. Plus a great plot location for S-World Film and the telling of this S-World story.

After having the MARS Resort 1 essays, I started to look at the economics, which I started with a clean slate, and read and studied several books and wrote several papers including SWS – 17c: The GDP Game, SWS – 19b: Angel Theory – Paradigm Shift, and two essays on

behavioural economics. Basically, a self-taught crash course on economics specializing in development economics.

A pivotal moment was found in listening to the audiobook 'Poor Economics,' by Esther Duflo and Abhijit V. Banerjee, and the section on charter cities, an idea by Paul Romer.

On reading this, I believed that if I could only get to Paul Romer, he would see merit in the marketing and economic systems in the then MZ (Malawi and Zimbabwe) network.

The extract from Poor Economics follows:

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

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

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

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

My first City design was in 2011 and was way ahead of the pack in its Net Zero aspirations, which was why I appreciated Tesla, as electronic cars were a must-have component. We can see the early design in SWS – 1h: New Sparta – Net-Zero – City of Science from this URL; www.s-world.biz/New-Sparta-2011,

A year later the American Butterfly trilogy, moved the City to the USA in The Orlando Network see www.AmericanButterfly.org

But from 2013 to 2016 I did not make another design. Then Paul Romer's Charter City added to the S-World systems sounded (for the first time like a City project that could actually become a reality. This brings us back to the importance of the MARS Resort 1 plan.

The MARS Resort 1 plan delivered two major pillars of today's Grand Śpin Network design, as seen in S-World UCS ™ History 3.

The first enduring lesson from MARS resort 1 was how to sell the real estate.
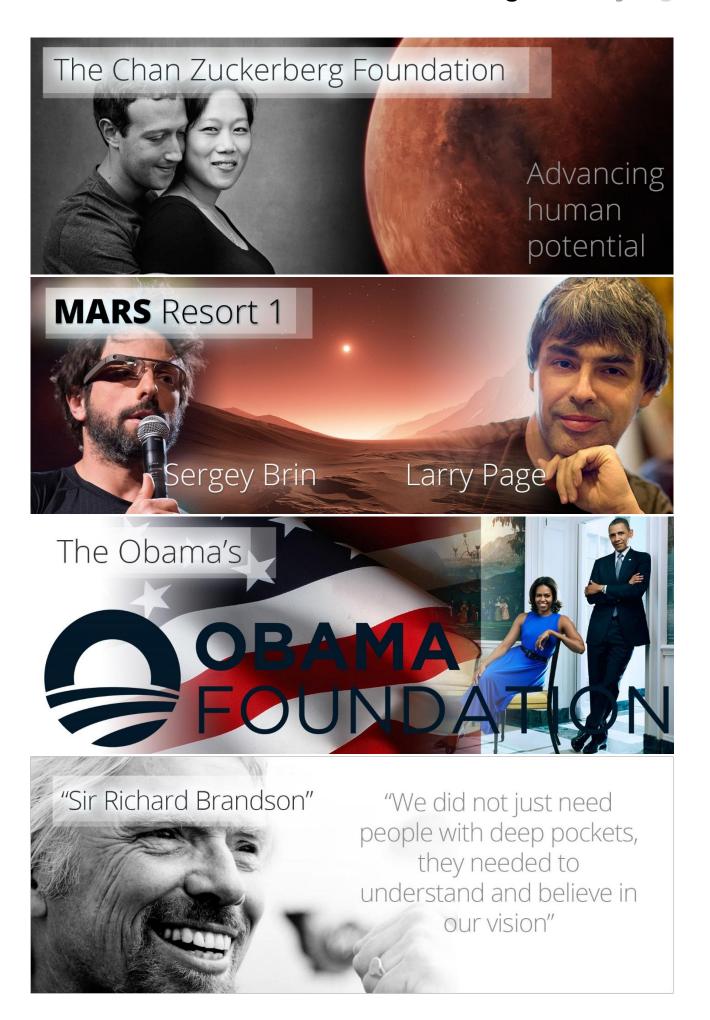
Grand Networks (Complete Cities and Suburbs)
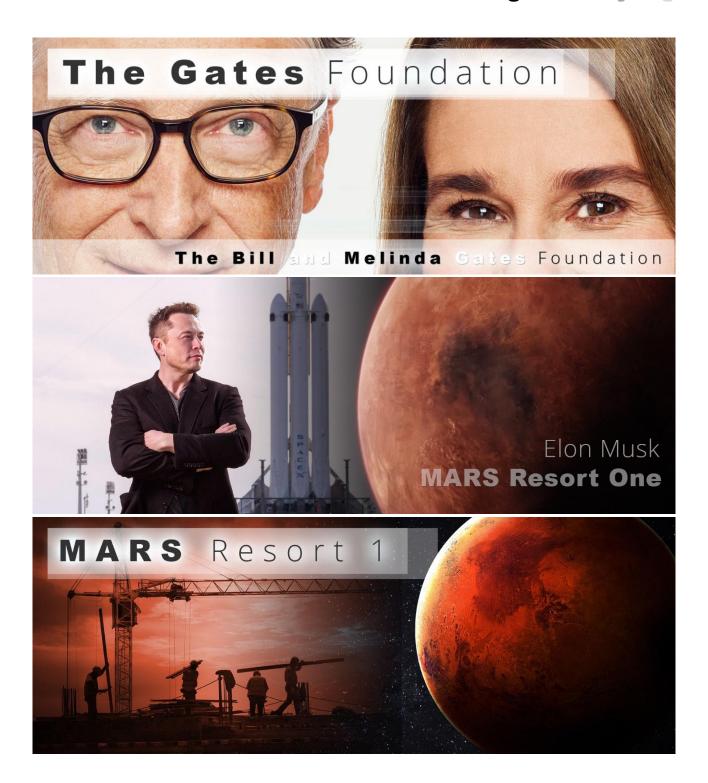
My answer was not to sell real estate, but instead to sell suburbs, wholesale, like the original New Sparta model. Going from many real estate options, (commercial industrial and residential units sold separately) to a model where we would build one suburb for one company, which greatly increases demand because at first and maybe for years there would only be one city to sell.

Note on this, this is not strictly true, because in History 3 from 2024 to 2032 there is one 'Network City' and one Angel City, (Angel City 1) Angel Cities are different because they are base of operations cities and in part are not locations but points in time, or locations and points in time in 2020, 2024, 2032, 2048 and 2080. The sales plan for angel cities is not fixed at selling suburbs. But in the case of Network Cities, the suburb by suburb or city by city plan is in effect.

This idea, to sell suburbs not houses endured and **in S-World Malawi History 3, 92% of all revenue comes from the sale of three Suburbs that grow into Cities**, from 2024, 2032, and 2048. Further, if and Š-ŔÉŚ™ Financial Engineering does not get debunked, a great many will want this single opportunity, the first Supereconomics City. I could see over a thousand serious bidders, from Apple to the Norwegian Sovern Wealth Fund, from Harvard to Yale, from California State to Hong Kong, from pension companies to banks and hedge funds.

However, we would not be presenting to Apple just yet, because so far, I have not seen a reason to give them the opportunity. Whereas all of the following have all assisted one special project or another.

The Chan Zuckerberg Foundation

Advancing
human
potential

MARS Resort 1

Sergey Brin   Larry Page

The Obama's

OBAMA
FOUNDATION

"Sir Richard Brandson"

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

Supermonopoly

I did not think about it when I wrote it, it's more of a behaviour than a rule, but when E is high it forms a monopoly. At first, I was scared of this, but in the research, I became used to it and now embrace it as part of: 'THE HOW'

Looking back, I see that the MARS Resort 1 was a complete monopoly, ideally, I wanted MARS Resort 1 to be situated around a creator and 10,000km of our land, and all within this zone were in the monopoly. At first, this was because the profit came from selling the land, but when I started to experiment, I realised that in a Mars colony we could deploy the RES Equation.

Š-ŔÉŚ™ Financial Engineering on **MARS Resort 1**

The second quality of the MARS Resort 1 essays that endured was **Š-ŔÉŚ™ Financial Engineering**, or back then just RES. The problem with RES in 2012 in American Butterfly (See: The Theory of Every Business Chapter 8. S-World UCS™) was tax.

"A More Creative Capitalism"

The ŔÉŚ Equation – Ŕevenue x Éfficency x Śpin

ŔÉŚ was first theorised in September 2012, it addressed a GDP problem within the early workings of the network. Unlike a country's economy that can expect to see similar GDP figures year on year, where the initial revenue in one year would mostly stay within the country/economy to be spent again the following year, the initial revenue that the network had would dissipate to almost nothing in just a few years.

I started to develop this idea in American Butterfly Book 1. Chapter 8. 'S-World UCS' by developing the following spreadsheet. S-World UCS QE Scores (2012).

	The Window Factory	2012		Staff			Total Profits	
A	Company Revenue	7,938,477	L	Bonuses	330,034	x	**4,675,526**	
B	Profit	**2,441,125**	M	Salaries	445,550		(b+f+j+r+v)	
C	Profit vs. Revenue (b/a)	**30.75%**	N	Sub Total	775,584		Total QE Efficiency	
	Suppliers		O	Payroll + Income Tax	193,896	y	**58.90%**	
D	Spent	3,175,391	P	Income After Tax	581,688		(x/a)	
E	QE **E**fficiency	54%	Q	QE **E**fficiency	29%		Total Tax	
F	Profit from Suppliers	**1,714,711**	R	Profit from Staff (p*q)	**168,690**	z	**25%**	
G	Profit vs. Revenue (f/a)	**21.60%**	S	Profit vs. Revenue (r/a)	**2.12%**		(estimated)	
	Media			Miscellaneous			Total QE Tracking	
H	Spent	300,000	T	Spent	350000	aa	**83.90%**	
I	QE **E**fficiency	54%	U	QE **E**fficiency	54%		(y+z)	
J	Profit from Media	**162,000**	V	Profit from Miscellaneous	**189,000**		Economic Black Hole	
K	Profit vs. Revenue (j/a)	**2.04%**	W	Profit vs Revenue (v/a)	**2.38%**	ab	**16.10%**	

In the spreadsheet, we see a company within a network; which 'critically' spends as much money as it can with other companies in the same network, attempting to keep the cash within the network. In this example, for a fictional aluminium window manufacturer called TWF 'The Window Factory,'

the company has a 58.9% QE (Quantum Economic) Efficiency (Now called recycle-Éfficiency), the É in the ŔÉŚ Equation. Tax is 25% and we have an economic black hole of 16.1%, where money was not spent in one or another S-World business or taxed by the government.

My problem was that even with a relatively high É (QE score), the following year, the network will only have 58.9% of the initial revenue; and even with an É of 58.9%, in just a few short years, all that initial revenue will be gone, mostly to tax.

But within the monopolistic system on MARS Resort 1, the colony would be self-taxed, it would build what needed to be built and pay who needed to be paid, but as a part of the network economy. Equally important was that labour was easy to adapt to Network Credits, where labour could only buy things from network companies or individuals, because all companies and individuals were part of the colony, and other vendors and competitors were 33.9 million miles away.

I made a quick sketch on a spreadsheet and considered an É of 93.7% with only a leakage of 6.25% **and the rest, so to speak, is history.**

	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=	762,477,456.96

The GDP needs to half to account for the CFV, but other than that; this was it.

With Malawi already on the agenda, I considered which country is economically the most similar to MARS, based on current GDP where MARS of course currently has zero GDP. So I looked at the bottom of the GDP tables and for GDP per Capita, per the World Bank **at just $275 per person, per year** in 2018 there was Malawi, so in terms of GDP per capita, the closest country to MARS really is Malawi.

Then... Paul Romer won the Nobel Prize and I quickly wrote S-World story 25a; How on Earth Can Growth Theory be Good for Climate Change? And started to write the Supereconomics books you are now reading. *1) S-World Angelwing – THE WHAT, 2) Š-ŔÉŚ™ Financial Engineering – THE HOW and 3) 64 Reasons Why – THE WHY, which present the answer to how Growth Theory can be good for Climate Change.*

Returning to space, one point I will make is that the conclusion to date of MARS Resort 1, is that Malawi and all other Grand Śpin Networks are prototypes for MARS Resort 1, and ideally, each Grand Śpin Network would assign Network Credits and POP Investment towards the venture that could become investment for SpaceX, Virgin Orbit and even Blue Origin. So that the S-World Network can settle in MARS in 2048 as Angel City 4.
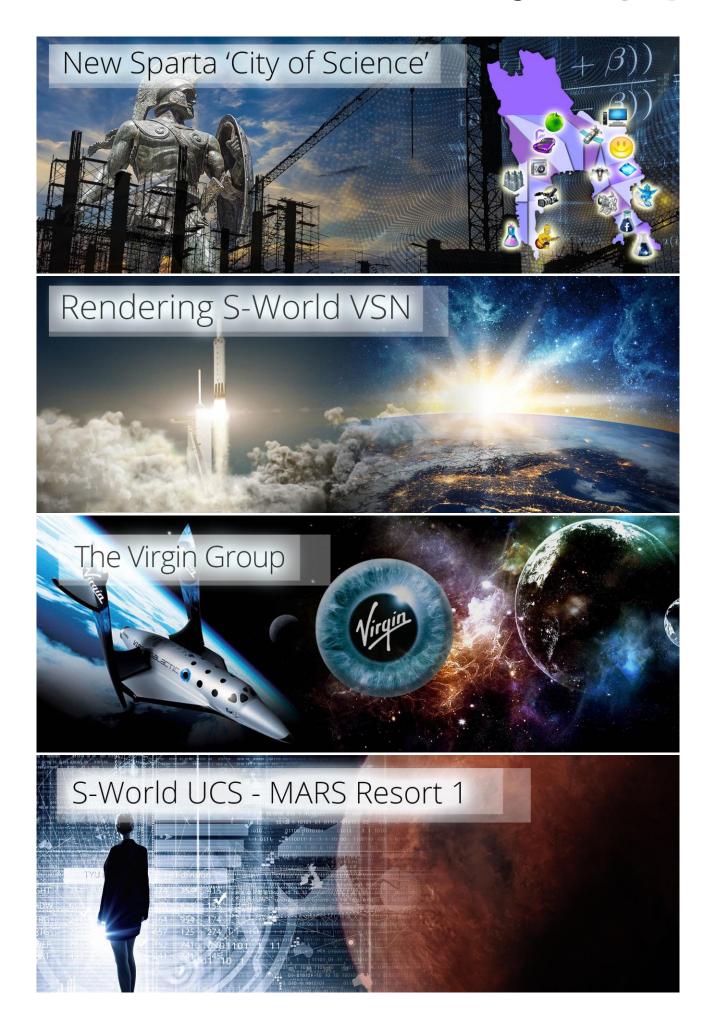
I would love for Elon and his teams to assist with M-Systems 11. QuESC, M-System 12. S-World UCS, M-System 13. UCS Voyagers, and 14. Angel Cities, which is the launching point for all special projects. Including the new Special Project 17. S-World UCS MARS Resort 1
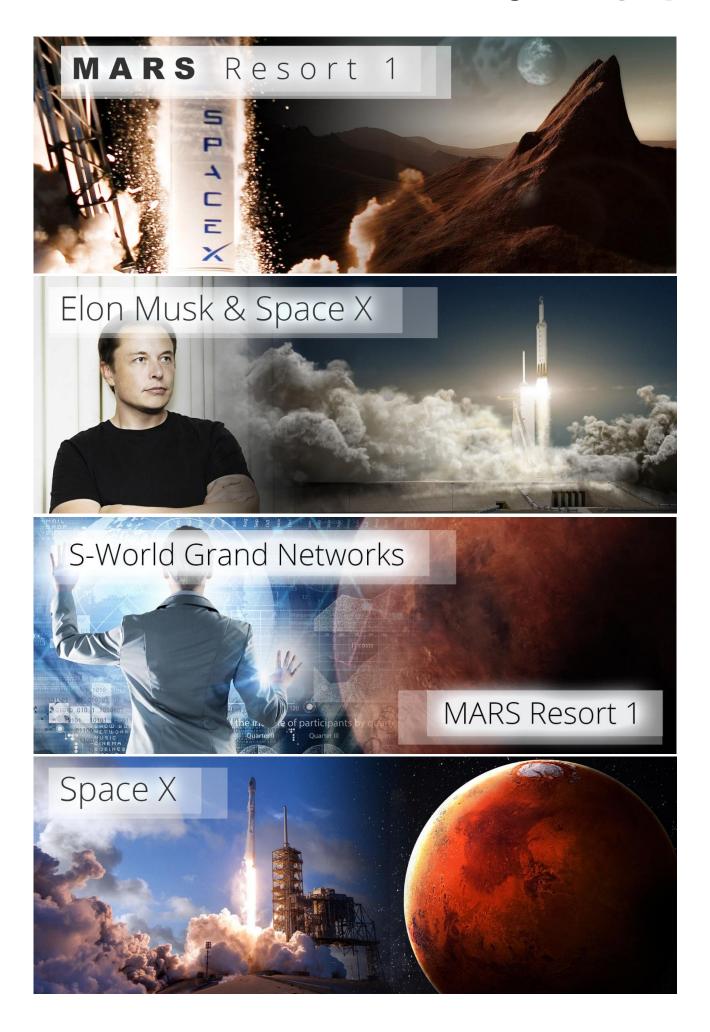
Special Project 17. S-World UCS MARS Resort 1
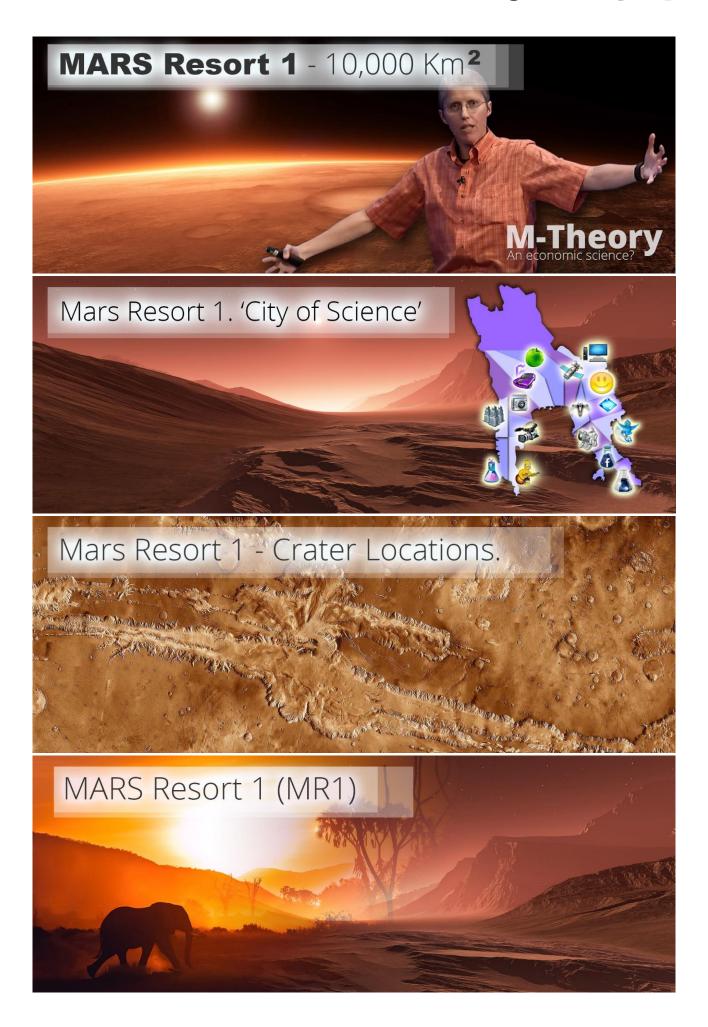
Once the full economic design for MARS Resort 1 is crafted, which would use almost every idea within the Supereconomics trilogy, the obvious next step would be to test the theory on earth, so for Elon Musk and SpaceX, the first, second and, all Grand Śpin Networks up to MARS Resort 1 are prototypes for MARS Resort 1. And if made on the scale presented will create funding for space ventures and increase the demand and investment in SpaceX on a scale they would desire. So, it's in the interest of Elon Musk for the Malawi Network to do as well as possible, maybe joining a consortium to make the First City, but definitely thinking about a mega factory and maybe a Tesla factory in the first network. This would need a bespoke deal, but in general, as long as Musk and SpaceX are happy to be paid in Network Credits, it's all good.

I will end this chapter with some more graphics from MARS Resort 1, starting with the 2011 New Sparta idea, followed by S-World VSN™, Virgin, S-World UCS™ and then SpaceX and MARS Resort 1.

New Sparta 'City of Science'

Rendering S-World VSN

The Virgin Group

S-World UCS - MARS Resort 1

MARS Resort 1

Elon Musk & Space X

S-World Grand Networks

MARS Resort 1

Space X

MARS Resort 1 - 10,000 Km²

M-Theory
An economic science?

Mars Resort 1. 'City of Science'

Mars Resort 1 - Crater Locations.

MARS Resort 1 (MR1)

In conclusion...

MARS Resort 1. Is a Good Model because it simplifies the real estate sale process from many parts to one suburb that grows into a City, it introduces RES, Tax Symitttry, and the power of a digital monopoly.

MARS Resort 1 was the prototype for The Malawi Network, and The Malawi Network is, in turn, the prototype for MARS Resort 1.

If I were Mars would I want to be terraformed and colonized?

I believe there is something precious in sentience and we need to preserve that, and if I were MARS would want to be colonized.

Chapter 10:

Grand Śpin Networks – The Malawi Network

This chapter is mostly the relevant graphics, the text version is to read the Supereconomics books in full because the books tell the story of the Malawi Grand Śpin Networks.

(Postscript – The HOW – SWS. 33 is now a General Folder for all City Building Papers, and other material is likely created as part of the newly conceived Supereconomics Book 4 – The Future)
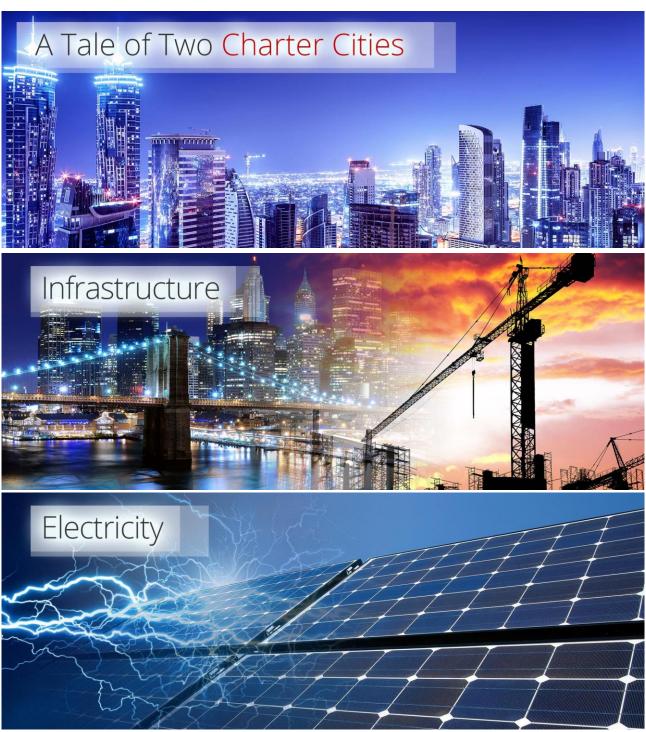
Malawi is not the easiest of locations because it's landlocked with poor roads and infrastructure, Malawi is in part picked due to its cut down trees that can be reforested and its wonderful people, and in particular Max and Cathy.

Malawi & Zimbabwe

Grand Networks

A Tale of Two Charter Cities

Infrastructure

Electricity

S-World Water

Internet & the Training of Nations

S-World VSN

S-World VBN

S-World UCS

The Sienna Foundation

S-Project 1. Experience Africa

S-World VSN ™

Virtual Social Network

Where you are

Where your friends are

Where you'd like to go

And what you'd like to see

S-World VSN™ Where shall we go today?

S-World VSN™ Mobile

S-World VSN ™
Where you are
Where your friends are
Where you'd like to go
And what you'd like to see

S-World VSN™ - Where shall we go today?

Rendering S-World VSN™

From SimCity to large-scale Net-Zero developments

Will Wright - MAXIS

maxis

The SIMS

Stefan Antoni

Stefan Antoni

Stefan Antoni - Cape Town

S-World – Villa Secrets Network

Villa Secrets

1. S-WEB CMS FRAMEWORK
> Stunning 'wow and awe' Websites.
> Simple Intelligent CMS
> Software created within the web framework
> Ultra efficient systems

2. Network Strategy
Creating a network of many individuals and small companies in different real estate & travel niches in many locations.

3. Mandate Marketing
Commission from rental mandates is used for directly marketing properties

4. S-WEB CDS™
Creates the platform for the evolution of CRMs into web content based systems

5. THE VILLAS CLOUD™
Connects to PMSs, GDSs and Distribution Channels

6. S-WORLD CRM-AI™
One agent performs the job of two in half the time with twice the efficiency

7. S-WORLD TFS™
A simple financial system created as a part of the S-Web CMS Framework

8. Managers & Owners
An Elite Prestige Marketing Club. Make multi-leg bookings for clients, & make bookings in other properties when full.

25. Gain Consensus Across Partner Organization

24. Be Easy to Buy From
& The 6 Whys

23. Development Timetable
All #1 Systems complete by Dec 2018

22. Real Estate Systems & Wins
Many systems for rentals work for sales
Opportunity for 30% to 70% growth

14. S-WORLD TBS™
A round up of the benefits of all S-Web & S-World software & systems presented so far

9. S-WORLD CRM CC™
The Company Controller organizes and motivates the whole team.

21. Prestige & Jet Set Marketing
Increased villa values & # of jet set clients

15. Marketing, SEM & Advertising
How we get customers in the first place?

10. S-WORLD UCS™
Game based fun and addictiveness

20. Price & Value
Primary Networks start at $42,000 +2.5% pa

16. Google SEO
Search Engine Optimization

11. Networking Systems
Automated Social & Business Networking

19. Luxury Villa Rental Agencies
10 years of in the field experiences, followed by 7 years of developing systems has led to an all-encompassing top end vacation rental solution, that is extremely profitable & simple to manage
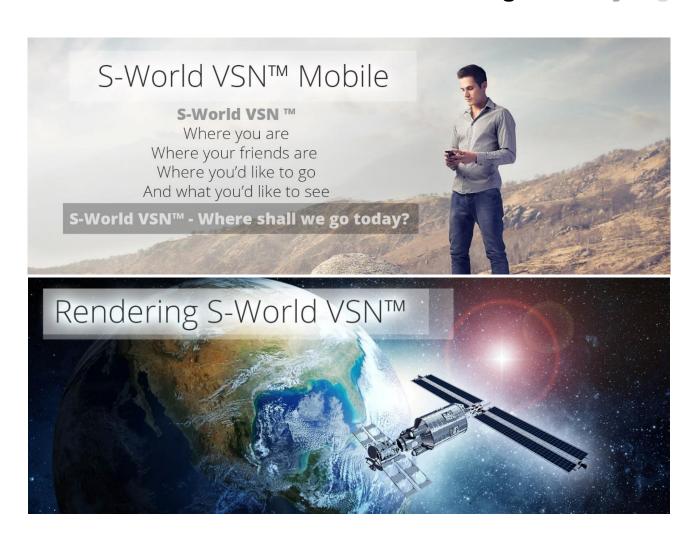
17. Content Marketing
The new face of SEO & blogging

18. S-WORLD PUBLISHING
The Villa Secrets Coffee Table Book

12. Concierge, Hospitality
PR, Film & Social Media

13. Call Centre & Content Writing
Live Chat, Foreign Language & Content Writing

S-WORLD UCS™ HAWTHORNE

Leaders' Board: 11:26am
24th August 2018

#1 Ajanlekoko
Points: 124,539
Handicap: 18 | Wins: 26

#2 Mark Gosling
Points: 115,271
Handicap: 24 | Wins: 20

#3 Sarah Jones
Points: 93,261
Handicap: 16 | Wins: 32

#4 Monica Belgrave
Points: 82,954
Handicap: 11 | Wins: 38

#5 Richard Okereke
Points: 75,823 | Handicap: 8 | Wins: 36

#6 Caihong Chan
Points: 65,629 | Handicap: 3 | Wins: 45

#7 Mark Long
Points: 57,862 | Handicap: 17 | Wins: 18

#8 Monica Knowles
Points: 47,829 | Handicap: 0 | Wins: 42

Villa Secrets Scenario 8

The First S-World Network Company

The Real Estate Game Part 2

Game Theory
"A Nash Equalibrium"
> Business Strategy
> Economic Strategy
> Military Strategy
> Psychology

Realtor 2
Join | Don't Join

Realtor 1
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

The Theory of Every Business

Eureka!!!

Grand Networks
Resort Developments

Give
Half Back

The Window Factory - TWF

TWF

S-World Net-Zero DCA

2011

CRM-Nudge-AI

Collective Thinking   Butterfly Receiver

Angel City 4 2048

Angel City 5 2080

QuESC

Angel City 1 2020

S-World UCS

UCS Voyager 2

VSN Voyager

UCS Voyager 1

Angel City 3 2032

Angel City 2 2024

Butterfly Creator

Free Thinking

S-World UCS - Al Sabkah Network 2011

TWF > UCS > Global Opportunities > Franchises > Africa

S-World UCS - MMO Tutorial Game

Growth Theory

The Susskind Boost

$$\hat{S} = (\bar{G} \times \text{ƒ}) + \check{T} + \hat{W} + \acute{C} + \acute{M} + Đ + Đ2 > 9$$

M-Theory
An economic science?

The Peet Tent

Angel POP

"How can we Accomplish as Much Good as Possible?"

How can we do the most good?

The Malawi Network

Growth Theory
Start-Up & Charter Cities

Special Projects

Special Project 6.
Siennas Forrests

Special Project 6. Siennas Forrests is the first legal law for the S-World Malawi Grand Śpin Networks, that for each square km of suburb and city development created on land and farmland we will turn another square into lush forests and nature reserves.

If we look below, and two screenshots I took from Google Maps we see that relative to its neighbour Mozambique, most of Malawi's forests have been chopped down and turned into little-used farmland.

Most Land in Malawi and Mozambique

Malawi   Mozambique

100 Meters   100 Meters
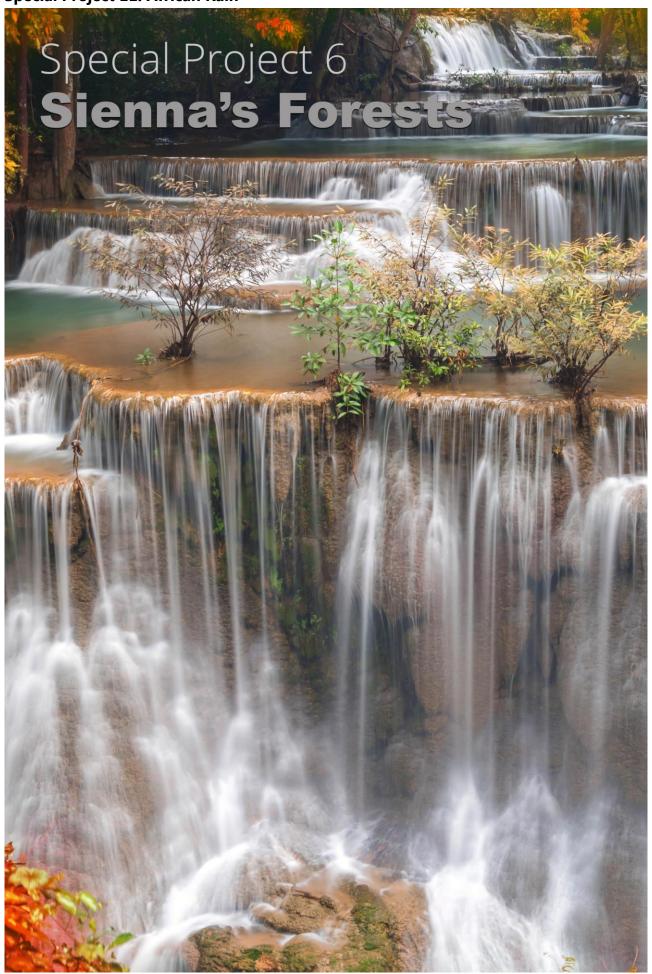
The hardest part of this endeavour will probably be irrigation, and the great Malawi Lake aside, in an ideal world there would be a pipeline made 80 miles across Mozambique for a desalinization system to deliver the kind of water I present in History 3 (enough for over 100 million people).

Special Project 11. African rain was the first special project originally considerer for Laconia in Greece, which is mostly arid land. The project became more adventurous when I started to create Sienna Mountain, a garden on a sand dune that required a lot of water, but given the water, we can create an oasis in the desert.

Sienna Mountain

Special Project 11. African Rain

Special Project 6
Sienna's Forests

M-System 8. S-World Film
And Behavioural Economic Systems

The idea of S-World Fim is simple enough, we make films about S-World, from the three-part 'Angel City 5' to a series about MARS Resort 1. To the macroeconomics of each business in the network having excellent video and photography. For now, I'll just stick to movies and series.

There is a powerful idea, never done before on film or TV, but I'm afraid this idea will be ruined if people know about it so it's currently confidential. What I can say is that S-World Film will be very well funded and is a twinned department with the behavioural science and economics teams, making sure we are getting the message across in a way that will make positive change, with the rallying call to the world about how we can follow Issac Assimnovs prescription;
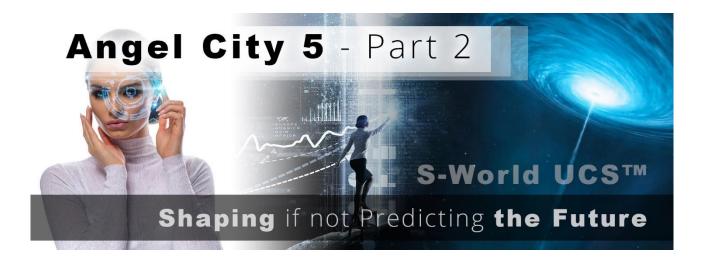

"You may not predict what an individual may do, but you can put in motion things that will move the masses in a direction that is desired, thus shaping if not predicting the future."

Angel City 5 Movie Trilogy Part 1) **Dystopia – what will happen without S-World** – A world on fire – a Hellish Future. www.angeltheory.org/angel-city-5-_-1st-aug-2017

Angel City 5 Movie Trilogy Part 2) S-World UCS™ – Shaping the Future.

Adventurers must send the 'Quantum Data' (which contains the plans for Angelwing – The E-TOE – M-Systems – Supereconomics and critically this book 64 Reasons Why). This data is needed for the first time machine S-World UCS™ – Universal Colonization System. Not a time machine in the way other films depict, instead UCS™ changes the future by shaping it per Issac Assimovs Prescription. "You can put in motion things that will move the masses in a direction that is desired, thus shaping if not predicting the future."

as to the technical subject of a time machine or moving in time, one can move forward in time by travelling very fast, Einstein's Theory of Relativity says so and no one disputes this. One will come back to your starting point years, decades or even hundreds of years later. The series Buck Rogers in the 25th Century was technically correct. But in Angel City 5 the plot is to send 'the quantum data' back in time.

Professor Hawking and most others believe that one can not send a time machine back further than when it was created. This deals with the back to the future script that was not accurate. The Delorean DMC-12 retrofitted with a time machine would not be able to go back in time, unless it waited a while and then went back to the point when it was created. Which was not the time the film predicted. With this said we would read in part 3 and chapter 6 that in quantum mechanics and the sub-discipline Alternate Histories that neither the past, the resent or the future are certain.
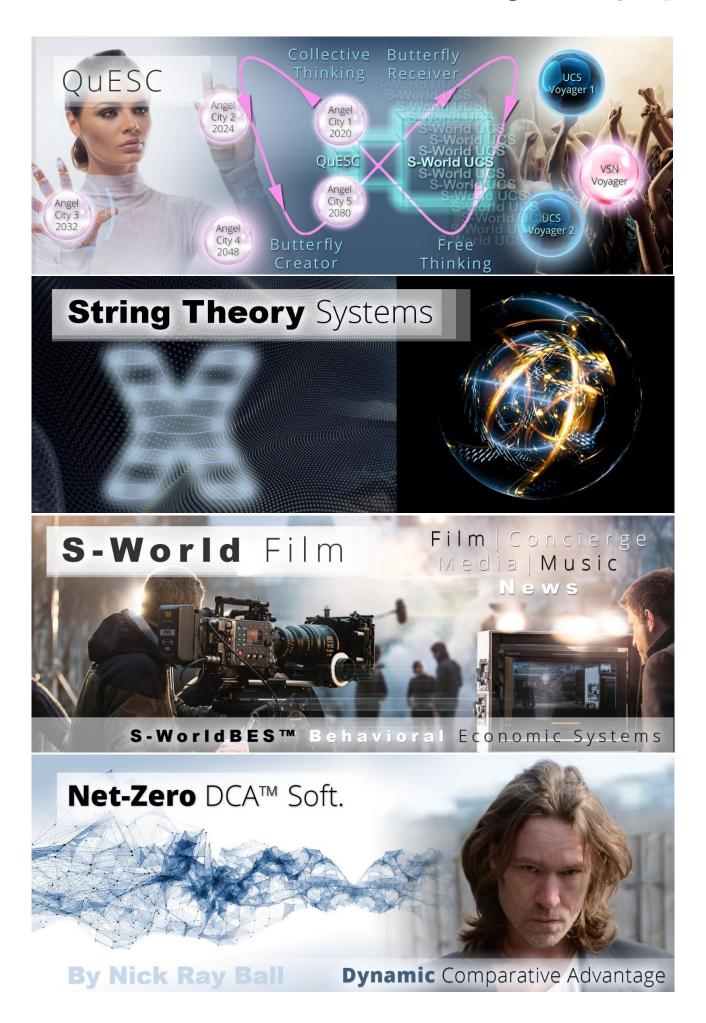
This approach and others lead to S-World UCS™ which is designed – to "move the masses in a direction that is desired, thus shaping if not predicting the future."

And because of this, in the movie we shall theorise that S-World UCS™ is a time machine and because it is, information can pass from the future to it. **The info was sent, the systems were made, The Why became The Now in 2080, and all lived happily ever after.**

The following graphics present other areas of interest for S-World film, some ideas for films in themselves and other ideas for subplots.
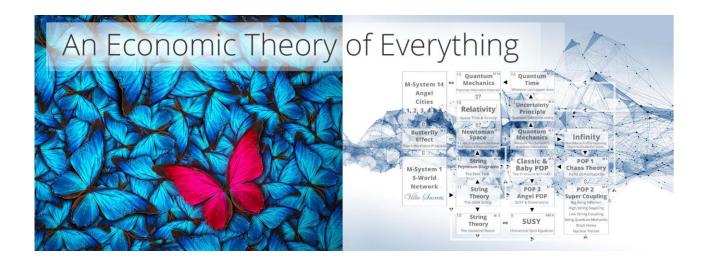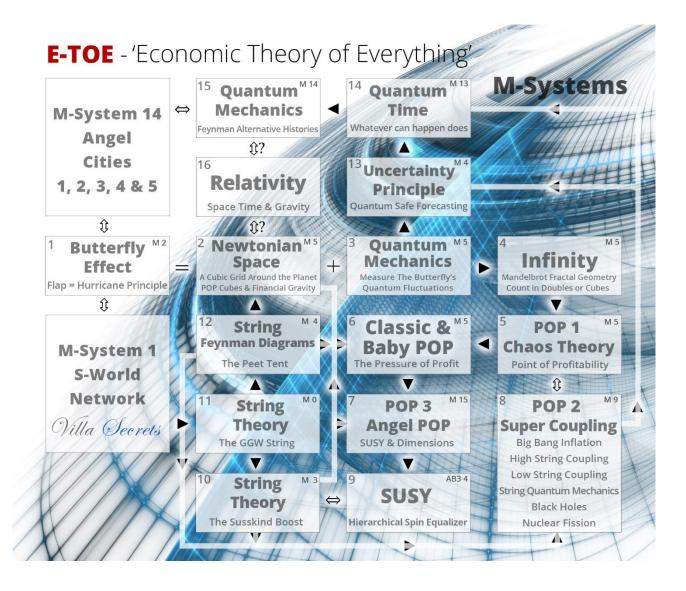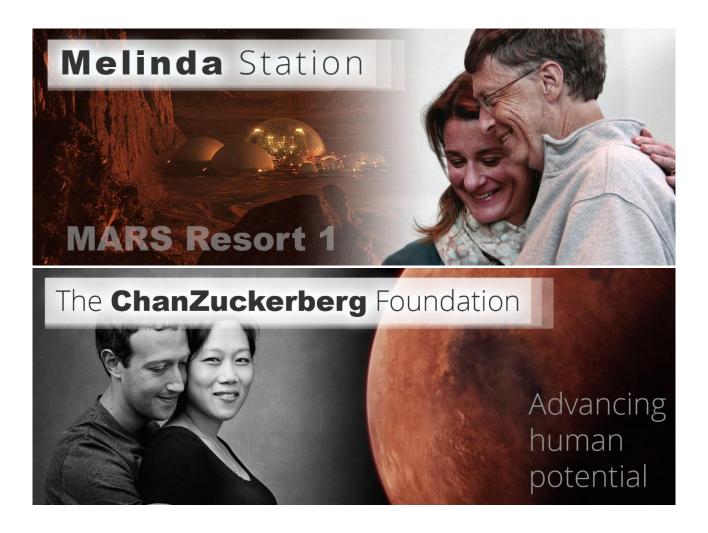
QuESC

Collective Thinking
Butterfly Receiver

Angel City 2 2024
Angel City 1 2020
S-World UCS
QuESC
S-World UCS
Angel City 3 2032
Angel City 5 2080
Angel City 4 2048
Butterfly Creator
Free Thinking

UCS Voyager 1
VSN Voyager
UCS Voyager 2

String Theory Systems

S-World Film

Film | Concierge
Media | Music
News

S-WorldBES™ **B e h a v i o r a l** E c o n o m i c S y s t e m s

Net-Zero DCA™ Soft.

By Nick Ray Ball

Dynamic Comparative Advantage

S-World History 3 Internalities

Net-Zero DCA™ Software - Dynamic Comparative Advantage

QuESC Mission Control

Quantum Economic System Core

Net-Zero DCA Soft.

Tesla Carbon Traffic Lights

Carbon in Product Use	Carbon in Product	Resource Rarity	Not Recyclable Plastics	Special Projects

Paradigm Shift

Book 4

Part 1

Total Business Systems
The TBS™

Controls all Grand Network Companies

Assists & Oversees all Virtual Companies

Powered by...

The Behavioral Economic AI et al.

Monte Carlo N-Particle Transport Code

M-Theory
An economic science?

Feynman's Sum Over Histories

M-Theory
An economic science?

Going Nuclear?

An **Economic** Theory of Everything

E-TOE - 'Economic Theory of Everything'

Elon Musk
MARS Resort One

MARS Resort 1

MARS Resort 1 - 10,000 Km^2

M-Theory
An economic science?

MARS Resort 1

Why do we see Melida and Bill gates alongside Precila Chan and Mark Zuckerberg at Mars Resort 1?

This is because, ideally, the only way to invest in MARS Resort 1 is to invest in a or many Grand Śpin Networks. If we can and do use Š-ŔÉŚ™ v6 - Financial Engineering as prescribed, investments in Grand Śpin Networks will make Stella POP returns, most of which must be-reinvest and from each investment, a percentage of POP profits must go to Special Project 17. Mars Resort 1.

And saved for last was the movie treatment that inspired me to seek an economic theory in the first place. See http://www.s-world.biz/TST/The_Spartan_Theory_in_retorospect.htm (be warned this very early work and is grammatically awful, but still explains my motives, and why I believed I could create next-generation economic software.

http://blog.s-world.biz/FaceBook/Sienna_The_Movie.htm

Sienna Sky is the most beautiful of the angels, not only beautiful on the outside but pure and full of only love. On 24 November 2009 Sienna Skye travelled to earth, she saw nothing but love but she thought the world was too harsh. On the 1st August 2010 she chose to transcend into energy to help open a portal to the world to help humanity.

Sienna's mother was torn apart. Sienna's father looked to try to make sense of the world and journeyed across the mountains surrounding Cape Town. In the mountains he felt Sienna all around, her energy flowing through the bushes and trees, enhanced by the mountains magnified by the Ocean, an almost psychedelic experience. Then slowly, Sienna starts to show her father a way to build a supercomputer for her to communicate through.

The schematics are amazingly detailed, 40 or more highly evolved concepts, combined simultaneously to complete the transition from the 20th Century service-based economy to the 21st Century experience-based economy and the technical data of how to gather most of the worlds knowledge. He knows, if he is to see his daughter again, he would need to build, the new virtual network.

CHAPTER 11:

The Future of Capitalism – Paul Collier

In this chapter, I will describe some aspects of how S-World operates, relative to ideas from Paul Collier's book The Future of Capitalism.

I will only cover a few points as I have little time, but I hope to return to add more later, hopefully with input from Paul Collier. This is Paul Colliers chapter.
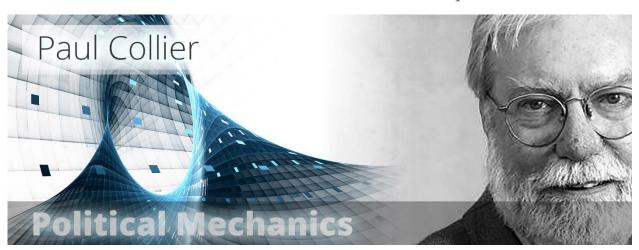
Note that quotes from Paul (or anyone in this book) are in the serif typeface; Cambria Whereas my comments are in this non-serif face Sergio AI

Continuing the theme of this part of the book I will start with **Colliers 'Good Model' quote.**

A Good Model

"A good model starts from assumptions that simplify, but are not surprising, yet reaches surprising results.
Ideally it crystallises something that thereafter seems obvious, but hitherto you had not realised."

The Future of Capitalism – Paul Collier

"We need the market but harnessed by a sense of purpose securely grounded in ethics."

1. "Scale is essential for modern levels of productivity. In the USA 94% of people work in a group. In African societies, most people work solo as artisans or smallholders, it has its virtues, but in consequence, productivity is chronically low, and so people are achingly poor. We need modern firms, and so do Africans, because **Africa is not only the least prosperous region; it is the least happy region.**

As we see throughout the three Supereconomics books, we are creating many firms, see the lighter blue column below for the number of companies/firms in S-World UCS™ History 3, from 2024 to 2080.

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

2. Ordinary workers on the assembly line were organized into small teams called quality circles and given the responsibility for quality control. **Faults are treasures.**

This incite was very useful, the idea of quality circles has since been applied to all companies, which can break up a medium-sized company into several quality circles. Now in the microeconomics, we will find many quality circles of four people or less, and most or all have equity directly in the small and medium-sized companies that work within a Villa Secrets-Scenario 8 Speciality and Scale Network model. (See Book 2)

3. The company must be accountable to someone motivated to care about the long-term performance of the company

The 87 Quintillion Histories, S-World UCS™ Voyagers and the 5 Angel Circles in 2020, 2024,2032, 2048 and 2080 are all about the long-term performance of every company.

4. Despite high profitability, **companies are choosing not to invest**. Striking evidence for this behaviour comes from the contrasting investment rates of companies whose shares are traded on stock exchanges and those whose shares are held privately and cannot be sold on markets. **The investment rate of the companies that are traded is 2.7%, whereas the investment rate for shares that are privately held is 9%.** In Britain, which has the largest financial sector relative to its economy of any major country, **corporate investment in research and development is far below the average for advanced economies.**

This problem is mostly addressed by POP, our financial gravity that gives every company a POP point and after all excess cash flow or profit is directed at investment, usually creating new companies of which the investor and patent holder own half and the company's new personnel own the other half.

5. The most respected company in Brittan is no longer ICI; it is the John Lewis Partnership; this enduring and highly successful firm has a highly unusual power structure. It is owned by a trust run in the interests of its workforce. Reflecting this, workers receive a substantial share of profits as an annual bonus. Moreover, what is source for the CEO goose is seen to be source for the shop assistant, the same percentage is paid to a shop floor worker as to the CEO.

The S-World model for labour; Spartan Contracts see 25% of salary building their homes and 25% used to support others via Paid**2**Learn. A general objective is for at least half of all companies in the global network to be owned by the personnel. In terms of CEO's, there are often no C-Suite staff, CEO decisions are usually the job of the software and QuESC (Mission Control).

Companies are by-in-large run by the S-World UCS™ MMO games in order with the most favourable Histories that everyone can create and contribute to by playing the UCS business tutorial games. Company personnel can use the UCS™ simulation to steer their own companies, assisted (in-game) by anyone who wished to assist any given simulation. Note this assistance may often be people training for a real-world S-World position or opportunity.

But who runs S-World? Currently, the idea is that the Sienna Foundation, which may be initially be founded by only women, and QuESC, as described later and to be further described in Supereconomics Book 4 THE FUTURE.

6. All workers have a say on how the company is run through a series of local, regional, and national councils, electing 80% of the companies governing council. John Lewis is an example of a mutual company (S-World Mutual?) owned collectively by people with a direct interest in it. Such as workers or customers, as opposed to shareholders, as new workers are hired, or the firm acquires new customers, they gradually accumulate

entitlements, replacing those who had left. By design, ownership and control are vested in those who participate in the company, and so have a direct interest in its performance.

In S-World all workers have a say on how the company is run via S-World UCS™, Angelwing and other systems, and in general the TBS™ – Total Business Systems (a component of Angelwing that runs the company's day to day operations.)

The POP law invests firms profit into new companies, and in general, the new companies are 25% or 50% owned by the personnel, the staff. I would like to add a system where new workers are hired and, they gradually accumulate entitlements, replacing those who had left. But I am reluctant to take away the equity the personnel earn, to give to new personnel, but I don't want the companies mostly owned by those who no longer work there.

I think I have been thinking about this for months now, maybe, like network credits, equity could have a time attachment, like 32, or 64 years. And after turn into Paid2Learn welfare. Or half the dividends, or other methods.

I consider History 1 where one company came to create more than half the world's output by 2078, and my attempt to measure how rich any of the original companies may be, only to find, the continually halving of equity, meant that relative to all of GDP no one came close. This was a disappointment at the time, but now it helps show the quality of POP as an equality brake/system.

Of course, all the time the economy is growing, we can assign new entitlements to the new owners of the new companies made by POP.

7. **Scale economies are most pronounced when the activity depends upon a network**, the provision of electricity requires a network of wires; the grid. The provision of water requires a network of pipes; the provision of train services requires a rale network. Sometimes it is possible to detach the service from the network, train companies can compete on a shared rail network, electricity generators can compete on a shared grid, but **the network itself is a natural monopoly.**

This point, alongside variations on same in Joseph Stiglitz; Creating a Learning Society, got me thinking about Monopoly, when I thought about it, Š-ŔÉŚ™ Financial Engineering is a monopolistic equation. When É = 100% the network is a perfect monopoly. In fact, the reason why Š-ŔÉŚ™ is so powerful is that it is a monopolistic system.
[4th June 2020]
Since coming to this conclusion I spent a great deal of time working on Peter Thiel's book Zero to One which offers about 100 reasons why Monopolies are good, plus I am making headway

on Modern Monopolies: What It Takes to Dominate the 21st Century Economy Book by Alex Moazed and Nicholas L. Johnson, which is equally pro monopoly.

This work is developing into Supereconomics Book 4. 10x Our Future, for now here is the work from Feb 2020

The network was made of a great many different businesses and its purpose was to do good, but I did start to worry about the monopoly – maybe this was it! Had I finally debunked RES, was RES so powerful that it was illegal? Was the reason no one else was talking about RES was that it was monopolistic?

The Curse of Bigness by Tim Wu

So I added Antitrust in the New Gilded Age by Tim Wu to my reading list and by coincidence (as it was on Bill Gates reading list) I was also reading Presidents of War by Michael Beschloss which covered Antitrust. I was expecting to find the big problem, The USA not approving of our monopolistic equation and AGOA trade and aid would be sanctioned or even disappear entirely.

Tim Wu was writing on the side of Antitrust, but all the same, the book was very encouraging, as was Joseph Stiglitz' Creating a learning Society which focused in many places on the economics for Monopoly.

Antitrust in the New Gilded Age by Tim Wu and Presidents of War let me know at first that at the height of Antitrust Theodore Roosevelt only sanctioned the bad trusts, and boy were they bad, more like big organised crime than a network of business. In Theodore Roosevelt judgement S-World with its 64 Reasons Why would surely not have been troubled.
More encouraging still was for 20 years now the US has not filed any antitrust actions. Only in the UK and Europe will you find Antitrust still alive, and it cannot last, because the UK and Europe are falling behind. In the case of British Telecom, because they were smashed to pieces, now, the UK needs China telecom companies to do UK infrastructure. Why? Cos where the UK government broke the British Telecom monopoly while China encourages and assisted Huawei development.

8. The emergence of the e-economy has created new network industries that can extend to a global monopoly. These firms need very little capital as conventionally defined, the tangible assets of equipment and building; their value is an intangible asset; their networks, unlike tangible assets, are very difficult for competitors to replicate and being immaterial they have no fixed location subject to public policy.

This applies to Villa Secrets (book 2 The HOW) and other companies in travel real estate, retail, luxury goods, fashion. But not so much in Grand Śpin Networks which are still monopolistic, but in old school industrious run by advanced economic software using Š-ŔÉŚ™ Financial Engineering for its principal advantage.

I note that I am on Page 11 of 21 of my notes on Paul Colliers – The Future of Capitalism, and I shall return later. In leaving this chapter I will present the two Special Projects made per Paul Collier's influence.

Special Project 56. Social Maternalism (The Future of Capitalism Chapter 8)

UN GOAL 3: Good Health, Well-Being (+ 4: Quality Education and 5: Equality)
UN GOAL 11: Communities (+ 16: Peace, Justice, and 17: Partnerships)

Special Project 57. Ecole Maternelle (Kindergartens)

UN GOAL 4: Quality Education (+3 : Well-Being and 5: Gender Equality)
UN GOAL 10: Reduced Inequalities (+ 11: Communities, 16: Peace and Justice)

Chapter 12:

Bill and Melinda Gates Foundation

A More Creative Capitalism – The Moment of Lift

Dear Melinda and Bill

I had originally thought to create this chapter in a similar way to Chapter 4: The 8th Way for Kate Raworth structured around your quotes in the hope that we would write a joint chapter in its place further down the road. But instead, or, in addition, I will use this chapter to write to you about Š-ŔÉŚ™ and S-World Angewing, the catch-all name for all technologies and systems.

If you are reading this, then either no one has managed to debunk Š-ŔÉŚ™ Financial Engineering, or someone has debunked it but found other elements - such as Part 4. The Net Zero DCA™ system and www.Supereconomics.ai worth discussing.

 I do hope Š-ŔÉŚ™ Financial Engineering can be used as prescribed. I've made it 9 years ago and made it work 2 years ago and have spent nearly 2 years bug breaking break it, so I'm expecting a win.

 So, let me run with Š-ŔÉŚ™.

 Each significant version of Š-ŔÉŚ™ is an S-World UCS™ History, often just called a History, I am now on History 4 and can see the way to create a lot more than 87 quintillion histories (See Chapter 8. 87 Quintillion Histories) by 2080, a time known as Angel City 5. A very different future, that we would be proud to pass on to our children and children's children. See the film treatment; www.angeltheory.org/angel-city-5-_-1st-aug-2017

Š-ŔÉŚ™ History 3 predicts that in making a Grand Śpin Network in Malawi, we would see Malawi enjoy one percent of global GDP by 2080 (and note History 2 does the same by 2050 and battles and defeats three recession and depressions, whilst managing to increase cash flow (in USD), even as the rest of the world's economies stagnate and declines) This generates $24.3 trillion spent between 2024 and 2080, the same as if the UAE stays at 0.5% from 2024 to 2080, and that's the double-check. **One may argue that the Malawi Grand Śpin Network will not reach 1% by 2080, but one cannot argue (if the gains were linear)(that. If Malawi did, it would spend about $24 trillion in cash flow (discounted).**

However, Supereconomics is either worthless or damaging, if not stewarded for the good of everyone and the planet. And this is what this book; '64 Reasons Why' is about; the way we spend the money, our analysis of internalities, and our progress in software that I wish you, Bill and Microsoft's help with and in particular the TBS™ Total Business Systems and the Net-Zero DCA™ Soft. (Dynamic Comparative Advantage), **because it's looking like we can use at least 50% of all that Š-ŔÉŚ™ cash flow ($12 trillion) on special projects of**

philanthropic, ecological, social and scientific merit (see Part 5. Special Projects). **And that's the real trick, maximizing the allocation of cash flow to projects that matter and making them the core economy, that's Net-Zero Dynamic Comparative Advantage.**

About Women

In terms of women I have yet to find a single statement you have made in your book that I disagree with, and that's hard because I always find some small imperfection. So, starting with all that I can do right now, with just the idea and no capital, what I can do is make S-World mostly run by women. Specifically, the first eight trustees of S-World.org (The Sienna Foundation) which is essentially the S-World board. Note QuESC also has an equal control of S-World and there are no gender restrictions at this time, but The Sienna Foundation and QuESC do not compete much, to use an example from Battlestar Galactica (series) The Sienna Foundation is like the government, making most of the decisions in peacetime seeking to grow, as growth equals more funding for projects. Whereas QuESC is like the Galactia itself a military operation. Deployed in recessions, and in a smaller way each time a company had a problem that needs the Susskind Boost and the Peet Tent to fix. S-World.org and QuESC are very different but are also two major parts of the same complex system.
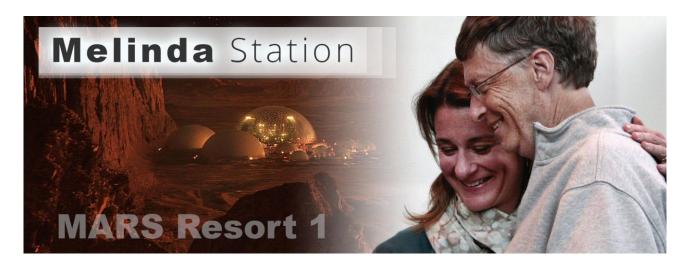

The Malawi Soccer Leagues idea

This idea is a derivative of the Malawi Soccer Leagues idea from Super Economics book 2, THE HOW - It's simple and will be effective.

Everything is a game and every game teaches.

I am looking forward to writing Network v12 about S-World UCS™ MMO games that will dictate the evolution of the histories that we follow, especially the MARS Resort 1 section. I

made this graphic and liked it. It may seem that this has little to do with you (Melinda), the foundation or what you want, but in this dream, and this game, so much gets accomplished. **And let every janitor say, 'I'm helping put a woman on MARS!'**

Paid**2**Learn

For a long time, I have thought of how to set up the Malawi Network. It's a massive logistical and cultural challenge. My idea is to initially create a series of football clubs because one can do this without any money, other than to pay the players. I call it Paid**2**Learn, and in History 3, in 2024, we see 262,144 players paid $1,356 (note that the per capita income is $250 a year, so this small amount goes a long way.) And by 2080, the initiative sees 15,728,640 players paid $8,179 each. This includes income for everyone that is not working, and a tonne of educational software written into many games, virtual, 2-D and Future Mobile.

We make towns and cities care about games by integrating them into payment systems. Do well on the S-World VSN™ virtual education exam and you or your village wins money.

2. In S-World UCS™ Hawthorne, we see business and services integrated into the UCS™ Hawthorne game, which dictates their bonuses by creating a scored game each day at work. And we can play sports like soccer, which is already very popular, and more so if the winning of a soccer game dictates about half the player's wages and the same applies to Paid**2**Learn trainee contracts. Now everyone will be very serious about each game.

    The 'about women' component is simply that in games (and in particular, the soccer and other leagues) girls and women's matches win more for the village and the players than men's games do. A woman's game may win their team and village $1,677 (Đ9) whereas the men's game wins only $1,258. The Girls game (under 21s) may win $1,258 and the boys game (under 21s) may only win $838. (Đ9/2). Plus bonuses for each goal scored.

    In general, there would be 4 to 8 games a month, and the Paid**2**Learn team of about 100 would spend all their time training, including some UCS tutorials and VSN Eduction. Ideally,

we are looking for 265 different locations, and different sets of teams and a simple league structure can be created. The performance of each player is to be meticulously catalogued and entered into a real-world version of Football Manager, this game teaches many things, statistics, tactics, math and I believe can also teach English and other languages. It may be that this game becomes the cornerstone of Team Malawi education. What it will do is put the real world stats of each player into the game, in the real world, making for a highly effective training and motivational system for Special Project 54. The 2032 FIFA Malawi World Cup Bid. Or at the least to qualify for the 2032 World Cup.

Special Project 53. Malawi Football and Other Sports Leagues

UN GOAL 3: Good Health and Well-Being (+4: Education and 5: Gender Equality)
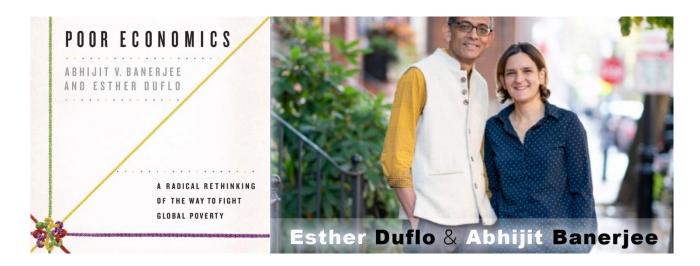UN GOAL 10: Reduced Inequalities (+ 11: Communities and 17: Partnerships)

Special Project 54. Malawi - 2034 FIFA World Cup Bid

UNIQUE S-World Goal: Hope and the Rallying Call of a Nation
UNIQUE S-World Goal: Ambition and Purpose – Reaching Our Potential

To really understand this point one needs to appreciate that because girls are not seen as economically beneficial as boys there are about 100 million fewer girls than boys. And that's a greater genocide than any other. 100 million humans either aborted, staved or killed. This was the point from Poor Economics by Abhijit Banerjee and Esther Duflo, who won the Nobel prize in Economics in 2019. That made me choose a side, and after moulded the idea that the Sienna

Foundation trustees should be women.

(Nore it may be possible the 100 million missing girls quote came from; from Why Nations Fail by Daron Acemoglu & James A. Robinson, and equally great book).
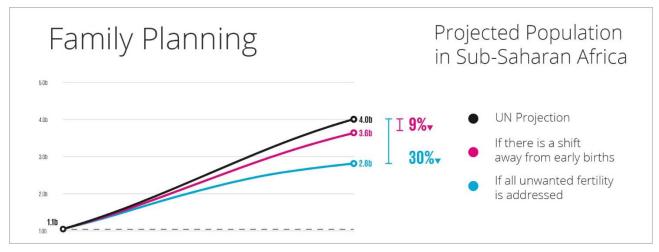
The bad news on how girls are underfed and killed made it important to make girls and women economically viable as quickly as possible and this Soccor leagues structure is a good starting point, for girls and women. We already have the network as a football league idea in place, and the idea that all the income a village would follow UCS Hawthorne and pay more to winners of the many games. By simply making the payout more to girls than boys, we make all girls economically viable, in any village where the income from S-World is a substantial fraction of the village and villagers combined income. Or wherever the football leagues, and or the game is popular

Family Planning

I have swooped my much loved, but I hope least necessary, Special Project (number) 13. Middle Earth, an underground town under each Grand Śpin Network so that our complexity could continue in the event of an ELE - such a massive asteroid, supervolcano, or a nuclear war made life impossible above ground.

I have swopped Middle Earth for the Family Planning initiative and assigned it four of the 256 super-quanta available to Special Projects in Malawi worth $189,726,000,000 in today's money spent by 2080.

Bonus Special Project 13. Family Planning

Family Planning — Projected Population in Sub-Saharan Africa

UN GOAL 3: Good Health and Well-Being (+ 11: Communities)
UN GOAL 5: Gender Equality (+ 16: Peace and Justice)

However, my primary motives are different here, and I think it is important that I make this clear. Whilst I think it is important to help women, and I hope my leagues initiative and other ideas will do so, my primary motive in Family Planning is in managing the population, I appreciate Africa is set to double its population by 2050 and no one has a solution to this. If it's tough in Africa now, it's going to be more than twice as tough if the population doubles, without a corresponding Net-Zero and minimal-scare-resource-usage mechanism to increase output.

I hope S-Wold History 2, can be that mechanism and be such an all-encompassing system that in 20 years much of Malawi will have equivalent or better economics than the UK, and (Malawi will follow the trends of rich western countries and population will flatline, it will stagnate. Changing Malawi 2050 population to 30 million (plus economic migrants to Malawi) and change the 2080 Malawi Population from a possible 60 million to 30 million. And 30 million is a number we can comfortably satisfy if we can use Š-ŔÉŚ™ Financial Engineering and S-World Angelwing (the catch-all name for all S-World software and systems) as prescribed in this book.

Scale:

Considering this logic at scale would mean trying to perform the same craft in say 100 locations. So in place of a 2050 global population of 10.5 billion in 2050 we look more like 9.5 billion, and in 2080 (Angel City 1) in place of maybe 12 billion we have no more than 10 billion.

To process Š-ŔÉŚ™ Financial Engineering at scale, we can change to History 3, which does not include revenue from trade. However there is a lot of things that can be done better, many potential revenue sources not included, and so I feel we can achieve no more than 10 billion by

2080 OKR (Objectives and Key Results).

Special Project 14. The Population Point

SRC GOAL 7: **Land System Change (+ ALL OTHER SRC GOALS)**
UN GOAL 1: No Poverty (+UN GOALS 2, 3, 6, 8, 11, 12, 13, 14, 15, 16, 17)

I have only assigned 2 super-quanta, this is because my answer to overpopulation is to increase the wealth of everyone. So, all of Africa is like Europe or the US; and like Europe and the US, Africa will naturally slow its population growth as it reaches economic parity.
So, in fact, the entire Grand Spin Network's plan to make money for special projects and make everyone comfortable is dedicated to this project;

It's the ultimate internality; stop poverty and you stop population growth.

Special Project 'Super-Quanta' Allocations.

Lastly, please consider my choice of special projects and (in many cases) the super-quanta assigned are like the standard model in physics. You need to start with qualities and quantities to make a prediction. We need to see how the Net-Zero CDA system works mathematically, so that's what I've done. I just made some starting values to get the ball rolling. In terms of the super quanta assigned, in some cases like Spartan Housing, we have a real number, 6.25% of cash flow is 32 Super-Quanta worth $1,517,808,000,000 (1.5 trillion) in today's money. But most allocations have been given very little thought, just numbers that needed to be allocated in some way or another.

You (Melinda and Bill) have spent your life thinking about what the correct projects are and where money should be allocated. I have not. With this said, I have got a theme, one would probably think that this theme is the ecological and net-zero projects which account for 27% of special project funding (13.5% of all cash flow). But the biggest broad allocation, so far, is educational projects with 40.2% of all funding (20.1% of cash flow). But note that as I believe

virtual education to be a necessity, I have included allocations to power and internet providers, infrastructure and transport systems, all to be a part of the wider education project, because without them we cant deliver education effectively.

Give Half Back

Originally, Give Half Back was that I would give my half of the equity to good and the other half would be used to facilitate and motivate business. And that's exactly what we have now, but on a far greater scale than I had ever imagined.

About Bill

> "Bill can deal with a lot of complexity, and he likes complexity, and he thrives on complexity."
>
> *Melinda Gates*

I like complexity because it is the opposite of entropy, the idea that everything turns to dust. S-World UCS™ and MARS Resort 1 are complexity saving projects, carrying on our sentience and existence if our planet is no longer habitable.

A More Creative Capitalism

Included in the presentation is a memory stick that tracks S-World from 2011 to 2020. Currently, in 12 sections, the last four; 9, 10, 11 and 12 are the four parts of Supereconomics – 1. THE WHAT – 2. THE HOW – 3. THE WHY – 4. THE FUTURE. This book in THE WHY - Supereconoics Book 3. 64 Reasons Why. (The 64 being the special projects - where we hope 75% of the cash flow will fund)

The pinnacle of achievement before the Supereconomics books was S-World Stories 7. Angel Theory – Paradigm Shift and S-World Stories 8. A More Creative Capitalism.
Inside 8. A More Creative Capitsim we open; Story 23a - A More Creative Capitalism – v2 – Whole Book, and inside we can see that A More Creative Capitalism is an earlier version of the four Supereconomics books. Less tidy, with a lot of raw economics, and it's nowhere near as well-produced, but it tells the same story none the less. This story started in 2011 with S-World.biz and continued in 2012 and 2013 in www.AmericanButterfly.org, then we developed www.VillaSecrets.com in 2015, and in 2016 www.AngelTheory.org hatched the idea for an economics driven version and the book The GDP Game, which evolved into A More Creative Capitalism.

The title; A More Creative Capitalism came from Bills Harvard Commencement speech in 2007;

Remarks of Bill Gates,

Harvard Commencement 2007

https://news.harvard.edu/gazette/story/2007/06/remarks-of-bill-gates-harvard-commencement-2007

I learned a lot here at Harvard about new ideas in economics and politics. I got great exposure to the advances being made in the sciences. But I left campus knowing little about the millions of people living in unspeakable poverty and disease in developing countries. Humanity's greatest advances are not in its discoveries – but in how those discoveries are applied to reduce inequity. Whether through democracy, strong public education, quality health care, or broad economic opportunity – reducing inequity is the highest human achievement."

Bill & Melinda Gates

For Melinda and for me, the challenge is to stretch the reach of market forces so that more people can make a profit. **If we can find approaches that meet the needs of the poor in ways that generate profits for business and votes for politicians, we will have found a sustainable way to reduce inequity in the world.** We asked: "How could the world let these children die?" The answer is simple, and harsh. The market did not reward saving the lives of these children, and governments did not subsidize it. So, the children died because their mothers and their fathers had no power in the market and no voice in the system. But you and I have both.

We can make market forces work better for the poor **if we can develop a more creative capitalism – if we can stretch the reach of market forces so that more people can make a profit,** or at least make a living, serving people who are suffering from the worst inequities. We also can press governments around the world to spend taxpayer money in ways that better reflect the values of the people who pay the taxes.

You graduates came to Harvard at a different time. You know more about the world's inequities than the classes that came before. In your years here, I hope you've had a chance to think about how – in this age of accelerating technology – we can finally take on these inequities, and we can solve them.

Imagine, just for the sake of discussion, that you had a few hours a week and a few dollars a month to donate to a cause – and you wanted to **spend that time and money where it would have the greatest impact** in saving and improving lives. Where would you spend it?

For Melinda and for me, the challenge is the same: **how can we do the most good for the greatest number with the resources we have.**

I actually heard of the central message from a friend, and it became the reason why in 2011 I changed an already winning plan (Virgin were interested at the time) into what we now see as S-World.

Taking four key points from Bills Speech we have;

"If we can find approaches that meet the needs of the poor in ways that generate profits for business and votes for politicians, we will have found a sustainable way to reduce inequity in the world."

In terms of votes for politicians, we need to look at Tax Symmetry and how it is now almost indistinguishable from the Special Projects (hence the word symmetry), and therefore all government spending in Network Credits is good. Malawi and other Governments will usher in

an economic paradigm shift, unimaginable at this time. The people will love their government and can be proud.

"If we can develop **a more creative capitalism** – if we can stretch the reach of market forces so that more people can make a profit,"

Š-ŔÉŚ™ Financial Engineering, S-World Net-Zero DCA Soft and the other 6 technologies, networks and systems are A More Creative Capitalism, easiest seen by watching one of the following videos on Š-ŔÉŚ™. It also helps to have the spreadsheet, if you don't have it email me at Nick@VillaSecrets.com and I can send it.

VIDEOS

History 3

34 E) Š ŔÉŚ™ Supereconomics & The Special Project Allocations
www.supereconomics.ai/video/34e (35 minutes) (8th March 2020)

34 D) Supereconomics & The Special Project Allocations – Longer
www.supereconomics.ai/video/34d (55 minutes) (8th March 2020)

34 G) Š ŔÉŚ™ Supereconomics - 64 Reasons Why – Accounting Proofs - In 20 Minutes
www.supereconomics.ai/video/34g (20 minutes) (11th March 2020)

Video 34b | Video 34 | Video 34c | Video 34d | Video 34e | Video 34f | Video 34g

History 2

In history 2, trade is included, and there are 16 City developments.
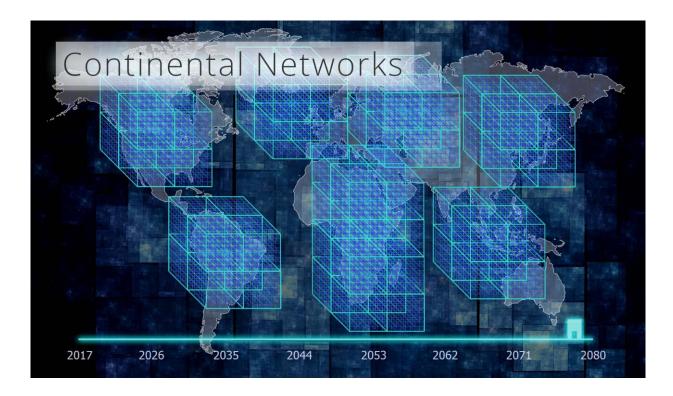One percent of GDP is reached 30 years earlier in 2050.
This full-on history battles 15 years of recessions and great depressions and each year increases cash flow
25) RES v4.14 - Manual Display - Ad Libbed
www.supereconomics.ai/video/25 (27 minutes) (27th December 2018)

Consider ways that The Gates Foundation can use Š-ŔÉŚ™ v6 - Financial Engineering, Net-Zero DCA™ Soft. And the other technologies to improve the output of good, per dollar, that can be achieved within the Gates Foundation.

And consider Bill as the founding partner and majority share in the technology The TBS – Total Business Systems. The cost would be whatever it costs to develop, the share 25% of global and 25% of all 8 Continental networks.

I have another proposal, if you are suitably impressed, you can buy the option to be the first to build a suburb in the first Grand Śpin Network – Network City in Malawi for $1billion a year in 2024, 2025, 2026, 2027. The first option means that until the end of 2020 if any other company, university, country, individual, organization, hedge fund, sovereign wealth or other fund has a genuine offer (10% down) then you have the option to be 1st including the first choice of plot, from whatever we have available at that time.

In history 3 we see only $1billion a year spent between 2024 and 2032. I believe I can sell 8 suburbs at that time, Microsoft, Facebook, Google, SpaceX, Tesla and Virgin being 1st in line. But I also want University suburbs, and ideally create a Network City where each country has a mini suburb, embassy and trade hub.

Started in 2011 has been the idea that we combine the suburb sale with the technology so that we could offer 3.125% of all 8 technologies to the first 4 to commit to buying a suburb for 4, 8, 16 and 16 years.

“Spend that time and money where it would have the greatest impact.”

If we can use Š-ŔÉŚ™ Financial Engineering in ways like History 2 and 3 then spending time and money on related projects is a good way to go.

“How can we do the most good for the greatest number with the resources we have.”

This is a question that is synonymous with S-World and the 64 Reasons Why

The graphic below has appeared many times

But has recently been updated to

Š-ŔÉŚ™ Financial Engineering
How we do the Most Good

Chapter 13:
My Reason Why
S-World – Sienna's World

Before we look at the 64 reasons why the world should get behind the S-World Network hypothesis, it may be best if I explain my reason for writing it and the other S-World Stories in the first place.

Sadly, very sadly, my motivation is based on a promise I made to help others, after losing my darling daughter Sienna Skye to an unknown neurological disease on the 1st August 2010.

My first reaction was not to try to save the world; in fact, I was in denial for some time and joined the Cape Town Dragon Power fighting gym in a class far too advanced for me. But no one minded because they knew why I was there. But after a few months, my back went, and that was the end of that.

So, I started to write out the global network idea and business plan that I had been piecing together for many years in the hope of joining Richard Branson's VIRGIN group, www.s-world.biz/Virgin-Business-Plan-2011. In March 2011, I presented it to Virgin Brands South Africa; and a few weeks later, it was accepted to be presented to the London Committee.

Regarding the global network, all good so far, especially as I was rather broke at the time, but then, the mist of denial cleared. And for the first time in my life, having been brought up as an atheist, I felt spirituality. And I remembered my promise to Sienna (well, in fact, to Sienna's mother Caitlin) to help others, and to help women like her, and I remembered a story of how Bill Gates created a more efficient (teach a man/woman to fish) type of charity/foundation to better distribute his wealth and decided to use my Global Network plan (which was, in any case, showing gigantic financial opportunities) for the common good.

Soon after, I wrote the movie script; 'The Sienna Project'

The Sienna Project

http://blog.s-world.biz/FaceBook/Sienna_The_Movie.htm

In The Sienna Project (and Galactica 2017) my darling Sienna somehow communicates a more efficient economic system from across the heavens. Where after, in the film treatment, she went on to save the entire universe from the "evil eye."
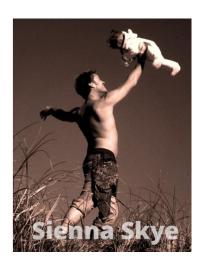
From this point on I chose to believe my own story and started on what is now this book. In 2011, 2012 and 2013 I was academically fearless, no subject was out of reach, and in string theory, I found The Theory of Everything and did my best to reverse engineer it as an economic network.

But in 2014 and 2015 I lost faith in my story and in the project and life became unbearable, albeit I did manage to create the first version of Villa Secrets. But then in 2015, I wrote the path from Villa Secrets to the creation of a city like New Sparta, and later in the year, I escaped from this self-imposed spiritual doubt, helped by research on Paul G Allen, Ripple Effects and Elephants. Sadly, Paul is now with Sienna. Or maybe gladly if he really is with her now.

In 2016 S-World was my agenda again, as I changed the PQS to M-Systems and all that has come since in the S-World Stories and now in the four Supereconomics books. All the time I work on this project I am closer to her.

Sienna Mountain

Sienna Mountain

Sienna Mountain

Part 4

Internalities

& Net-Zero DCA Soft.

Dynamic Comparative Advantage Software

For Joseph Stiglitz, Dani Roderick, Paul Krugman, Paul Collier and David A. Moss

This Net-ZERO chapter started with just a few pages and has mostly been written freestyle, like Alfred Hitchcock's; North by Northwest – with a beginning and an end – working out the plot along the way.

Chapter 14:
Ripple Effects and Elephants *for Paul G. Allen*

Special Projects are projects that are either ecological, philanthropic, social, scientific or complexity saving. The first set of special projects were created in 2012 within the concluding chapter of American Butterfly – The Theory of Every Business – UCS™ Special Projects: www.AmericanButterfly.org/Special-Projects-2012.

Of these eight projects, only African Rain, The Poverty Line, Global Warming and Middle Earth made it to the next collation, this time of 16 special projects presented in 2017. www.angeltheory.org/Angel-City-5-Special-Projects.

The first of which, Experience Africa focused on conservation and (in particular) protecting the Elephants, Rhinos and Cheetah. It was unique because there was a way to pay for it that cost very little, because of the ripple effect (spillover) that it could use all of the technology made for S-World Villa Secrets and other commercial companies, without cost. It would be a loss leader, and by using the Villa Secrets Scenario 8 network strategy, could scale up to a thousand or so agencies at minimal cost, and each booking would see at least half the commission (so between 10 and 15%); donated to the cause; and that it was possible to make systems for the safaris themselves, with a percentage of the safaris' increased income donated to the cause.

In some models, I forecast that Experience Africa could generate about as much again as is currently been donated to this cause from all other sources. This would be the ripple effect of adapting the S-World System designs to the safari industry.

At the time, the other 15 projects were funded by the percentage of turnover that the network would pay to S-World; which was only about 2.5% and was also needed to pay for operations and R&D. So, this was not a lot of money at all. I did have some other ideas for ripple effects applied to the other 15 special projects, but nothing concrete at that time.

Here are the 16 special projects on Sienna's (S-World's) Birthday on 24th November 2017. www.AngelTheory.org/Special-Projects-2017

The Eureka Moment happened a few months later whilst remaking the projects' list for Paul G. Allen because his website had expressed interest in technological solutions that use ripple effects and his love for elephants. Here is the original paper: www.angeltheory.org/book3-14/ripple-effects-and-elephants-for-paul-g-allen. (Book 3 The GDP game was later changed to A More Creative Capitalism, and after became the original Supereconomics trilogy)

The GDP Game – Chapter 14: Ripple Effects and Elephants for Paul G . Allen

This chapter continues from S-World Special Projects 2017, but where that chapter listed 16 projects and one clear cut ripple effect, this article presents answers to almost every special project and added ten more.

In this chapter, which was written soon after M-System 15. Angel POP had been drilled down to a single sentence, "**Grand Networks (Net-Zero Cities) in locations of extreme poverty are special projects**;" told me that the best way to progress was not to make developments in the West and use the money to help Africa, but instead make the developments in Africa (and other poor locations). This would have a far greater effect; this would do the most good.

How can we do the most good?

The chapter Ripple Effects and Elephants, assisted by some economic reading (Raworth, Stiglitz, Thaler, Romer, Krugman, Rodrik, Piketty, Moss, Collier, Tirole, Acemoglu, Robinson, Banerjee, Duflo, Shiller, Schonberger, Wu, Pettis, and Smith), was the beginning of what is now this book; 64 Reasons Why, in which **each special project was caused and paid for by the ripple effects of creating a Grand Network, a Metropolis with a trithing business and industrial community.**

In economics, ripple effects are called **externalities.**

> We heard from Kate Raworth that "in classical economics, we classify such negative externalities as external costs, for no better reason than because we have made no provision for them in our economic theory."

But in Supereconomics we do the reverse, the externalities are the foundation and fabric of the economic theory.

> Raworth continues to tell us that systems dynamics expert John Sterman concurs, saying "There are no side effects - just effects, the very notion of side effects are just a sign that the boundaries of our mental models are too narrow, our time horizons too short."

But as we have heard our most common time horizon is the year 2080, and before renormalization techniques using current technology, we intend to create about 87 quintillion (87,714,630,433,327,500,000) simulations (that we call histories) of how we best get to that planned perfect future, which is constructed from the special projects we see in this book, their externalities and their internalities and their Š-ŔÉŚ enhanced cash flows and monopoly rents.

In the language of modern economists, 'externalities' are unintended consequences or effects of an action that was not the point of the exercise. There are many bad externalities; the plastic in our oceans is an externality of shopping and trade. No one puts any plastic in the oceans on purpose, but they say that soon there will be more plastic than fish.

Climate change is another externality. No one drives from 'a' to 'b,' or powers a factory to increase the carbon in the atmosphere, but it happens.

I could write a whole book on bad externalities.

But for each bad externality, there can be a good one within a network, especially if starting from almost scratch, **one can build a network city around good externalities.**

Here is a description of a similar and complementary idea from 2019 Nobel Prize winners Abhijit V. Banerjee and Esther Duflo from their book Poor Economics:

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

Still, running an entire country may be difficult. So, he proposes **starting with cities, small enough to be manageable but large enough to make a difference.** Inspired by the example of Hong Kong, developed with great success by the British and then handed back to China, he developed the concept of **"charter cities."** Countries would hand over an empty strip of territory to a foreign power, who would then take the responsibility for developing a new city with good institutions. Starting from scratch, it is possible to establish a set of good ground rules (his examples range from traffic congestion charges to marginal cost pricing for electricity, and of course include legal protection of property rights). Because no one was forced to move there, and all new arrivals are voluntary—the strip was empty to start with—people would not have any reason to complain about the new rules."

Romer's Charter City idea has not got off the ground so far, in part due to a colonial banner and maybe because there was not enough talk of things like climate change and other values

we wish associated with our children's future.

So, we add the 64 Reasons Why to Romer's Charter City, which is expensive but can be afforded thanks to Š-ŔÉŚ™ Financial Engineering, and we plan the economic fabric of the city (A Grand Śpin Network) out of concern of negative externalities and by nurturing positive externalities, the creation of Net-Zero Cities built to provide special projects.

To be correct, in English, positive externalities are called internalities.

Before we explore internalities, we need a quick lesson in dynamic comparative advantage by 2001 economic Nobel prize winner - Joseph Stiglitz, who magically teaches this lesson in a single short paragraph from his book - Creating a Learning Society with Bruce C. Greenwald.

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

Thank you, Professors Stiglitz and Greenwald, for the above which could have taken an entire book to explain.

Stiglitz and Greenwald continue:

"There seems to be a circularity here. What should a country do today to create its dynamic comparative advantage? Ascertaining a country's static comparative advantage is difficult; ascertaining its dynamic comparative advantage is even harder."

In terms of dynamic comparative advantage in the rest of the world, this is indeed hard. If every country picked what they thought they could best sell in a decade or two from now, many might pick the same thing and crowd out the market. But the S-World economy (Supereconomics) is not like the rest of the world, it is quantized, it has POP, and if no one debunks it, Š-ŔÉŚ™ Financial Engineering can increase the money supply by 3300%, and by 2080 Malawi will have spent $24 trillion, and between 50% and 75% of that on ecological, philanthropic, social, scientific or complexity saving projects.

I had planned for S-World Angelwing to answer the dynamic comparative advantage question in a highly complex way. But in fact, the answer is simple, given the parameters of this project – the guiding light of Angel POP; **"Grand Networks in locations of extreme poverty are special projects"** and the **1ˢᵗ legal law of S-World is that projects and developments must be Net-Zero.**

Then the Dynamic Comparative Advantage for the Malawi Network hypothesis is simply to specialize in making things that create Net-Zero products; from solar arrays to Gates-Green nuclear power plants, with a secondary specialization in making biodegradable packaging, and sub specialisations for other special projects.
This will become more specific as we continue this chapter, but the one thing to grasp onto for now is the demand.

- First is the demand within the massive inner-network demand in which Malawi will expand exponentially with Š-ŔÉŚ™ Financial Engineering Supermonopoly profits.
- Second is all other countries in Africa, as pressure is put upon aid supply to polluting countries; in about the same time as it to South Korea to carve out its niche in semiconductors, S-World Malawi will be able to meet the needs of African countries wishing to become greener.
- The third is the demand created by Grand Networks (Net-Zero Cities) in other locations, all of which will have a large demand for Net-Zero products.

- And of course, there are traditional global markets, and trade deals like AGOA (USA) and EBA (EU) which is difficult, but will be easy for the network as it can follow the stick rules on country of origin and other barriers to trade.
  Currently (in History 3) such sales are a bonus, only counted when received. And this practice allows us to scale to many Grand Śpin Networks across the world because we are not relying on trade, the model can be repeated without each Grand Śpin Network becomes a competitor in the global market.

Returning to Stiglitz and Greenwald and internalities and externalities:

"The financial crisis has called attention to the role of government in crisis prevention. Widespread environmental problems have called attention to the role of government in preventing pollution and potentially catastrophic climate change. There are examples of government roles in preventing negative externalities and creating positive externalities in the production of knowledge.

The private sector produces too much of goods that give rise to negative externalities, which is why government must either impose charges when firms generate pollution or otherwise regulate pollution generating activities.
By contrast, the private sector typically produces too little of goods that give rise to positive externalities."

And here's the trick, when it comes to creating the first Malawi Grand Network (Nature Reserve + City + Industry + Business + Real Estate), we start with the Special Projects; and work out which special projects can be created as commercial businesses and seek to create at least 50% of the grand networks as businesses that create the Net-Zero framework or power other special projects.

But in this book, I explore further, by seeking to ascertain the internalities of the special projects that apply to the UN sustainable development goals, and the SRC's planetary boundaries, which were a feature in Kate Raworth's Doughnut Economics. And I have found

that the 64 Reasons Why have affected the UN and SRC goals over 100 times. That' over 100 significant UN and SRC goals assisted, just by the internalities of the Grand Śpin Network system, executed by Net-Zero NDA Soft.

But before we go there, some history on S-World Internalities, **from the M⇔Bˢᵗ to Special Project Internalities.**

Chapter 15:

M–System 2:

From **the M&B string** (M⇔Bˢᵗ) to Internalities

The M&B String Equation

In 2012, I wrote a beautiful equation at the Cricket's Pub in Epsom, Surrey, England and gave it to my mother. The equation was inspired by M-System 5. POP – The POP Train, applied to Grand Śpin Networks.

The equation was M⇔Bˢᵗ, in which 'M' a mother - has 'B' a baby, and the '⇔' represents the interplay over the lifespans, where at first 'B' relies on 'M', but as the years pass, both look out for each other; and at the end, 'B' may look after 'M,' and the ˢᵗ describes the process over the extended family.

Charming as it is, in 2016, it became useful when I was working out the spillover effects from eight different companies in a Villa Secrets network. Now, the equation changed to Aˢᵗ⇔Bˢᵗ. Company A creates ⇔ internalities to and from Company B and the rest of the companies in its network ˢᵗ. Which we see as the Ð + Ð2>9 in the Susskind Boost equation

The following is from the essay **'The M⇔Bˢᵗ to the Aˢᵗ⇔Bˢᵗ in 9 dimensions.'**

Written by Nick Ray Ball 31ˢᵗ May 2016

A company such as www.CapeVillas.com, which specialises in the hire of luxury villas, will be joined by 7 companies to create a network of 8 companies within the following industries: Real Estate, Travel, Lifestyle Management and Film, in a specific location (in this case, Cape Town in South Africa).

For Example;
1. A Vacation Rentals Company (**Cape-Town-Luxury-Villas.com**)
2. An Architect's Company
3. Experience Africa, a Safaris Company
4. A Real Estate Company

5. A Property Management Company
6. A Magazine Company - including a Photographer and Copywriter
7. A Concierge and Film Company
8. A Film Company

Each company in the network is chosen, not only on individual ability but also on the positive effects it would create for the other companies in the network. We have a simple equation for this; $A^{st} \Leftrightarrow B^{st}$ which becomes part of a set of rules for M-System 2. The key feature in this equation ($A^{st} \Leftrightarrow B^{st}$) is the '$\Leftrightarrow$' iteration, the various feedback loops, ripple effects & butterfly effects which create new profit centres for each company just by the participation of the other companies in the network.

In the case of the prototype Cape Town Luxury Villas (CTLV) - the other companies in the string create 31 different profit centres or actions. These different profit centres are measured as having a positive force of 1 to 4 depending on the measure of the effect (how much money it makes or saves).

The resulting benefit to Cape Luxury Villas from the other companies we desire in the first network is '53' (31 different profit centres, some having scores greater than 1).

And what follows is the same ripple effect calculations for all the companies; where A has 53 positive ripple effects (each of which has the potential to increase profits or PR) and B has 57 and so on.

A53$\Leftrightarrow$B57$\Leftrightarrow$C60$\Leftrightarrow$D42$\Leftrightarrow$E44$\Leftrightarrow$F62$\Leftrightarrow$G61$\Leftrightarrow$H63

I hope one grasps the point. A lot of consideration is put into creating networks of companies that benefit from the other members of the network. **Networks of business are economically superior to collections of individual businesses.**

This idea became M-System 2 and was in turn affected by M-System 3. The Susskind Boost

The Susskind Boost affects and boosts the financial output of all network companies.
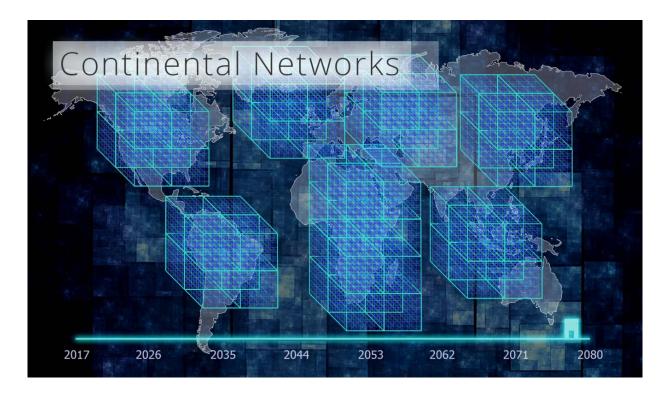
The Susskind Boost

$$\hat{S} = (\bar{G} \times \wp) + \check{T} + \hat{W} + \acute{C} + \acute{M} + Đ + Đ2{>}9$$

M-Theory
An economic science?

$$\hat{S} = (\bar{G} \times \wp) \; \check{T} + \hat{W} + \acute{C} + \acute{M} + (\check{R} + Y) + Đ + Đ2{>}9$$

Where $\bar{G}$ = Gross Profit and the (electric s) $\wp$ = is the S-World TBS™ (Total Business Systems), which so far (for Villa Secrets) creates 81 different ways to make money, save money, or avoid landmines, many of which are unique.

Where after, we add different boosting opportunities: $\check{T}$ = Tenders or agency contracts, $\hat{W}$ = Additional web franchise options, $\acute{C}$ = Contracts &/or Mandates, $\acute{M}$ = the Marketing Multiplier,

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

Continental Networks

2017   2026   2035   2044   2053   2062   2071   2080

Plus, there are newer factors unseen in the above graphic such as $\check{R}$ = higher ROI advertising opportunities and Y = which accounts for Network Credits being pushed a company's way

(which is looking to be a major player and part of the Network Credits' exchange mechanism).

More recently from Hannah Fry;' Hello World is an anchor effect if you see a sign saying there is a maximum of a product that can be bought, say 16 tins of baked beans, one anchors to the max number 16 and this increases the amount a consumer will buy. I may use this character ⚓

The $\hat{S}$ (S-Hat Symbol) we attribute to the Susskind Boost is later seen within the basic version of M-**System 9. Super Coupling**

N x $g_{s\,x}$ $\hat{S}$ x ⋀ = �み

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

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

Đ2 to Đ9 is the macro version of **Ast⇔Bst spread across the 8 continental networks.**

(But as we will see later in this chapter Đ2 to Đ9 are Now Đ10 to Đ20)

Chapter 16:
Net-Zero Dynamic Comparative Advantage
PART 1

In the following examples, we start to build a net-zero dynamic comparative advantage strategy starting with the purpose of the network - the creation of the special projects, per the M-System 15. Angel POP:

"Grand Networks in Locations of Extreme Poverty are Special Projects."

This simple decision leads to a completely different outcome relative to the original strategy of redeeming 2.5% of turnover for special projects which, when we also add R&D and software development, does not amount to much.

However, **by reframing the purpose of the network, to create special and tax symmetric projects**, in place of describing all the internalities between businesses (which we will, of course, pay close attention to), we first assess the internalities of the special projects.

I have used Kate Raworth's sources from Doughnut Economics - The UN and SRC.

And for each special project, I have pointed out the internalities that address the problems.

The result is that we change from a 2.5% of network turnover allocated to special projects to <u>at least half of all cash flow assigned to special projects</u>, with the other half allocated to companies and institutions necessary for the network to achieve the Sienna Equilibrium (Super Pareto efficiency), where all businesses are buying from each other and making almost everything the network needs, which (in many cases) will further increase cash flow to special and tax symmetry projects. **Resulting in most of the money in the network being used to fund the Special Projects in one way or another.**

Spartan Contracts: Special Project 20

Five-Star Net-Zero **Social Housing.**

Before looking at the internalities as a whole, let's zoom in on a few instances, starting with Spartan Contracts – Special Project 20 – Net-Zero Five-Star Social Housing.

This project is the easiest to calculate because across the spectrum of businesses (at least) 25% of all cash flow will be assigned to labour, and of their 25%, a quarter (making 6.25% of all cash flow) is assigned to quality (five star) net-zero social housing; which creates the first piece of the net-zero dynamic comparative advantage 6.25% of cash flow to the property developers and the companies that make the net-zero building supplies, machinery etc.

Below we see the S-World Spreadsheet
Tab: H3) ŠÉŚ-v5 | S-World History 3b
2024 - Colum EH to EL.

Spartan Contracts				2024 - Year 1
Special Project: 20. Net-Zero Five-Star Social Housing				History 3
Spartan (Social)	Spartan (Social)	Spartan (Social)	Spartan (Social)	Spartan (Social)
Quality	Quality	Quality	Quality	Quality
Homes	Homes	Homes	Homes	Homes
Cash Flow Cost	Cash Flow	Cash Flow	Number of Social	CFV: Adjustment
Per Property	Allocated as %	Allocated in USD	Homes Built	50%
$ 150,000	6.25%	$ 355,373,438	2,369	1,185
				Social Homes Built

Now, we scale up to 2080, per the cautious History 3.

Spartan Contracts				2080 - Year 56
Special Project: 20. Net-Zero Five-Star Social Housing				History 3
Spartan (Social)	Spartan (Social)	Spartan (Social)	Spartan (Social)	Spartan (Social)
Quality	Quality	Quality	Quality	Quality
Homes	Homes	Homes	Homes	Homes
Cash Flow Cost	Cash Flow	Cash Flow	Number of Social	CFV: Adjustment
Per Property	Allocated as %	Allocated in USD	Homes Built	50%
$ 597,899	6.25%	$ 512,755,155,220	857,595	428,798
Includes				Social Homes Built
Global Growth				**10,118,719**
				Social Homes Built
				2024 to 2020

Using this as a base, to calculate the total cash flow value, in today's money, I multiply the 2024 price of the build cost per home - $150,000 - by the amount of net-zero Spartan homes in 2080 - 10,118,719 (Cell D:2831) = US$ 1,517,808,000,000. Then, as this special project is 6.25% of cash flow, I can multiply it by 16 to get 100% of cash flow = US$ 24,284,928,000,000. This total has now been calculated in three different ways and is consistent, cash flow from 2024 to

2080 is about $24 trillion

Cash Flow Cost of Home	$ 150,000
Amount of Homes	10,118,720
Cost of all Homes	$ 1,517,808,000,000
Expand to all Spending	16
Total Cashflow 2024 2080	$ 24,284,928,000,000

Note here that if we don't need the CFV (which is starting to look like my version of Einstein's cosmological constant) (in that it was added and later removed only to be found to be correct after all). If we don't need the CFV the above value doubles; which I see as a good indicator that the CFV is necessary. (The CFV is the variable that must be applied to cash flow to ascertain GDP on aggregate, currently set at 50%). From this point, I created the 2024 – 2080 cash flow allocations to all special projects by first halving cash flow for the other companies and systems needed to facilitate the 64 special projects and the Sienna equilibrium that Š-ŔÉŚ™ requires. So, we have $ 12,142,464,000,000 which I divide into 256 allocations (sometimes called super-quanta) of $47,431,500,000 each, and then I assigned the allocations to the special projects. We see the results at the beginning of this book and in the end. For now, I shall just show **the first 16 of 64 allocations.**

Note for the introduction (chapter 1), I am thinking of removing three zeros from each special project allocation, and at the end of the introduction apologize for plating the trick and informing the reader that **this changes Special Project 20. Five Star Social Housing from $1,517 billion to $1,517 trillion**, and **Ecological projects from $3,272 billion to $3,272 trillion.**

	Special Projects SET 1 of 4. The Why			
SP	Reasons Why	Type	#	Allocation
1	Experience Africa (Conservation)	Company	2	$ 94,863,000,000
2	The Ecological Experience Economy	Law	0	$ -
3	Advancing Human Potential	Education	3	$ 142,294,500,000
4	Cities of Science	Companies	2	$ 94,863,000,000
5	POP – Equality & The Poverty Gap	Law	0	$ -
6	Sienna's Forests	Companies	6	$ 284,589,000,000
7	Global Cooling	Companies	6	$ 284,589,000,000
8	Universal Knowledge	Education	4	$ 189,726,000,000
9	Spartan Contracts – Great Jobs + Skills	Law	0	$ -
10	Universal Healthcare	Companies	8	$ 379,452,000,000
11	African Rain	Companies	4	$ 189,726,000,000
12	Their Oceans	Companies	3	$ 142,294,500,000
13	Female Equality and Family Planning	Organization	4	$ 189,726,000,000
14	The Population Point	Organization	2	$ 94,863,000,000
15	The Spartan Theory – Peace & Protection	Governments	3	$ 142,294,500,000
16	S-World UCS™	Super Project	4	$ 189,726,000,000

One may find the full list on the spreadsheet tab; H3) ŠÉŚ-v5 Special Projects

Chapter 17:

The Theory of Every Business

Labour and Learning Symmetries

Another way of looking at History 3 is to focus on labour, which enjoys 25% of cash flow plus profit share from non-network market operations and POP companies made.

S-World personnel join the network on Spartan Contracts, of which the 25% is used to pay for their homes over 16 years, (Note this now seems best as a permanent arrangement not just the 16 years) and another 25% of their base salary goes to the Paid**2**Learn initiative. Personnel pay no government tax, and you may consider the 50% deducted in place of tax, a part of tax symmetry.

Labour lose 50%, but 25% pays for a house they will own, and if not already supported, the other 25% deducted can pay to support their families in the rural villages, via Paid**2**Learn placements.

below we see data from the S-World spreadsheet tab **H3) ŠÉŚv5 Jobs and Education.**
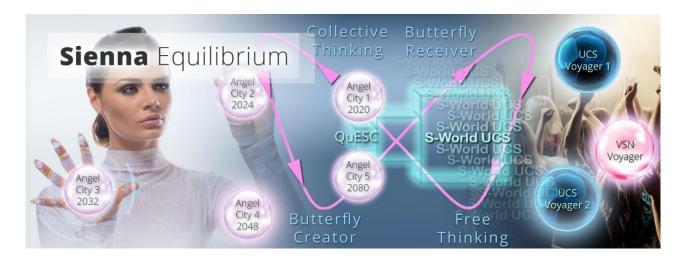Note that I have hidden some calculations to get it to fit on a page.

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

| 2070 | $ 5,028,641,551,041 | 294,912 | $ 42,781 | 16,515,072 | 1.75 | $ 6,112 | 2070 |
| 2080 | $ 8,204,082,483,521 | 327,680 | $ 49,072 | 15,728,640 | 1.5 | $ 8,179 | 2080 |

In the following examples, we continue to build a net-zero dynamic comparative advantage strategy, starting with the 64 Special Projects, by assigning different cash flow to different projects.

Net-Zero Dynamic Comparative Advantage

As a most basic exercise for each special project, I have listed which of the **UN Sustainable Development Goals and which Stockholm Resilience Centre planetary boundaries** are addressed. From this vantage point, each goal met, and each boundary avoided are internalities of the Grand Network. The network is to be built on top of the map that has the most internalities to the most projects. After this, we can assign businesses to the different roles, or organizations to non-business roles, then perform a large scale $A^{st} <> B^{st}$ exercise, noting every internality and externality each business has on each other and the special projects, and the UN and SRC goals.

Once at this point, with a basic field laid out, we start to swap in and out different businesses and special projects to see how they affect cash flow, internalities and externalities.

If we find a business or sector that contributes little to cash flow but enables many other businesses to achieve cash flow, we know we have a winner, even if the initial view is negative.

A good example might be the police or fire services, which will be created from the 50% of cash flow assigned to other and will count as special projects and Tax Symmetry.

Taking this as a staging point, we then start the task of plotting the different histories each business, each service, and every member of personnel might take. This is a large simulation worthy of the name 'The 87 Quintillion Histories'- as each adjustment to any business or personnel requires a new history. And because we count the externalities and internalities, the ripple effect we need to plot the change created on all other companies is gigantic. One company change ripples through every business and each business is changed because of it. (A model based on relativity might assist this process.) Below we see a snapshot of how the initial 75% might be allocated.

Gov. Allocation	Gov. Allocation	Family Planning Allocation	Healthcare Gov. Allocation	Other	Other	Other	Other
Solar Energy Gov. Allocation	Solar Energy Gov. Allocation	Net-Zero Infrastructure Allocation	Net-Zero Industry Allocation	Other	Other	Other	Other
S-World Food Gov. Allocation	S-World Water Gov. Allocation	Education Gov. Allocation	FIFA WC Bid Infrastructure Allocation	Other	Other	Other	Other
Investor Tax Symmetry	Investor Tax Symmetry	Investor Tax Symmetry	Investor Tax Symmetry	Other	Other	Peet Tent	Peet Tent
Investor Special Project	Investor Special Project	Investor Special Project	Investor Special Project	Universal Healthcare	Waist	The Arts	Entertainment
Spartan Contract Paid2Learn	Spartan Contract Paid2Learn	Spartan Contract Paid2Learn	Spartan Contract Paid2Learn	Electronic Cars	S-World Water	Solar or Nuclear Power	The Internet & TV
Spartan Contract Housing	Spartan Contract Housing	Spartan Contract Housing	Spartan Contract Housing	VSN™ Virtual Education	Advancing Human Potential	Experience Africa Conservation	Electronic Cars
City Infrastructure	City Commercial Real Estate	City Residential Real Estate	City Industry	Net-Zero Machinery	Their Oceans	Sienna's Forests	Sienna's Forests

Stage 2 is to plot paths (histories) to 2080, and then we plot histories back from 2080; with each history affecting every other, sometimes by a tiny amount and sometimes by a huge amount.

To assist the process, I have a thought experiment about simulating the renormalization effect in quantum mechanics QCD so that we can ignore large areas of data without consequence - a quantization of internalities leaving only useful data. One way to do this is to develop the AI, with the AI learning by human decisions on what is useful data and what is not; and, after a while, recognizing patterns on useful data and only presenting such data. It's a work in progress that can go much further with someone who knows AI development, QCD renormalization, and other techniques for cancelling infinities such as advanced forms of

calculus.

Chapter 18:
POP – The Point of Profitability

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

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

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

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

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

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

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

POP Cubes

The network economy is designed to be displayed simply in the form of cubes, within cubes, within cubes, called POP Cubes. POP cubes originated as a thought experiment about the phrase...
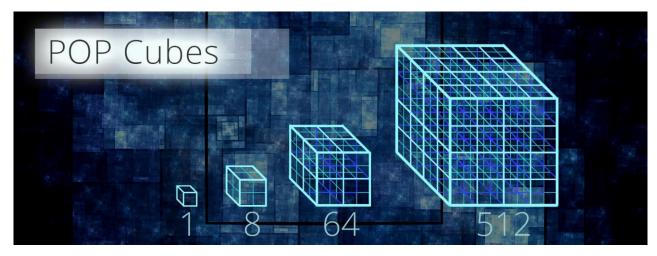
"Can the flap of a butterfly's wings in Brazil create a tornado in Texas?"

Whilst climbing the Chapman's Peak mountains in Cape Town, in mid-2011, I created a thought experiment in answer to the problem of rounding errors in financial systems, rendering them chaotic and so unpredictable in the long term.
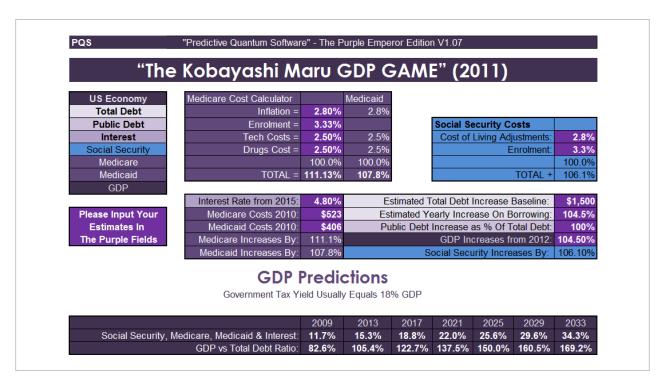
I imagined a cubic network around the earth; and within one cube, within a cube, within a cube, sat the butterfly, I could measure the change in wind force around the butterfly, and then calculate across all cubes to see if the flap of its wings did or did not cause the tornado.

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

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

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

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

"The Kobayashi Maru GDP GAME" (2011)

US Economy		Medicare Cost Calculator			Medicaid		
Total Debt		Inflation =	2.80%		2.8%		
Public Debt		Enrolment =	3.33%				
Interest		Tech Costs =	2.50%		2.5%	Social Security Costs	
Social Security		Drugs Cost =	2.50%		2.5%	Cost of Living Adjustments:	2.8%
Medicare			100.0%		100.0%	Enrolment:	3.3%
Medicaid		TOTAL =	111.13%		107.8%		100.0%
GDP						TOTAL +	106.1%

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

GDP Predictions
Government Tax Yield Usually Equals 18% GDP

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

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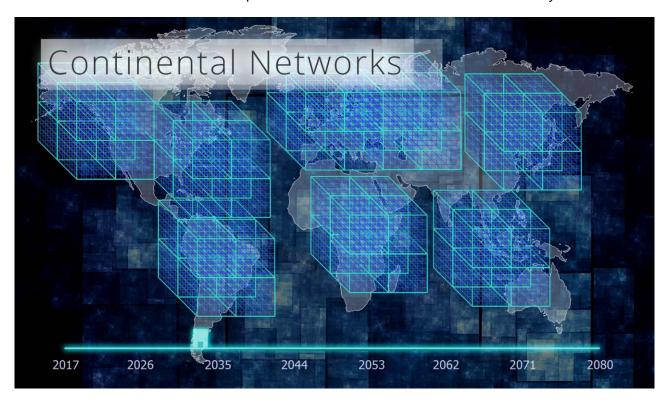
manageable, between 2,048 and 4096. We shall get to the way I estimated this figure later in the chapter.

One Planet, One Network

"Be the change you want to see in the world."

Mahatma Gandhi

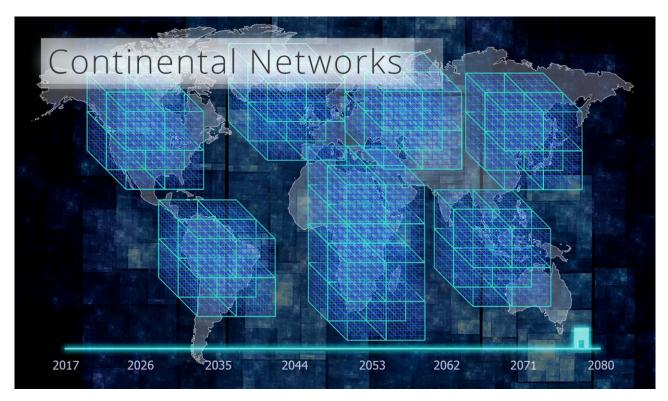2017   2026   2035   2044   2053   2062   2071   2080

Continental Networks 2012 (American Butterfly)

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

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

Continental Networks **2020**

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

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

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

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

Looking now at spreadsheet tab **H3) 2048 GŚN in Global Network**

			2048	GŚN in Global Network
2048	÷	8	256	GŚN in Continental Network
256	÷	8	32	Countries/States in Continental Network
32	÷	8	4	Grand Śpin Networks per Country

			Spartan Contract Jobs in History 3 in 2080		
2048	÷	4	512	10,485,760	5,368,709,120 Global Jobs

			Paid2Learn Trainees in History 3 in 2080		
2048	÷	4	512	15,728,640	8,053,063,680 Welfare Places

We see the following…

2048 Grand Śpin Networks in the Global Cube.

Dividing by 8 gives us 256 Grand Śpin Networks in a Continental Cube.

Divide by 8 again gives is 32 Countries/States in each Continental Network.

And a further division by 8 gives us 4 Grand Śpin Networks per Country / State – The same as used in Malawi History 3 *(3 Grand Śpin Networks plus Angel City 1).*

The Theoretical MINIMUM

The theoretical minimum has only recently been something I could calculate. It is new, and like all things new, there could be errors including errors of magnitude. I first started thinking about this after seeing an interview with Sam Altman about how the technology companies would create a lack of jobs on a global scale but would make enough money to give all citizens a bursary and welfare. (the foundation of the Paid**2**Learn initiative.)

The Theoretical minimum, also looks that the 'what about the rest of non-network Malawi?, or in the larger arena, some years down the road 'what about the rest of non-network Earth?

In answer to these questions, we will see that in Malawi there are enough jobs and Paid**2**Earn position for all Malawi's citizens, but not if the population doubles, which is possible, in fact, it could triple. So, to cater to all of Malawi's potential future 60 million population we would need to look more at History 2 which started with a higher Śpin, includes trade and 12 more cities. This model is quite possible, it really is the most authentic simulation, History 3 is a very cautious history.

Returning now to the spreadsheet H3) ŠÉŚv5 Jobs and Education, we need to open the hidden cells between D and L to follow the math.

Š-ŔÉŚ™	Financial Engineering		Adjusted for Growth	Adjusted for Growth	Div. By	Adjusted for Growth
	Network Credits Ťender	Network Credits Ťender				
	Cash Flow	Number of Companies	Spartan Labour	# of Paid2Learn Trainees	Trainees Per 1 Labour	Paid2Learn Trainees
			Basic + Bonus1	Trainees		Basic + Bonus1
2024	$ 5,685,975,000	2,048	$ 21,690	262,144	4	$ 1,356
2025	$ 14,894,843,486	5,120	$ 22,173	573,440	3.5	$ 1,584
2028	$ 53,185,830,818	15,565	$ 24,185	1,494,221	3	$ 2,015
2032	$ 106,194,771,025	24,576	$ 27,707	2,359,296	3	$ 2,309
2040	$ 431,185,712,853	94,208	$ 24,087	7,536,640	2.5	$ 2,409
2048	$ 867,395,313,639	131,072	$ 27,207	10,485,760	2.5	$ 2,721
2050	$ 1,283,942,425,681	163,840	$ 32,218	10,485,760	2	$ 4,027
2060	$ 2,892,474,879,905	245,760	$ 37,800	15,728,640	2	$ 4,725
2070	$ 5,028,641,551,041	294,912	$ 42,781	16,515,072	1.75	$ 6,112
2080	$ 8,204,082,483,521	327,680	$ 49,072	15,728,640	1.5	$ 8,179
B	C	D	L	M	P	Q

The Same Spreadsheet with cells not hidden (Part 1 of 3).

Š-ŔÉŚ™	Financial Engineering					
	Network Credits Ťender	Network Credits Ťender				
	Cash Flow	Number of Companies	Cash Flow Per Company	Labour % Cash Flow	Cash Flow For Labour	Labour Per Company
2024	$ 5,685,975,000	2,048	$ 2,776,355	25%	$ 694,089	32
2025	$ 14,894,843,486	5,120	$ 2,909,149	25%	$ 727,287	32
2028	$ 53,185,830,818	15,565	$ 3,417,058	25%	$ 854,265	32
2032	$ 106,194,771,025	24,576	$ 4,321,076	25%	$ 1,080,269	32
2040	$ 431,185,712,853	94,208	$ 4,576,954	25%	$ 1,144,239	32
2048	$ 867,395,313,639	131,072	$ 6,617,701	25%	$ 1,654,425	32
2050	$ 1,283,942,425,681	163,840	$ 7,836,563	25%	$ 1,959,141	32
2060	$ 2,892,474,879,905	245,760	$ 11,769,510	25%	$ 2,942,378	32
2070	$ 5,028,641,551,041	294,912	$ 17,051,329	25%	$ 4,262,832	32
2080	$ 8,204,082,483,521	327,680	$ 25,036,873	25%	$ 6,259,218	32
B	C	D	E	F	G	H

With the hidden cells displayed, we can see the calculations (for 2024):

C = Cash flow figures from tab H3) ŠÉŚ-v5 | S-World History 3b

D = 2,048 Companies (manually input to give the optimum number of personnel and their wage)

E = Cash flow per company of $2,776,355 is made from C $5,685,975,000 ÷ D 2048 Companies

F = Labour's share of cash flow = 25%

G = Labour's cash flow = 694,098 (E x F = G) (cash flow per company x labours share of cash flow)

H = Personnel/staff per company = 32

I = Number of all personnel = 65,536

(D 2048 companies x H 32 Personnel per company = I 65,536)

Next, we focus on columns I to L (Part 2 of 3).

NUMBER AND SALARY **of Labour and Trainees**

Labour Per Company	Network Credits Ťender # of Spartan Contract Labour	Network Credits Ťender Spartan Labour Basic + Bonus1	Adjusted for Growth Labour Growth Adjustment	Adjusted For Growth Spartan Labour Basic + Bonus1	Adjusted for Growth # of Paid2Learn Trainees
32	65,536	$ 21,690	100%	$ 21,690	262,144
32	163,840	$ 22,728	98%	$ 22,173	573,440
32	498,074	$ 26,696	91%	$ 24,185	1,494,221
32	786,432	$ 33,758	82%	$ 27,707	2,359,296
32	3,014,656	$ 35,757	67%	$ 24,087	7,536,640
32	4,194,304	$ 51,701	53%	$ 27,207	10,485,760
32	5,242,880	$ 61,223	53%	$ 32,218	10,485,760
32	7,864,320	$ 91,949	41%	$ 37,800	15,728,640
32	9,437,184	$ 133,214	32%	$ 42,781	16,515,072
32	10,485,760	$ 195,601	25%	$ 49,072	15,728,640
H	I	J	K	L	M

I = Number of all personnel = 65,536

J = Spartan contract labour, wage per person = $21,690 (G ÷ H)

(Labour's cash flow $694,089 ÷ Personnel/staff per company (32) =$21,690

K = Labour growth adjustment in 2024 = 100% = 1
(This increases as the years go by, up to 25% in 2080 accounting for global growth at 2.5%.)

L = Spartan contract labour, wage per person after global growth adjustment = $21,690
(Unchanged in 2024)

M = The number of Paid**2**Learn places, in 2024 - P**2**L 262,144 places

M = 'I' Spartan contract wage (and bonus 1) x P = 4 = P**2**L 262,144 places

Paid**2**Learn

Trainee/sports/education/arts/other places and remuneration (Part 3 of 3).

						Š-ŔÉŚ™
Adjusted for Growth	Adjusted for Growth	Paid **2** Lean	Adjusted for Growth	Div. By	Adjusted for Growth	
Spartan Labour Basic + Bonus1	# of Paid2Learn Trainees	Trainee % of Cash Flow	% of Labour Income	Trainees Per 1 Labour	Paid2Learn Trainees Basic + Bonus1	
$ 21,690	262,144	25%	$ 5,423	4	$ 1,356	2024
$ 22,173	573,440	25%	$ 5,543	3.5	$ 1,584	2025
$ 24,185	1,494,221	25%	$ 6,046	3	$ 2,015	2028
$ 27,707	2,359,296	25%	$ 6,927	3	$ 2,309	2032
$ 24,087	7,536,640	25%	$ 6,022	2.5	$ 2,409	2040
$ 27,207	10,485,760	25%	$ 6,802	2.5	$ 2,721	2048
$ 32,218	10,485,760	25%	$ 8,054	2	$ 4,027	2050
$ 37,800	15,728,640	25%	$ 9,450	2	$ 4,725	2060
$ 42,781	16,515,072	25%	$ 10,695	1.75	$ 6,112	2070
$ 49,072	15,728,640	25%	$ 12,268	1.5	$ 8,179	2080
L	M	N	O	P	Q	R

Paid**2**Learn **Trainees**

Paid2Learn is based on one-quarter of labour's wage, which in turn is based on 25% of all cash flow, thus Paid**2**Learn receives 6.25% of all cash flow.

N = 25% = One quarter of all labour/personnel salaries

P = 4 This is the second manual entry at 4 in 2024, then 3.5 in 2025, 2 in 2050, and 1.5 in 2080. The lower the number, the more Paid**2**Learn allowance, but the fewer people.

M = The number of Paid**2**Learn places, in 2024 - P**2**L 262,144 places
M = 'I' Spartan contract wage (and bonus 1) x P = 4 = P**2**L 262,144 places

O = L (Spartan contract wage per person = $21,690) x N 25% = $5,423

Q = P**2**L allowance per trainee.
Q = O $5,423 ÷ P set at 4 = $1,356

The Theoretical Minimum 1

Jobs and Educational places in Malawi

Paid**2**Learn

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

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

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

[Seek an additional comment on this idea from Melinda Gates.]
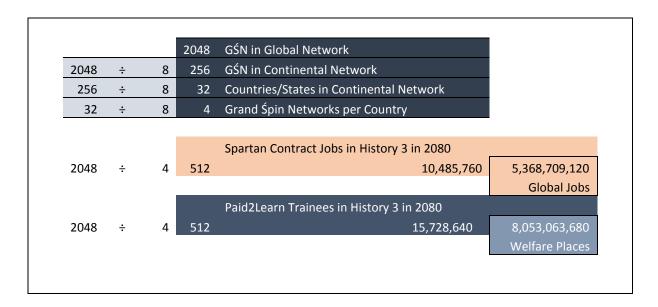
The Theoretical Minimum 2

Jobs and Educational places in the world

Employment and Education

The second theoretical minimum looks at S-World macroeconomics and considers Sam Altman's insight about how the technology companies would create a lack of jobs on a global scale but would make enough money to give all citizens a bursary and welfare.

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

			2048	GŚN in Global Network		
2048	÷	8	256	GŚN in Continental Network		
256	÷	8	32	Countries/States in Continental Network		
32	÷	8	4	Grand Śpin Networks per Country		

			Spartan Contract Jobs in History 3 in 2080			
2048	÷	4	512	10,485,760	5,368,709,120 Global Jobs	

			Paid2Learn Trainees in History 3 in 2080			
2048	÷	4	512	15,728,640	8,053,063,680 Welfare Places	

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

If we follow the Malawi model 2048 global Grand Śpin Networks could create 5,368,709,120 global jobs and 8,053,063,680 P**2**L places.

In a little more detail:

2048 Grand Śpin Networks in the Global Cube.

Dividing by 8 gives us 256 Grand Śpin Networks in a Continental Cube.

Divide by 8 again gives is 32 Countries/States in each Continental Network.

And a further division by 8 gives us 4 Grand Śpin Networks per Country / State – The same as used in Malawi History 3 *(3 Grand Śpin Networks plus Angel City 1).*

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

So, all ten-and-a-half billion, or preferably eight-and-a-half billion, people on earth will have the opportunity to own equity, work, or be trained in S-World.

This exercise is theoretical. It is the theoretical minimum amount of jobs and welfare necessary should the world wholeheartedly adopt Supereconomics.

With this said, the simpler way of constructing the network from cubes is as follows:

1 x 8 = 8

8 x 8 = 64

64 x 64 = 512

512 x 512 = 4096

Cubic Dimensions (Đ1 to Đ20)

Below, we see a complete picture, from $0.0001 cents (1 Network Credit quanta) to 8.5 billion personnel; and not seen would be about 12 billion Paid**2**Learn places.
At the bottom is a quantum theory of economics and at the top is a more relative picture.

My starting point for this spreadsheet/graphic was the 2080 labour figure in D18 in the turquoise colour 524,288 jobs. I used this figure in place of the 327,680 jobs in 2080 from History 3. Tab H3) ŠÉŚv5 Jobs and Education. I used this figure to fit in as a perfect dimension.
To keep balance, the global wage at D10 of $32,768 is lower than the $49,072 from Tab 'H3) ŠÉŚv5 Jobs and Education.' Thus, more jobs.

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

I'm not looking for perfection currently, just a good direction, and a double-check for other calculations.
About a double-check, please note the following.
In D17, we see 8 Grand Śpin Networks and not 4 as was used in the 'ŠÉŚv5 Jobs and Education' spreadsheet. I used 8 because it was the midway point between History 2 and 3; where History 2 had 16 GŚN and History 3 had 4. Another point is that at Đ1, I doubled the number of quanta suggested.
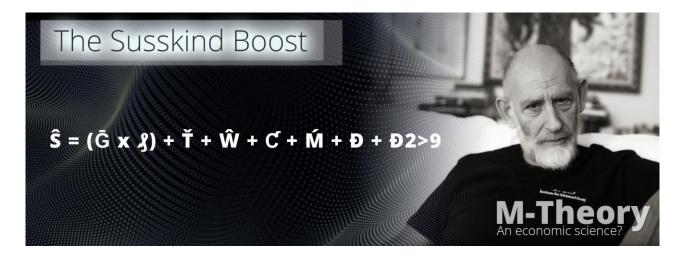
Considering Cubic Dimensions (Đ1 to Đ20)

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

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

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

If we can now look at the Susskind Boost $\hat{S} = (\bar{G} \times \wp) \, \check{T} + \hat{W} + \acute{C} + \acute{M} + (\check{R} + Y) + Đ + Đ2{>}9...$

I can now update the equation to $\hat{S} = (\bar{G} \times \wp) \, \check{T} + \hat{W} + \acute{C} + \acute{M} + (\check{R} + Y) +$ **Đ17 + Đ18>21**, the bold figures being boost via ripple effects from other companies in other financial dimensions in the Global Network.

The Theoretical Mɪɴɪᴍᴜᴍ 3

The Malawi and Global wage

A point relative to salary, also from the tab 'H3) The Global Cube,' is seen below; in which we see USD 80.14 trillion in global GDP in 2017. And in box 1, we see 8 billion people. In box 2, we see 10.5 billion.

Then, in box 1, we see $10,018 is made from dividing the GDP by people. But by 2080, 2.5% growth would increase the output (stuff) each can enjoy which increases the average income

by 2080 by 400%. Therefore, the average income is $40,070.
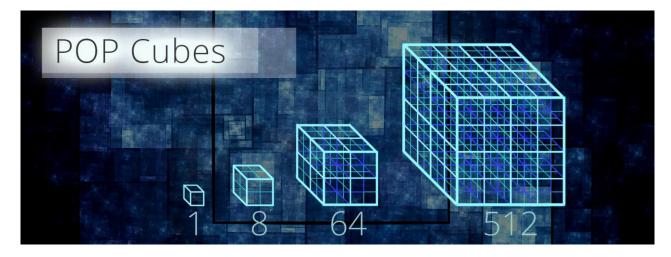 Or in box 2, with 12.5 billion people, the average income is $30,530.

1	$	80,140,000,000,000	Global GDP (World Bank 2017)
		8,000,000,000	People in 2080
	$	10,018	Per Person
		400%	Growth by 2080
	$	40,070	Per Person
			What about the CFV?
2	$	80,140,000,000,000	Global GDP (World Bank 2017)
		10,500,000,000	People in 2080
	$	7,632	Per Person
		400%	Growth by 2080
	$	30,530	Per Person
			What about the CFV?

When I consider effects like ŔÉŚ™, or maybe the RTT (Reserve Rate Technique) which increase the money supply, I am not yet sure if they will increase Global GDP or just redistribute it.

Lastly, before we get to the software specs and the UI (User Interphase), a reminder that the History 3 figures included token amounts of trade. This will change but as this change is uncertain, I see no reason to add it just now. It will only lead to an argument with someone. Too little or too much. So, for now, the trade results are omitted.
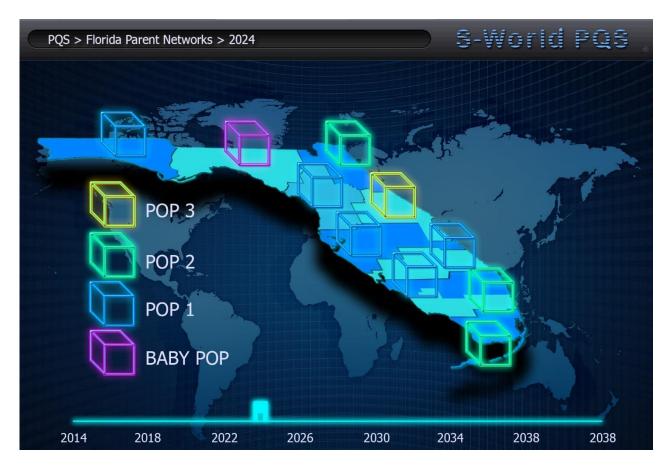
The POP Interphase

Soon after I started working on POP, I visualised it as a set of cubes and cubes within cubes.
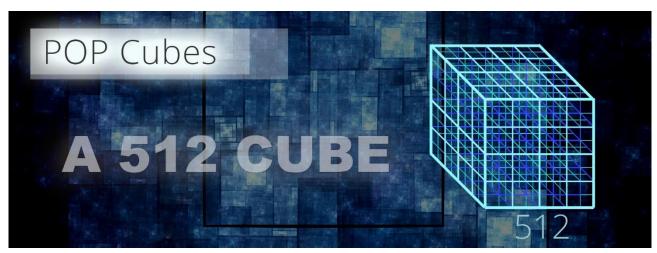
The graphic we see below, also from American Butterfly in 2012, looks at the Network at the Country/State/Province level; in which we see the 10 states in Florida each with at least a Grand

Śpin Network, a Baby POP (in purple) Network (created as the launch for a Grand Śpin Network), (in blue) a single GŚN, (in green) two GŚNs, and (in gold) three or more GŚNs (or the equivalent in cash flow).
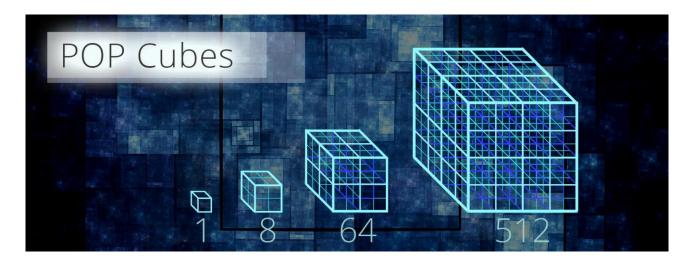

Relative to our Global Cube spreadsheet, at this level, we are at Đ18. We have started at the Global Cube, then to a Continental Cube (in this case the USA); and on the map, we will see up to 64 Cubes.

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

The idea behind the graphic we see below is hard to draw. So, for now, I need to describe the journey. A general principle I apply to make the system, in its basic form, is to make the choice architecture so easy that children can easily go from the global economy, choose a continent, then choose a country or state and then the Grand Śpin network within; and from there down, to each company and individual staff member, and data on them (such as how much they earn).

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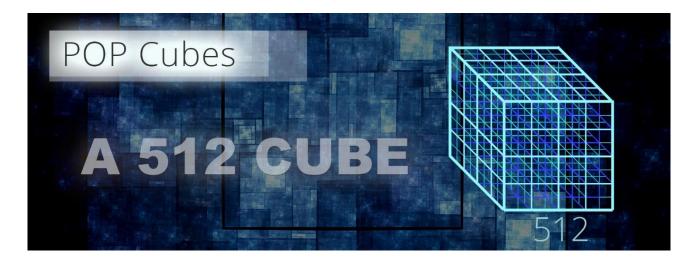
Please imagine the following graphical journey...

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

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

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

The **POP** Hologram

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

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

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

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

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

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

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

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

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

Financial GRAVITY

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

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

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

slight difference, but would have been very complicated, and would have taken a lot more time and cost more money, so they used Newtonian physics instead. But with this said, note that without General Relativity, one's GPS would become inaccurate at a rate of about 10 miles each day.

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

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

Battle Stations aboard the QuESC Battlestar

The Quantum Economic System Core

Commander's **Intent**

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

As a result, Army leaders have adopted a style of leadership known as 'Commander's Intent.'
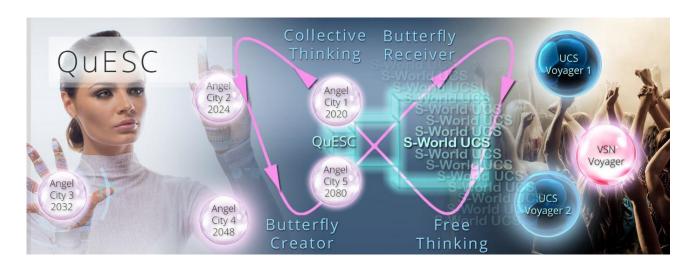
Commander's Intent is just that: a clear concise statement of the specific goal a commander is looking to achieve. Something like, 'Capture and hold that hill until reinforcements arrive."

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

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

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

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

Above, we see the illustration that is usually associated with QuESC and the marshalling of Histories; in which on the left, we see a QuESC operator; on the right, we see a crowd who represent elite UCS™ MMO pros (and sometimes just anyone playing the game). In the middle, we see the infinite butterfly effect, made of ripple effects, internalities, and externalities.
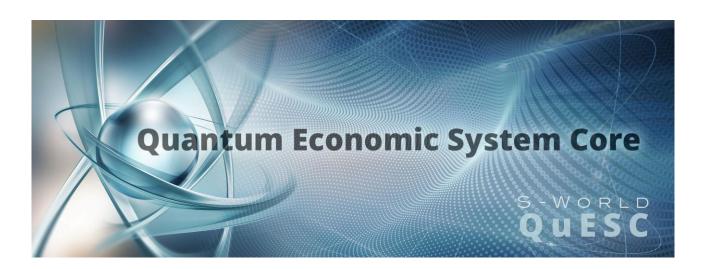
Starting at the bottom left of the butterfly, we see the Butterfly Creator, here a new history set has been created and it flies out and is seen in the S-World UCS™ MMO game. Here the many free-thinking pros and amateurs get to adapt the history to their version of the game, these new 'free-thinking' histories are received by the QuESC AI and its human component (QuESC Operators) to become part of the network in the real world. This process is continuous, it is

how the network grows, and how it tackles problems. At any point, anyone person could solve the problem at hand, rise in rank, and be financially rewarded.

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

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

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

The AI will avoid the never-ending call to arms by applying histories that work for many situations but will call on the bridge and MMO support when *'No plan survives engagement with the enemy'* scenarios are in effect.

The QuESC teams will need to create new histories on the fly as we treat the marshalling of histories like a military exercise like we were on the bridge of the Battle Galactica (series); a war room is made to match, which in some parts is analogue in case of EMPs, Cylons or Skynet.

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

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

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

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

The general idea is that QuESC is us, humans, at the heart of the AI, at the heart of the system core – The Angelwing system core. For sure, most of the 87 quintillion histories and beyond are

made by the supercomputer that sits below the Angelwing AI. But when it comes to how to navigate the unknown future, when it comes to shocks, it's the human component working with the AI that will save the day. 87 quintillion (87,714,630,433,327,500,000) histories are not as big as it sounds unless we can apply a renormalization technique which would probably be quantum computing; in which, in place of the 87 quintillion paths/histories, would be all paths and histories. And I dare say that's the simplest way of expressing Feynman Sum Over Histories in quantum computing.

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

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

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

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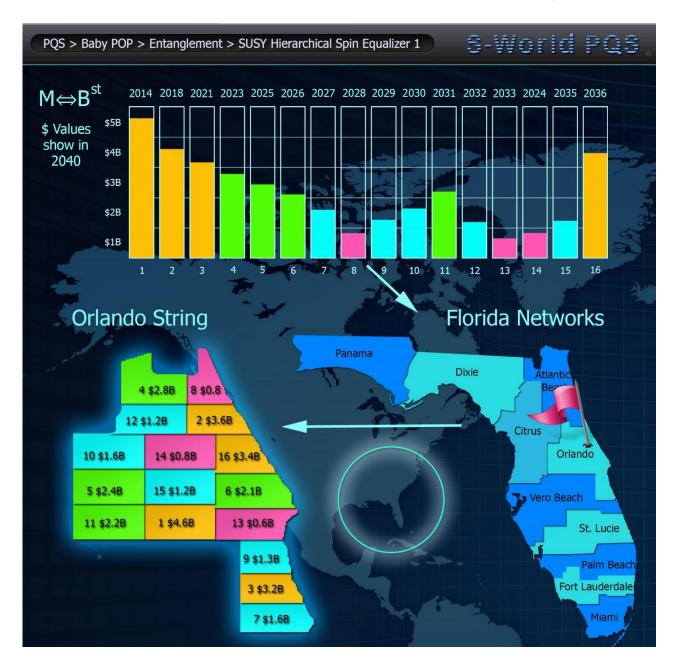**Thus, shaping if not predicting the future**."

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

The SUSY Hierarchical Spin Equalizer

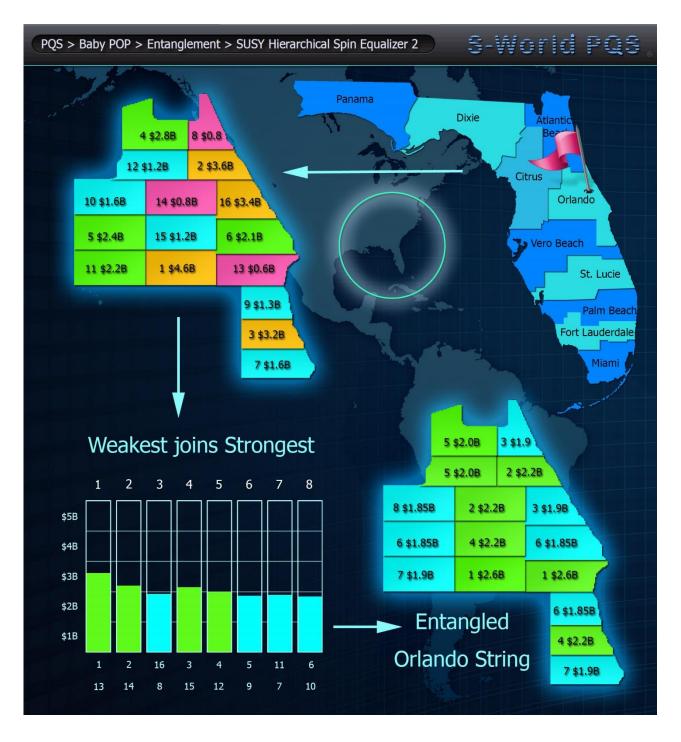## The Super in Supereconomics

www.americanbutterfly.org/pt3/The-Network-on-a-String (Circa 2012)

The following graphics are not essential to the story I am presenting. But as we are in the neighbourhood, and because this system was the inspiration for the equality quality of POP and the name Supereconomics, I am going to present – The SUSY Hierarchical Spin Equalizer which theorizes the values of POP Profit/Investment from 16 Different Grand Śpin Networks.

In the graphic above, we see the second Grand Śpin Network design – The Orland Network. This design was for 16 Grand Networks in Orlando; which is far too many, but I have already disclosed this problem. The point of the graphic was to illustrate at the base (each single Grand Śpin Network) can be twinned with another, and I called the twinning of two networks a Supersymmetric Network.

At the top of the last graphic, we see yearly POP Revenue which starts and ends well but is less predictable through networks 5 to 15. Don't worry about where these numbers came from, it's mostly guesswork. The point is that if we apply **as-if** supersymmetry and twin the financial fortunes of the Grand Networks, so the weakest and strongest are one. And the second weakest and strongest are one, and again, and again 8 times; we see it in the middle and the bottom of the graphic below, we create a far more predictable set of financial results. (Similar to some of the math presented in Hannah Fry's Hello World.)

The Network on A String (November 2012)

While we are on American Butterfly Book 3. The Network on a String, I note that all eight chapters describe POP in one way or another;

Prequel: CFM and the 'POP' ($M \Leftrightarrow B^{st}$) Investment Principle
Chapter 1. CFM & POP Analogies
Chapter 2. BABY POP and the $M \Leftrightarrow B^{st}$ Equation
Chapter 3. Quantum Force Theory, Spin & the RES $\Leftrightarrow$ Equation
Chapter 4. $M \Leftrightarrow B^{st}$ > SUSY Hierarchical Spin Equalizer
Chapter 5. Satellite String Networks
Chapter 6. Super String & Quantum String Networks
Chapter 7. Angel POP – Global Benefits
Chapter 8. Quantum Divert Principle (the periodic numbers, recycle bin)

About a year before American Butterfly came this **Extract from S-World.biz – November 2011** - www.s-world.biz/TST/EEE-14Billion_Years.htm - which describes the original purpose of POP in 2011.

The Original Purpose of POP (Nov 2011)
Rounding Errors in Financial Systems

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

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

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

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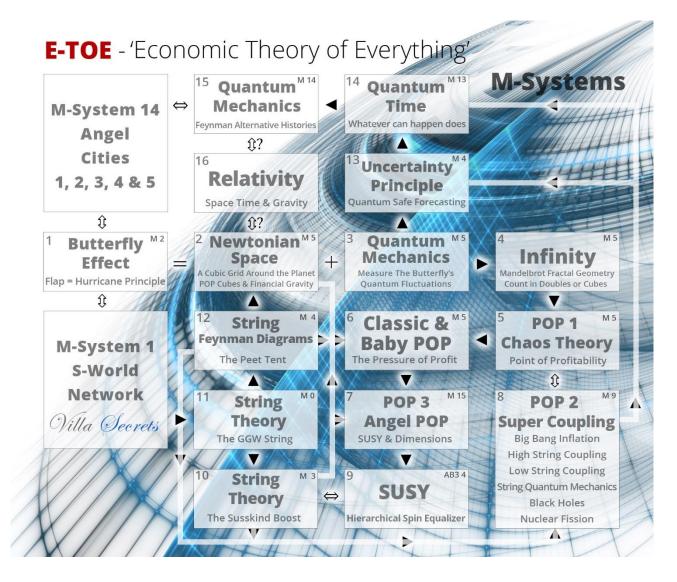
presented a very different pattern.

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

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

The Flap of a Butterfly's Wings

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

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

The E-TOE
The Economic Theory of Everything
www.angeltheory.org/An-Economic-Theory-of-Everything

POP – The Point of Profit

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

To solve the problem of rounding errors, the POP idea was to remove the infinite numbers from the calculations. This may now be helped by calculus and renormalization of the 87 Quintillion Histories, but I did not know those tools back in 2011. So instead of trying to calculate the cash flow or profit of every single company and every member of personnel, which to a degree could now be done by the TBS™ - Total Business Systems and S-World Angelwing, (but we should move that aside for now) and imagine many standard companies trading. In terms of getting the data to neatly fit within a set of rules that eliminated infinite numbers such as 33.333… or Pi 3.14159265359… there was no way, every single company would each create many infinite numbers, and each one causes chaos.

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

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

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

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

At this point, I imagined the POP Game Interphase – the set of results seen within an 8 cube and only the companies (or networks of companies) that were in POP were visible as solid

cubes within. If the collective networks of companies and its inner network were collectively in POP, a set of 8 companies POP maybe Đ12 $858,993.4592, a set of 64 companies might have a POP point of Đ13 $6,871,947.6736, and a 512 cube might be Đ14 $54,975,581.3888, and on up to a D:17 $28,147,497,67 which may be the cost of an entirely new Grand Śpin Network.

Then the idea of making 512 cubes, then 4096 cubes, displaying all cubes in POP, creating clusters within the larger cube, and it is those clusters and the bright and dim areas that should be the focus of economics.
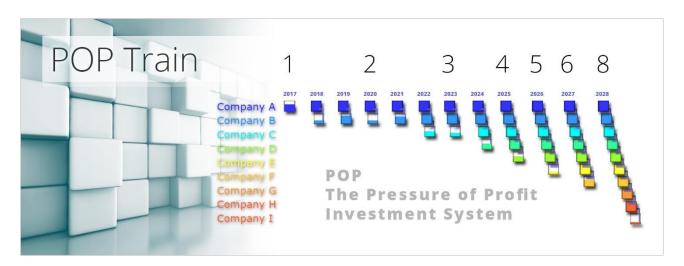
This was the original idea which most probably occurred to me, because from age 17 to 29, my hobby and then career was to program music, always at 4-4 tempo, always with 8s inside of eights, some 32s, some 64s, and then more eights, and the occasional 4, 2 and 1. This was originally done on a W30 then using Cubase, which needed to network to about 15 different machines together via midi to make the song and then add analogues, such as vocals or guitar. This was a good introduction to POP and Newtonian gravity.

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

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

THE POP **Train**

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

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

Equality, POP and GIVE HALF BACK

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

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

Angel POP

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

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

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

POP – A Good Model

Moving forward to 2080 (Angel City 5), in most situations, we would like to see that within a 512 cube, we see 512 solid cubes indicating that all 512 Śpin Network companies are all at their POP point (are making more money than their POP Point).

But what when the herd is strong, and say we have 500 of 512 cubes solid, and the last few cubes are transparent and lagging behind?

To assist in this process, and to assist companies that had reached their POP point but had since fallen backwards, we enter the realm of M-Systems 3 and 4; The Susskind Boost and the Peet Tent.

M-System 3. The Susskind Boost

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

$$E = \sqrt{P^2 + M^2} = \sqrt{P_z^2 + P_x^2 + P_y^2 + M^2}$$

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

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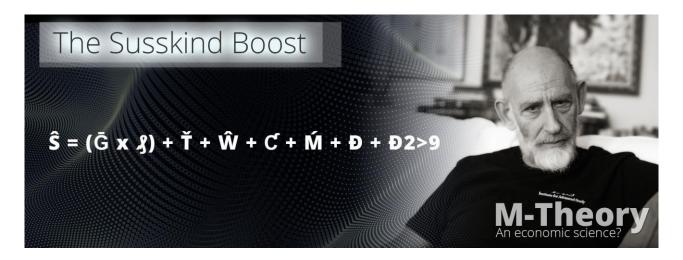
going backwards along the Z access, you just have not boosted it enough. Just boost it more until it's going forward with a large momentum.'

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

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

The Susskind Boost is anything that will boost the income, cash flow, or other desired metric. The most important lesson within is that most of the best ways to boost network companies are not direct financial inputs, often we can boost for free. Well not for free because when you drill down most boosts have a financial element somewhere but in general it's more efficient to boost cash flow via the elements of the Susskind Boost than from a direct financial input. If one part of the company needs a boost, we can often use a Susskind boost in place of a bailout.

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

Ŝ = Susskind Boost

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

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

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

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

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

The Ŝ (S-Hat Symbol) we attribute to the Susskind Boost is later seen within the basic version of **M-System 9. Super Coupling**
N x g_s x Ŝ x Ѧ = Ҟ

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

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

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

M-System 4. The Peet Tent
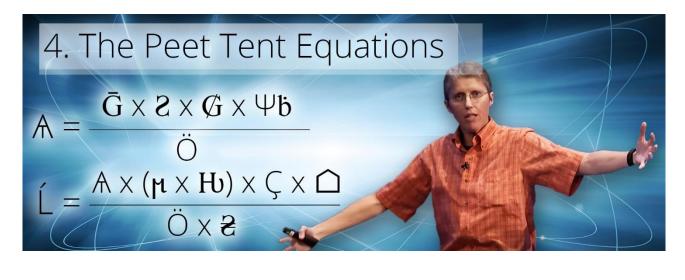
http://www.supereconomics.ai/the-peet-tent-2016-2017

The reason for choosing A. W. Peet was the two lectures that helped me to understand (in a very basic way) how string theory works to unite general relativity and quantum mechanics. I can only explain this in network terms, from my 'as-if' it was string theory network design. And it's really simple, the network must have enough liquidity to be able to boost any weak elements back to health. So, if Network of companies 'A' has a liability of $1 billion US dollars, the rest of the network must have 1 billion dollars on demand and be able to afford to lose it.

In other words, the network can't use what I call the RRT (The Reserve Rate Technique) method of banking. In place, we use Š-ŔÉŚ™ because in Š-ŔÉŚ™ the money is always in the bank.

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

$$ Λ = \frac{\bar{G} \times 2 \times Ǥ \times Ψƅ}{Ö} $$

$$ Ĺ = \frac{Λ \times (\mu \times Ƕ) \times Ç \times ⌂}{Ö \times 2} $$

Λ = **The Peet Tent**

Ḡ = Gross Profit ($270,000)

2 = 80% (First Year Jitters) (QSF)

₵ = 60% (Limiting Variable, made to increase probability of each forecast) (QSF)

Ψƅ = 85% (Disasters and ELEs Renormalized) (QSF)

Ö = Operational Costs, which is $117,000

Λ = $270,000 x 80% x 60% x 85% = $110,160

($270,000 x 80% = $216,000.00 x 60% = $129,600.00 x 85% = $110,160.00)

Λ / Ö = $110,160 / $117,000 = 94.1% A good score, as I have used very high limiting variables.

Ĺ = The Location	Hawaii
Λ = The Amanda Stretch	94.1% and $110,160
м = Market share	1000% (As the market is 10 times bigger)
Ƕ = Manual Override Limit	50% (Added as caution due to large market)
Ç = Competition	200% (As there is less competition)
⌂ = Accessible Stock	25% (As access to the bulk of stock is uncertain)
Ö = Operational Cost	$117,000
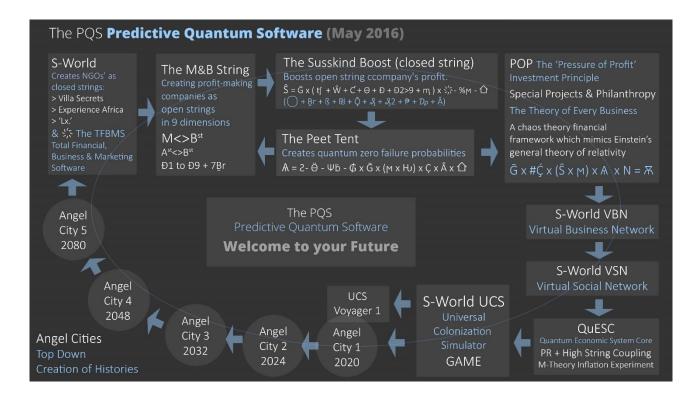
₴ = Operational Cost Variable   200% (Increase if operational cost more in richer locations)

Ĺ = \$110,160 x (1000% x 50%) x 200% x 25% = \$275,400 / (117,000 x 2 = \$234,000)

\$275,000 / 234,000 = 117.5% (An excellent score)

Ideally, if we have 1000 applicants, the 100 best performers move forward, and the rest start again.

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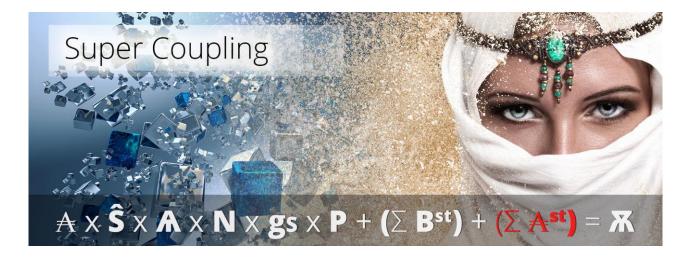
Above we see a very early version of the M-Systems architecture graphic. But in this version, we see a new equation in POP The 'Pressure of Profit' which includes both the Susskind Boost and Peet Tent figures. This equation ended up becoming the 'distribution' equation (everything needed to make a sale;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

M-System 9. Super Coupling

The Distribution Equation

$$\cancel{A} \times \hat{S} \times Å \times N \times g_S \times P + (\textstyle\sum B^{st}) + (\textstyle\sum Å^{st}) = \bar{X}$$

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



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

A.W. Peet Public Lecture: String Theory Legos for Black Holes
https://www.youtube.com/watch?v=MlDd2HtFfPU. You will need to watch the last quarter of this video to really get the origin influences, which are pretty cool as they are how to build black holes.

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

So, for example, a company that is completely comprised of profit share personnel may have a 'gs' of 1/10; and if so we might increase a projected 3-year forecast by 20%. Then a company with a 50/50 ratio of profit share personnel would have a 'gs' of 2/10 and no difference, whereas a company of 25% motivated staff vs 75% unmotivated may have a 'gs' of 3/10 and so

we decrease the projected 3-year profit forecast by 20%. Where after the higher the percentage of unmotivated staff, the higher the 'gs' and the higher the penalty we would apply to a 3-year profits forecast.

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

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

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

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

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

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

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

equation.

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

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

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

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

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

$$N \times g_s \times \hat{S} \times ⴼ = ⵣ$$

The Sum Over B-Strings

Next comes the sum of POP profit created by all the new companies created by the POP process.
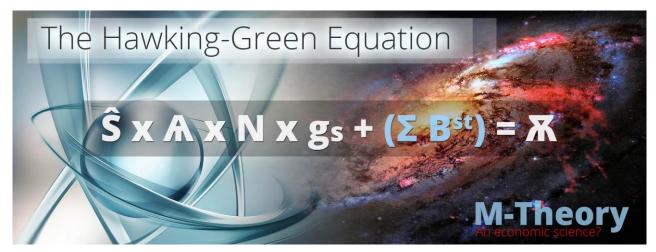
For this, we present new companies created as 'Bst' from my simple 'Mother and Baby String' equation M<>Bst '(pronounced 'the M and B string,') which was practically adapted to Ast<>Bst (A string B string) which seeks to calculate the advantageous ripple effects of one company on another, and after on all companies on each other.

$$\hat{S} \times Å \times N \times g_S + (\Sigma \ B^{st}) = \bar{X}$$

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

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

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

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

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

The conundrum by String Theorist Michael Green is as follows.

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

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

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

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

An important part of the lesson is that the first company, and all companies after always POP invest, making new companies once every two years. Another important note is this was a math exercise, not a realistic prediction, there may be enough countries and niches for tens of thousands of companies, in villa rentals, luxury travel and real estate. But not tens of millions of companies. To reach tens of millions one needed to create companies in many different industries.

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

'P' for Momentum (Branding)

Next, we need to include 'P' for momentum, being the effects of PR, Branding, Brand

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

$$\hat{S} \times \mathbb{A} \times N \times g_s \times P + (\Sigma\, B^{st}) = \mathbb{K}$$

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

From Peter Thiel's Zero to One we appreciate;

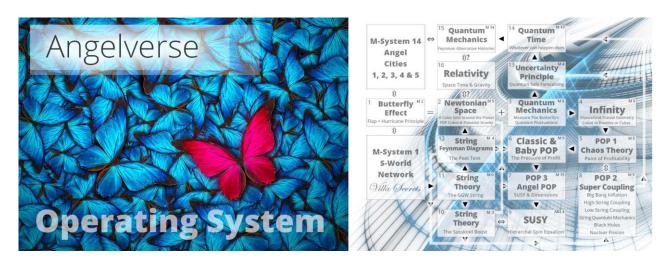## Branson is; "The Undisputed King of PR," "The King of Branding."

If the product and company are very popular, it will, of course, increase the

momentum of the network. This is basic supply and demand; the more popular the product, the greater the demand.

The Angelverse Operating System (Now S-World Angelwing)

M-System 16.

The Angelverse Operating System is big companies & foundations that have been licenced to create S-World companies. For instance, business pages on Facebook, Twitter and LinkedIn, can use the S-World Angelwing systems and in particular S-Web™ and the TBS™ to change a Facebook page business into a business with multiple websites in their niche, similar to the following in travel and real estate www.ExperienceAfrica.com, www.CapeVillas.com, www.VillasinCampsBay.com connected to the TBS software which is not far from completion enabling the businesses to stop look like a million dollars and have the systems to match. Add this service to any company that is currently making a little profit and start making a lot of profit. In exchange for 2.5% of their turnover.

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

This then becomes the beginning of the equation… $Å$

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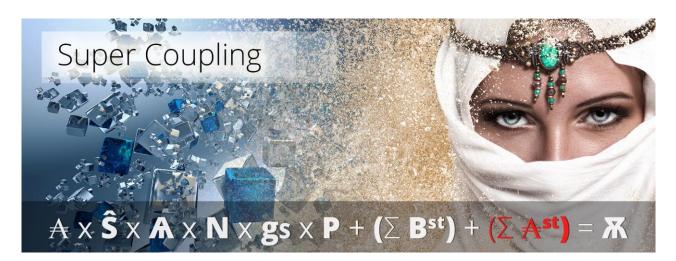
Apple should be included, which could help to increase the $Å$ score.

$$\cancel{A} \times \hat{S} \times \mathbb{A} \times N \times g_s \times P + (\Sigma\, B^{st}) = \maltese$$

Angelverses

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

$$\cancel{A} \times \hat{S} \times \mathbb{A} \times N \times g_s \times P + (\Sigma\, B^{st}) + (\Sigma\, \cancel{A}^{st}) = \maltese$$
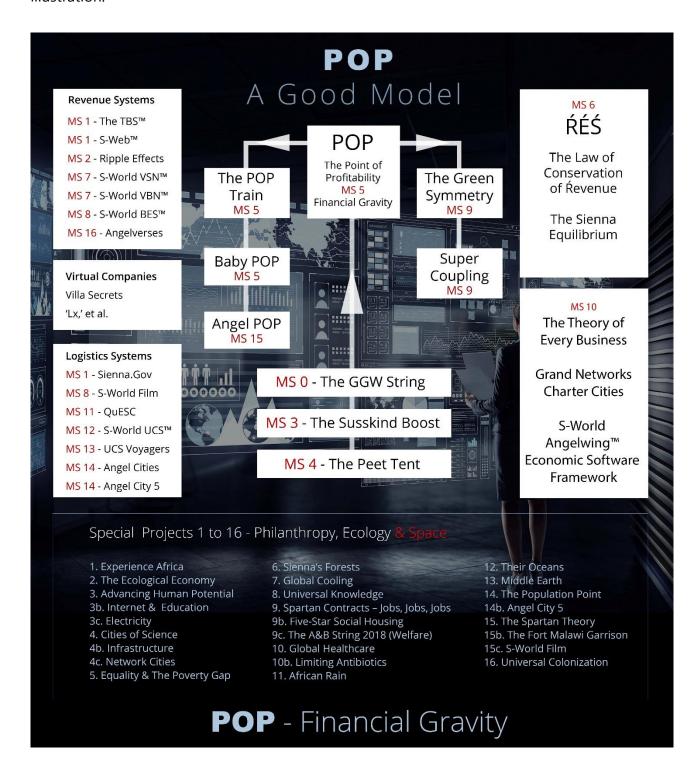
Angelverse Operating System Recruitment x The Susskind Boost x The Peet Tent x Number of Companies x Number of Incentivised personnel + the sum of the output of all companies created by the POP process + The sum of all Angelverses = Network POP investment. (or Cash Flow)

POP – A Good Model

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

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

POP
A Good Model

Revenue Systems
MS 1 - The TBS™
MS 1 - S-Web™
MS 2 - Ripple Effects
MS 7 - S-World VSN™
MS 7 - S-World VBN™
MS 8 - S-World BES™
MS 16 - Angelverses

Virtual Companies
Villa Secrets
'Lx,' et al.

Logistics Systems
MS 1 - Sienna.Gov
MS 8 - S-World Film
MS 11 - QuESC
MS 12 - S-World UCS™
MS 13 - UCS Voyagers
MS 14 - Angel Cities
MS 14 - Angel City 5

POP
The Point of Profitability
MS 5
Financial Gravity

The POP Train
MS 5

The Green Symmetry
MS 9

Baby POP
MS 5

Super Coupling
MS 9

Angel POP
MS 15

MS 0 - The GGW String
MS 3 - The Susskind Boost
MS 4 - The Peet Tent

MS 6
ŔÉŚ
The Law of Conservation of Ŕevenue

The Sienna Equilibrium

MS 10
The Theory of Every Business

Grand Networks Charter Cities

S-World Angelwing™ Economic Software Framework

Special Projects 1 to 16 - Philanthropy, Ecology & Space

1. Experience Africa
2. The Ecological Economy
3. Advancing Human Potential
3b. Internet & Education
3c. Electricity
4. Cities of Science
4b. Infrastructure
4c. Network Cities
5. Equality & The Poverty Gap

6. Sienna's Forests
7. Global Cooling
8. Universal Knowledge
9. Spartan Contracts – Jobs, Jobs, Jobs
9b. Five-Star Social Housing
9c. The A&B String 2018 (Welfare)
10. Global Healthcare
10b. Limiting Antibiotics
11. African Rain

12. Their Oceans
13. Middle Earth
14. The Population Point
14b. Angel City 5
15. The Spartan Theory
15b. The Fort Malawi Garrison
15c. S-World Film
16. Universal Colonization

POP - Financial Gravity

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Next Chapter

(Add The 8 Technologies, include Zero to One section on investment + The Hard Thing About Hard Things: By Ben Horowitz

Maybe rewrite the chapter

Chapter 19: Investment - **Start-up Funding?**

Random Points:

1. Intro by Peter Thiel

2. 3 Tiers of Investment

   a. The $4billlion in cash flow as seen is Š-ŔÉŚ™

   b. The Suburb Sale

   c. Infrastructure and costs to create Grand Śpin Network

3. 2048 TWF type companies

4. Investor Company paid in Network Credits

5. VSN and Property Marketing

6. Villa Secrets Investment Now

7. S-Web™ Investment Now

8. TBS™ Investment Now

9. Š-ŔÉŚ™ and Net-Zero DCA Investment Now

10. UCS™ Investment Now

11. VSN™ Investment Now

12. The circularity is that (because of the 9 years of development since of the 2011 theory) the hedge is in reverse,

13. S-World water and Super Projects 6 to 8

14. Will Wright | Stefan Antoni

15. The Butterfly

16. S-World Film

17. Desired Co-Founders

18. Continental Networks

CHAPTER 19: THE OTHER **Elephant** IN THE ROOM
Start-up Funding?

We are running a little out of sequence because, since the 2018 Nobel Prizes in Economics, **the Elephant in the Room** has been S-World **Special Project 33. How Can Growth Theory be Good for Climate Change?** But in making the four Supereconomics books, I have not discussed start-up funding, the cost of creating the infrastructure, and the 2,048 companies in the first place; where the initial $4 billion in physical cash comes from, or where the 2024 to 2027 Network City cost of $4 billion comes from. For now, I will combine the start-up funding and the initial Network cash flow and Network City 2024 to 2027 costs as one expense.

Of course, if History 3 is judged as feasible, and it makes the figures below, it looks like an investor's dream; from about $28 billion comes $24 trillion in cash flow between 2024 and 2080 (in today's money).

See spreadsheet tab H3) ŠÉŚ-v5 Cash Flow & Housing

Staring with $5.7 billion in 2024 and ending with the equivalent of one percent of global GDP and the building of over 10 million quality homes by 2080.

Š-ŔÉŚ™						
History 3b						
Cash Flow						
2024	$ 5,685,975,000	2043	$ 550,714,971,856	2062	$ 3,376,984,627,114
2025	$ 14,894,843,486	2044	$ 589,005,884,788	2063	$ 3,552,322,716,992
2026	$ 26,848,936,252	2045	$ 626,776,157,817	2064	$ 3,735,466,074,599
2027	$ 40,971,349,217	2046	$ 664,266,326,401	2065	$ 3,926,947,476,099
2028	$ 53,185,830,818	2047	$ 701,751,588,557	2066	$ 4,127,305,216,341
2029	$ 63,141,839,466	2048	$ 867,395,313,639	2067	$ 4,337,086,514,746
2030	$ 71,509,098,453	2049	$ 1,075,319,548,307	2068	$ 4,556,850,627,653
2031	$ 79,448,245,354	2050	$ 1,283,942,425,681	2069	$ 4,787,171,721,158
2032	$ 106,194,771,025	2051	$ 1,492,617,377,974	2070	$ 5,028,641,551,041
2033	$ 142,028,749,241	2052	$ 1,700,924,978,432	2071	$ 5,281,871,990,009
2034	$ 180,559,704,269	2053	$ 1,908,662,235,155	2072	$ 5,547,497,437,108
2035	$ 221,041,648,096	2054	$ 2,115,827,746,778	2073	$ 5,826,177,139,597
2036	$ 262,772,540,960	2055	$ 2,322,603,780,468	2074	$ 6,118,597,453,737
2037	$ 305,124,961,846	2056	$ 2,458,677,324,414	2075	$ 6,425,474,067,699
2038	$ 347,569,259,536	2057	$ 2,598,598,977,445	2076	$ 6,747,554,207,063
2039	$ 389,688,563,209	2058	$ 2,742,999,154,713	2077	$ 7,085,618,841,083
2040	$ 431,185,712,853	2059	$ 2,892,474,879,905	2078	$ 7,440,484,905,993
2041	$ 471,882,760,113	2060	$ 3,047,597,735,540	2079	$ 7,813,007,560,030
2042	$ 511,714,147,224	2061	$ 3,208,920,785,137	2080	$ 8,204,082,483,521
		% of Global GDP:	2080		1.07%

There is however a caveat, and this is that every dollar paid in interest on the principal or principal repayment in cash USD (not Network Credit) is a dollar out of Šavings, which if recycle-Éfficiency and Śpin are high, as they are post-2050, each dollar taken out of the system might cost us $20, even $30 in cash flow. To avoid this, the ideal investors would be happy to be paid in Network Credits, which for now are USD (US Dollars) but are like a network gift voucher that can only be redeemed at specific companies or specific business types, from real estate to electronic cars, or from groceries to restaurants.

Or business expenses… Let's start with the idea that we would like Tesla, Microsoft, Facebook, Google, and Virgin to set up new Megaplexes in the Malawi Grand Śpin Network. And that the companies can use the Network Credits received as interest on the loan to pay most expenses, such as the original suburb-sized office suites, extending the development, paying for staff, ordering most or all materials.

This would make the new Tesla, Microsoft, Facebook, Google, and Virgin companies super financially efficient. Plus, there is a lot of PR benefits, like the campus, and suburbs will have been built net-zero. Plus, there are the other 63 Special Projects that have been created or assisted by internalities, all to be filmed, promoted, and distributed by S-World Film.

In addition, for the super brands, is one of the most fascinating circularities I have uncovered. Way back in 2011, in S-World Story 1h, we see the first idea from the Grand Network New Sparta – Net-Zero – City of Science.

The idea, at the time, was that the software I wished to develop was a multi-billion-dollar project, which was a lot to spend on an idea for new technology from an untested source. And so, the idea was to create the technology plus build a City in Laconia, Greece, near the mythical city of Sparta. We would create a city and divide it into 16 suburbs, and that each suburb would be given to each company as a hedge of the technology. So, if the technology did not make a good return, the land in the new city could be equal to any losses and may well make

more.

The circularity is that (because of the 9 years of development since of the 2011 theory) the hedge is in reverse, if Š-ŔÉŚ™ holds - the main (or the most expensive) investment, is the Malawi Śpin Grand Network; the brick's mortar, industry, businesses, research institutes and university. And while a complete version of S-World Angelwing (the catch-all name for all S-World technology) is, to a degree, never-ending. The cost of creating the technology to show if Š-ŔÉŚ™ will deliver the productivity shown in Histories two and three, plus the cost of creating the Net-Zero DCA software prototype, is almost nothing, a base near Silicon Valley, my programmer Vineeth, a team of elite developers, designers and a world-class systems architect.

During this time I would like to discuss the following Super projects with Bill Gates, Melinda Gates, Elon Musk, Mark Zuckerberg, Priscilla Chan, Sergey Brin, Larry Page and for the many industries' treatments of the software Sir Richard and Holly Branson.

Super Projects

So far there are eleven Super Projects...
    We started in 2012 with four, See; S-World.biz and www.AmericanButterfly.org

1. M-System 1. S-World TBS™ – Total Business Systems
2. M-System 7. S-World VSN™ – Virtual Social Network
3. M-System 12. S-World UCS™ – Universal Colonization Similar
4. M-System 8. S-World Film and BES™ – Behavioural Economic Systems

    Then in 2017 added the following: See www.AngelTheory.org

5. S-World Power
6. S-World Food
7. S-World Water
8. S-World Healthcare

And in 2019 added the following:

9. S-World Online
10. S-World E-Cars and vehicles

Starting with Projects 5 to 9, these are also special projects and have philanthropic and ecological goals but can also be wise long-term investments.

For example, **S-World Water,** which has been allocated 6 SP-quanta ($47,431,500,000 x 6 = $284,589,000,000) from Special Project 11. African Rain and Special Project 46. S-World Water 4 SP-quanta ($47,431,500,000 x 4 = $189,726,000,000), for a total of 10 SP-quanta equals $474,315,000,000 in today's money spent on water by 2080. And that whilst most of the journey will be unpaid, its return being the philanthropic supply of water for the Malawians when they can't afford it. Once Malawi is closer to 1% of GDP and the average income in today's money is $49,072 per person, it is reasonable that water could become a commodity. Especially if the histories are showing that the greater good is served by profit-making incentives. One point also is that the idea for social housing is 5-Star social housing and that means we need water for about 10 million swimming pools. This can only come from a desalinization project.

S-World WATER

This idea is multiplied by many magnitudes when we consider the main African Rain project to return the Sahara desert to fertile land and make provision for over a billion people to live and work there in many Grand Śpin Networks. Once that objective is achieved, the profits could be fantastic. That said, if I had a magic wand, my preference would be the water was for free, or at most the cost of production and maintenance. But if the objective is reached far sooner, given a profit strategy, then so be it.

I'm making the point that there are potential profits to be made from many projects in the long term. But for this conversation, I wish to focus on **the first 4 special projects.**
These projects have massive potential outside S-World and are essential for Grand Śpin

Networks to reach their potential. These projects are described in more detail in THE WHAT and various S-World Stories.

Super Project 1) M-System 1. S-World TBS™ Total Business Systems
& S-Web The TBS™ within websites.

Super Project 2) M-System 7. S-World VSN™ Virtual Social Network

Super Project 3) M-System 12. S-World UCS™

Universal Colonization Similar

12. S-World UCS

Universal Colonization Simulator

Super Project 4) M-System 8. S-World Film and

BES™ Behavioural Economic Systems

Foundations & Partnerships

The Giving Pledge

"The Giving Pledge is a commitment by the world's wealthiest individuals and families to dedicate the majority of their wealth to giving back."

The last part of the investment idea is that because we first seek to make special projects (which are mostly associated with foundations and the idea of doing good or the most good), the first place we look is the foundations of the world. This is the reason why, since 2013, I have not included Apple, and this is why Amazon has not featured; except the recent idea of

Amazon building a Grand Śpin Network in Brazil, its purpose, the changing of local economics from deforestation to S-World Spartan contracts and trainee contracts.

So initial contact will be with:

- **The Gates Foundation**, Microsoft, LinkedIn, Berkshire Hathaway, and others
- Google.org, Google, **Alphabet Inc**, Autonomous Vehicles, and others
- **The Chan Zuckerberg Initiative**, Oculus, Facebook, The Sims and SimCity, and others
- **Elon Musk's Tesla, Gigafactory, and SpaceX**
  Which are not foundational but do specialize in Special Projects all the same.
- **Virgin Unite**, the Audacious Ideas group, Virgin Galactic, Virgin Orbit, + 300 others
- Amazon, **Blue Origin**, Apple and others.

This could, of course, become a book to itself; but to conclude quickly, if we can use Š-ŔÉŚ™ Financial Engineering as prescribed in History 3, the figures we see next are what I believe the network could afford to pay in Networks Credits each year, given the stated cash flow target was achieved. Based on an initial Đ17 (Grand Śpin Network) investment of $28,147,497,671. Low initial returns, growing and becoming significant at about $16 billion a year (in Network Credits) after about 16 years.

	Repayments In Network Credits	If Cash Flow Is Above	
2025	$ 1,000,000,000	$ 10 Billion	1
2026	$ 1,000,000,000	$ 10 Billion	2
2027	$ 1,000,000,000	$ 10 Billion	3
2028	$ 2,000,000,000	$50 Billion	4
2029	$ 2,000,000,000	$50 Billion	5
2030	$ 2,000,000,000	$50 Billion	6
2031	$ 2,000,000,000	$50 Billion	7
2032	$ 4,000,000,000	$100 Billion	8
2032	$ 4,000,000,000	$100 Billion	9
2035	$ 8,000,000,000	$200 Billion	10
2036	$ 8,000,000,000	$200 Billion	11
2037	$ 8,000,000,000	$200 Billion	12
2038	$ 8,000,000,000	$200 Billion	13
2039	$ 8,000,000,000	$400 Billion	14
2040	$ 16,000,000,000	$400 Billion	15
2041	$ 16,000,000,000	$400 Billion	16

If we can use Š-ŔÉŚ™ Financial Engineering as prescribed in History 3, we can pay this, no problem. But I would like to talk to economists and particularly Paul Krugman, if he and Steve Keen don't start throwing punches.

The principle here is simply that if cash flow is $10 billion, then it's ok to assign $1billion as demand by the investing companies.

This becomes a part of **'my spending is your income and my income is your spending.'** So long as everyone is spending. And everyone must spend or see their Network Credits automatically allocated to their favourite Special Projects.

Will Wright | Stefan Antoni

Patent or otherwise essential/preferred partners.

My best example of an essential partner is Will Wright, the creator of The Sims and SimCity and Stefan Antoni, the world's most creative architect; see www.saota.com

Will Wright - MAXIS

maxis

The SIMS

Stefan Antoni - Cape Town

By copying the architectural details from Stefan's designs and adding them as features to The Sims house-building software, we would have a perfect platform for displaying what Angel City and Network City 1 in Malawi may look like in 2024, then 2032, 2048 and 2080; including options in different locations, with different special projects and different theories of every business.

Having been introduced to the system my Siennas mother, I later bought her pro design software, but it was stupidly complex relative to the SIMS, and it did not need to be, the SIMS

engine is superbly simple, add cutting edge design elements and décor and one can create millions of different homes all 5-star plus. Given the scale building will be less than half price and if we consider PPP that's another 50% off costs so effectively the $150,000 per home build cost will be much the same as a $600,000 build in the US or Europe. Which is more than enough for a mansion, or maybe a mini-mansion as the plot would be about 400SM

This then becomes an essential tool in the Net-Zero Dynamic Comparative Advantage strategy, and more so it becomes an important tool in real estate sales, investment, recruitment, and education.

S-World VSN™ adds Google and expands this idea out across the globe, as the virtual world and if we can make a deal it would manifest itself through Google Maps and Street View.

Camera technology needs to be able to let users render sections of the world in their location by just photographing it, each photo like a brush of paint. Then people can use the teleport function to virtually jump to their friends' or celebrities' positions (if they have their app on show location).

See: www.americanbutterfly.org/S-World-2012

S-World VSN™ is an extension of my pioneering flash virtual world system from 2002, but now houses could be rendered within the virtual world in a way that looks real. This is useful for Villa Secrets and any property sales or renting venture and all of travel. Note this is not a virtual tour like Google Street View that has views created from photographs stitched together, with viewpoints here and there, it will be just like computer games, one can look from any position, and look at anything one wishes, one can open doors, even jump out windows if you wish.

Thinking outside the box, we could consider VSN™ as a partner or dominant competitor of the USA MLS, which may bring with it one-quarter percent of most homes sold in the USA each year.

And as for VSN™ Oasis, well that's exciting stuff for Oculus which I will get into in book 4. Supereconomics. To be written relatively soon.

Lastly all the above creates the environment for training and virtual education.
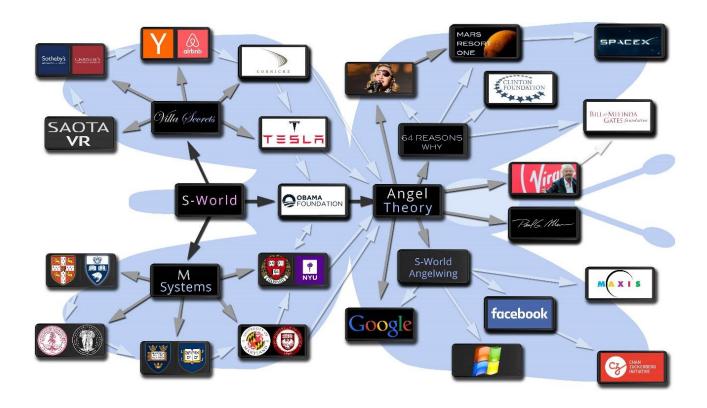
All in all, there are probably thousands of companies and individuals that can add to S-World, some of whom I deeply respect and some because they have an essential technology or patent.

Lastly, we need to think about companies like TWF – The Window Company. My often-used example of the construction industry supply side. We want to find the best eco-windows in the world, maybe 8 companies, and choose one that best fits the network. They will start with 25% of TWF, provide all patents, systems and technical assistance for use in the stated territory (Malawi). And an investor teams up with them and adds the capital, maybe $10 million (66% start-up costs 33% of the 2024 cash flow). And, as always, per POP Give Half Back, the staff own half of the company.

This can be shown to be a great opportunity, and if my preferred brands are seen to be on board, I would imagine there would be a lot of companies like TWF that would like to come to the Malawi Grand Spin Network. I call this POP[2] The Pressure of Participation, as when the madding crowd sees the biggest names in business, celebrities and a great many Nobel winners collaborating, the desire to be a part of it will become a force all to itself. We see this idea in 'the butterfly' graphic below made from a set of dominions; designed so any when the S-World domino falls, the rest will follow.

Chapter 20. (Complete Remake Needed)

The Sienna Equilibrium

The Sienna Equilibrium is the notion that within a Grand Śpin Network, if one has enough business types, one can collectively buy and sell from each other providing all that people, and businesses need from each other within the network.

In this short chapter, we are going to

1. look at the two Sienna Equilibrium spreadsheets (1.06 and 1.07)
2. Look at RES V1
3. Hear from Nobel Laureate Paul Krugman about supply and demand

But before we do, I will repeat the page from chapter 5. THE HOW – Š-ŔÉŚ™ Financial Engineering
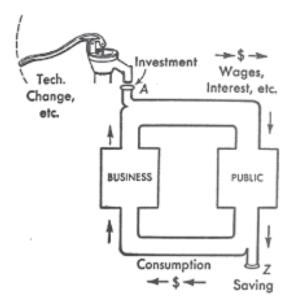
É - The recycle-Éfficiency process explained

The way we recycle money in a Network City is to create a network of business that mostly buy from each other. When É is at 90%, then the network of businesses is spending 90% of their cash flow with other network companies.

This requires the Sienna Equilibrium, Tax Symmetry, Spartan Contracts, and the S-World Angelwing software to facilitate.

The Paul Samuelson Plumbing Pipes Image and the Sienna Equilibrium

Whilst I worry about showing the Samuelson graphic for all that is missing, it does help to illustrate the core principle behind how the Sienna Equilibrium works.

The Sienna Equilibrium considers thousands of businesses within a digital network, which have a balance of trade so that each is buying from each other; in many cases, in the form of Ťenders (tenders), coordinated by the Angelwing software, plus government and labour's spending of Network Credits. As a result, we can attain a recycle-Éfficiency of 90%, then increase 1% year by year to 95%, and in later years 99%, at which point in most businesses, the government, investors, and labour are all almost exclusively buying from each other. (Not Standard Gov taxes, just the amount due from the S-World)

In terms of economic theory, consider the following from 'Economics for the Common Good' by 2014 Nobel Prize winner Jean Tirole.

"A famous experiment conducted by Vernon Smith (who won his Nobel in 2002) in which he analysed markets. The details make some difference, but the classic result obtained by Smith was that **prices and quantities exchanged do indeed converge toward the theoretical competitive equilibrium when there are enough buyers and sellers.**"

The Sienna Equilibrium and Music Theory

As any good DJ will tell you, to play a perfect set one must keep each song in tune with the other.

If you have perfect pitch, you can tell just by listing. But if you don't have perfect pitch you need to math it. Each song had about 5 notes/pitches that it can follow to get to the next song, we have 8 notes; a, b, c, d, e, f, & g and each can be in major or minor, and then we have sharps and flats, about 31 recognized pitch options

Only a one in six chance of getting it right? Well technically yet, but there is quite a middle ground where pitch gets cancelled (like interference in quantum mechanics).

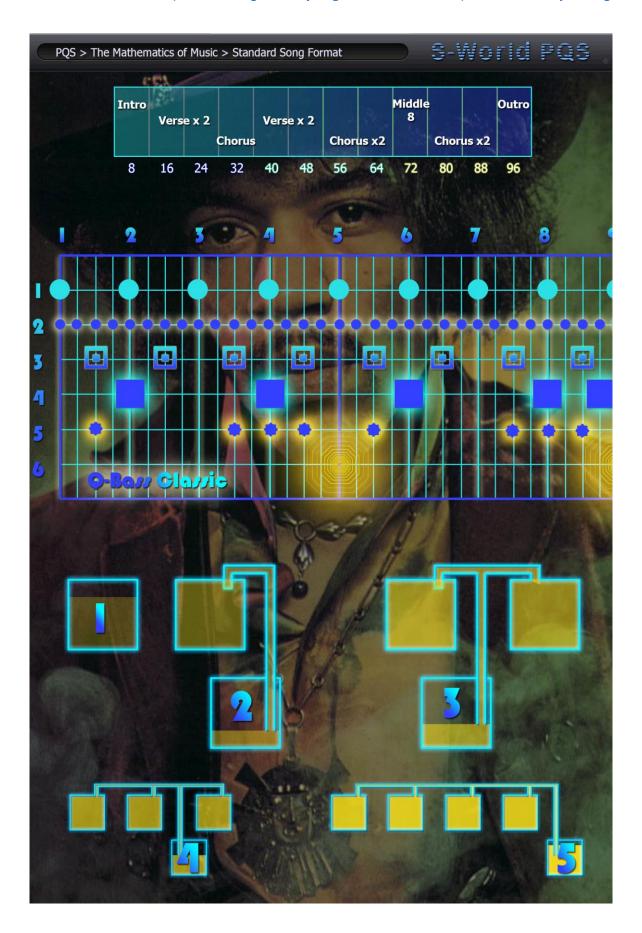So, for example, if I start in G major, I can choose any of the following:

G major	E minor	D major	G minor	B minor	C major

If I, then have a song in E minor I can mix it.

E minor	G major	B minor	E major	A minor	

Then I may choose B Minor

B minor	D major	F♯ minor	B major	E minor	C♭ major?

And then I can access the sharps and flats via Minor

F♯ minor	A major	C♯ minor	F♯ major		G♭ major

As one continues, one can get back to G major or go anywhere so long as you have enough songs. But with a limited amount of songs, one can't get to every note.

I have added the full spreadsheet on the tab; H3) Complimentary Keys 1, and below the key options is the navigation for a mixtape I'm making. I hope to make this into a DJ game for PlayStation and Xbox.

I believe that we might see a similar system in the Sienna Equilibrium. Whereby connecting businesses in the correct order will create a circular network economy, enabling us to potentially see 100% of cash flow applied to Special Projects and Net-Zero business activity.

Below we see some more music theory, from American Butterfly 2012, where we see how to make a song, using standard song format and Cubase music software. Note that it's all in sets of 8. For more on this http://www.angeltheory.org/book/2-2/the-flap-of-a-butterflys-wings

The Sienna EQUILIBRIUM 1.06 & 1.07

On the S-World spreadsheet, please move to section 6: The Sienna Equilibrium, and open the spreadsheet tab The Sienna Equilibrium 1.06

(The S-World spreadsheet, evolved from the spreadsheet: Angel Theory Spreadsheet – Lake Malawi ŔÉŚ V2.0 – 2024 to 2039 – Cautious Estimate – 1.32 (1st April 2018). Which includes all the spreadsheets from 2024 to 2039 that make up the ŔÉŚ v1&2 History 2023 to 2039)

The Sienna Equilibrium 1.06

(Note this sheet is from 2016 or 2017 and is not up to date in terms of most allocations)

In the first part of the spreadsheet, we see 16 industry sectors in columns F and G, each of which shares in $2,748,779,069 of cash flow, which is divided into 128 quanta, which in column H is then allocated to the different industries. The quanta per sector are then multiplied by 80 which creates the staff complement in column J. (Below we see columns F and G)

16 INDUSTRY SECTORS (1) AND QUANTA

Property Developer & Labour	20
Building Supplies (Manufactured)	8
Interiors / Shop Fitting / Kitchens / Bathrooms	4
Electronics / Computers	16
Financial Services	4
Tesla Africa & Other Transport	7
Education / University / Operations Centre	5
Industry (Chemicals, Engineering, Other)	4
Packaging / Warehousing / Waist	3
Food, Agriculture & Water	11
Pharmaceuticals & Healthcare	6

General Goods (Malls & Stores) & Eating Out	6
Film, Luxury's, Concierge & Brand Malawi	6
Media / Internet / News / TV / Sport / Ads	4
Travel, Real Estate & Vacation Rentals	8
TBS™	VSN™	UCS™	Ŝ	⅄ (Soft. & Edu.)	16

Going down the spreadsheet we see 16 more 16 industry sectors and another $2,748,779,069 of cash flow

16 INDUSTRY SECTORS (2) AND QUANTA

SURH's (Super University Research Hospitals)	6
Internet, Solar Arrays & Installation	16
Environmental, Lakes, Hills, Forests & Safaris	8
Building Industry / Factories / Machinery	16
Roads, Highways, Mass Transit	3
Waterworks, Pipes and Sanitation	5
Mining, Quarries & from the Ground	7
University, Marina & Mall Infrastructure	3
Network City Embassy / Estate	8
Solar & Internet	8
Healthcare / Pharmaceuticals / Food	8
Sports & Education	8
Land	8
Companies (Buy or Merge)	8
Assets / Resources	4
Other	12

Then in row 79, I start to assign this between Trade, the Network City (who is paid for separately, not from the initial cash flow) and the Malawi Grand Śpin Networks.

The **Sienna** Equilibrium

View per **Quantum Loop Gravity**

Below we move to the right to L:114 and industry sector 20: Building Industry / Factories / Machinery which is assigned $21,474,836 in cash flow.

Next, this company is then divided into how it spends its cash flow, in columns L, M and N

Labour:

Building Supplies (Manufactured):

Building Supplies (From the Ground):

Land:

Interiors / Shop Fitting / Kitchens / Bathrooms:

Real Estate:

Machinery Supplies:

Industry (Chemicals, Engineering, Other):

Packaging / Warehousing / Waist:

Goods bought at Malls, Marinas & S-World Stores:

Internet, Solar Arrays & Installation:

Electronics / Computers:

S-World GT & Other Transport:

Film, Luxury's, Concierge & Brand Malawi:

Media / Internet / News / TV / Sport / Ads:

Travel, Real Estate & Vacation Rentals:

Environmental, Lakes, Hills, Forests & Safaris:

Waterworks, Pipes and Sanitation:

Roads, Highways, Mass Transit

ⵣ Profit / Investment by

S-World Bond Owners :

POP Investment

POP Investment

ⵣ Profit Share

For Spartans (Personnel) :

Paid in Network Credits

Valid until Next Spin (S)

TBS™ | VSN™ | UCS™ | S-World Films

Ŝusskind Boost | Ѧ Peet Tent:

Education / University / Operations Centre:

Healthcare:

Financial Services:

Other:

Non-Production Expenses

Each of the above is allocated a fraction of the cash flow, the highest allocation to an Industry sector at 25%, is sector 20; Machinery Supplies $5,368,709. This figure is then multiplied by the number of companies per sector (from cell G:36) which is 16 making $85,899,345

100% of this cash flow is then spent on Machinery, and at this point, we would need to add $85,899,345 in machinery demand to the Net-Zero DCA cube or 4096 cell chessboard (64 x 64).

THE CFV
The Cashflow to GDP Variable

Next, on the spreadsheet tab The Sienna Equilibrium 1.07, we move further to the right, into the 'output estimator' at AE:140 and see that I have added the $85,899,345 in the 50% column. This is saying that I think half of what is bought is parts for goods, or in this case parts for a machine, that the company will assemble into a machine, and half is spent on completed machines.

I do this because, in 'A Concise Guide to Macroeconomic,' right from the get-go, David A. Moss explains the double-counting problem in GDP, we must not count both the parts for the machine, and the price of the machine in GDP, its either all the parts, or the final price of all

machine, or how much everyone is paid, but in general the standard way is to count the final costs of all complete goods and services. In Angelwing because of the TBS™, the 87 Quintillion Histories, and just because we can, the idea is to calculate GDP in all three ways.

Follow the spreadsheet down to the AC:207 to AH:207 and we see all the cashflow from all companies split into 5 categories: 100% GDP – 75% GDP – 50% GDP – 25% GDP and 0% GDP. And this generates the 66.163% CFV figure, which tells us that in this sector GDP is 66.163% of cash flow.

This is a very inaccurate way of working this out, but still, it gives a basic idea.

Now let's move back and see how labour spends its money.

In this early 2017 example, I used only 13% of cash flow for labour, which I read was the average figure for Africa.

Of the 13% of cash flow it was split as follows;

Food, Agriculture & Water	25%
Entertainment	0%
Property Developer & Labour	40%
Tesla Africa & Other Transport	10%
Other	25%
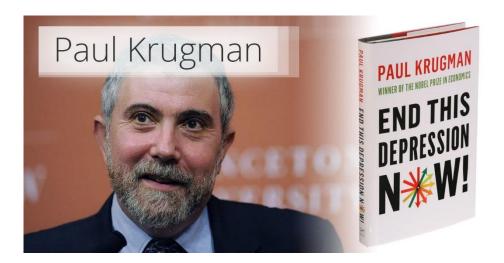
All of the above was classed as 100% output because labour is buying finished goods.
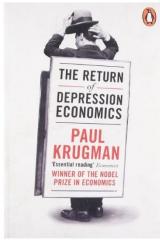
The Sienna Equilibrium 1.07

In making The Sienna Equilibrium 1.06, I could instinctually feel that it was possible to create spending paths that would see the cash flow circulate within the network, so I created another version of the spreadsheet, in place of sector 20. I used sector 2. Building Supplies (Manufactured) which did much the same thing but ended up with a CFV of 47.738%.

By this point, I could clearly see how easy it was to push cash flow one way or another. And the more Industry specializations the easier it becomes to create a super-monopoly. So, I started a new version of ŔÉŚ™ on a new spreadsheet that focused on trade, influenced by Paul Krugman's book. End This Depression Now:

Plus Dani Rodrick's Straight Talk on Trade:

And Paul Collier's The Bottom Billion and The Plundered Planet.

The Trade Model

Spreadsheet Part 8. ŔÉŚ-v2 Trade Model

Returning to the main S-World Spreadsheet, please move to S-World UCS™ History 2- ŔÉŚ™ v2 - The Trade Models – Tab: ŔÉŚ-v2 Trade Model.

This is a complicated spreadsheet that focused on a three-year ŔÉŚ trade model. Which was created upon the idea by Paul Krugman that:

"your spending is my income, and my spending is your income."

Before giving a summary, I return to A More Creative Capitalism – Chapter 4. The ŔÉŚ Equation (18ᵗʰ October 2018) and the three Videos I created.

Video introduction:

By assigning 50% of Network Credit spending to government, labour, and interest payments we can guide spending and create a production vs. consumption symmetry, so that "your spending is my income, and my spending is your income" (Paul Krugman).

In Video 1, we see that in 2024, with an É of 90%, the Law of Conservation of Ŕevenue carries over 90% of Ŕ to 2025.

Then, in Video 2, we see that the network economy need only create 11% in new Ŕevenue to be in surplus in 2025 and that there is a lot more than 11% likely to arrive.

Lastly, in Video 3, we add Śpin by changing the timeline from once a year to 4 times a year, which increases the money supply, cash flow and GDP; but lowers the Law of Conservation of Ŕevenue.

Video 1. Points 1 to 3

www.supereconomics.ai/video/21 (8.01 Minutes)
Part 1. Your Income – My Spending
Part 2. The Sienna Equilibrium
Part 3. The Law of Conservation of Ŕevenue

Video 2. Point 4

www.supereconomics.ai/video/22 (14.40 Minutes)
Part 4. Additional Ŕevenue – 2025 to 2028

Video 3. Point 5

www.supereconomics.ai/video/23 (11.49 Minutes)
Part 5. The Ś in the ŔÉŚ Equation

To follow the simulation, open the spreadsheet 'ŔÉŚ and The Sienna Equilibrium 3.04c (02nd October 2018).'
Download Spreadsheet

Now for a quick summary of the process;
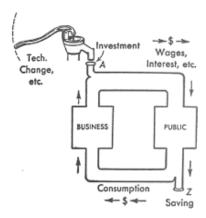(1st half is confusing – what spreadsheet?)
It starts at column AE, with 16 sectors that are classed as **My Spending**. For example, the top row, High-End fashion moves left and trades its fashion products in the USA in exchange for Raw Materials & Small Parts, which in turn are bought by the network sector Goods 1 (Technology) 'X' for which High-End fashion are paid for by the Raw Materials & Small Parts, making **Your Income**, in column 'W'.
 Next, we move to column 'I' which is a copy of column 'X' **Your income** which trades with Column 'G' **My Spending,** at the begging of the spreadsheet.
Next, now moving left to right, I follow the **Your income** money $343,597,383.68 and see that at column 'O' 18.75% in tax is removed, then in column R 25% for labour is removed, and in column 'U' 6.25% in interest is captured. Therefore 50% of the **Your income** from column 'J' turns into **My Spending** from row 29 to 44. Creating a circle where now **50% of My Spending equals your income is spent on parts that are assembled and sold to consumers, and 50% of cash flow is spent by government, labour and investors on goods and services.**
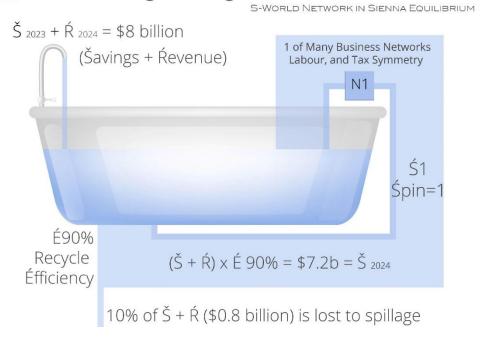From this picture, it becomes more apparent that it was possible to create an economy-type effect on the network.

By 'economy-type effect' we go back to the begging of this chapter and the Plumed pipes image, in which we see business and public spending circling around and around the economy with the main loss being savings.

The RES equation was originally created to answer the idea of how a network of businesses could behave like a country's economy. This is facilitated by setting the rule 'recycle-Éfficiency' so that at Śpin 1 (a year) if É (recycle-Éfficiency) was 90%, then 90% of cash flow (in the form of Network Credits) must be spent at one or another network company.

Š-ŔÉŚ Financial Engineering v6

S-WORLD NETWORK IN SIENNA EQUILIBRIUM

Š 2023 + Ŕ 2024 = $8 billion
(Šavings + Ŕevenue)

1 of Many Business Networks
Labour, and Tax Symmetry

N1

Ś1
Śpin=1

É90%
Recycle
Éfficiency

(Š + Ŕ) x É 90% = $7.2b = Š 2024

10% of Š + Ŕ ($0.8 billion) is lost to spillage

Next by making Tax, Labour and interest on the debt paid in Network Credits, we create an economy like it was a country, as seen in the Plumed Pipes image applied to a network of business, controlled by recycle-Éfficiency and Śpin, which is how many times in a year the entire network economy spends all its cash flow.

We see ŔÉŚ™ entered the spreadsheet at AK:46, AO:46 and AR:46

In conclusion, as originally thought, it is possible to create a circular 'your spending is my income, and my spending is your income,' effect within a Š-ŔÉŚ™ Network, per the Sienna Equilibrium.

Chapter 21.
Net-Zero DCA Part 2

So far in Part 4, we have a look at POP, ripple effects, externalities, internalities and the Sienna Equilibrium; which we entangle within the Network and then use the Net-Zero Dynamic Comparative Advantage software to program/plot the Grand Śpin Network in a way that maximizes the cash flow allocation to the ecological, philanthropic, scientific, social and complexity saving Special Projects, that I present in the last chapter of this book.

It is looking like at least half of all cash flow can be spent/assigned to by one or another of the 64 Special Projects, maybe 75%; and as a worst-case 25%, double worst case 12.5%. But even 12.5% is no mean feat. If we consider Microsoft and the Bill and Melinda Gates Foundation. We are probably considering the words most philanthropic company and foundation. Which according to Netflix 'Inside Bill Brain' spends about $5 billion a year.

www.microsoft.com/en-us/annualreports/ar2018/annualreport
"In fiscal 2018, we delivered $110.4 billion in revenue and $35.1 billion in operating income and returned $21.5 billion to shareholders through dividends and share repurchases."

Working on a Net-Zero DCA cashflow effectiveness of 50% would mean that 50% of Microsoft revenue ($55.2 billion) would be spent by Special Projects. I can't say how much Microsoft revenue is spent on Special Projects, but I am confident it's less than 50% and I would expect a number less than 12.5%. I'm also confident that due to the Bill and Melinda Gates Foundation – Microsoft's turnover spent on philanthropic and other special projects is much higher or is the highest of all companies, certainly more than the average business. Maybe the average business sees 2.5% and some see as little as 1% and many or even most spend 0% percent on Special Projects. Therefore, any massive network of average businesses would likely spend between 2.5% and 0% on special projects.

Whereas, when powered by Net-Zero DCA and Angelwing, the S-World Network hypothesis sees between 50% and 85% of cash flow spent/assigned to special projects, if accomplished a monumental piece of business theory.

Tax Symmetry

To properly explain, we should start with Tax Symmetry, because the very idea of allocating most cash flow to Special Projects was an observation, then adaptation on the already existing Tax Symmetry concept.

Tax symmetry is the idea that when we consider what business and projects to add to our new City and suburbs, we first pick any activity that the government and the opposition, and the people of Malawi would like to see money spend on, if only they had more money.

I have copied the Tax Symmetry spreadsheet on the next page.

In light blue, we see the government are allocated 18.75% of cash flow, paid in Network Credits.

In darker blue-grey, at 31.25% we see companies that have a full symmetry, in that they operate or produce items and services that the government and the people of Malawi would want, if only they had enough money. For example; water, power, healthcare, housing, internet, virtual education, and welfare.

In green, we see companies that have a half symmetry, so the government and people would want half of what they make. The calculation here is that 15 squares are green, divided by two because it's a half symmetry, multiplied by 1.5625% for 11.72% of cash flow spent.

Last, in yellow we see businesses that have only a quarter symmetry, and this adds up to 6.64%.

Labour Direct	Labour Direct	Labour Direct	Labour Direct	S-World Water	S-World Water	S-World Water	S-World Water
Labour Direct	Labour Direct	Labour / Gov Electric Auto	Labour / Gov Electric Auto	S-World Power	S-World Power	S-World Power	S-World Power
Labour / Gov Housing	Labour / Gov Housing	Labour / Gov Housing	Labour / Gov Housing	Internet and Virtual Education	Internet and Virtual Education	Internet and Virtual Education	Internet and Virtual Education
Labour / Gov Welfare	Labour / Gov Welfare	Labour / Gov Welfare	Labour / Gov Welfare	City, Business & Jobs	City, Business & Jobs	City, Business & Jobs	City, Business & Jobs
Gov Infrastructure	Gov Infrastructure	Gov Infrastructure	Gov Infrastructure	City, Business & Jobs	City, Business & Jobs	City, Business & Jobs	City, Business & Jobs
Gov Healthcare	Gov Healthcare	Gov / Education	Gov / Education	S-World Angelwing	S-World Angelwing	Susskind Boost and Peet Tent	Susskind Boost and Peet Tent
Gov / Other	Gov / Other	Gov / Other	Gov / Other	Other Services	Other Services	Other Industry	Other Industry
Repay Investors in NCs	Repay Investors in NCs	Repay Investors in NCs	Repay Investors in NCs	Other Industry	Other Industry	Other Industry	Sienna's Forests

In total, the amount of cash flow spent on projects the government would wish for its people is 68.36% of cash flow. Whereas as best I recall, the percentage of cash flow that is used for tax (federal, state, local and all other taxes) is between 38% and 45% in the USA and Europe.

Note also, and critically, because Malawi has a low GDP of $6.3 billion in 2017, by 2025 the amount of GDP $7,447,421,743 (assuming a CFV of 50%) added, is more than what Malawi made in 2017. And this figure then increases year on year.

Not only is Tax Symmetry a more efficient tax, but there a lot of it.

The Malawi Grand Śpin Network – 64-Cube in 2025

In chapter 18. POP – Financial Gravity we explored the cubic display of the network in 21 financial Đimensions. For this exercise, we are going to work with a 4,096 cube (8 x 8 x 8 x 8), which will represent the number of businesses in 2025.

To see this displayed on a single page I have made a 64 Cube (8 x 8 in 2D), where to make the 4,096 cube, each cell below contains 64 businesses. An alternate view from Mission Control would be a larger board that has 64 cells up and down, and 64 cells left and right making a 2D 4096 display.

Gov. Allocation	Gov. Allocation	Family Planning Allocation	Healthcare Gov. Allocation	Other	Other	Other	Other
Solar Energy Gov. Allocation	Solar Energy Gov. Allocation	Net-Zero Infrastructure Allocation	Net-Zero Industry Allocation	Other	Other	Other	Other
S-World Food Gov. Allocation	S-World Water Gov. Allocation	Education Gov. Allocation	FIFA WC Bid Infrastructure Allocation	Other	Other	Other	Other
Investor Tax Symmetry	Investor Tax Symmetry	Investor Tax Symmetry	Investor Tax Symmetry	Other	Other	Peet Tent	Peet Tent
Investor Special Project	Investor Special Project	Investor Special Project	Investor Special Project	Universal Healthcare	Waste Management	The Arts	Entertainment
Spartan Contract Paid2Learn	Spartan Contract Paid2Learn	Spartan Contract Paid2Learn	Spartan Contract Paid2Learn	Electronic Cars	S-World Water	Solar or Nuclear Power	The Internet & TV
Spartan Contract Housing	Spartan Contract Housing	Spartan Contract Housing	Spartan Contract Housing	VSN™ Virtual Education	Advancing Human Potential	Experience Africa Conservation	Electronic Cars
City Infrastructure	City Commercial Real Estate	City Residential Real Estate	City Industry	Net-Zero Machinery	Their Oceans	Sienna's Forests	Sienna's Forests

I have broken the sectors into eight different categories

Gov	Government - 18.5%
Investor	Inventors - 12.5%
Spartan Contract Paid2Learn	Labours 6.25% on P2L Education and Training
Spartan Contract Housing	Labours 6.25% on Housing

City Industry	6.25% on City Development
Other	25% on Other
Labours 12.5% Spending	Other 12.5% spent by Labour
Special Projects	12.5% on Special Projects

Please do not be confused by the last '12.5% on Special Projects' I'm looking to create all allocations from as many special projects as can be created. The last 12.5% is an allocation dedicated to special projects. That we may apply at the end once we know which projects we have managed to make in the other sectors. For example, Solar Power can be both a business and a net-zero special project, or a Government project, or a joint project by all the categories.

Working from tab H3) ŠÉŚv5 Jobs and Education on the spreadsheet, in 2025 the Malawi Grand Śpin Network has 5,120 businesses, but to simplify and stick to cubic dimensions I will use the 4096 figure (This will increase salary per person by exactly 25%, but I don't show this, please try to remember.)

In 2025 the Malawi Grand Śpin Network has $14,894,843,486 in cash flow, which is split between 4096 businesses and equals $3,636,436.40 per business, which we multiply by 64 to make a 64-cube sector of $232,731,929.47 per sector (cell) of the 64-cube. Each sector enjoys 1.5625% of cash flow worth $232,731,929.47

Staring first with the **Government allocation of 18.75%** I desire all government allocations t be for one or another special project. Note that the government have a say in which special projects are created in the first place making this process a perfect fit for their most urgent spending ambitions.

 Below the government come the **Investor allocations of 12.5%**, half of which are special projects and half are tax symmetry, ideally all investment allocations are tax symmetric special projects.

 Under the investor allocations, we see **6.25% in Spartan Contact** Paid**2**Learn **allocations**, which primarily pays people a living wage so they can study or become professional athletes or artists. Note, if a member of personnel has family and friends in a rural village, the Paid**2**Learn contributions can go to said family and friends. This is a nod to the traditional idea of family members moving to cities sending back money to help the family, that several books including Barack Obama's 'Dreams from my Father' present, it is also like my M&B String equation.

 Next, we see **labours 6.25% contribution to Housing** that they will own on completing their 16 years Spartan Contract.

This is followed by **6.25% dedicated to City Building**, as the percentage of special projects this percentage as a whole would be much larger, between 20% and 40%, for example, labours 6.25% contribution to housing, and the mega offices built for investors, offices for all businesses, Industry, Malls, Marinas, infrastructure, more infrastructure, real estate for other and on, and on.

Gov. Allocation	Gov. Allocation	Family Planning Allocation	Healthcare Gov. Allocation	Other	Other	Other	Other
Solar Energy Gov. Allocation	Solar Energy Gov. Allocation	Net-Zero Infrastructure Allocation	Net-Zero Industry Allocation	Other	Other	Other	Other
S-World Food Gov. Allocation	S-World Water Gov. Allocation	Education Gov. Allocation	FIFA WC Bid Infrastructure Allocation	Other	Other	Other	Other
Investor Tax Symmetry	Investor Tax Symmetry	Investor Tax Symmetry	Investor Tax Symmetry	Other	Other	Peet Tent	Peet Tent
Investor Special Project	Investor Special Project	Investor Special Project	Investor Special Project	Universal Healthcare	Waste Management	The Arts	Entertainment
Spartan Contract Paid**2**Learn	Spartan Contract Paid**2**Learn	Spartan Contract Paid**2**Learn	Spartan Contract Paid**2**Learn	Electronic Cars	S-World Water	Solar or Nuclear Power	The Internet & TV
Spartan Contract Housing	Spartan Contract Housing	Spartan Contract Housing	Spartan Contract Housing	VSN™ Virtual Education	Advancing Human Potential	Experience Africa Conservation	Electronic Cars
City Infrastructure	City Commercial Real Estate	City Residential Real Estate	City Industry	Net-Zero Machinery	Their Oceans	Sienna's Forests	Sienna's Forests

Top right we see **25% dedicated to other**, essentially space to add businesses that we need to add to create the Sienna Equilibrium, including services and including 3.125% for the Peet Tent, used via the Susskind Boost to boost and if necessary protect the weakest performing businesses.

To a degree, all businesses need to do to be classed as Net-Zero special projects and are to be carbon decreasing. Therefore, most companies in 'other' can be Net-Zero special projects, assisting the primary Net-Zero goal of each Grand Spin Network.

Below other, I have added **12.5% for Labours Income**, and here it gets harder because labour would spend in hundreds, maybe thousands of different places, and I only have 8 visual places, so we need to remember than inside each cube on the board can be 64 different businesses. Note also, in the first few years, half of this money (to labour) would likely be cash USD, 5% of the 10% of recycle-Éfficiency leakage.
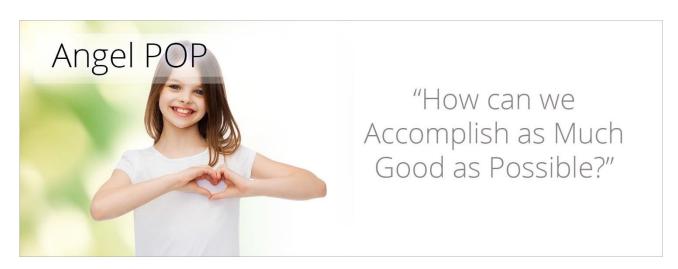
lastly on the bottom right we see allocations based specifically on special projects.

Continental POP

The POP Train and Angel POP

The object of the game/simulation is '**How can we accomplish as much good as possible?**
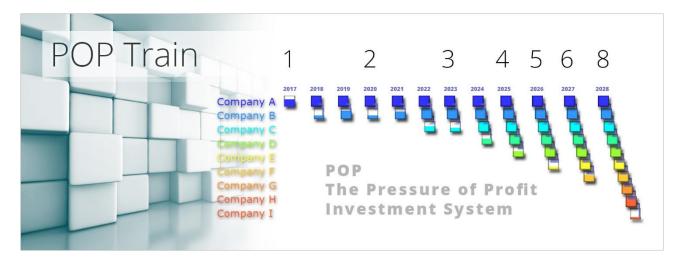
In 2012 Angel POP become the theoretical star of American Butterfly – Theory of Every Business Part 3. The Network on a String, by creating the Financial Đimensions, the 8 Continental Networks, and The POP Train.
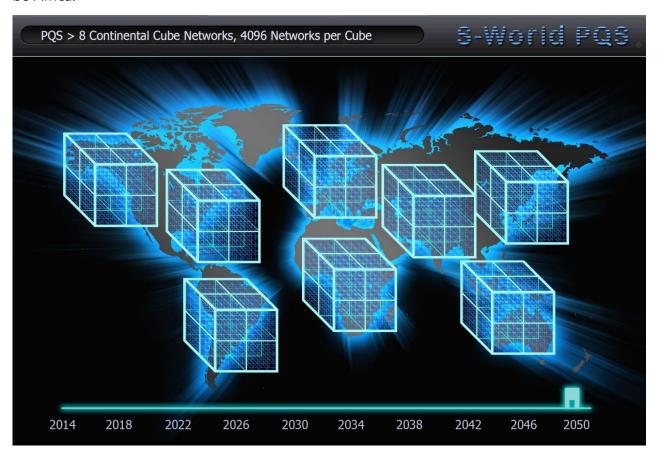
The POP Train saw many companies working together to fund the creation of a new company, and when that company was created it added its profits to the others increasing the strength of the train, so new businesses and Grand Śpin Networks new were created faster and faster.

Angel POP was the same idea but applied to Continental Networks;

Back in 2012 Africa only had one Continental Cube, and so came the rule that the other Continental Networks like the USA could not open a new tranche (Đimensions) of investment opportunities in their location until all 8 Continental Networks had reached their POP Points. This leads to 1, then 2, then 3, then 4, then 5, then 6, then 7 Continental Networks all pushing all their POP profit and other investment into the 8th Continental Network, which would likely be Africa.

This then led to the Africa Continental Network, seeing so much cash flow that no matter what the economic and other disadvantages the location had, it would soon reach its POP point. If the Network was going to become massive, Africa was going to grow fast. I named this Continental Network approach to POP **Angel POP.**

At the time I thought the magic of this scenario was that if investors could see that the last Continental Grand Śpin Network, would eventually be successful due to Angel POP, then from the get-go, the Africa network would see investment. This meant that if a Continental Networks POP Point was Đ16 - $3,518,437,209, that Đ17 investment options would only begin when all 8 Continental Networks are each making $3,518,437,209 in POP, and because POP was not a choice it is the law; that after the POP point a company must invest its profits (or cash flow in some cases) into new companies, if the S-World network was successful in richer countries investment is guaranteed in the poorer.

This idea, then sat for some time, and over the years in the background, the Special Projects started to develop from 8 ideas in 2012 www.AmericanButterfly.org/Special-Projects-2012 to 16 better considered ideas in 2017 www.AngelTheory.org/Special-Projects-2017. Until in February 2018 and my book **A More Creative Capitalism** and the Eureka Chapter 14: **Ripple Effects and Elephants for Paul G Allen** www.AngelTheory.org/Special-Projects--Feb-2018

In this chapter, we see the 16 Special Projects from 2017 and 10 new projects all created from the internalities of creating a Grand Śpin Network. But not a Grand Network in the USA and Europe, instead, at the start of the Continental Network process, the Eureka idea was to change tactics and start designing the Continental Networks in Africa. And the phrase was born:

<p align="center">"Grand Networks in locations in Extreme Poverty
are Special Projects."</p>

<p align="center">This was how you do the most good. This is Angel POP</p>

S-World Angelwing – Net-Zero DCA
Making and Playing The Game

Elon Musk
MARS Resort One

Now we skip 20 months forward and we are grateful to Elon Musk for inspiring MARS Resort 1, that reintroduced the ŔÉŚ equation, which could be used to power a Grand Śpin Network in Africa, from which I created several ŔÉŚ simulations and eventually S-World Malawi Histories 2 and 3, both from 2024 to 2080

Please see the Videos:
www.supereconomics.ai/video/34 (History 3)
www.supereconomics.ai/video/25 (History 2)

History 3 lifting Malawi from 0.0030% of global GDP to 1% of Global GDP by 2080, and History 2 did the same but reaches 1% of GDP by 2050, and battles one global recession and two global depressions, in which all trade stopped, and yet by optimizing É and boosting Ś even when the rest of the world fell apart Malawi kept on increasing cash flow, year in year. This I think does deserve the tag; An Economic Theory of Everything. (See Website Menu: E-TOE)

Working from the more cautious History 3. If Malawi increases steadily from 2024 to 2080 starting with almost zero and ending with 1%, then by 2080 Malawi will have spent about $24

trillion US dollars. Half of which we see allocated in spreadsheet tab H3) ŠÉŚ-v5 Special Projects, also seen in Chapter 2 and at the end of the book – The Special Project Allocations, which are built initially by the strength of the Angelwing software and Š-ŔÉŚ™ Financial Engineering.

But the reason the amounts look so ridiculous is because of the Net-Zero DCA software that this chapter and all of part 4 are describing. Usually, even if one wanted, It's just not possible that a massive company can dedicate 25% or 50% or 75% of its cash flow. Cash flow, not profit – profit is easy enough if the board and investors have the will, but 25% or 50% or 75% of cash flow is always very unlikely.

Unless you start the project from nothing but ideas and theory, and those ideas and theories are centred around creating as many special projects as you can, and specialize in Net-Zero industry services and technology, because that's the Dynamic Comparative Advantage that Stiglitz acclaimed earlier in the book.

As Stiglitz's point and my response are pivotal, it is well worth repeating:

Begging of Extract:

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

Thank you, Stiglitz and Greenwald, for the above which could have taken an entire book to explain.

Stiglitz and Greenwald continue:

> "There seems to be a circularity here. What should a country do today to create its dynamic comparative advantage? Ascertaining a country's static comparative advantage is difficult; ascertaining its dynamic comparative advantage is even harder."

In terms of dynamic comparative advantage in the rest of the world, this is indeed hard. If every country picked what they thought they could best sell in a decade, or two, or three from now, many might pick the same thing and crowd out the market. But the S-World economy (Supereconomics) is not like the rest of the world, it is quantized, it has POP, if no one debunks it, it has Š-ŔÉŚ™ Financial Engineering, and now it also has S-World DCA.

Š-ŔÉŚ™ High-Octane Financial Engineering

Net-Zero Dynamic Comparative Advantage

I had planned for S-World Angelwing to answer this in a highly complex way. But in fact, the answer is simple, given the parameters of this project – the guiding light of Angel POP; **"Grand Networks in locations of extreme poverty are special projects"** and the 1st legal law of S-World is that projects **and developments must be Net-Zero.**

The Dynamic Comparative Advantage for the Malawi Network hypothesis is simply to specialize in making things that create Net-Zero products; from solar arrays to Gates-Green nuclear power plants, with a secondary specialization in making biodegradable packaging, and sub specialisations for as many other special projects as can be afforded.

This will become more specific as we continue this chapter, but the one thing to grasp now is the demand.

- First is the demand within the network in Malawi which, with Š-ŔÉŚ™ Financial Engineering, will expand exponentially.
- Second is demand from all other countries in Africa, as pressure is put upon aid supply to polluting countries; in about the same time as it to South Korea to carve out its niche in semiconductors, S-World Malawi will be able to meet the needs of African countries wishing to become greener.
- The third is the demand created by Grand Networks (Net-Zero Cities) in other locations, all of which will have a large demand for Net-Zero products.
- Fourth is non-network Malawi
- And fifth is the rest of the non-networked world. Which will be a major market opportunity, but has been left out of History 3 to avoid trade becoming a point of debate, when right now we are focused on Š-ŔÉŚ™

So sales to the rest of the world, are a bonus, only counted when received. And this practice allows us to scale to many Grand Śpin Networks, across the world, because we are not relying on trade, the model can be repeated without each Grand Śpin Network becoming competitors in the global market."

End of Extract.

Now let's dance...

Net Zero Dynamic Comparative Advantage Software
Making and Playing The Game
The Level 1 Basic **Software Design**

First, we need to create the 4096 POP Cube (8 x 8 x 8 x 8). But to begin we can create this in 2D by creating a table 64 spaces wide and 64 spaces high. This represents History 3 and the 4096 businesses in 2025. (which for simplicity I have lowered from 5,120 to 4096.)

In tandem we can start with the 64-cube we have been working on, in which each cube has 64 places within for different companies, as seen earlier in the chapter, like so:

Gov. Allocation	Gov. Allocation	Family Planning Allocation	Healthcare Gov. Allocation	Other	Other	Other	Other
Solar Energy Gov. Allocation	Solar Energy Gov. Allocation	Net-Zero Infrastructure Allocation	Net-Zero Industry Allocation	Other	Other	Other	Other
S-World Food Gov. Allocation	S-World Water Gov. Allocation	Education Gov. Allocation	FIFA WC Bid Infrastructure Allocation	Other	Other	Other	Other
Investor Tax Symmetry	Investor Tax Symmetry	Investor Tax Symmetry	Investor Tax Symmetry	Other	Other	Peet Tent	Peet Tent
Investor Special Project	Investor Special Project	Investor Special Project	Investor Special Project	Universal Healthcare	Waste Management	The Arts	Entertainment
Spartan Contract Paid**2**Learn	Spartan Contract Paid**2**Learn	Spartan Contract Paid**2**Learn	Spartan Contract Paid**2**Learn	Electronic Cars	S-World Water	Solar or Nuclear Power	The Internet & TV
Spartan Contract Housing	Spartan Contract Housing	Spartan Contract Housing	Spartan Contract Housing	VSN™ Virtual Education	Advancing Human Potential	Experience Africa Conservation	Electronic Cars
City Infrastructure	City Commercial Real Estate	City Residential Real Estate	City Industry	Net-Zero Machinery	Their Oceans	Sienna's Forests	Sienna's Forests

Another alternative way to view the data is to make four cubes of 32 columns and 32 rows (32 x 32 = 1024 x 4 = 4096)

Sticking with the giant 64 x 64 cube and the 8 x 8 where each cell opens to 64 more cells, we add some companies to the board.

There are many ways to start this game/simulation, and to a degree, the object of the exercise is to work out what order to lay companies down. Do we start with Gov. Allocation, Investor Allocation, Tax Symmetry, Tax Symmetry & Special Projects, or start with the City companies or...?

For now, I will continue the theme from The Theory of Every Business in 2012 and our token construction industry supple company TWF – The Window Factory.

So, the first business on the board is TWF – The Window Factory, now we need to assign cash flow to it.

Working from Spreadsheet tab; 'H3) ŠÉŚ-v5 | S-World History 3b' and cell N:70 we ascertain the cash flow for all companies in Śpin one of two. Specifically, cash flow spent between 01-Jan-25 and 11-Jul-25 is $8,569,612,500. For simplicity, I would divide this figure by the 4096 business cells, and I'm left with $4,184,381.10 per cell

In the following table, we see this calculation at the top of the display. Where after 25% is deducted for labour, 18.75% is deducted for tax, 6.25% is deducted for initial investors, 3.125% is deducted for Software and Network Development, 3.125% is deducted for the Peet Tent (Ѧ) and The Ŝusskind Boost which primarily funds/boosts the weaker companies until they have caught up with the leaders. Lastly, 1.5625% is deducted for S-World Film and Behavioural Economic Systems.

Once those standard expenses are deducted, I devote the rest of the cash flow to stock and services.

Net-Zero DCA™ Demand

History 3	Š-ŔÉŚ™ V6 - Śpin 1 of 2 in 2025		
All Cash Flow	1st Jan 2025 to 11th July 2025	$	8,569,612,500
Amount of Companies		Divide by :	4096
Cash Flow for TWF --- All Cash Flow/Amount of Companies		$	2,092,190.55
Labour (Paid in Network Credits)	25%	$	523,047.64
Government (Paid in Goods)	18.75%	$	392,285.73
Network Credit Dividends (Paid in Goods)	6.25%	$	130,761.91
Software and Network Development	3.125%	$	65,380.95
Peet Tent & Susskind Boost	3.125%	$	65,380.95
S-World Film	1.5625%	$	32,690.48
Operational Costs Total 1	57.8125%	$	1,209,547.66
Demand 1 (Bye raw and materials parts)	42.19%	$	882,642.89
	100.00%	$	2,092,190.55

H3) Net-Zero DCA™ Inputs						TWF - The Window Company		
		Item	Serial	ŔÉŚ Cycle	ŔÉŚ Cycle	Amount	Price	Total Cost
			Number	From	To	in Items	per Item	
Demand	1	Glass	GLASS-46	01-Jan-25	11-Jul-25	2,647	$ 39.84	$ 105,456.48
Demand	2	Glass	GLASS-26	01-Jan-25	11-Jul-25	2,147	$ 32.74	$ 70,276.41
Demand	3	Glass	GLASS-49	01-Jan-25	11-Jul-25	1,065	$ 22.73	$ 24,196.09
Demand	4	Glass	GLASS-43	01-Jan-25	11-Jul-25	1,327	$ 44.92	$ 59,608.84
Demand	5	Glass	GLASS-84	01-Jan-25	11-Jul-25	1,083	$ 22.49	$ 24,345.43
Demand	6	Glass	GLASS-84	01-Jan-25	11-Jul-25	1,295	$ 55.89	$ 72,349.61
Demand	7	Glass	GLASS-7	01-Jan-25	11-Jul-25	563	$ 123.67	$ 69,626.21
Demand		Glass		01-Jan-25	11-Jul-25			$ 425,859.06
Demand	8	Frames	Frame-73	01-Jan-25	11-Jul-25	3,947	$ 31.55	$ 124,527.85
Demand	9	Frames	Frame-35	01-Jan-25	11-Jul-25	2,862	$ 35.23	$ 100,810.65
Demand	10	Frames	Frame-86	01-Jan-25	11-Jul-25	2,340	$ 26.88	$ 62,885.76
Demand	11	Frames	Frame-48	01-Jan-25	11-Jul-25	3,173	$ 26.88	$ 85,276.80
		Frames		01-Jan-25	11-Jul-25			$ 288,224.26
Demand	11	Seals	Seal-28	01-Jan-25	11-Jul-25	6,473	$ 3.54	$ 22,912.65
Demand	12	Electricity	Ele-1	01-Jan-25	11-Jul-25	1	$ 6,267.50	$ 6,267.50
Demand	13	Water	Water-1	01-Jan-25	11-Jul-25	1	$ 3,199.00	$ 3,199.00
Demand	14	Internet		01-Jan-25	11-Jul-25	1	$ 3,264.00	$ 3,264.00
Demand	15	Services		01-Jan-25	11-Jul-25	1	$ 28,672.50	$ 28,672.50
Demand	16	Other 2		01-Jan-25	11-Jul-25	1	$ 104,243.93	$ 104,243.93
Demand 1 (Bye raw and materials parts)							$	882,642.89
Double-Check							$	882,642.89
Total Demand 1							$	882,642.89
Spent on Goods and Services								42.19%

Seeing the above is important for understanding the Sienna Equilibrium, the TBS™ Software, Tax Symmetry and Net-Zero DCA™ Soft. The itemised demand is now visible. Now imagine, all the companies in the network create the same list of demand. Where after it's easy enough to add all demand (*maybe a too and from value*) from all companies, creating a stating position. Now we are going to add Supply.

Net-Zero DCA™ Supply

In the spreadsheet tab: 'H3) Net-Zero DCA™ Supply' below, we see 6 types of window, three doors, and materials such as frames for Solar Panels/Arrays.

		Item	Serial	ŔÉŚ Cycle	ŔÉŚ Cycle	Amount	Price		Total Cost
Cash Flow Allocated to Supply								$	882,642.89
Government Demand in Network-Credits								$	392,285.73
Total Cash Flow + Gov. Demand								$	1,274,928.62
Goods and Services									42.19%
		Item	Serial Number	ŔÉŚ Cycle From	ŔÉŚ Cycle To	Amount in Items	Price per Item		Total Cost
Supply	1	Window	Al-Win-17	01-Jan-25	11-Jul-25	2,324	$ 65.23	$	151,561.91
Supply	2	Window	Al-Win-24	01-Jan-25	11-Jul-25	2,073	$ 44.65	$	92,570.61
Supply	3	Window	Al-Win-14	01-Jan-25	11-Jul-25	1,032	$ 45.46	$	46,926.09
Supply	4	Window	Al-Win-19	01-Jan-25	11-Jul-25	1,414	$ 44.28	$	62,589.78
Supply	5	Window	Al-Win-08	01-Jan-25	11-Jul-25	1,791	$ 22.54	$	40,374.78
Supply	6	Window	Al-Win-18	01-Jan-25	11-Jul-25	647	$ 111.78	$	72,349.61
Demand				01-Jan-25	11-Jul-25			$	66,372.76
Supply	7	Door	Al-Door-19	01-Jan-25	11-Jul-25	1,827	$ 66.23	$	121,002.21
Supply	8	Door	Al-Door-19	01-Jan-25	11-Jul-25	1,236	$ 33.28	$	41,117.44
Supply	9	Door	Al-Door-19	01-Jan-25	11-Jul-25	1,287	$ 29.30	$	37,694.45
				01-Jan-25	11-Jul-25			$	199,814.10
Supply	10	Solar	Al-Solar-07	01-Jan-25	11-Jul-25	2,344	$ 77.23	$	180,988.51
Supply	10	Solar	Al-Solar-07	01-Jan-25	11-Jul-25	3,367	$ 98.23	$	330,740.41
Supply	10	Solar	Al-Solar-07	01-Jan-25	11-Jul-25	2,444	$ 24.21	$	59,157.14
								$	570,886.05
Supply		Other	Other	01-Jan-25	11-Jul-25	1	$ 75,711.41	$	37,855.71
								$	1,274,928.62

Adding up the 4096 companies supply and demand gives us the starting position, where there is not enough supply we either increase TWF (The Window Factory) monthly Š-ŔÉŚ™ Ťenders or create a second or third company doing the same.

We will also find blind areas that have significant demand and no supply at all and a dedicated company can be created to fulfil that need.

We can program the AI to look at changing the allocations of cash flow and after seeing what difference it makes, we need markers of achievement, such as less than Net-Zero (The suburb, business or home) is on balance carbon reducing. One could have points for each special project funded, and a different score for each project based on its current needs. EEE Points, competitive price and global market attractive price, and of course as much customer feedback as possible. All combined to give a score, or many scores. There are many different ways for the AI to optimize.

What we must do is create as many companies that are not on one the board, if we have 4096 companies on the board we could have as many off the board. And then the AI can have fun, swopping different companies in and out, relative to all other variables, so on a basic level a single company is swopped for another and does this improve the total score? Yes/no/no-difference?

We can be almost certain how much each company will revive in the next Š-ŔÉŚ™ round. In History

3 we know that 92% of all cash flow will come from The Suburb Sale. An order that will have been agreed upon months or years in advance. From this point, we can add Šavings and apply recycle-Éfficiency and Śpin and we can predict minimum cash flow years in advance.

There will almost certainly be more cash flow made when we include trade, but were not overly concerned about companies making more money, we just need to know that they will receive the minimum they need to make all their products or to offer their services.

Once we have that fundamental history, we can first optimize for Pareto Efficiency so it is not possible to move any company or change any value without negativity changing another variable.

Next, we must start to order the supply and demand in tune with Š-ŔÉŚ™ histories, and then we must start to Super optimize the Pareto Efficiency by adding the internality and externality ripples through the system, the effect each company has on each other. The first version of this may be to optimize for UN Development Goals, or SRC goals, or a collection of special projects. The first go at this will likely be the Net-Zero round, where we give points to each company based on its individual Net Zero score (including Sienns Forrest where a company buys or plants forests).

And after starting other special projects, so whilst there will be a way that is pure Pareto Efficient, there is also a score where we are confident of making minimum output, and after is primarily concerned with Net-Zero or special projects. So giving us the Pareto Efficiency but optimised to favour company making good Inerlaoties and de-favour companies making externalities. Ending up with all cash flow as predicted in History 3 (or other History) but where more money could have been made, significant Net-Zero and special projects progress.

In many cases, the business itself will be a special project or part of a special project. For example TWF The Window Factory will make most of its inner network sales to the real estate development company that receives the 6.25% of all cash flow, which is in many ways a key variable in the 10 million 5-Star Social Housing Special Projet.
(Labour receives 25% of all cash flow and spends 25% of that 25% (being 6.25%) on the homes they are essentially building for themselves.)

Parts, Raw Materials, Utilities, goods and services.

We are currently at 42.19% of cash flow mostly spent on parts/materials, plus utilities, goods and services. This 42.19% feels too low, relative to earlier work on same.

But by now applying the Government's 18.75% allocation to buying more parts/materials plus other, we increase the percentage spent on parts/materials plus other from 42.19% to 60.94% which feels much more natural.

How does the Government get paid?

The government gets paid in output, in aluminium windows and doors, and if it wants more

from one company than another, it gets worked out within the Sienna Equilibrium, the Net-Zero DCA Software, and the Network Credit Exchange, where NCs can be exchanged with others in the network.

Here are the Government Direct allocations, each box is 1.5625% of all cash flow in 2025. 1.5625% x 12 = 18.75%.

In History 3 2025 **cash flow is** $14,894,843,486
$148,948,434 x 18.75% = $2,941,731,588.53 in government selected cash flow.

Gov. Allocation	Gov. Allocation	Family Planning Allocation	Healthcare Gov. Allocation
Solar Energy Gov. Allocation	Solar Energy Gov. Allocation	Net-Zero Infrastructure Allocation	Net-Zero Industry Allocation
S-World Food Gov. Allocation	S-World Water Gov. Allocation	Education Gov. Allocation	FIFA WC Bid Infrastructure Allocation

Compared to the real estate sector, the government sector will have less demand for windows. But if TWF is within a 64-cube (64 places on the 4096 board) that specializes in solar panels, it may get the Ťender for the aluminium housing for the Solar Panels, then maybe the percentage of government spending on TWF could be closer or the same as the real estate sector.

Note that TWF and all other companies have a huge cost advantage when supplying to the government. Consider if the government was to pay a developer to build a new health centre, or other building, in different locations with different contractors. The price they pay for a window includes manufactures profit, wholesalers' profit, developer mark up, VAT and other taxes. This mark-up often sees the price of a good double relative to the price it costs to manufacture. So effectively, 18.75% of government spending, would only cost 9.47% of cash flow to produce.

When it comes to labour, police, nurses, teachers, governmental et al. there is no such effect. A plan I am considering is that each company has on average 32 personnel, and maybe eight of them were public sector jobs. We could afford to do this because the current 25% for labour is nearly double that of other African countries. We can essentially split 75% of cash flow to company duties and 25% for essential services, usually paid for by the government; police, librarians, doctors, nurses, firemen and women etc.

Supply

Now that we have the idea of how to display supply and demand for one company, we are in a position to start to think about the entire 4096 chessboard in terms of supply and demand.

Next, could come the manual task of assigning 4096 different companies to the 64 x 64 board. In general, to choose the best 4096 companies, we should start with at least double that figure, (start with 8192 companies) with half on, and half off the board, then we can see what happens when companies are removed and added to the network.

Once we have created version 1 of the supply and demand for 4096 different companies, we could ask the software to marry up all the supply and demand of Aluminium doors and windows, and how many frames are needed for Solar Arrays?

Plus, I would like to see an analogue effect for changing supply and demand, by seeing all supply and demand as leads that can be plugging in and plugged out of different companies. So, one puts in the essential supply and demand necessary for one reason or another and after we ask the AI to auto-assign the rest of the companies.

And after one can fine-tune, where desired.

Now we can get the software to estimate the best prices for each product, in a way this software was mastered by Bill Gates over 40 years ago, the Lakeside school class schedule. This

software was designed around numerous variables and come up with a working class-schedule for Lakeside school after it merged with another school.

In the same way, the software picked the optimum classroom schedules, it can pick the optimum number of products needed for all sectors, and the price of each. Where all the demand for Aluminium Windows, Doors and Solar Array parts are calculated.

We may well find that we need to increase the size of aluminium window manufacturing. Currently, it only sees one part in 4069. But if we were to say that building houses, schools, malls and all other buildings were 40% of all cash flow and that Aluminium Windows and doors are about 1% of the cost (low estimate). We have (4096 x 40%) x 1% = 16.384 companies. So, for the time being, we would assign 16 cells in the 4096 cube to TWF and Aluminium Windows. Maybe some competition, maybe just one larger company (remember on average there are 32 personnel per company sector.)

At this point we are not factoring for Net-Zero, this comes soon.

First, I want to see a hyper effect standard businesses model.
Remembering that there are many costs usually associated with a business that are not a factor in the Grand Spin Network.

11 Reasons Why **S-World Companies** are more Efficient and Profitable

1. **Sales and Marketing – Cost ZERO**
   This can easily cost 50% of cash flow, for my company Cape Villas, my AdWords spend so far is close to half a million dollars.

   But at the Ťender level, there is no sales or marketing, the market is in the distribution of the $8,569,612,500 between 01-Jan-25 and 11-Jul-25. In Ťenders

   Each company, will be able to do sales and marketing to sell to non-Network Malawi and the rest of the world, and we're going to put a lot into that, but at the Ťender stage, we don't need sales or marketing because the Net-Zero DCA software works out the optimum supply/demand and the cost. And TWF (and most other companies) need only concentrate on making its products and they get paid.
   Note also that because supply shocks can ripple and cause chaos, TWF is only allowed to sell outside the network after they have a stock of windows that would supply the

network for 'x' months.

2. **Warehousing – Cost ZERO or LOW**

   As part of the setup of TWF, it will own its own warehousing, either at the site or a communal warehouse nearby its factory.

3. **Rent - Zero**

   As part of the setup of TWF, it will own its own offices and industrial buildings.

4. **Business Rates and Property Taxes – Cost Zero**

   All Business Rates and Property Taxes are Zero because of Tax Symmetry

5. **VAT – Cost Zero**

   This is a big one, where competitors would pay 16.5%, TWF pays nothing on inner network sales because of Tax Symmetry

6. **All Other taxes – Cost Zero**

   Because of Tax Symmetry

7. **CFO – Chief Financial Officer, Accounting, Auditing, Tax Accounting – Cost Zero**

   The TBS™ – Total Business Systems handles most accounting needs
   I can tell you for sure that a junior accountant following a well-designed system can beat a CFO with 40 years' experience but no system - hands down, every day of the week. All that is needed is one junior accountant for several companies.

8. **Other C-Suite Personnel – Less needed**

   Again because of the TBS ™ (which in [this chapter](#) presents about 90 ways to make money, save money or avoid landmines) For the same reasons as above and in particular the S-World [CRM Nudge AI](#), [Company Controller](#) and [S-World UCS Hawthorn](#), there is far less need for C Suite and managerial staff.

9. **Economies of scale**

   A competitor to TWF will not nearly have the number of orders TWF has, and with limited product types available TWF has demand for tens of thousands, then a few years later hundreds of thousands, and a decade on millions of orders, lowering manufacturing costs, and in some or many cases lowering costs by a lot.
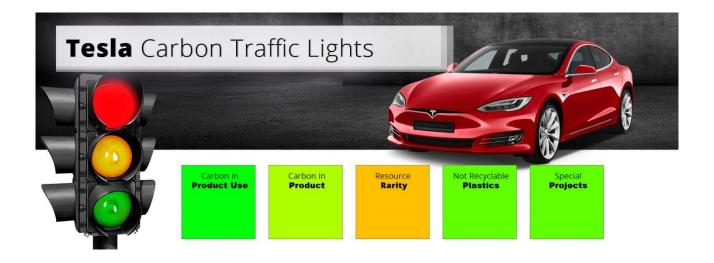
10. **Efficient Suppliers**

    At least 90% (relative to recycle-Éfficiency) of the time, all suppliers and service companies will be from the Network, all of whom have the same advantages, lowing cost, increasing quality and providing clear clean Carbon Traffic Light (CTL) scores

11. **Carbon Traffic Light Scores**

    We come to Carbon Traffic Light Scores in a few pages, the point here is that we have the intention to create a global industry standard for Carbon emissions, biodegradable plastics, rare resource use and contributions to special projects.
    By placing all companies seeking very good scores, network goods and serves will be trusted on the global markets as Green, which will be increased demand.

Tesla Carbon Traffic Lights

Carbon in **Product Use**	Carbon in **Product**	Resource **Rarity**	Not Recyclable **Plastics**	Special **Projects**

Malawi's 10 MILLION HOMES
And the CFV – My Economic Constant

One way to start to add supply is in the houses themselves, from which we can assess how many windows and other items from bricks to swimming pools we need.

25% of cash flow is for labour and 25% of labours income is on housing. This 6.25% is estimated on the spreadsheet tab 'H3) ŠÉŚ-v5 | S-World History 3b' column EL.

In 2025 there are 3,027 homes built, with a built cost of $150,000 each. If each house has 10 windows, we see demand for 30,270 windows.

So, if one 64^2 cube-cell assigned to construction creates demand for 30,270 windows then 8 cells would equal demand for 242,160. Whereas I have only added 18,562, thus we might need TWF to be 16 standard companies. So, it gets 13 times more cash flow. So, 16 on the 4096 company nodes are applied to TWF, probably more.

The CFV – The Economical Constant

We need to be aware of the CFV, which to me is looking more and more like the equivalent in Einstein's cosmological constant in general relativity. The reason for this is that at first Einstein added a cosmological constant to his equation for general relativity, but later called it his greatest blunder, but in the long term it turned out he was right to include it.

The CFV, The David A. Moss Cashflow to GDP variable, was originally added to account for double counting GDP, but recently I have thought it unnecessary, but when I take it out GDP in Malawi is double what it should be, (the DFV currently is a simple 50% division of cash flow making a GDP prediction.

On H3) ŠÉŚ-v5 | S-World History 3b, at EH:54 we see $150,000 in cash flow, but in EL:54 I divide the number of homes built by the CFV by 50%. It makes no sense that $150,000 spent on windows and other items should be divided in this way (by 50%). So, It looks like I can remove the CFV. But, if I do and we look at total cash flow from 2024 to 2080 of $24,284,928,000,000, which includes the CFV, if we work out the same total cash flow of a country that steadily creates 0.5% of GDP for the whole time, such as Norway's current $434,751,000,000.00, then extended to 56 years makes $24,780,807,000,000.00 before, which is within 98% accurate. And like UAE figures I did on same a while ago.'

In both cases, if I remove the CFV, Malawi figures double and seem to be wrong.

One factor to note is that I have not applied 2.5% growth in Norway and if I did it makes

$55,000,926,761,792.90. But I should not need to apply growth to Norway as the $24,284,928,000,000 in History 3 is in today's money. I have already deduced growth, see in 2080 in cell EH:2798 the cash flow cost of a house is $597,899, but for the $24,284,928,000,000 figure I used the $150,000 each year, deducting growth, therefore we should not add growth to Norway, therefore Norway figure being $24,780,807,000,000 is very close to Malawi $24,284,928,000,000.

Therefore it seems the CFV my Supereconomics constant appears to be necessary.

A note on Norway, and UAE, I'm not suggesting what growth may or may not be, it's purely an academic exercise to show that if one stats with zero GDP and grows steadily and reached 1% of GDP it will be a similar figure to a country that has about 0.5% of GDP and makes that figure constantly from 2024 to 2080.

Maybe its simplest to take GDP in 2018 x 0.05% x 56 years = 24 trillion

World Bank Global GDP 2018		$ 85,804,391,000,000
1% Equals:	1%	$ 858,043,910,000
Half of 1% Equals:	50%	$ 429,021,955,000
Years from 2024 to 2080:	56	$ 24,025,229,480,000

I will continue with the CFV at 50% it is not really a major problem at this stage because if it's wrong all that happens is my total houses built and GDP forecasts need to double, moving from a very good thing to a very, very good thing.

ΞΞΞ **Points and Demerits**

The full complexity of EEE points and demerits can't be captured in a few cells of a spreadsheet, the idea came early on and is reflected in the title of the signature essay from S-World.biz EEE – The Economy for the next 14 billion years. http://www.s-world.biz/TST/EEE-14Billion_Years.htm (November 2011), to be extended in September 2012 within the signature article on American Butterfly – The Theory of Every Business Chapter 8: S-World UCS – QE and EEE Scores. (See Full Chapter)

Note that the S-World DCA software was a subsystem, and is still intrinsically linked to S-World UCS™ and that 'QE' Scores evolved into the É in Š-ŔÉŚ™ Financial Engineering.

EEE Scores and demerits are a value that is applied to every itemized product, for example, a brick. A brick will obtain its score by several factors, some easy to determine some not so easy. In most cases, the materials clay soil, sand, and lime, or concrete materials, will come from another Network company and will have their own EEE Score.

However, before we get to the EEE scores of the materials, we need to assess the carbon and other damage that was done in the process of building the industry and offices of each company. Then we need to look at the industrial process, is the factory run by solar or other
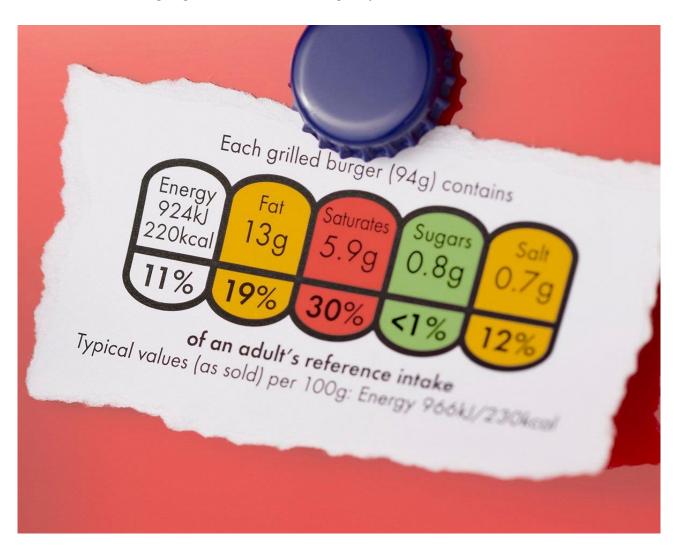
carbon-free power sources? How much damage was caused by its construction? Are business vehicles electronic not petrol, and all other Net-Zero qualities of her company will create more EEE points.

On the other hand, if there is imported material, say a material in the concrete, that has no official EEE score and comes from a factory that is powered by conventional energy that turns out to be powered by carbon-emitting fuel, then the brick gets demerits.

The Carbon **Traffic Light**

EEE Points A GLOBAL INDUSTRY STANDARD.

Ideally, we want to make EEE points and demerits a recognised and enforced global standard, like the food labelling regulations - the traffic light system seen below.
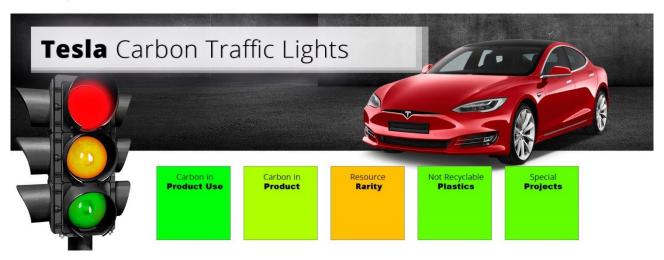

But in place of Energy, Fat, Saturates, Sugars and Salt, may come Carbon in Product Use, Carbon in Product, Resource Rarity, Biodegradable Plastics, Special Projects. Showing each customer, the ecological (EEE) points. (Note this idea did in part come from The Trump Equation)

This labelling is good news for Net-Zero DCA, because when it comes to exports, from bricks to Lithium-ion batteries, to villas and to entire suburbs, where most of the world's businesses would have a bad score or no score, when buying an S-World product, service, brick or home the purchaser knows that they are doing there bit, by buying from S-World.

Because good is served by supporting the **Carbon Traffic Light System**, companies that are already doing their bit will have superb EEE scores, independent of S-World, just by following the carbon traffic light system and adding it to their marketing.
 One company that would benefit enormously would be **Tesla, I've always marvelled at it -** Electronic cars were a part of the New Sparta (2011) and Orland Network (2012) **and along comes Elon Musk and makes a business out of what was arguably the most important special project ever.**

Of course, there are probably a lot of components in a Tesla that has high EEE demerits, but on balance, the EEE demerits for parts of the car, will not be anywhere near as many EEE and Special Project points gained for bringing electronic cars and infrastructure to the people in the first place.

I'm not going to make the graphic, but if we were to compare with other non-electric luxury car manufacturers, we would see Red – Red – Red and comparatively Tesla would be leaps ahead, **thus it is in Tesla's interest to see the Carbon Traffic Light idea popularized/go viral**, in much the same way it is in SpaceX's interest to see **the Malawi Grand Śpin Network** succeed, because it **is the prototype to MARS Resort 1**, and MARS Resort 1 wants a million colonialists, who would use SpaceX to get to and from Mars. Note also that a Gigafactory in the Malawi Grand Śpin Network would be awesome.

Of course, I would love to see Tesla in Angel City 1 – Malawi Grand Śpin Network, and equally, I would like to see a Giga Factory. But even if that's not on the cards straight away I would love to see Tesla, The Giga Factories, and SpaceX adopt the EEE Traffic lights and display the scores on its advertising. The aim is for the carbon traffic light system to be proudly displayed by all who would benefit from it. There was a time, a few years ago, when every other company TV ad had a "find us on Facebook" graphic at the end.

This is what we wish to achieve for carbon traffic lights. The carbon traffic light could be the single most effective short term measure to lower carbon emissions, right now no one knows each companies score, but if everyone knows, the carbon burning companies will be forced to improve or see demand lessen until they go out of business.

I would not just make the rules, I would like to work with several industry experts, and in particular William Nordhaus and Paul Collier.
 Of course, it's a cunning strategy for S-World, as all S-World products and services will have great scores across the board, this will make S-World exports more appealing. And we would attract higher quality brands such as Prada, Virgin Limited Edition, Channel, Armani, Facebook, Bulgari, Microsoft, Gucci, Google at al.

EEE Points **and Demerits**

On the spreadsheet tab; 'H3) Net-Zero DCA™ EEE Points' we see a continuation of the Net-Zero DCA™ Demand spreadsheet.

Product		1	2	3	4	5	6	7
Serial	Price	EEE Demerits	EEE Demerits	EEE Demerits	EEE Demerits	EEE Demerits	EEE Points	Total 1
Number	per Item	Out of 10	Out of 10	Out of 10	Out of 10	Out of 40	Out of 40	
		Carbon in	Carbon Cost	Resource	Biodegradable	Total	Special	EEE
		Product Use	Of Product	Rarity	Plastics	Demerits	Projects	Score
Al-Win-17	$ 65.23	1	1	0	0	2	36	34
Al-Win-24	$ 44.65	2	1	1	0	4	36	32
Al-Win-14	$ 45.46	2	1	1	0	4	36	32
Al-Win-19	$ 44.28	2	1	1	0	4	36	32
Al-Win-08	$ 22.54	4	3	2	1	10	32	22
Al-Win-18	$ 111.78	0	1	3	0	4	36	32
		11	8	8	1	28	212	184
Al-Door-19	$ 66.23					11.7%	88.3%	76.7%

Including:

1) **Carbon in Product Use.**
   For product 'Al-Win-17' at $65.23, we have a score of 1 because it is a near-perfect insulator.
   Going down to 'Al-Win-08' at $22.54 This window is about half the price but is not a great insulator, hence a score of 4
   And at the bottom Al-Win-18 at $111.78 is a near-perfect Insulator and has a zero score.

2) **Carbon in Product**

This is a measure of the Net-Zero-ness of the factory and offices, plus then EEE points or demerits from the raw materials, and parts that went into making the goods or services

3) **Resource Rarity**

This column is dedicated to Paul Collier and his book, The Plundered Planet: Why We Must - and How We Can - Manage Nature for Global Prosperity

If there are a thousand ways to make a window, there must be one that uses no rare resources, then we get scores or zero, note the most expensive and best insulating window #6 uses some rare resources.

4) **Biodegradable Plastics**

A Network of companies will combine to produce biodegradable plastics, for general use, and specialist use, for instance, parts for cars.
By using this company to make plastics for products one achieves a zero-demerit score on all but one product.

5) **Total Demerits**

Total demerits are divided by the 4 columns and six rows making 28/240, which gives us a good preliminary EEE Score of 11.7%

6) **Special Projects**

Consider all the special projects that the company assists, in this case, all the following benefit for TWF in one way or another

Global Cooling, Their Oceans, Female Equality and Family Planning, S-World UCS™, Net-Zero Five-Star Social Housing, The TBS ™ – Total Business Systems, S-World Film, S-World VSN™ Virtual Education, Paid**2**Learn 1, S-World UCS™ MMO Education, S-World BES™ Behavioral Economics, S-World Angelwing Software Framework Growth Theory versus Climate Change, Net-Zero Industry, Scarce Resources, Biodegradable Packaging and Plastics, Solar Arrays | S-World Power, Welfare for the Villages (Paid**2**Learn 2), Is it Safe?, Female, Racial, LGBT, and other Equalities, Football & Sports

Leagues (Paid**2**Learn 3), Malawi - 2034 FIFA World Cup Bid, and for Bill Gates reason 66. Going Nuclear?

7) **EEE Score – Total 1**

<mark>In the EEE Score, (that does need a lot more thought, but to get started) each row deducts the EEE Demerits from the Special Project Points to make a percentage total EEE percentage score of 76.7%.</mark>

But in this scenario each company must have as a minimum score 85%, so it increases its score by planting and tending to Sienna's Forests (Combined Target 50,000 Square KM) (50,000 sq. km x 75,000 trees per sq.km = 3,750,000,000 trees)

1	2	3	4	5	6	7	8	9
EEE	EEE	EEE	EEE	EEE	EEE	Total 1	EEE	Total 2
Demerits Out of 10	Demerits Out of 10	Demerits Out of 10	Demerits Out of 10	Demerits Out of 40	Points Out of 40		Bonus 1 EEE	
Carbon in Product Use	Carbon Cost Of Product	Resource Rarity	Biodegradable Plastics	Total Demerits	Special Projects	EEE Score 1	Sienna's Forrest's	EEE Score 2
1	1	0	0	2	36	34		34
2	1	1	0	4	36	32	2	34
2	1	1	0	4	36	32	2	34
2	1	1	0	4	36	32	2	34
4	3	2	1	10	32	22	12	34
0	1	3	0	4	36	32	2	34
11	8	8	1	28	212	184	20	204
				11.7%	88.3%	76.7%	8.3%	85.0%

8) **Sienna's Forests**

In position 8 we see the minimum amount of carbon reduction operations. In this case, planting and nurturing forests. Maybe 2,000 trees over 8 years.

337 | P a g e

9) **EEE Score 2** which adds up to 85%, a pass mark, which becomes a marker in the Net-ZERO DCA software.

1	2	3	4	5	6	7	10	11
EEE	EEE	EEE	EEE	EEE	EEE	Total 1	EEE	Total 3
Demerits	Demerits	Demerits	Demerits	Demerits	Points		Bonus 2	
Out of 10	Out of 10	Out of 10	Out of 10	Out of 40	Out of 40		EEE	
Carbon in	Carbon Cost	Resource	Biodegradable	Total	Special	EEE	Sienna's	EEE
Product Use	Of Product	Rarity	Plastics	Demerits	Projects	Score 1	Forrest's	Score 2
1	1	0	0	2	36	34	6	40
2	1	1	0	4	36	32	8	40
2	1	1	0	4	36	32	8	40
2	1	1	0	4	36	32	8	40
4	3	2	1	10	32	22	18	40
0	1	3	0	4	36	32	8	40
11	8	8	1	28	212	184	56	240
				11.7%	88.3%	76.7%	23.3%	100.0%

10) **Bonus 2**

In this adaptation whereas a pass mark is 85%, this is not necessarily a winning score, it gets you on the board, but up against scores of 100% or more, the outlook is not good. So, more carbon-reducing activities are done.

11) **EEE Score 100%**

For a winning score, we aim for a 100% or higher, maybe 6000 trees planted over six years.

Note when Malawi has no more room for Forrest one can buy or plant in other locations, for instance, buy acres in the Brazilian Rainforest, or the areas that have been deforested and not used, either protecting or reforesting.

The Object of The Game:
How Can we do the Most Good

Below we see a graphic from American Butterfly – The Theory of Every Business – Chapter 8. S-World UCS – EEE Points (from 2012), which counted all the plusses that a business had, and a business needed a particular percentage to be allowed to bid for a lucrative Tender.

The Window Factory > S-World UCS > EEE Scores

S-World UCS

2018 EEE $ = 2,189,701 / Remaining = $941,125		
Ecological	$466,761	= 15.3%
Gifts	$328,980	= 13.5%
Research	$179,356	= 7.3%
Philanthropic	$288,233	= 11.8%
Sport, Media & PR	$201,271	= 8.2%
Systems Knowledge	$281,619	= 12.1%
Consumer Ratings	$57,157	= 2.3%
Suppliers	$170,162	= 7%
Tax + Other	$305,473	= 12.5%

EEE Score = $2,189,701 / $2,441,125 = 90%

Ecological · Gifts · Research · Philanthropic · Sport, Media & PR · Systems Knowledge · Customer Ratings · Suppliers · Tax & Other

Ecology	15%
Solar Arrays	13.7%
Electric Cars	3.8%
Deductions	- 4.4%
Other	2.3%

Philanthropic	12%
SUHRs	8.8%
University	1.3%
Donation	0.8%
Other	1.0%

System Use	12%
Operations	4.1%
Owner	2.4%
Staff at Home	3.5%
Others at Home	2.0%

Research	7.3%
Businessbook	3.8%
Research & Dev.	1.3%
Joint Task Force	0.8%
Other	1.5%

Nine years on and the basic principle endures, make a score for each business, including ecological and special project factors and work out the best way to organise the Network in terms of efficiency, quality, price, and adding the Carbon Traffic lights and special projects.

How can we do the most good?

The Lakeside Method

Going backwards, through this chapter, before the carbon traffic lights we had optimised the performance of our 4096 businesses so that all the supplies and demands were met, where TWF had 18,562 windows for sale, the network of property developers had a demand for 18,562 windows. Where TWF had a demand for 20,250 pieces of insulating glass TGF – The Glass Factory had 20,250 pieces of glass for sale.

When this is set up right, if we were to replace one company with another, it affects most other companies, mostly in a very small way, but in some cases in a bigger way.

The Lakeside Method as presented in the Netflix documentary Inside Bill's Brain: Decoding Bill Gates; Gates solved a similar puzzle, the classroom schedule of two colleges that had merged, which had a lot of variables.

In general, Renormalization, S-World VSN™ and the Monte Carlo n-particle transport code aside, there is little I have written that I could not direct elite programs and designers to create, but **The Lakeside problem used some smarts I just don't have.**
This is where specialist system architects come in and improvise the best solution. What we need to do is use the optimized price and efficiency set of 4096 sets of companies. Our 64^2 Cube.

Now we include the EEE Score of each company and, then optimize for the best EEE Result, which must be 100% or more.

S-World UCS™ EEE Scores

& The 87 Quintillion Histories.

<mark>(For a more up to date and detailed look at the 87 quintillion histories see Chapter 8)</mark>

I can't say if the similarities between the way I have specked out the S-World Net-ZERO DCA software and the way I have described the S-World UCS™ 87 Quintillion Histories are similar and compatible because of luck or judgement, but the Lakeside process for selecting the optimum 4096 businesses in performance, special project assistance, and low carbon traffic light scores, is very similar to how I see the different networks changing over time in the 87 Quintillion Histories.

I have left 1 billion computer actions available per history. These 1 billion computer actions can be attributed to a 64^2 Cube. Working in cubic numbers this can be 1,073,741,824 actions.

So, separating the two parts of the problem;

1. Optimum Net-Zero and Special Project utilization versus optimum business efficiency at a single or set point in time in less than 1,073,741,824 computer actions.
2. Optimum Net-Zero and Special Project utilization versus optimum business efficiency between 2020 and 2080 in less than 87 Quintillion computer actions.

We now have a better-defined framework of how to work out the Malawi and other S-World countries optimum journey's back and forwards from 2020 and 2080, there and back, there and back, there and back seeking to find the best way to reach the future time 2080 that creates the future we want for our children's, children.

Both are very similar, if the Lakeside method can help with assigning the business, in one Grand Śpin Network at one time, it can also be another way to choose the best histories going forward.

Beyond this would come the quantum mechanics, a system derived from Monte Carlo n-particle transport code, from Feynman's Sum Over Histories, Quantum Electrodynamics and Renormalization. All of which, like the Lakeside method is beyond my ability and needs assistance.

But assistance from who?

All things considered, as more than 5% of Microsoft revenue goes to special projects my first choice for the programming of S-World Net Zero DCA™, alongside THE TBS™ - Total Business Systems would be Microsoft.

Net-Zero DCA · Microsoft

Net-Zero Dynamic Comparative Advantage

To sum up, before we move on to the Real estate and Suburb sales, I have remade the 64^2-Cube. Please remember that each square represents a network of 64 businesses, most of which will be made upon networks of hundreds or thousands of smaller businesses and solo operators, as described in Book 2. The How – Villa Secrets Scenario 8 – Specialise and Scale.

THE MALAWI Grand Śpin Network 2025

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

Above we see: **Net Zero DCA - History 3 - 4096 (64²) Cube - Version 1.04**

I have stuck to the same distribution as in v1.01, as seen below

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

I will itemize the changes and give a slight description

But first, explain the difference between Angel City 1 and the Network City.

Angel City 1 and Network City

Both are awesome, and both are exclusive,
Angel City 1 is M-System 14. The first of the 5 future waystations (2020, 2024, 2032, 2048, and 2080) which are designed to marshal the special projects and plan the best futures, created as the 87 quintillion histories, commanded by QuESC

Angel Cities specialise in Science.

Angel City 1 is seen as Angel City (C:30) on the spreadsheet tab H3) ŠÉŚ-v5 | S-World History 3b
This income is supplicated by the special projects, industry and services in the city.

Network Cities are part of the 2011 design, in each city, an area, maybe half a km squared is given to all the countries in the world from which they create their embassy and small suburb. There will be a limited amount of Network Cities per Continental Network, maybe just 1 until all Continental Networks have a Network City, then we can move to two per continental Network.

Network Cities specialise in trade.
Network Cities are sold either suburb, buy suburb or city by city.

On the spreadsheet tab H3) ŠÉŚ-v5 | S-World History 3b
We see a Network City at (C:31) and in Columns I to L

Net Zero DCA - History 3 - 4096 (64^2) Cube - Version 1.04
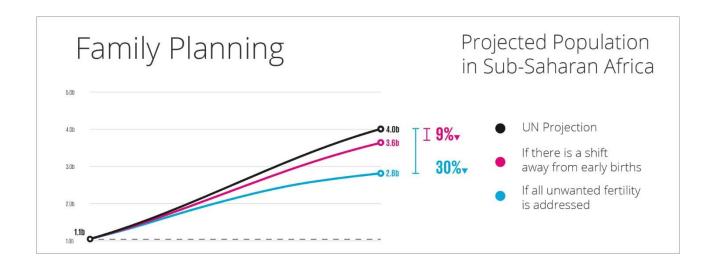
1. ### Government

   ## Government's - 18.75%

   Governments 18.75% has mostly stayed the same, updated buy the continued idea that government sectors should be vote winners, and as much as possible government sectors should be special projects.

   Important to note the University Suburbs, it is not out of the ballpark for the Network City to be owned (invested in) by a collection of universities; Yale, Harvard, Stamford, Texas and others.

- Government Net-Zero Infrastructure, and Government Electronic Cars
- Government Solar Energy Arrays, and Government Solar Energy and Infrastructure
- Government Net-Zero Infrastructure, and Government Properties Developed
- Government & S-World Food, and Government & S-World Water, and
- Government University Suburbs, and The FIFA WC Bid Infrastructure & Stadiums
- Government Family Planning, and Government Healthcare

2. **Investors**

INVESTORS - 12.5%

Remember the previously mentioned idea that the technology is a hedge for the real estate and the real estate is a hedge for the technology.

The 8 investment cubes are now specified; two for Microsoft (The TBS™ and net-ZERO DCA™), two for Facebook (S-Web™ and S-World VSN™) and one for Google (S-World VSN™, VBN™ and the Tesla GT which is short for Google-Tesla and the idea that if started from scratch, it is possible to have driverless cars in both Cities, and in time across the whole country.
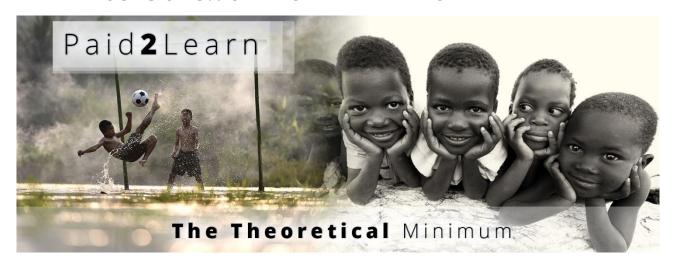
Google would have two cubes, like Facebook and Microsoft if I knew more about their contributions to any of the special projects.

SpaceX and specifically Elon Musk have the first of many cubes, to work on the System that plans our future S-World UCS™ and all that it entails.

Two cubes are assigned as Sienna's Forests.

3. **Spartan Contact** Paid**2**Learn

LABOURS 6.25% ON EDU. AND TRAINING

Same as before, but with 25% of time spend on Sienna's Forests; from football leagues, to rock stars, actors, nursing, doctoring or a PhD in theoretical physics Paid**2**Leran gives a living wage so people can afford to use their time to learn.

If the member of personnel, who is taxed 25%, has family and friends left behind in a rural village, the recipients can be specified. (not the easiest rule to enforce, but where there is a will there is a way.)

4. **Spartan Contract Housing**
   Labours 6.25% on Housing

Stefan Antoni - Cape Town

A long way away from any other form of social housing. 5 Star Social Housing, big plots, $150,000 build cost, in a location where PPP is near x4 (so $150,000 is the equivalent of $600,000.) The Budget is for 10 million such villas by 2080.

50% of all land including Spartan Suburbs must be reforested or preserved as forest. This is now represented as one of the 4 cubes, paying for the forests.
If there is water, this figure is out by an order of magnitude, property development and infrastructure for same is more than ten times more expensive than reforestation unless there is no water, in which case the desalination plan will need looking at more seriously. Note there are already two cubes dedicated to S-World Water.

The only reason desalination is not a major factor in Malawi is because it has no access to seawater and would need to construct a 100 km pipeline across Mozambique or Tanzania.

5. **City Development**

6.25% ᴏɴ Cɪᴛʏ Dᴇᴠᴇʟᴏᴘᴍᴇɴᴛ

Essentially Net-Zero construction supply companies like TWF, development companies like TDC (The Development Company) and others like it, will be located in both the Network City and Angel City 5.

And as always money for Sienna's Forests, and in this case, quite a lot, as these types of company are quite carbon-intensive.

6. **Other**

25% ᴏɴ Oᴛʜᴇʀ

In the last round, all was 'other' except the Peet Tent, now we have a more crowded Cube.

   a. In the Network City, I've added 5 more cube options for Elon Musk, this time for a Tesla Gigafactory, needed at first to power Malawi and then exported by road to Southern Africa, and potential for global markets.
   b. The seventh cube for Elon Musk, again for SpaceX and S-World UCS™ in Angel City 1
   c. One cube is for Villa Secrets Berkshire Hathaway, which we return to at the end of this chapter
   d. Marketing Services, companies that want to market Network Products and share in profits from the marketing
   e. The first of two cubes for Sir Richard Branson one in Angel City 1 and one in the Network City
   f. Retail Services in Both Cities
   g. Travel Services in Both Cities
   h. Software Development x 2 in Angel City 1 (part of the Microsoft, Facebook, Google, SpaceX Angelwing projects.

i.   As before two cubes for The Peet Tent, which is using this money to protect the weakest, and boost the fortunes of those in the bottom third.

7. **The Rest of Labours Spending**

12.5% Spent by Labour

Labour receive 25% of all cash flow, 25% is for their housing and 25% goes to Paid**2**Learn and other welfare. Of the 12.5% that remains 3.125% will be in cash USD, the rest in Network Credits, with which they might buy:

- Healthcare Food and Fitness
- Utilities Water, Electricity
- The Arts, Culture, Apparel
- Entertainment, Fashion, Sports, Recreation
- Tesla Electronic Cars and More Tesla Electronic Cars
- Eating-Out, Bars, Night Clubs
- Internet, VSN™ UCS™ Mobile, Laptop & VR

8. **Special Projects**

12.5% on Special Projects

S-Project 1. Experience Africa

Do not be confused by only 12.5% dedicated to special projects.

Most Cubes on the board are one special project or another, these 12 are just the cherry on the top.

- VSN™ Virtual Education
- Advancing Human Potential
- S-World Water
- Waste Disposal
- Net-Zero Machinery
- Their Oceans Net-Zero Plastics
- Experience Africa Conservation

The Percentage of all cash flow

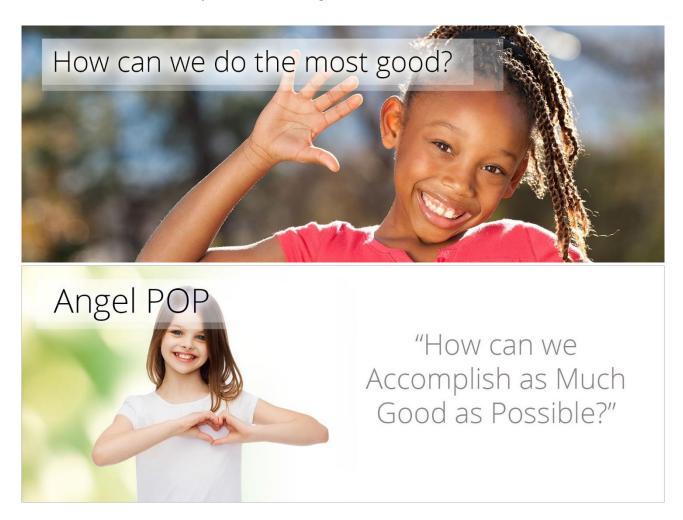## On Special Projects and Net Zero Industry

In terms of intent, giving each cube a one out of 10 score (yeah, I know, should be 8) but anyway in terms of intent, **this Grand Śpin Network design is 95% Net Zero Industry or Special Project.**

10	10	10	10	10	10	10	5
10	10	10	5	10	10	5	5
10	10	10	10	10	5	5	5
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10
10	10	10	10	10	10	10	10

It may well be that we get only 50% of the above and the other 50% is needed to facilitate. Chances are, in implementation, about 50% of new stuff will be needed, but it's quite possible that half of this 'new stuff' can be Net-Zero and part of one special project or another, which leads to a conclusion of just under 75% effectiveness of Net-Zero Industry and Special Projects in the Malawi Grand Śpin Network.

 Maybe in implementation, the City building process solves no special projects, but if the process is net-zero that is all that is needed to have EEE scores and no EEE demerits. And we can also create the rule that POP Profit, Can only go to Net Zero and Special Projects Investments. That's is how you do the most good.

How can we do the most good?

Real Estate | Suburb Sales

Villa Secrets & Berkshire Hathaway

As Warren Buffet gives the profits (over 32 Billion so far) to the Bill and Melinda Gates Foundation and as he would appreciate this chapter, I have changed the Villa Secrets plan to first contact Berkshire Hathaway.

Once I have the proposal complete, I will add it here.

This content is being prepared in both Supereconomics 1. THE WHAT, and Supereconomics 2. The HOW

S-World Angelwing
AND THE **Combinatorial Explosion**

Now we reach the end of this improvised chapter, it has been a trip. I need to make a summary and end to this chapter, which is to me the end of this book, because of the following and final Part 5. Special Projects was written months before this conclusion.

To end we shall take a last look at the S-World Angelwing design, (Supereconomics Book 1), and this time we know an awful lot more about the S-World Net-Zero DCA, which I hope will magnify the **Combinatorial explosion.**

Paul Romer on Combinatorial explosion from his Nobel Speech;

"There's another concept that I need to flesh out related to ideas, which is what computer scientists refer to as a combinatorial explosion. If you have a number of elements that you can combine; you have 10 elements and combine them, we can calculate how many combinations you can make. If you have 20, we can calculate it again. Combinatorial explosion is a summary of the fact that the number of combinations explodes as you take more and more raw different elements that you can use to combine them."

I can't say I completely get Paul's point here, but I do get it enough to use it to illustrate that Angelwing is designed in this way. A large list of elements. All in themselves massive 10x software designs, or systems. Some like S-World VSN ™ may require a lot of money but could in the future – be the future. Thus, worthy of this massive investment.

The point I'm making relative to Paul's Combinatorial explosion is that all these elements, all of AngelWing is designed to work with each other system and this can lead to a Combinatorial Explosion, where the system is almost alive with the purpose to:

"Put in motion things that will move the masses in a direction that is desired, thus shaping if not predicting the future."

SUPERECONOMICS
The What – 2019

S-World Angelwing **Combinatorial Explosion parts.**

S-World Angelwing is the catch-all name for the many S-World software systems and designs including the following: **The TBS™** (Total Business Systems) and **S-Web™**, S-World BES™ (Behavioral Economic Systems), S-World Film™, S-World TMS™ (Total Marketing System), S-World TFS™ (Total Financial Systems), **S-World VSN™** (Virtual Social Network) and VBN™ (Virtual Business Network), **S-World UCS™** Simulator et al., S-World AE (Aid Efficiency), Š-ŔÉŚ-v6™ Financial Engineering, **S-World Net-Zero DCA™** (Net-Zero - Dynamic Comparative Advantage), **S-World PQS**™ (Predictive Quantum Software), and **The Theory of Every Business.**

And the 17 following M-Systems: Zero. The GGW String, 1. S-World Network and the TBS™ (microeconomics), 2. **Ripple Effects**, 3. The Susskind Boost, 4. The Peet Tent, **5. POP** (Financial Gravity and Equality), 6. The Theory of Every Business, 7. **S-World VSN**™, 8. **S-World Film**, 9. Super Coupling (Scale), **10. Š-ŔÉŚ™**, **11. QuESC, 12. S-World UCS™, 13. UCS™ Voyagers, 14. Angel Cities** & **Special Projects**, 15. Angel POP (Equality[2]), and 16. S-World Angelwing.

Part 5

Special Projects

S-World Story 32
SUPERECONOMICS
64 Illustrated Reasons Why
Plus SRC and UN Goals and Internalities

November and December 2018

This part of the book presents the 64 Special Projects and records on each when SRC or UN goals are assisted either directly or per internalities. Below, we see two examples - Special Projects 6 and 11 - which are primarily addressing climate change by creating more forests and oxygen.

Special Project 6. Sienna's Forests

UN GOAL 15: Life on Land (+UN GOALS 11, 13)
SRC GOAL 7: Land System Change (+ SRC GOALS 2, 4, 6)
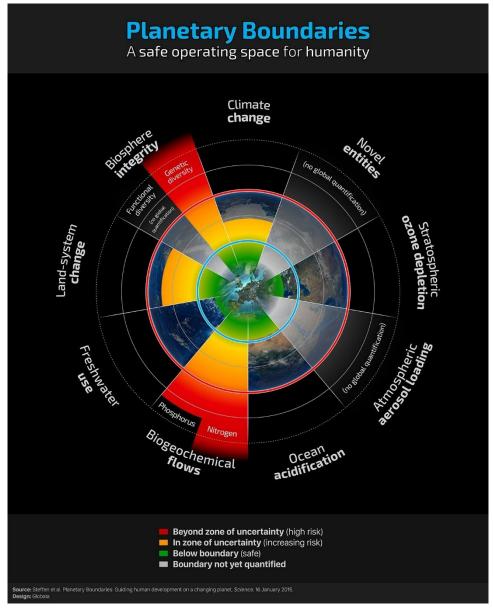
Special Project 11. African Rain

SRC GOAL 6: Freshwater Consumption (+ SRC GOALS: 2, 4, 7)
UN GOAL 6: Clean Water and Sanitation (+ UN GOALS: 3, 9, 13, 15, 17)

Chapter 22.
Stockholm Resilience Centre
The Nine Planetary Boundaries

1. Stratospheric Ozone Depletion
2. Loss of Biosphere Integrity (Biodiversity Loss and Extinctions)
3. Chemical Pollution and the Release of Novel Entities
4. Climate Change
5. Ocean Acidification
6. Freshwater Consumption and the Global Hydrological Cycle
7. Land System Change
8. Nitrogen and Phosphorus Flows to the Biosphere and Oceans
9. Atmospheric Aerosol Loading

Chapter 23
THE UNITED NATIONS
Sustainable Development Goals 2019

www.un.org/sustainabledevelopment/sustainable-development-goals.

UN GOAL 1: No Poverty

Economic growth must be inclusive to provide sustainable jobs and promote equality.

UN GOAL 2: Zero Hunger

The food and agriculture sector offer key solutions for development and is central for hunger and poverty eradication.

UN GOAL 3: Good Health and Well-Being

Ensuring healthy lives and promoting the well-being for all at all ages is essential to sustainable development.

UN GOAL 4: Quality Education

Obtaining a quality education is the foundation to improving people's lives and sustainable development.

UN GOAL 5: Gender Equality

Gender equality is not only a fundamental human right, but a necessary foundation for a peaceful, prosperous and sustainable world.

UN GOAL 6: Clean Water and Sanitation

Clean, accessible water for all is an essential part of the world we want to live in.

UN GOAL 7: Affordable and Clean Energy

Energy is central to nearly every major challenge and opportunity.

UN GOAL 8: Decent Work and Economic Growth

Sustainable economic growth will require societies to create the conditions that allow people to have quality jobs.

UN GOAL 9: Industry, Innovation, and Infrastructure

Investments in infrastructure are crucial to achieving sustainable development.

UN GOAL 10: Reduced Inequalities

To reduce inequalities, policies should be universal in principle, paying attention to the needs of disadvantaged and marginalized populations.

UN GOAL 11: Sustainable Cities and Communities

There needs to be a future in which cities provide opportunities for all, with access to basic services, energy, housing, transportation, and more.

UN GOAL 12: Responsible Consumption and Production

Responsible Production and Consumption. Recycle paper, plastic, glass and aluminium.

UN GOAL 13: Climate Action

Climate change is a global challenge that affects everyone, everywhere.

UN GOAL 14: Life Below Water

Careful management of this essential global resource is a key feature of a sustainable future. Avoid plastic bags to keep the oceans safe and clean.

UN GOAL 15: Life on Land

Sustainably manage forests, combat desertification, halt and reverse land degradation, halt biodiversity loss.
Plant a tree and help protect the environment.

UN GOAL 16: Peace, Justice and Strong Institutions

Access to justice for all, and building effective, accountable institutions at all levels.
Use your right to elect the leaders in your country and the local community.

UN GOAL 17: Partnerships

Revitalize the global partnership for sustainable development.
Get the SDGs in Action app to learn about the Goals and ways to help achieve them.

Chapter 24

Special Projects

1 to 33

1. **Special Project 1. Experience Africa (Conservation)**

    UN GOAL – 15: Life on Land (Biodiversity Loss) – (Also SRC Goal 2)

    UN GOAL – 11: Sustainable Cities and Communities

3. **Special Project 2. The Ecological Experience Economy (EEE)**

    SRC GOAL 3: Chemical Pollution and the Release of Novel Entities

    SRC GOAL 7: Land System Change

4. **Special Project 3. Advancing Human Potential**
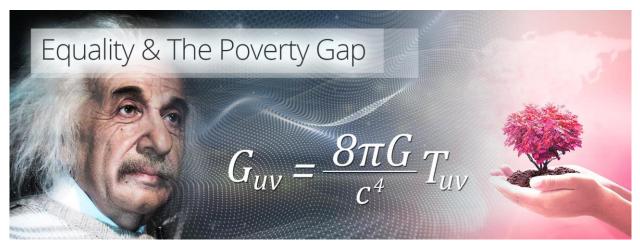

    UN GOAL 4: Quality Education

    UN GOAL 9: Industry, Innovation, and Infrastructure

5. **Special Project 4. Cities of Science**

UN GOAL 9: Industry, Innovation, and Infrastructure

UN GOAL 11: Sustainable Cities and Communities

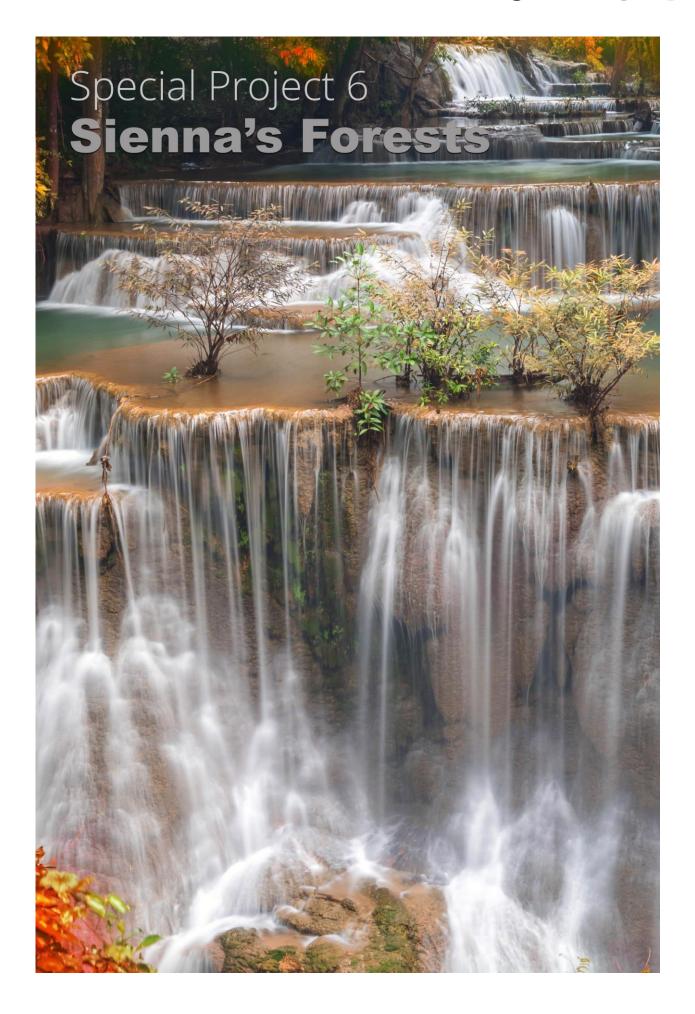6. **Special Project 5. POP – Equality & The Poverty Gap**

UN GOAL 1: No Poverty

UN GOAL 5: Gender Equality

7. **Special Project 6. Sienna's Forests**

UN GOAL 15: Life on Land (+UN GOALS 11, 13)

SRC GOAL 7: Land System Change (+ SRC GOALS 2, 4, 6)

Special Project 6
Sienna's Forests

8. **Special Project 7. Global Cooling**

UN GOAL 13: Climate Action

SRC GOAL: Climate Change

9. **Special Project 8. Universal Knowledge**

UN GOAL 4: Quality Education

UN GOAL 9: Industry, Innovation, and Infrastructure

10. **Special Project 9. Spartan Contracts – Great Jobs, Jobs, Jobs + Skills**

UN GOAL 4: Quality Education

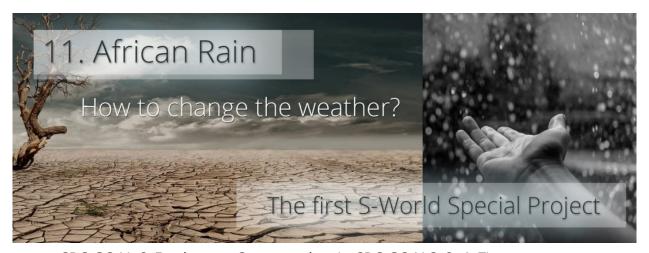UN GOAL 8: Decent Work and Economic Growth

UN GOAL 9: Industry, Innovation, and Infrastructure (+ UN GOALS: 10, 11, 16, 17)

11. **Special Project 10. Universal Healthcare**

UN GOAL 3: Good Health and Well-Being

12. **Special Project 11. African Rain**

SRC GOAL 6: Freshwater Consumption (+ SRC GOALS: 2, 4, 7)

UN GOAL 6: Clean Water and Sanitation (+ UN GOALS: 3, 9, 13, 15, 17)
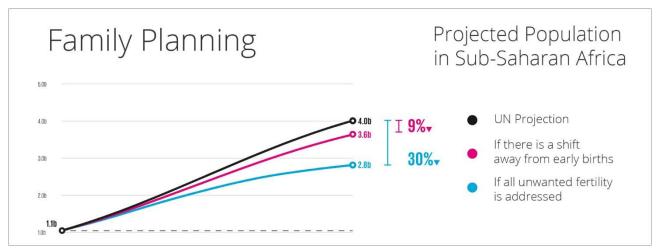
13. **Special Project 12. Their Oceans**

SRC GOAL 5: Ocean Acidification (+ SRG GOALS 2, 5, 8)

UN GOAL 14: Life Below Water (+ UN GOALS 6, 9, 12)

14. **Bonus** Special Project 13. Family Planning

UN GOAL 3: Good Health and Well-Being (+ 11: Communities)

UN GOAL 5: Gender Equality (+ 16: Peace and Justice)

15. **Special Project 14. The Population Point**

SRC GOAL 7: **Land System Change (+ ALL OTHER SRC GOALS)**

UN GOAL 1: No Poverty (+UN GOALS 2, 3, 6, 8, 11, 12, 13, 14, 15, 16, 17)

16. **Special Project 15. The Spartan Theory – Peace on Earth**

UN GOAL 16: Peace, Justice and Strong Institutions

UN GOAL 17: Partnerships

17. **Special Project 16. S-World UCS™ Universal Colonization Simulator + Voyager**

UNIQUE S-WORLD GOAL: Complexity Saving - In the case of an ELE

UN GOAL 9: Innovation (+ 8: Economic Growth, 17: Partnerships)

18. **Special Project 17. S-World UCS MARS Resort 1**

UN GOAL 9: Industry, Innovation, and Infrastructure

UNIQUE S-WORLD GOAL: Complexity Saving - In the case of an ELE

19. **Special Project 18. Tax Symmetry**

UN GOAL 1: No Poverty (+ Enables all UN goals in one way or another.)

SRC GOAL 4: Climate Change (+ Enables all SRC goals in one way or another.)

20. **Special Project 19. Š-ŔÉŚ™ - Financial Engineering**

UN GOAL 1: No Poverty (+ Enables all UN goals in one way or another.)

SRC GOAL 4: Climate Change (+ Enables all SRC goals in one way or another.)

21. **Special Project 20. Five-Star Social Housing**

UNIQUE S-WORLD GOAL: Five-Star Social Housing

UNIQUE S-WORLD GOAL: Ten Million Such Homes in Malawi

22. **Special Project 21. Partnerships (Business)**

UN GOAL 9: Industry, Innovation, and Infrastructure

UN GOAL 11: Sustainable Cities and Communities (+ UN GOAL 17: Partnerships)

23. **Special Project 22. The TBS ™ – Total Business Systems**

UN GOAL 9: Industry, Innovation, and Infrastructure

UN GOAL 8: Decent Work and Economic Growth (+ UN Goal 11 Cities)

24. **Special Project 23. Villa Secrets et al. Microeconomic Network Strategies**

UN GOAL 17: Partnerships

UN GOAL 9: Industry and Innovation

25. **Special Project 24. S-World Film**

MOST UN GOALS

MOST SRC GOALS

26. **Special Project 25. S-World VSN™ Virtual Education & Training of Nations**

UN GOAL 4: Quality Education (+GOAL 11: Cities and Communities)

UN GOAL 9: Innovation (+GOAL 17: Partnerships)

27. **Special Project 26. Paid2Learn**

UN GOAL 4: Quality Education (+GOAL 11: Cities and Communities)

UN GOAL 9: Innovation +(GOAL 16: Peace, Justice) (+GOAL 17: Partnerships)

28. **Special Project 27. S-World UCS™ MMO Game-Based Education**

UN GOAL 4: Quality Education (+GOAL 11: Cities and Communities)

UN GOAL 9: Innovation +(GOAL 16: Peace, Justice) (+GOAL 17: Partnerships)

29. **Special Project 28. S-World BES™ Behavioral Economic Systems**

UN GOAL 8: Decent Work and Economic Growth (+ MOST OTHER GOALS)

SRC GOAL 4: **Climate Change (+ ALL OTHER GOALS)**

30. **Special Project 29. S-World Angelwing Economic Software Framework**

UN GOAL 8: Decent Work and Economic Growth

GOAL 11: Sustainable Cities and Communities

GOAL 17: Partnerships

+ ALL OTHER UN GOALS

SRC GOAL 4: Climate Change (+ ALL OTHER SRC GOALS)

31. **The Theory of Every Business | Net-Zero Dynamic Comparative Advantage**

UN GOAL 1: No Poverty, 7: Clean Energy, 8: Jobs, 9: Innovation, 10, 11 ,12, 15, 17
SRC GOAL 4: Climate Change (+ MOST OTHER SRC GOALS)

32. **Special Project 31. The M&B String, Ripple Effects and Externalities**

UN GOAL 11: Sustainable Cities and Communities (+MOST OTHER UN GOALS)
SRC GOAL 4: Climate Change (+ALL MOST OTHER SRC GOALS)

33. **Special Project 32. The Malawi Grand Network (Jobs, Jobs, Jobs)**

UN GOAL 9: Industry, Innovation, and Infrastructure (+MOST OTHER UN GOALS)
SRC GOAL 7. Land System Change (+ MOST OTHER SRC GOALS)

Story 33 & Reason 33

SUPERECONOMICS

Growth Theory versus Climate Change 3

24th November 2018 to 3rd November 2019

1,606 KB **1,644 Words** **6 Pages** ✔✔✔✔✔✔✔

www.AngelTheory.org

34. **Special Project 33. Growth Theory versus Climate Change**

Chapter 25
Growth Theory versus Climate Change v**3**

About the 2018 **Nobel Prize in Economics**

By Nick Ray Ball 3rd November 2019

Much of the content below was originally created on S-World's 9th Birthday – November 24, 2018, as S-World Story 25a. Growth Theory versus Climate-Change (#9.50).
This was a huge milestone that marked the beginning of applying Š-ŔÉŚ™ to the development of the special projects we are currently viewing. I suggest reading the original version if one has the time. It began...

For me (Nick Ray Ball), the 2018 Nobel awards in economics were life-changing, as nearly eight years before, after a series of eureka ideas, I set myself the challenge of creating EEE – The Ecological Experience Economy; with the 'Experience' coming from the 3 technology super projects: The TBS™ – Total Business Systems and S-Web™, S-World VSN™ – Virtual Social Network, and The S-World UCS™ Simulator.

The first E in EEE is for "Ecological" which came from my version of growth theory and the creation of what was named 'Cities of Science' - which would be developed in such a way as to become an ecological improvement, and specifically, the planet would have fewer carbon emissions post-development.

Nearly eight years later, having thoroughly worked the theory, the Nobel Committee choosing to emphasize the four S-World buzz words: 'Growth Theory, Ideas, Technological Change, and Climate Change,' was music to my ears. This was exactly what I had been specializing in since 2011. That, and how to make S-Web and the TBS™ software.

Later on, that day when the Nobel Prizes in Economics were announced, both Nordhaus and Romer attended press conferences in their home universities, Romer at NYU and Nordhaus at Yale. And, as one would expect, each was asked their opinion of the other. Romer was happy and pleased at Nordhaus as co-winner and it was clear he thought that Nordhaus was both deserving and a great guy. When Nordhaus was asked his opinion of Romer, Nordhaus was equally courteous; but in a pause, before he spoke, I heard a minor heckle from the audience. Which brings us to **"How on Earth Can Growth Theory be Good for Climate Change?"**

Officially, Romer won his Nobel for "integrating technological innovations into long-run macroeconomic analysis" and the potential gains to society from the growth of ideas. However, about 10 years ago, Romer started an ambitious project to create 'Charter Cities' across the world. He made headway in Honduras but pulled out, disappointed with some unnamed, presumably corrupt individual or company within the process.

Paul Romer
Growth Theory - Start-Up and Charter Cities

Romer established [the Marron Institute](#) in NYU to nurture and research the project (which continued after Romer's departure). And now, the Marron Institute is involved in expanding close to 20 cities in Ethiopia, but it would seem without a (or with a watered-down) 'Charter' concept, and no wholesale foreign ownership providing institutions.

Please see the following books for all you need to know about better institutions: Why Nations Fail by Daron Acemoglu and James Robinson, Poor Economics by Esther Duflo and Abhijit V. Banerjee, and The Bottom Billion, The Plundered Planet and The Future of Capitalism by Paul Collier.

So, here's the thing, a thing that has been drilled into me since I was old enough to overhear and understand my father talking: Overpopulation versus the Environment is a zero-sum game. In general, the greater the population, the more it extracts from and damages the environment. First, as forests are cleared to make room for towns, cities, and infrastructure. Second, as nature is cleared for business interests, resource extraction, and farming. Third, the need for energy causes climate change. And fourth, even if you solve all the last 3 problems, increased people in general, increase the market for beef and other carbon-emitting animals, and of course everyone breaths in oxygen and breaths out carbon. And I can't see a breath tax on the horizon.

To my father, demographic growth and GDP growth comes at a cost to nature. And, of course, I agree, it's a very difficult argument to disagree with. **The only discrepancy is who cares and what can be done about it?**

So, I would hazard a guess that the minor heckle was not at Paul Romer per se, rather it was someone who cared a lot about climate change and disapproved at the Charter City, or any other similar growth theory concept that would increase carbon emissions on the one hand and increase the global population on the other.

Raul Romer - Charter Cities

One may continue to read the original paper (SWS: 25a) which goes into some details about how S-World works. But as I have since written the set of 3 'Supereconomics' books, part of which you are now reading, no extra detail is needed. **We are already immersed within the 64 Reasons Why S-World is a good thing**. **And many of these reasons, are all about how we can slow down and turn around Climate Change;** from the 1st legal law of S-World that each development must be a carbon decreasing exercise to Sienna's Forests and how (from each square km of development) there will be a square km of arid land returned to forest. To EEE Points and EEE Demerits, and how the same house that cost $250,000 with 2 million EEE demerits may sell for $350,000 if accompanied by 2 million EEE points (points cancel demerits.) Which we hope will get some US and other first-world businesses to buy our goods (or anyone's goods) that have EEE points, either due to conscience, the wish for better PR, or to sell to companies in the S-World Network who have an EEE demerit points buy-limits.

With this said, however, this paper, and indeed this book is not about the USA (or for that matter any rich country). I hope; indeed, I'm banking on Nordhaus (and the millions of others) who now care deeply about climate change to help create the environment for the market to change to net-zero products and production; and when aided by a Carbon Tax, that is enough to fix Western countries.

William D. Nordhaus

(Note this last paragraph was written before the Carbon Traffic Lights idea, which is for Western countries.)

The Elephant in the Room

This paper - Growth Theory versus Climate Change - addresses the elephant in the room, the Bottom Billion, as Paul Collier would say, that's what this paper is about; creating Net-Zero Cities across the third world because Grand Networks in locations of extreme poverty create the special projects that we are now immersed within this book.

Without this plan, the bottom billion have no plan,

On Charter Cities – Paul Romer was noted to say: **"It's the worst idea that has come along, except for all the others!"**
This is not to say that Charter Cities are the best plan, it's telling us that there are no other plans.

But now there is another plan, not a competitor to Romer's, but an addition to Romer's. We take all that is good in Romer's Charter Cities and add THE HOW; Š-ŔÉŚ™ Financial Engineering, which in turn affords the Special Projects, so that now each development will be a carbon improvement. Which round robins to correct the worst part of Romer's Charter Cities, their bad PR. Given much the same plan, apply Š-ŔÉŚ™ to afford to make the development in an ecologically efficient way, make the rest of the reasons why in the same city, and deploy M-System 8. S-World Film, propelling the good news across the world in very creative ways, and you have a successful formula.

Before we move on, a related item by Paul Romer from his Nobel Lecture.

Paul M. Romer: Lecture in Economic Sciences 2018
https://www.youtube.com/watch?v=vZmgZGIZtiM

> "There's another concept that I need to flesh out about related to ideas, which is what computer scientists refer to as a combinatorial explosion. If you have a number of elements that you can combine; say you have 10 elements and combine them, we can calculate how many combinations can you make. If you have 20, we can calculate it again. Combinatorial explosion is a summary of the fact that the number of combinations explodes as you take more and more raw different elements that you can use to combine them."

I humbly suggest, in terms of combinatorial explosion and ideas, one should take a good look at S-World Anglewing and its constituents' parts; each of which is like a different raw element and, in combination, can accomplish almost anything.

Getting back to the topic - Growth Theory versus Climate Change - but now applied to the whole world, not just the poor, I conclude with a point Romer made on deciding.

> "It is true that we face a very serious challenge with addressing global warming, it's important to remember that this is a change, not of the physics, not of nature, not of scarce resources. This is a challenge of making a decision. Like deciding to switch to daylight saving time, like the decision in Sweden to drive on the right. It's not hard to do it once you decide – what's hard is deciding.
>
> And that's what Bill's (William Nordhaus) idea is about, we need to find ways to appeal to other parts of the human spirit to persuade us all to make those kinds of decisions."

The fourth Super Project is S-World Film. Some may say, why should S-World Film make as much as the TBS™, or VSN™, or UCS™? It does so because I believe Film, TV, News and Media can drive such decisions. And the plan is to make a truckload of highly entertaining productions that, in passing, influence the world toward making the right decisions.

This point goes back to the original inspiration in 2011 from 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."

POP Origins - Isaac Asimov

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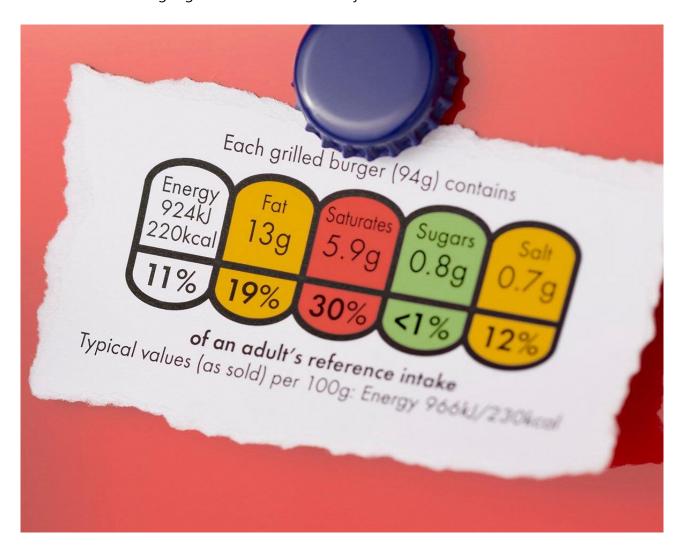
THE CARBON **Traffic Light**

EEE Points A GLOBAL INDUSTRY STANDARD.

From CHAPTER 21. **Net-Zero DCA** PART 2

In Chapter 21 I reintroduce EEE Points, a key factor from [American Butterfly in 2012](#) and add EEE Demerits. EEE is the Ecological Experience Economy from [The Spartan Theory](#) and [New Sparta City of Science](#) on S-World.biz (circa 2011). EEE points are good, EEE Demerits are bad, and one cancels the other.

Ideally, I want to make EEE points and demerits a recognised and enforced global standard, like the food labelling regulations - but seen everywhere.

But in place of Energy, Fat, Saturates, Sugars and Salt, may come

1. Carbon in Product Use,
2. Carbon in Product,
3. Resource Rarity,
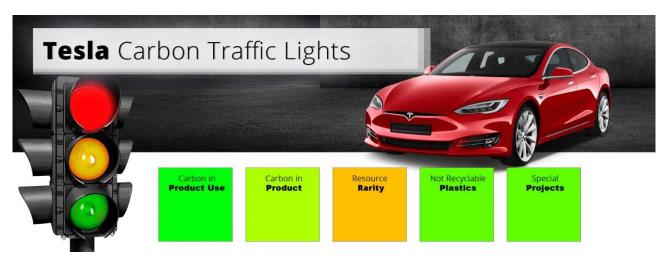
4. Biodegradable Plastics,
5. Special Projects.

This labelling is good news for Net-Zero DCA because when it comes to exports, from bricks to Lithium-ion batteries, to villas and to entire suburbs, where most of the world's businesses would have a bad score or no score, S-World Net-ZERO products will have a good score.

But where I see the magic in the short term, a task that after 12 months is finally fit for William Nordhaus and his students time, is that the Carbon Traffic lights *becoming a scene*, and are shown on TV ads and other advertising by brands who have already cleaned up their act or have always been clean. Companies like Tesla and companies like Facebook, Microsoft, Google, who in general are greener per turnover dollar than most other companies.

   At this stage, the objective is to get people talking about Carbon Traffic Lights, and so we seek all companies who we can legitimately rate as more green than most, and ask them to display the lights on their Ads and let social media do its own thing, and in little time Carbon Traffic Lights go viral and create a scene, and are seen on marches and protests, big inflatable Carbon traffic lights.

   As quick as I can get money for S-World Film we will go onto production of short videos, series and films about this and that. Maybe a consortium of energy companies will want to kill me. One production that is designed to show an all-mighty battle with Ivory poaches, can now have a subplot about the Carbon Traffic Lights and all that is S-World Net-ZERO.

Below we see how Tesla would look, compare this set of lights with any fuel-burning car and Tesla's going to look amazing, and so it's worth them putting the Carbon Traffic Lights on their ads.

Of course, the rules need to be written, but not by me, because CTL (Carbon Traffic Lights) is part of the S-World Net-ZERO DCA, so it needs to be independent, and I'm nominating Bill and his beloved students to head up the team who makes the rules. And as deputy, I nominate Paul Collier whose knowledge of recourses is extensive.

EEE points & Demerits
(a work in progress)

To see how EEE points and Demerits might work in an S-World Grand Śpin Network, see below. 6 Products (Aluminium Windows) score the first 4 traffic lights out of 10, Because the S-World Grand Śpin Network design is Net-ZERO, and at least 90% of all components, parts and raw materials, will be Net-ZERO. When one assembles the goods or uses the services, one's carbon cost of production is low. And because the network is optimized to be Net-ZERO network companies enjoy low demerits across the board. Where competitors have higher demerits.

Product		1	2	3	4	5	6	7
Serial	Price	EEE Demerits Out of 10	EEE Demerits Out of 10	EEE Demerits Out of 10	EEE Demerits Out of 10	EEE Demerits Out of 40	EEE Points Out of 40	Total 1
Number	per Item	Carbon in Product Use	Carbon Cost Of Product	Resource Rarity	Biodegradable Plastics	Total Demerits	Special Projects	EEE Score
Al-Win-17	$ 65.23	1	1	0	0	2	36	34
Al-Win-24	$ 44.65	2	1	1	0	4	36	32
Al-Win-14	$ 45.46	2	1	1	0	4	36	32
Al-Win-19	$ 44.28	2	1	1	0	4	36	32
Al-Win-08	$ 22.54	4	3	2	1	10	32	22
Al-Win-18	$ 111.78	0	1	3	0	4	36	32
		11	8	8	1	28	212	184
Al-Door-19	$ 66.23					11.7%	88.3%	76.7%

In the example above I take the first 4 columns (1 to 4) and add them to make out of 40 scores. Next comes the contribution to special projects, in this scenario for our hypothetical company TWF – The Window Factory all the following projects are assisted:

> Global Cooling, Their Oceans, Female Equality and Family Planning, S-World UCS™, Net-Zero Five-Star Social Housing, The TBS ™ – Total Business Systems, S-World Film, S-World VSN™ Virtual Education, Paid2Learn 1, S-World UCS™ MMO Education, S-World BES™ Behavioral Economics, S-World Angelwing Software Framework Growth Theory versus Climate Change,
> Net-Zero Industry, Scarce Resources, Biodegradable Packaging and Plastics, Solar Arrays | S-World Power, Welfare for the Villages (Paid2Learn 2), Is it Safe?, Female, Racial, LGBT, and other Equalities, Football & Sports Leagues (Paid2Learn 3), Malawi - 2034 FIFA World Cup Bid, Going Nuclear?

When we deduct the demerits from the Special Projects EEE scores, we arrive at an EEE Efficiency of 76.7%, And in this hypothesis, the minimum score allowed to trade is 75%. But to win Ťenders (the biggest prize) one needs a 100% EEE Score, which they can purchase by planting trees, or stopping trees from being destroyed. This is the job of Special Project 6. Sienna's Forests (the most supported Special Project)

6. Sienna's Forests

Below we see the result of plating or saving trees (and other carbon-reducing operations). In column 10 we see 56 demerits are cancelled by 56 rounds of tree planting which may be about 6000 trees, per S-World company. In the Malawi Grand Śpin Network in 2025, there are predicted to be 4096 companies so 24,576,000 trees. And as the network grows to 24,576 companies predicted in 2032 it will have planted 147,456,000 trees, and after we need to consider different Grand Śpin Networks, for now, we are just talking about Malawi, but many Grand Śpin Networks are possible, Brazil, India, Greece, and a hundred others, which collectively can plant a phantasmagorical amount of trees. And when we run out of land, we buy endangered forest around the world, until they become a commodity worth more left unhindered than via extraction.

1	2	3	4	5	6	7	10	11
EEE	EEE	EEE	EEE	EEE	EEE	Total 1	EEE	Total 3
Demerits Out of 10	Demerits Out of 10	Demerits Out of 10	Demerits Out of 10	Demerits Out of 40	Points Out of 40		Bonus 2 EEE	
Carbon in Product Use	Carbon Cost Of Product	Resource Rarity	Biodegradable Plastics	Total Demerits	Special Projects	EEE Score 1	Sienna's Forrest's	EEE Score 2
1	1	0	0	2	36	34	6	40
2	1	1	0	4	36	32	8	40
2	1	1	0	4	36	32	8	40
2	1	1	0	4	36	32	8	40
4	3	2	1	10	32	22	18	40
0	1	3	0	4	36	32	8	40
11	8	8	1	28	212	184	56	240
				11.7%	88.3%	76.7%	23.3%	100.0%

Chapter 26
Special Projects
33 to 66

35. **Special Project 34. Net-Zero Industry**

UN GOAL 12: Responsible Consumption and Production (+ GOALS: 7, 8, 9, 13)

SRC GOAL 4. Climate Change (+ GOALS: 1, 3, 5, 8, 9)

36. **Special Project 35. Scarce Resources**

UN GOAL 11: Sustainable Cities (+ 13: Climate Action, 15: Life on Land)

SRC Goal 4 Climate Change (For instance, buying a coal mine and closing it.)

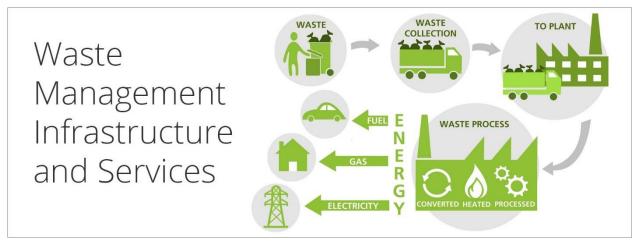37. **Special Project 36. Biodegradable Packaging and Plastics**

UN GOAL 14: Life Below Water (+ 6: Clean Water and Sanitation, 15: Life on Land)

SRC GOAL: Loss of Biosphere Integrity (+ 3: Chemical Pollution)

38. **Special Project 37. Recycling**

UN GOAL 12: Responsible Consumption and Production

UN GOAL 14: Life Below Water

39. **Special Project 38. Waste Management Infrastructure and Services**

UN GOAL 3: Good Health and Well-Being

UN GOAL 12: Responsible Consumption and Production

40. **Special Project 39. Infrastructure**

UN GOAL 9: Industry, Innovation, and Infrastructure

UN GOALS 7: Clean Energy (+8 Economic Growth, 11 Sustainable Cities)

41. **Special Project 40. Solar Arrays | S-World Power**

SRC GOAL 4. **Climate Change (+ 5: Ocean Acidification)**

UN GOAL 7: Clean Energy (+ 9: Industry, 11: Cities, 13: Climate Action)

42. **Special Project 41. Internet and the Training of Nations**

UN GOAL 1: No Poverty (+ 4: Quality Education, 8: Economic Growth)

UN GOAL 9: Industry, Innovation, and Infrastructure (+ 17: Partnerships)

43. **Special Project 42. S-World AE™ – Aid Efficiency**

UN GOAL 1: No Poverty (+ All Other Goals)

SRC GOAL 4: Climate Change (+ All Other Goals)

44. **Special Project 43. Welfare for the Villages of the Spartans**

UN GOAL 1: No Poverty (+ 2: Zero Hunger)

UN GOAL 3: Good Health and Well-Being (+ 15: Life On Land)

45. **Special Project 44. S-World Food**

UN GOAL 2: Zero Hunger

UN GOAL 3: Good Health And Well-Being

46. **Special Project 45. S-World Air**

SRC GOAL 1: **Stratospheric Ozone Depletion (+ 4: Climate Change)**

SRC GOAL 5: **Ocean Acidification (+ Atmospheric Aerosol Loading)**

47. **Special Project 46. S-World Water**

SRC GOAL 6: **Freshwater Consumption and the Global Hydrological Cycle**

UN GOAL 6: Clean Water and Sanitation

48. **Special Project 47. Limiting Antibiotics and Pesticides**

Unique S-World Goal: If we don't stop, most of us will die.

UN GOAL 3: Good Health and Well-Being (like Climate Change, a global problem.)

49. **Special Project 48. Is it Safe?**

UN GOAL 16: Peace, Justice and Strong Institutions (+ 11: Communities)

UN GOAL 8: Economic Growth (+ 5: Gender Equality, 10: Reduced Inequalities)

50. **Special Project 49. Fort Malawi Garrison (Against the Ivory Poachers)**

SRC GOAL 2: **Loss of Biosphere Integrity (Biodiversity Loss and Extinctions)**

UN GOAL 15: Life on Land (+ 11: Sustainable Cities and Communities)

51. **Special Project 50. The Rule of Law and Institutions**

UN GOAL 8: Economic Growth (+ UN GOAL 11: Cities and Communities)

UN GOAL 16: Peace, Justice and Strong Institutions

52. **Special Project 51. Female, Racial, LGBT, and other Equalities**

UN GOAL 5: Gender Equality

UN GOAL 10: Reduced Inequalities

53. **Special Project 52. Youth Projects**

UN GOAL 10: Reduced Inequalities (+ 11: Sustainable Cities and Communities)

UN GOAL 16: Peace, Justice and Strong Institutions

54. **Special Project 53. Malawi Football and Other Sports Leagues**

UN GOAL 3: Good Health and Well-Being (+4: Education and 5: Gender Equality)

UN GOAL 10: Reduced Inequalities (+ 11: Communities and 17: Partnerships)

55. **Special Project 54. Malawi - 2034 FIFA World Cup Bid**
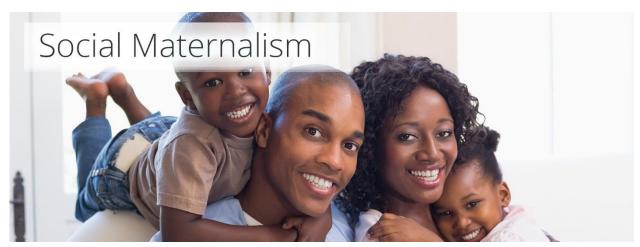

UNIQUE S-World Goal: Hope and the Rallying Call of a Nation

UNIQUE S-World Goal: Ambition and Purpose – Reaching Our Potential

56. **Special Project 55. The Arts – Music, Fashion, Stage, Art, Craft et al.**

UN GOAL 3: Good Health and Well-Being (+ 4: Quality Education and 5: Equality)

UN GOAL 8: Decent Work (+ 16: Peace, Justice, and 17: Partnerships)

57. **Special Project 56. Social Maternalism (The Future of Capitalism Chapter 8)**

UN GOAL 3: Good Health, Well-Being (+ 4: Quality Education and 5: Equality)

UN GOAL 11: Communities (+ 16: Peace, Justice, and 17: Partnerships)

58. **Special Project 57. Ecole Maternelle (Kindergartens)**

UN GOAL 4: Quality Education (+3 : Well-Being and 5: Gender Equality)

UN GOAL 10: Reduced Inequalities (+ 11: Communities, 16: Peace and Justice)

59. **Special Project 58. Mental Health & Addiction**

UN GOAL 3: Good Health and Well-Being (+ 11: Communities)

UN GOAL 16: Peace, Justice and Strong Institutions (+ 17: Partnerships)

60. **Special Project 59. Immigration**

UN GOAL 3: Well-Being (+ 8: Good Work & Economic Growth + 10, 11, 15 and 16)

SRC GOAL 7: **Land System Change**

61. **Special Project 60. S-World South Africa**

UN GOAL 1: No Poverty (+ 2: Zero Hunger and all other UN Goals)

UNIQUE S-WORLD GOAL: Quality Housing

62. **Special Project 61. Can an Amazon Network in Brazil Save the Amazon?**
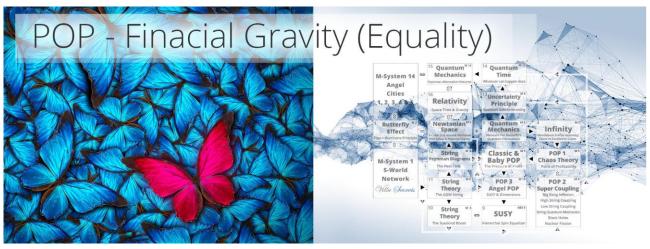

SRC GOAL 2: Biodiversity Loss and Extinctions (+ 4: Climate Change, 5 and 7)

UN GOAL 13: Climate Action (+15: Life on Land and Most other UN Goals)

63. **Special Project 62. Angel Theory (Watch Collateral Beauty)**

SRC GOAL 4: Climate Change (+ All other SRC Projects)

UN GOAL 16: Peace (+ All other UN Projects)

64. **Special Project 63. POP (Financial Gravity & Equality)**

UN GOAL 16: Strong Institutions (+ 8: Economic Growth and 9: Innovation)

UN GOAL 12: Responsible Production (+11: Sustainable Cities and 17: Partnerships, et al.)

65. **Special Project 64. M-Systems (The Theory of Everything)**

SRC GOAL 1: **Ozone Depletion (+ 2 Extinctions and all other SRC Goals)**

UN GOAL 1: No Poverty (+ 2: Zero Hunger, 3: Good Health and all other UN Goals)

S-World Angelwing is the catch-all name for the many S-World software systems and designs including the following: The TBS™ (Total Business Systems) and S-Web™, S-World BES™ (Behavioral Economic Systems), S-World Film™, S-World TMS™ (Total Marketing System), S-World TFS™ (Total Financial Systems), S-World VSN™ (Virtual Social Network) and VBN™ (Virtual Business Network), S-World UCS™ Simulator et al., S-World AE (Aid Efficiency), S-World ŔÉŚ-v4™, S-World Net-Zero DCA™ (Net-Zero Dynamic Comparative Advantage), S-World PQS™ (Predictive Quantum Software), The Theory of Every Business, and others M-Systems.

And the 17 M-Systems are the following: Zero. The GGW String, 1. S-World Network and the TBS™ (microeconomics), 2. Ripple Effects, 3. The Susskind Boost, 4. The Peet Tent, 5. POP (Financial Gravity and Equality), 6. The Theory of Every Business, 7. S-World VSN™, 8. S-World Film, 9. Super Coupling (Scale), 10. Š-ŔÉŚ™, 11.QuESC, 12. S-World UCS™, 13. UCS™ Voyagers, 14. Angel Cities, 15. Angel POP (Equality^2), and 16. S-World Angelwing.

66. **Special Project 65. Middle Earth**

UNIQUE S-WORLD GOAL: Complexity Saving - In the case of an ELE

UN GOAL 9: Industry, Innovation, and Infrastructure

67. **Bonus Special Project 66. Going Nuclear?**

UN GOAL 7: Affordable and Clean Energy (+ 8: Economic Growth + 9 11, 13 and 17)

SRC GOAL 4: Climate Change (+ 5: Ocean Acidification)

68. **Disabilities?**

UN GOAL 3: Good Health and Well-Being (+8 Decent Work + 11 Communities)

UN GOAL 10: Reduced Inequalities +16 Peace and Justice and Strong Institutions

69. **WTO and Other Negotiators and Legal**

WTO & Other Negotiators and Legal

UN GOAL 9: Industry and Innovation (+ GOAL 1: No Poverty + 2, 3, 5, 6, 7)
UN GOAL 8: Decent Work and Economic Growth (+ 10, 11, 12, 13, 14, 16, 17)
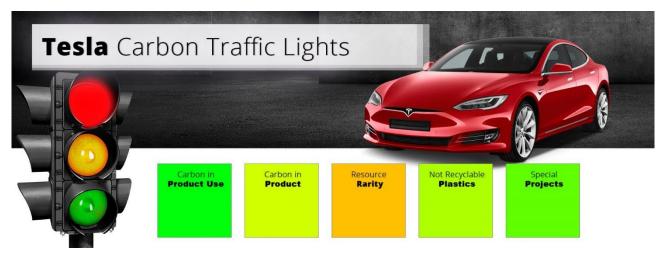
70. **Electronic Vehicles**

SRC Goal 4. Climate Change (+ Goal 5: Ocean Acidification + 1, 3, 9)
UN GOAL 13: Climate Action (+ 3: Good Health and Well-Being + 6, 7, 9, 11, 12, 17)

71. **Tesla Gigafactory**

SRC Goal 4. Climate Change (+5 Ocean Acidification)
UN GOAL 13: Climate Action (+ 7 Energy + 1, 2, 3, 4, 5, 6, 8, 9, 10, 11, 12, 15, 16, 17)

72. Carbon Traffic Lights

SRC Goal 1. Stratospheric Ozone Depletion (+2, 3, 4, 5, 6, 7, 8, 9) (The first 9 out of 9)
UN GOAL 13: Climate Action (+ Goal: 17 Partnerships + 3, 6, 7, 9, 11, 12, 14, 15, 16, 17)

Special Project 71, The Carbon Traffic Lights is like Special Project 1 Experience Africa, in that it can be created now, without the expense. We just need a credible group or groups to choose the variables. This could be Greta Thunberg, Kate Raworth and Paul Collier plus Oxford, Willian Nordhaus plus Yale, the Stockholm Resilience Centre and the UN Sustainable Development Group. Then we find the companies that have very good scores like I expect Tesla, Microsoft, Facebook and Google will have, and ask them to include the score and the graphic in their advertising. And pow, it goes viral and we, at last, have a measure of all companies, those that don't show the lights, are not clean. Boo!!!!

Thank you for viewing the 64 Reasons Why.

But of course, now there are 71.
And I can see our way to 128 reasons why, as those who receive this book add their suggestions. Ultimately it will be down to the trustees on the board of The Sienna Foundation, albeit I will have a veto for a while, not that I wish to use it. And as we have heard the first eight S-World trustees will be women.

(Note that currently, I have only assigned capital to the first 64 special projects.)

Apologies for a deception.

In the introduction, worried people will think me mad for forecasting in the trillions, (let's face it, I would also think another mad), I reduced the allocations by three orders of magnitude. (I removed three zeros from the end of each value.) The first order of business is to verify or falsify Š-ŔÉŚ™ www.angeltheory.org/video/34 (Ch 5). It is the equation for a digital monopoly, but don't let that scare you, consider instead that this is why the equation is so powerful. Why it is possible. Or maybe I have made an error, which should be expected. The question is when I fix the error – how many zeros will I lose? If Š-ŔÉŚ™ holds the answer is as we see below.

Special Projects SET 1 of 4.				
SP	Reasons Why	Type	#	Allocation
1	Experience Africa (Conservation)	Company	2	$ 94,863,000,000
2	The Ecological Experience Economy	Law	0	$ -
3	Advancing Human Potential	Education	3	$ 142,294,500,000
4	Cities of Science	Companies	2	$ 94,863,000,000
5	POP – Equality & The Poverty Gap	Law	0	$ -
6	Sienna's Forests	Companies	6	$ 284,589,000,000
7	Global Cooling	Companies	6	$ 284,589,000,000
8	Universal Knowledge	Education	4	$ 189,726,000,000
9	Spartan Contracts – Great Jobs + Skills	Law	0	$ -
10	Universal Healthcare	Companies	8	$ 379,452,000,000
11	African Rain	Companies	4	$ 189,726,000,000
12	Their Oceans	Companies	3	$ 142,294,500,000
13	Female Equality and Family Planning	Organization	4	$ 189,726,000,000
14	The Population Point	Organization	2	$ 94,863,000,000
15	The Spartan Theory – Peace & Protection	Governments	3	$ 142,294,500,000
16	S-World UCS™	Super Project	4	$ 189,726,000,000

Special Projects SET 2 of 4				
SP	Reasons Why	Type	#	Allocation
17	S-World UCS MARS Resort 1	Companies	2	$ 94,863,000,000
18	Tax Symmetry	Idea	0	$ -
19	Š-ŔÉŚ™ - Financial Engineering	Law	0	$ -
20	Net-Zero Five-Star Social Housing	Companies	32	$ 1,517,808,000,000
21	Partnerships (Business)	Companies	1	$ 47,431,500,000
22	The TBS ™ – Total Business Systems	Super Project	4	$ 189,726,000,000
23	Villa Secrets - Micro Network Strategies	Companies	1	$ 47,431,500,000
24	S-World Film	M-System	8	$ 379,452,000,000
25	S-World VSN™ Virtual Education	Super Project	4	$ 189,726,000,000
26	Paid-2-Learn 1	Personnel	16	$ 758,904,000,000
27	S-World UCS™ MMO Education	Super Project	2	$ 94,863,000,000
28	S-World BES™ Behavioral Economics	R&D	2	$ 94,863,000,000
29	S-World Angelwing Software Framework	R&D	2	$ 94,863,000,000
30	The Theory of Every Business	Idea and Laws	0	$ -
31	The M&B String and Internalities	M-System 2	1	$ 47,431,500,000
32	The Malawi Grand Network (Jobs)	Ripple Effects	0	$ -

So, in place of $95 million for special project 1. Experience Africa; we have $95 billion.
And in place of $1.5 billion for special project 20. Luxury Social Housing; we have $1.5 trillion.
And in place of $3.3 billion for environmental projects. Cash flow will be $3.3 trillion.

SP	Reasons Why	Type	#	Allocation
	Special Projects SET 3 of 4			
33	Growth Theory versus Climate Change	Goal	8	$ 379,452,000,000
34	Net-Zero Industry	Companies	8	$ 379,452,000,000
35	Scarce Resources	Variable of Law	1	$ 47,431,500,000
36	Biodegradable Packaging and Plastics	Companies	3	$ 142,294,500,000
37	Recycling	Companies	3	$ 142,294,500,000
38	Waste Management	Companies	6	$ 284,589,000,000
39	Infrastructure	Companies	16	$ 758,904,000,000
40	Solar Arrays | S-World Power	Companies	8	$ 379,452,000,000
41	Internet	Companies	8	$ 379,452,000,000
42	S-World AE™ – Aid Efficiency	Software / R&D	1	$ 47,431,500,000
43	Welfare for the Villages (Paid2Learn 2)	Companies	8	$ 379,452,000,000
44	S-World Food	Companies	8	$ 379,452,000,000
45	S-World Air	Companies	4	$ 189,726,000,000
46	S-World Water	Companies	8	$ 379,452,000,000
47	Limiting Antibiotics and Pesticides?	Companies	2	$ 94,863,000,000
48	Is it Safe?	Observation	4	$ 189,726,000,000

SP	Reasons Why	Type	#	Allocation
	Special Projects SET 4 of 4			
49	Fort Malawi Garrison (Against Poachers)	Companies	2	$ 94,863,000,000
50	The Rule of Law and Institutions	Organization	2	$ 94,863,000,000
51	Female, Racial, LGBT, and other Equalities	Ideal	2	$ 94,863,000,000
52	Youth Projects	Companies	4	$ 189,726,000,000
53	Football & Sports Leagues (Paid 2 Learn 3)	Companies	6	$ 284,589,000,000
54	Malawi - 2034 FIFA World Cup Bid	Companies	4	$ 189,726,000,000
55	The Arts – Music, Stage, Art, Craft et al.	Companies	4	$ 189,726,000,000
56	Social Maternalism	Companies	1	$ 47,431,500,000
57	Ecole Maternelle (Kindergartens)	Companies	1	$ 47,431,500,000
58	Mental Health & Addiction	Companies	2	$ 94,863,000,000
59	Immigration	Organization	1	$ 47,431,500,000
60	S-World South Africa	New Network	1	$ 47,431,500,000
61	An Amazon™ Grand Network in Brazil?	New Network	1	$ 47,431,500,000
62	Angel Theory	Idea	1	$ 47,431,500,000
63	POP (Financial Gravity & Equality)	Law & M-System	1	$ 47,431,500,000
64	M-Systems (The Theory of Everything)	M-Systems	1	$ 47,431,500,000
	Total Special Project Spending		100%	256	$12,142,464,000,000
	Spent on Ecological Projects		27.0%	69	$ 3,272,773,500,000
	Spent on Education - Paid 2 Learn et al.		40.2%	103	$ 4,885,444,500,000

CHAPTER 27
There Has to Be Enough!

"Growth is one of the Stupidest Purposes ever Invented by any Culture."

> To enquire whether further growth was always desirable, necessary, or indeed possible, became irrelevant or political suicide.
>
> One person who was willing to risk political suicide was the visionary systems thinker Donella Meadows - one of the lead authors in the 1972 Limits to Growth report - and she did not mince her words. **"Growth is one of the stupidest purposes ever invented by any culture"** she declared in the late 1990s; "we've got to have an-enough." **In response to the constant call for more growth, she argued, we should always ask:**
>
> **"growth of what, and why, and for whom, and who pays the cost, and how long can it last, and what's the cost to the planet, and how much is enough?"**

Kate Raworth — Doughnut Economics

In this chapter, I wish to focus on creating utility (happiness) with a minimal amount of growth, or maybe a lot of good growth. This is a critical part of the entire Angelwing system. And I hope Kate Raworth, Paul Romer, Bill and Melinda Gates and others will assist in its design.

The next quote from Paul Romer is a connected ideology.

Paul Romer
2018 Nobel Prize in Economics

"Now the key point I want to make is that there's a third notion of progress, that I'm going to call 'human progress.' Progress not in what we have but in who we are. And it's the kind of progress that comes from seeing other people, even perhaps starting to see other sentient beings like the animals we interact with, seeing them as part of us, treating them with at least indifference, rather than malevolence and treating them as objects of predation. This type of progress in who we are is even more important than the material progress."

Nobel Lecture in Economic Sciences

December 8th 2018

Paul **Romer**

Welcome to S-World

Sienna's World – The Sienna Foundation

Dedicated to Sienna Sky and Caitlin Elizabeth

"Each one of us has to start out with developing his or her own definition of success.

And when we have these specific expectations of ourselves, we're more likely to live up to them.

Ultimately, it's not what we get or even what you give, it's what you become."

Mary Gates

Addendum 1

My Chaos Theory Joke – Mid 2011

What if *God were bored?*

Energy, the universe, and what most refer to as God are all intertwined in my mind. It does, however, help in telling stories to simplify "Energy, the Universe, & God" to simply "God," so I will.

When I think of God, I imagine a large entity made of many parts.

What if God's greatest creation was called "The Chaotic Earth Game." Here, the parts of God could travel and experience a lifetime, either because they were bored or to better aid their development. The catch, of course, was that as soon as the particles of God were born, they had no idea they were playing the game.

One could choose your own time and try life as a caveman, a 21st-century human, a dinosaur; or just take a vacation as a cat or plant, if say the chemical make-up of a plant or cat made them permanently happy (just something I've been pondering).

At the end of the journey, one could assess, there may even be a score. If one did well, applause from the rest of God. If one did badly, no one notices; it is, after all, just a game.

I wonder what my God's reaction would be to my discovering S-World and my desire to create a fairer world.

If implemented, would I have a huge score and be applauded? As I had done something significant in the universe, had I even added to God's plan?

Or...

Would every part of God just look at me with disappointment and say,

"You idiot, you broke the game!"

THE END

The Sienna Foundation

"A winner is a dreamer who never gives up"

By Nelson Mandala

Nanos gigantum humeris insidentes
Ex animo

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