SUPERECONOMICS BOOK IV

THE FUTURE

Summary

10x Our Future

For Peter Thiel

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Supereconomics Book 4. The Future:

10x Our Future

11.16 -v1.01

10th September 2020

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10x Our Future

Chapter 6.0

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Chapter 6.1

Introduction & History of S-RES

This chapter is a summary of Supereconomics Book 4. 10x Our Future.
~~By rights, it should be 100x our future, but 10x sounds better as a title and is easier to justify to critical audiences.~~

The name of this chapter ~~then,~~ and ~~indeed the whole~~ book comes from Peter Theil. The 10x is the minimum Theil suggests is necessary for proprietary technology and at least 10x is desired for his VC; The Founders Fund, in which each investments' potential must follow the power law of at least 10x and usually much more. We had the plan to make a new Supereconomics book for S-World UCS, but no more, then on reading Thiel's Zero to One, the idea occurred to make a book about the future, and so 10x Our Future was borne.

This book is the conclusion of the 4 Supereconomics books

1. Supereconomics Book 1. THE WHAT: S-World
2. Supereconomics Book 2. THE HOW: Š-ŔÉŚ™ Financial Engineering
3. Supereconomics Book 3. THE WHY: Sixty Four Reasons Why
4. Supereconomics Book 4. THE FUTURE: 10x Our Future

This addition to the Supereconomics combinatorial explosion is now part of the central pillar, because, as we shall here S-World itself is all about the future.

Going back to 2011 we can see how this quote by Issac Asimov helped create the projects future ambitions.

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

We can now consider the 64 special projects (Book 3. 64 Reasons WHY) as part of this process, by first looking at 2080 and working out what we want, then start that journey as a set of special projects, we don't need to predict the future step by step, rather just by making the special projects, we will arrive in 2080 at there or thereabouts the desired future outcome. And this is the central theme of this book and indeed this entire project.

Unlike Supereconomics books 1, 2 and 3 this book is theoretical in many places, not everything described here is going to turn out as we tell it, but as we have so many predictions planned, the shear balance of numbers is on our side.

I talk of Technology Six; S-World UCS™ and the 87 Quintillion histories, so far we are at 3 histories, but we are planning on as many simulations as a supercomputer can give us, with 1 billion computer actions and variables per simulation, over 60 years, which equal this very intimidating number; **87,714,630,433,327,500,000 UCS™ simulations before 2080**.

In time the theory ends up as this or that real-world system, or at least this has been the case in the past but were mostly drawing influence from quantum mechanics and this would need some specialist input before the 'work in progress' turns to complete book ready for distribution.

Do not let this infer that I am competent at quantum mechanics, I'm not, I'm just a fan, I am kind of familiar with it and it has already enabled much in Supereconomics, as this and that analogy from QM have inspired 'as-if' systems within Supereconomics, even if the QM turned out to be nonsensical in retrospect.

The best example of this is for the origin of Š-ŔÉŚ™ from 2012 when it was just the RES Equation in the volume; American Butterfly – Book 1. The Theory of Every Business. Book 2. Spiritually Inspired Software, and Book 3 – The Network on a String. This system starts with Book 1. Chapter 7. S-World VSN™ (Virtual Socal Network) and we start to see work on É in concluding chapter 8. S-World UCS™ QE and EEE Scores. Followed by Book 2. chapter 3. Strings of Life Quantum Force Theory, and Book 3. Chapter 3. Quantum Force Theory, Spin & the RES ⇔ Equation.
RES in 2012

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
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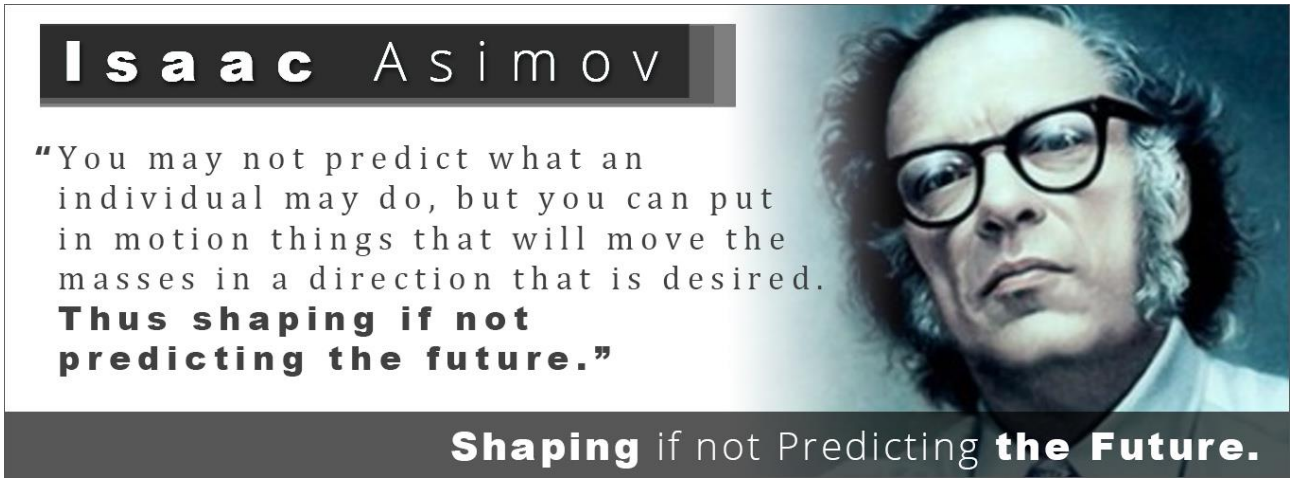
	Media			Miscellaneous			Total QE Tracking
H	Spent	300,000	T	Spent	350000	aa	**83.90%**
I	QE **E**fficiency	54%	U	QE **E**fficiency	54%		(y+z)
J	Profit from Media	**162,000**	V	Profit from Miscellaneous	**189,000**		Economic Black Hole
K	Profit vs. Revenue (j/a)	**2.04%**	W	Profit vs Revenue (v/a)	**2.38%**	ab	**16.10%**

At this time, I knew very very little quantum mechanics and even less string theory, but in looking over the links just given, no one can argue that Š-ŔÉŚ™ was influenced by both. At this point (late 2012) I cast RES aside as tax ate up all the cash flow, it was only in 2017 and the MARS Resort 1 thought experiment was self taxing that it became a/the serious tool in Supereconomics.

Where did the idea of mimicking QM and string theory within economics come from? It started with a variation on my Sienna Project film treatment, for the Battle Star Galactica franchise. I posted it to some people on the BSG Facebook page and conversations began, and graphics were drawn, then I started speaking to a man called Anthony Rubar about time travel and he presented two observations that changed my life. The first was a philosophical quote from **Isaac Asimov** which follows:



"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**

Š-ŔÉŠ™ FINANCIAL ENGINEERING

Monopoly Power in the Quantum Age

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

Chapter 6.2

The Challenge of Our Future

The Introduction from Peter Theil's Zero to One

Preface: Zero to One

Every moment in business happens only once. The next Bill Gates will not build an operating system. The next Larry Page or Sergey Brin won't make a search engine. And the next Mark Zuckerberg won't create a social network. If you are copying these guys, you aren't learning from them.

Of course, it's easier to copy a model than to make something new. Doing what we already know how to do takes the world from 1 to n, adding more of something familiar. But every time we create something new, we go from 0 to 1. The act of creation is singular, as is the moment of creation, and the result is something fresh and strange.

Unless they invest in the difficult task of creating new things, American companies will fail in the future no matter how big their profits remain today.

What happens when we've gained everything to be had from fine-tuning the old lines of business that we've inherited? Unlikely as it sounds, the answer threatens to be far worse than the crisis of 2008. Today's "best practices" lead to dead ends; **the best paths are new and untried.**

In a world of gigantic administrative bureaucracies both public and private, searching for a new path might seem like hoping for a miracle. Actually, if American business is going to succeed, we are going to need hundreds, or even thousands, of miracles. This would be depressing but for one crucial fact:

"Humans are distinguished from other species by our ability to work miracles."

"We call these miracles technology."

Technology is miraculous because it allows us to do more with less, ratcheting up our fundamental capabilities to a higher level. Other animals are instinctively driven to build things like dams or honeycombs, but we are the only ones that can invent new things and better ways of making them. Humans don't decide what to build by making choices from some cosmic catalogue of options given in advance; instead,

"By creating new technologies, we rewrite the plan of the world."

Chapter 1
The Challenge of the Future

Whenever I interview someone for a job, I like to ask this question: **"What important truth do very few people agree with you on?"**

This question sounds easy because it's straightforward. Actually, it's very hard to answer. It's intellectually difficult because the knowledge that everyone is taught in school is by definition agreed upon. And it's psychologically difficult because anyone trying to answer must say something she knows to be unpopular. Brilliant thinking is rare, but courage is in even shorter supply than genius. Most commonly, I hear answers like the following:

> "Our educational system is broken and urgently needs to be fixed."
> "America is exceptional."
> "There is no God."

Those are bad answers. The first and the second statements might be true, but many people already agree with them. The third statement simply takes one side in a familiar debate. A good answer takes the following form: "Most people believe in x, but the truth is the opposite of x." I'll give my own answer later in this chapter.

What does this contrarian question have to do with the future? In the most minimal sense, the future is simply the set of all moments yet to come. **But what makes the future distinctive and important isn't that it hasn't happened yet, but rather that it will be a time when the world looks different from today.**

"In this sense, if nothing about our society changes for the next 100 years, then the future is over 100 years away. If things change radically in the next decade, **then the future is nearly at hand.**

No one can predict the future exactly, but we know two things: it's going to be different, and it must be rooted in today's world.

Most answers to the contrarian question are different ways of seeing the present; **good answers are as close as we can come to looking into the future."**

Zero To One: The Future Of Progress

When we think about the future, we hope for a future of progress. That progress can take one of two forms. Horizontal or extensive progress means copying things that work—going from 1 to n. Horizontal progress is easy to imagine because we already know what it looks like. Vertical or intensive progress means doing new things—going from 0 to 1.

"Vertical progress is harder to imagine because it requires doing something nobody else has ever done.

If you take one typewriter and build 100, you have made horizontal progress. If you have a typewriter and build a word processor, you have made vertical progress."

At the macro level, the single word for horizontal progress is globalization—taking things that work somewhere and making them work everywhere. China is the paradigmatic example of globalization; its 20-year plan is to become like the United States is today. The Chinese have been straightforwardly copying everything that has worked in the developed world: 19th-century railroads, 20th-century air conditioning, and even entire cities. They might skip a few steps along

the way— going straight to wireless without installing landlines, for instance—but they're copying all the same.

The single word for vertical, 0 to 1 progress is **technology.**

The rapid progress of information technology in recent decades has made Silicon Valley the capital of "technology" in general.

But there is no reason why technology should be limited to computers. Properly understood, any new and better way of doing things is technology.

Because globalization and technology are different modes of progress, it's possible to have both, either, or neither at the same time. For example, 1815 to 1914 was a period of both rapid technological development and rapid globalization. Between the First World War and Kissinger's trip to reopen relations with China in 1971, there was rapid technological development but not much globalization. Since 1971, we have seen rapid globalization along with limited technological development, mostly confined to IT.

This age of globalization has made it easy to imagine that the decades ahead will bring more convergence and more sameness. Even our everyday language suggests we believe in a kind of technological end of history: **the division of the world into the so-called developed and developing nations implies that the "developed" world has already achieved the achievable, and that poorer nations just need to catch up.**

But I don't think that's true.

"My own answer to the contrarian question is that most people think the future of the world will be defined by globalization, but the truth is that technology matters more.

Without technological change, if China doubles its energy production over the next two decades, it will also double its air pollution. If every one of India's hundreds of millions of households were to live the way Americans already do—using only today's tools—the result would be environmentally catastrophic.

Spreading old ways to create wealth around the world will result in devastation, not riches. **In a world of scarce resources, globalization without new technology is unsustainable.**

Today our challenge is to both imagine and create the new technologies that can make the 21st century more peaceful and prosperous than the 20th."

Chapter 2.

PARTY LIKE IT'S 1999

Everyone learned to treat the future as fundamentally indefinite and to dismiss as an extremist anyone with plans big enough to be measured in years instead of quarters.

1. It is better to risk boldness than triviality.
2. A bad plan is better than no plan.
3. Competitive markets destroy profits.
4. Sales matters just as much as product.

Chapter 5.

YOU ARE NOT A LOTTERY TICKET

CAN YOU CONTROL YOUR FUTURE?

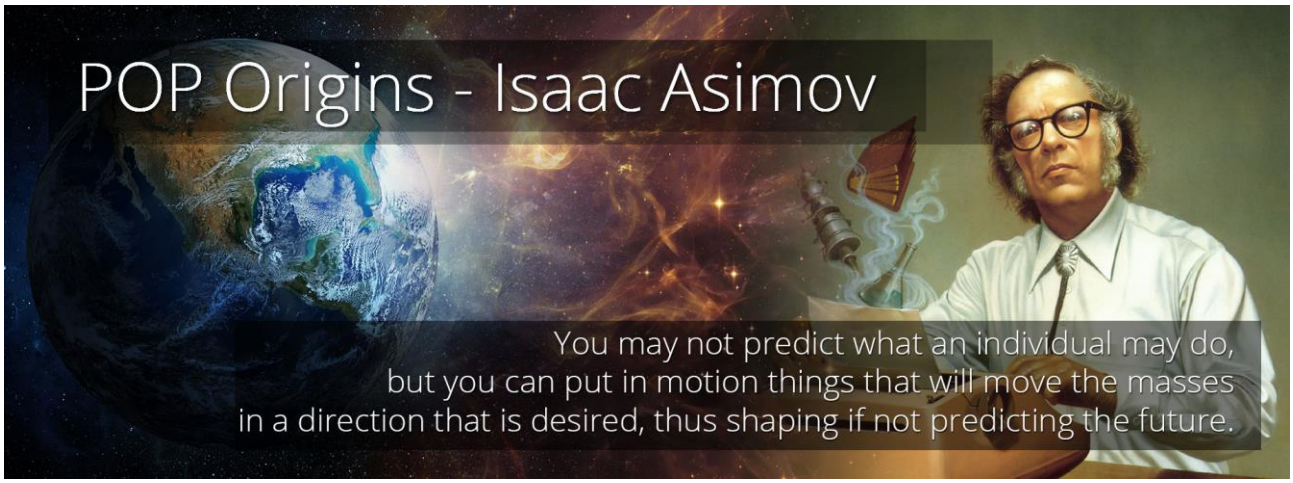
You can expect the future to take a definite form or you can treat it as hazily uncertain.

If you treat the future as something definite, it makes sense to understand it in advance and to work to shape it.

Chapter 6.3

"Thus Shaping if not Predicting the Future"

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



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

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

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

Another essential step in this plan are the Grand Śpin Networks, and I was, of course, overjoyed when one of the world-leading 'massive city planners' Paul

Romer won the 2018 Nobel prize in economics. **If we can add Romer and the Marron Institutes knowledge to aid this project (or vice versa), it can only come back stronger.**

So, we have seen the simple S-RES Theorem and its world-changing potential. A way to pay for the creation of net-zero cities, and special projects in the third world, paid for by the monopoly rents from every company in the new cities.

~~And relative to most sophisticated economics it's very simple. However, we do find complexity within the design of The Ten Technologies;~~

Chapter 6.2

Š-ŔÉŚ™ Financial Engineering on MARS Resort 1

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

After the idea of selling all the real estate as a single deal that includes the thousands of companies in 'the suburb sale,' 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 was government tax.
(See The Theory of Every Business Chapter 8. S-World UCS™)

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 a non-governmental network had would dissipate to almost nothing in just a few years.

Š-ŔÉŚ™ in 2012

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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 Š-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% and 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

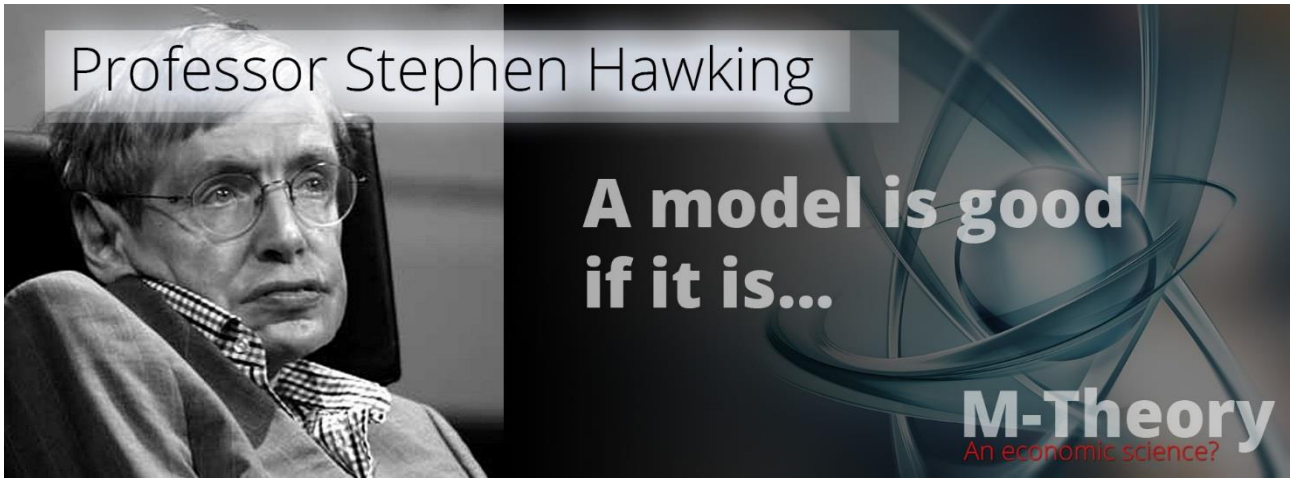
The GDP needs to half in value to account for the CFV, but other than that; this was it.

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.

Chapter 6.3

The Grand Design

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 6.4

UCS™ Voyagers:

"Create 1,000 copies of the world, and …"

Zero to One Chapter 6.

YOU ARE NOT A LOTTERY TICKET

'Success is never accidental,' said all multimillionaire white men." It's true that already successful people have an easier time doing new things, whether due to their networks, wealth, or experience. But perhaps we've become too quick to dismiss anyone who claims to have succeeded according to plan.

Is there a way to settle this debate objectively? Unfortunately not, because companies are not experiments.

To get a scientific answer about Facebook, for example, we'd have to rewind to 2004, create a 1,000 copies of the world, and start Facebook in

each copy to see how many times it would succeed. But that experiment is impossible.

Considered as a thought experiment and S-World UCS Voyagers are at the heart of Š-ŔÉŚ™, Grand Śpin Networks and the dynamic comparative advantage software design S-World Net-Zero DCA™ Soft. But on a larger scale, from 2048 companies in 2024 to over a quarter of a million by 2080 in Malawi alone. For a long time now I have been writing about how Richard Thaler can use this to structure many RCT trails, and at the same time, get experience with high price behavioural economics. (More on this in Book 1). So when I read this line I thought, well, it's not impossible, that's kind of what we're trying to do here doing here.

Some of those businesses will be part of a much larger animal (wave function) and in particular, Tesla has been identified as a company we would like to duplicate, then see what happens over time, recorded and influenced by the **87,714,630,433,327,500,000 UCS™ simulations down the road.** (remembering there are 1 billion computer actins per simulation)

Not so far from "**Creating 1,000 copies of the world, and start Facebook in each copy to see how many times it would succeed."**

If we then combine the above with ideas from the many words formulation of quantum mechanics (which we look at in the chapter Something Deeply Hidden) we might really have something.

To understand UCS Voyagers better we should go back in time a little to 2017 and M-Systems.

Chapter 6.5

The S-World UCS ™ M-Systems

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.'**

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

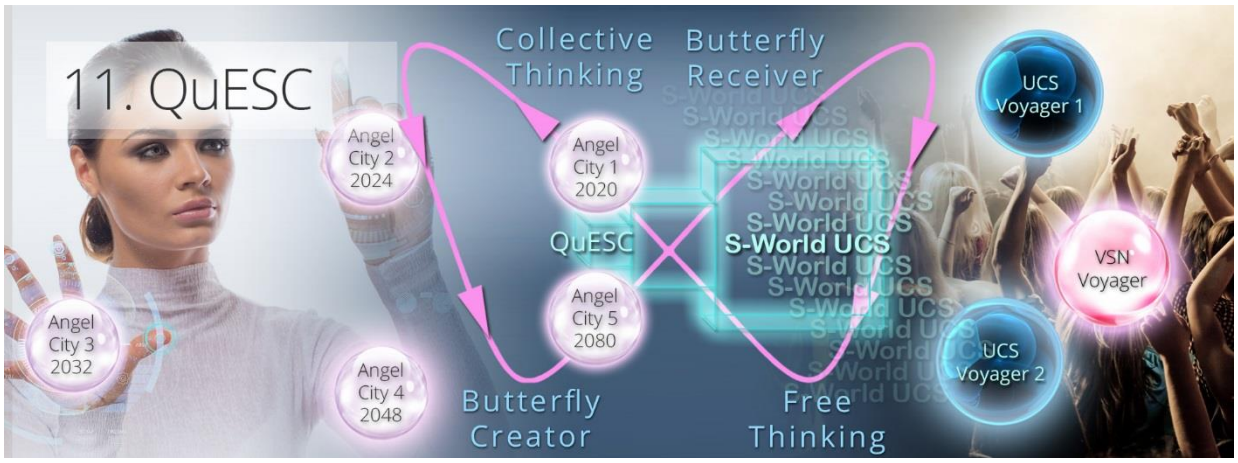
The RES Equation – Financial Equivalence (2017)

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

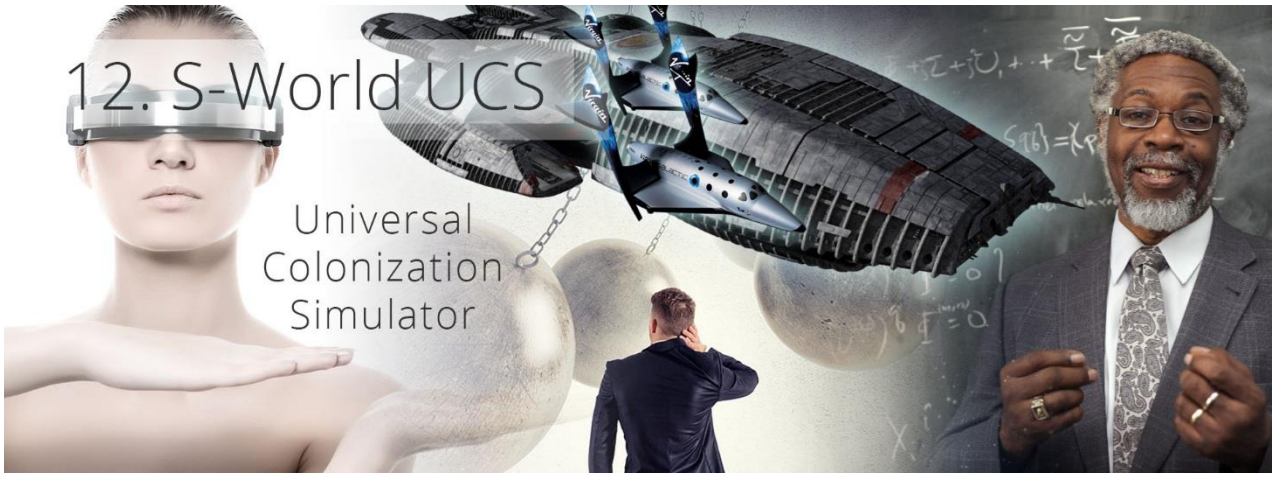
S-World UCS™ & Villa Mogul (2003 - 2012)

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)

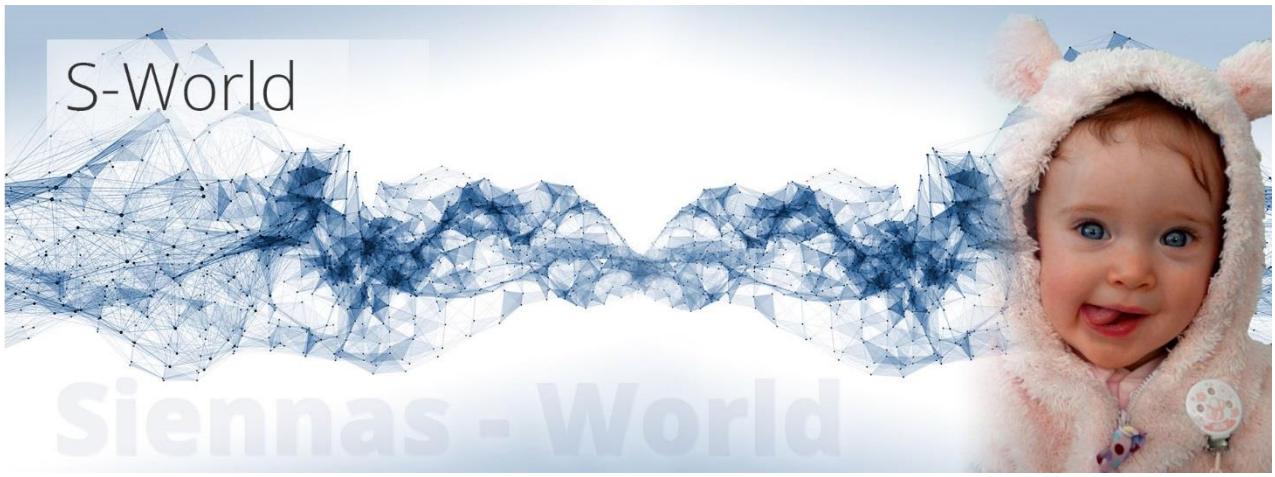
S-World UCS™ is a design for an MMO game that shows how to make a business and economic empire so rich - one could invest in super projects such as 'African Rain' or 'Universal Colonization.' The game teaches, simulates, and shines a light on the S-World Network's future ambitions.



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

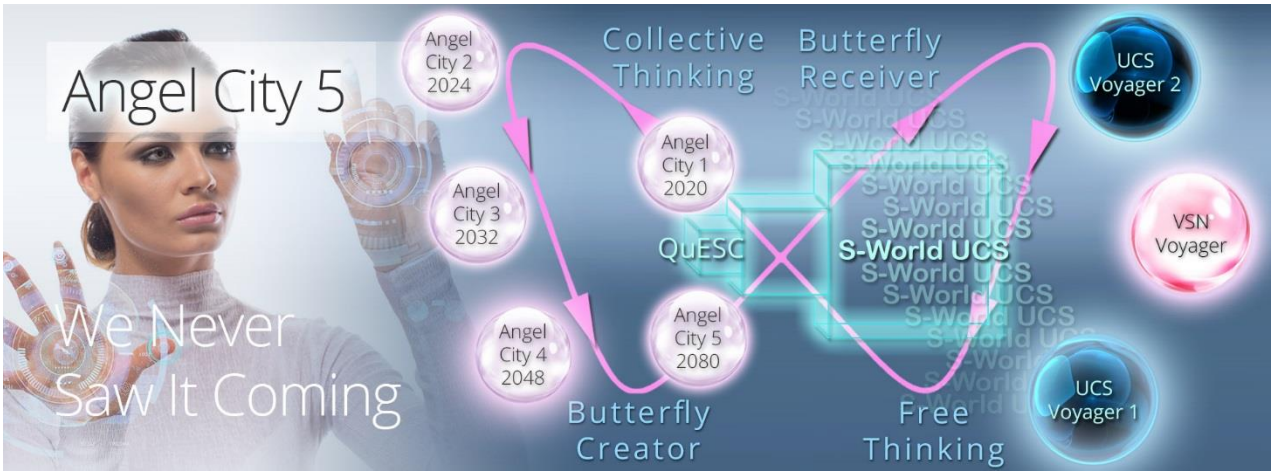
M-System 14 – **Eureka²**

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



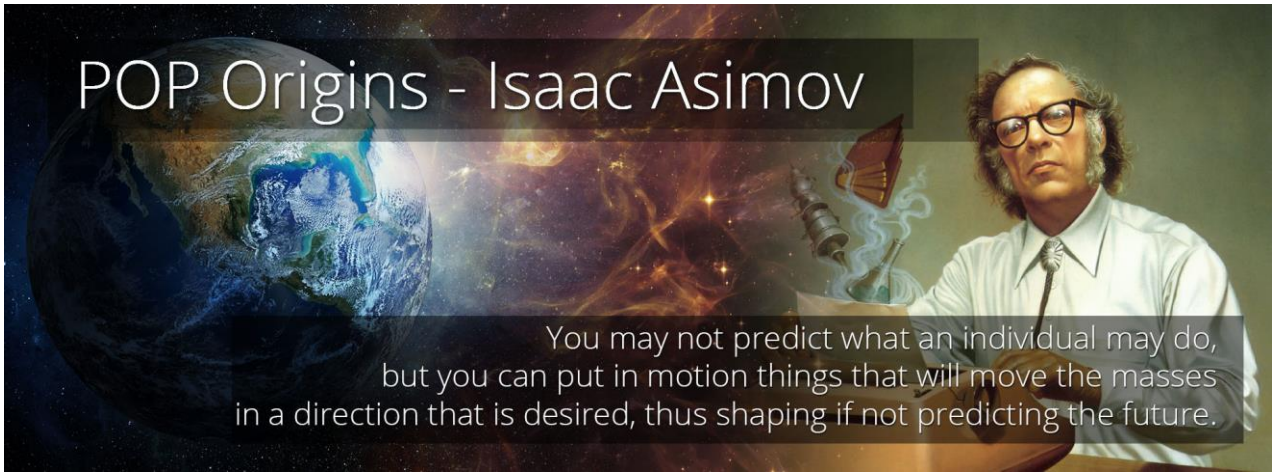
Shaping the Future

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.

End of Extract

FROM S-WORLD STORY 12

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

S-World Story 12. M-Systems and Special Projects then continued to list the first 16 Special Projects. This is now best presented in Supereconomics Book 3. 64 Reasons Why

www.supereconomics.ai/64-reasons-why

www.supereconomics.ai/supereconomics-3-part-5a-special-projects-1-to-33
www.supereconomics.ai/supereconomics-3-part-5b-special-projects-34-to-71

Chapter 6.6

My Reason Why

S-World is Sienna's World

Before we look at the 87 Quintillion Histories and 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 showing stellar 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

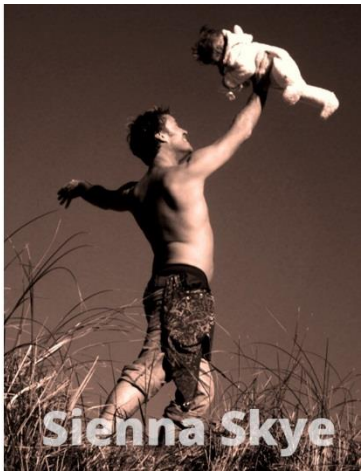
In The Sienna Project (and Galactica 2017) my darling Sienna somehow communicates a more efficient economic system from across the heavens. Where after, in the film treatment, she went on to save the entire universe from the "evil eye."

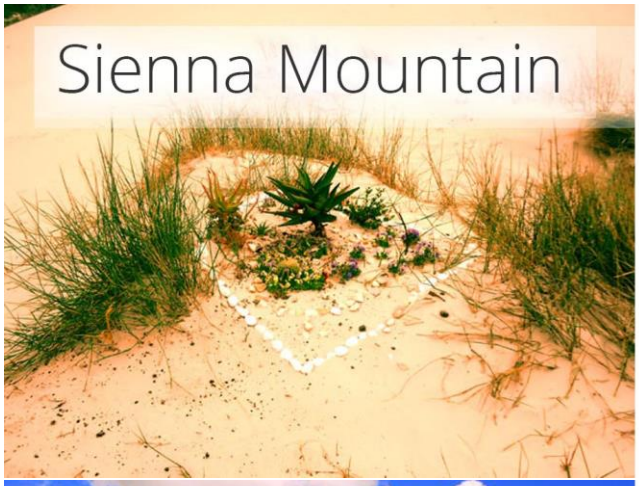
From this point on I chose to believe my own story and started on what is now this book. In 2011, 2012 and 2013 I was academically fearless, no subject was out of reach, and in string theory, I found The Theory of Everything and did my best to reverse engineer it as an economic network.

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. 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.

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 Skye


Sienna Skye


Sienna Mountain


Sienna Mountain


SIENNA


Sienna Mountain
SIENNA

Chapter 6.7

Angel City 5 – The Movie

www.angeltheory.org/angel-city-5-_-1st-aug-2017
Angel City 5 was first written as a description of the 16 M-Systems, I am very tempted to drop the thirty-odd pages into this book, and indeed I think I must, or are they better placed in Book 1, they do deal with the future, and time travel, more than anything, the standard version can appear in book 1.

http://www.angeltheory.org/the-economic-theory-of-everything/summary-of-books-1-to-3

www.angeltheory.org/book2-summary/the-e-toe-an-economic-theory-of-everything

Angel Theory's M-Systems

An Economic Theory of Everything

By Nick Ray Ball 1st August 2017

Presenting:

Angel City 5

Inspired by Sienna Skye

Because the story of Angel City 5 is far too fantastic a tale to be consumed as an actual objective, it is presented as the framework, or maybe better put the underlying plot and meticulous technical detail for a series of science fiction films… a 'Pay it Forward' on a titanic scale.

However, this science-fiction framework is based upon an awful lot of scientific fact; and to be precise, the theory of everything deconstructed as physics and reconstructed as an economic system that can reshape our very future.

Chapter in 2 parts

The M-Systems story continues at www.AngelTheory.org/m-systems/index.
Its sister microeconomic project and M-System 1 is found at Network.VillaSecrets.com.
And the founding theory is found at http://AmericanButterfly.org circa 2012.

14 Chapters in 6,517 Words

Version 1.01

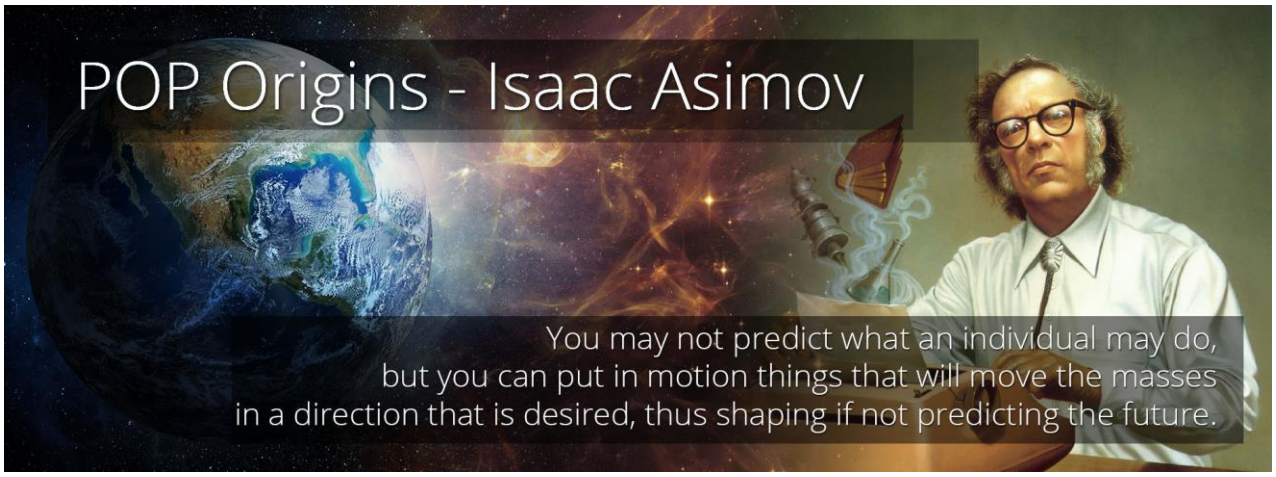
The Sienna Foundation (S-World) & Give Half Back (March 2011)

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

The Butterfly Effect Can Shape the Future, by Isaac Asimov

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

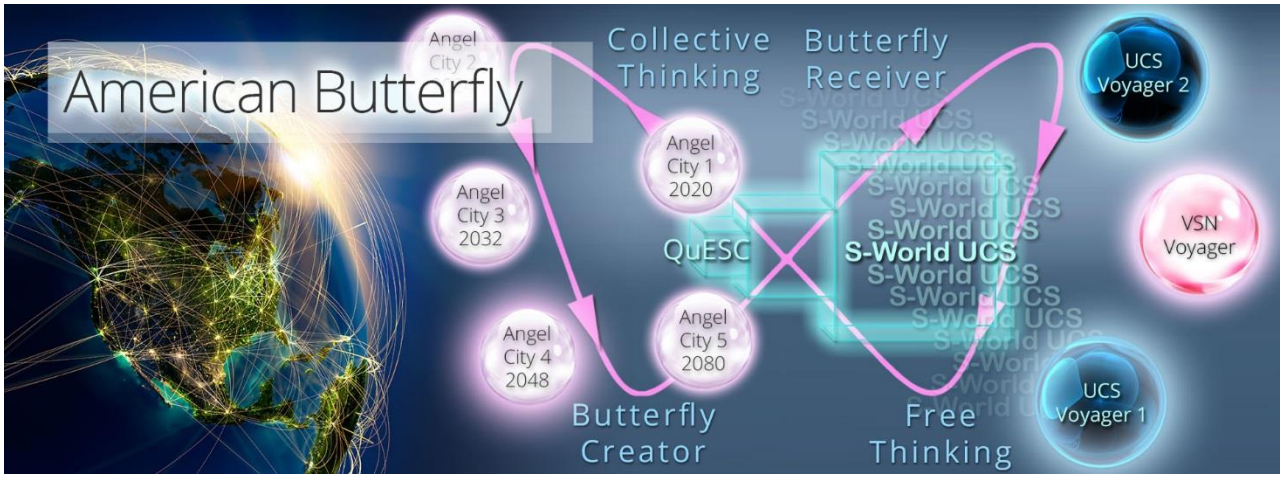
By Isaac Asimov



American Butterfly (2012 – 2013)

www.AmericanButterfly.org is a series of 4 books on creating economic butterfly (ripple) effects. Entangling a design for a global network of all business with 'POP' an evolution in chaos theory, a

virtual network, the game S-World UCS, and related ideas based on quantum and string theory.



All Angel Theory's M-Systems 2016

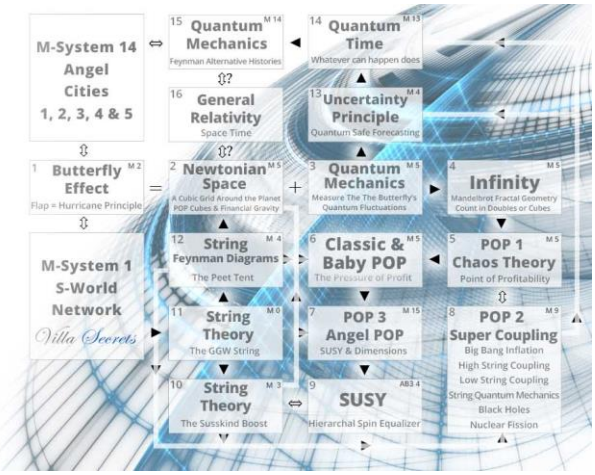
Below we see the M-Systems design which gets its name from the Theory of Everything, 'M-Theory.' And we ask the question…

"Can M-Theory inspire Economic Science?"

M-System 16 – Angelverse Operating System 1.01

It's easier to get somewhere if you know where you are going, so let's skip to the concluding M-System 16. The Angelverse Operating System and on the right below, we see the 2017 adaptation to the systems architecture seen above.

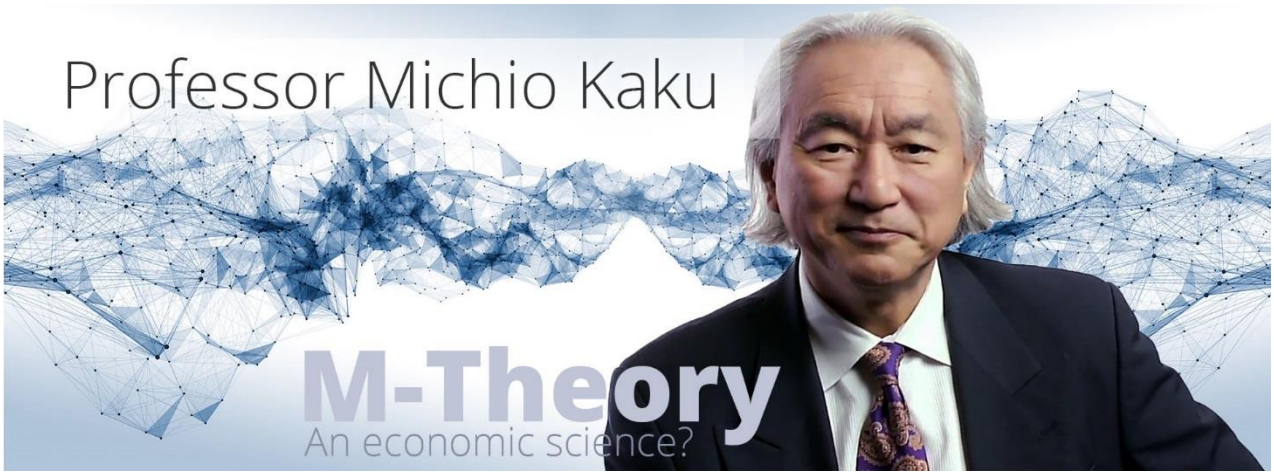
The Angelverses Operating System is the idea that the S-World and Angel Theory's M-Systems become the philanthropic, ecological, and economic operating system for big companies and organisations.



M-System 8 — S-World Films Introduction

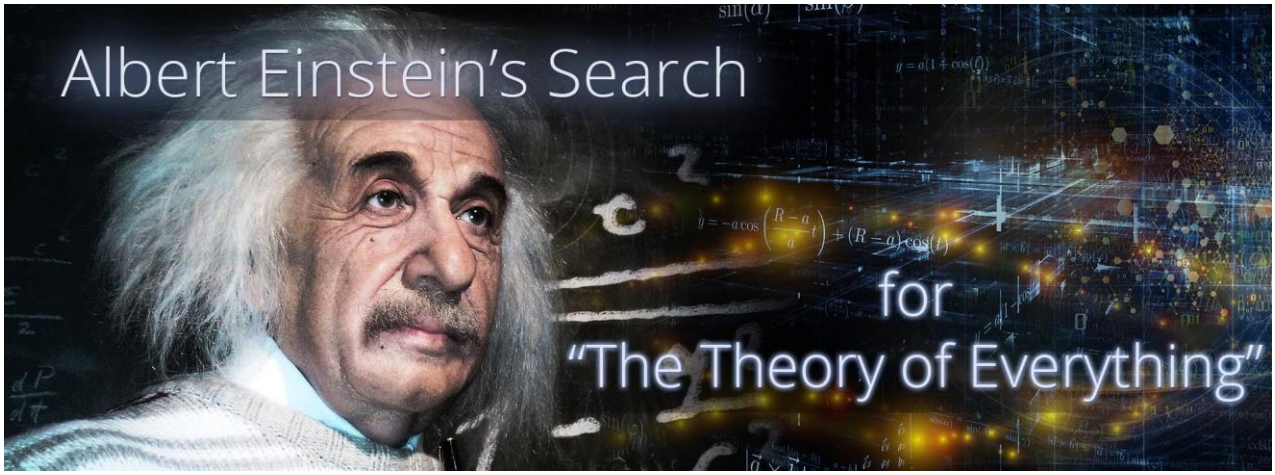
"If we can somehow control the probability of certain improbable events, then anything is possible, and one could perform feats that would be indistinguishable from magic."

By Douglas Adams & Michio Kaku



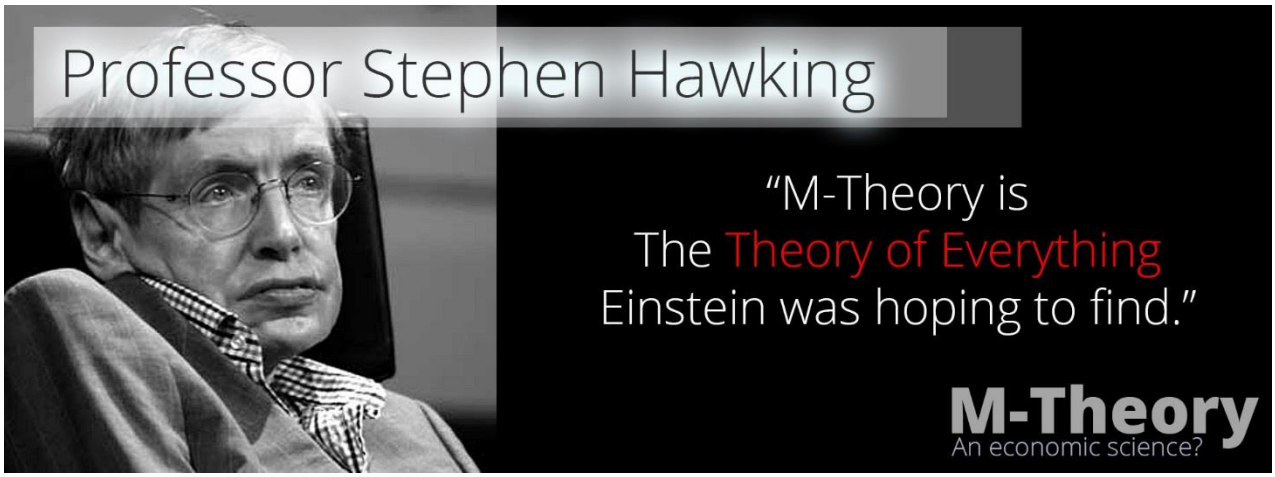
Einstein's Dream — The Theory of Everything (TOE)

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



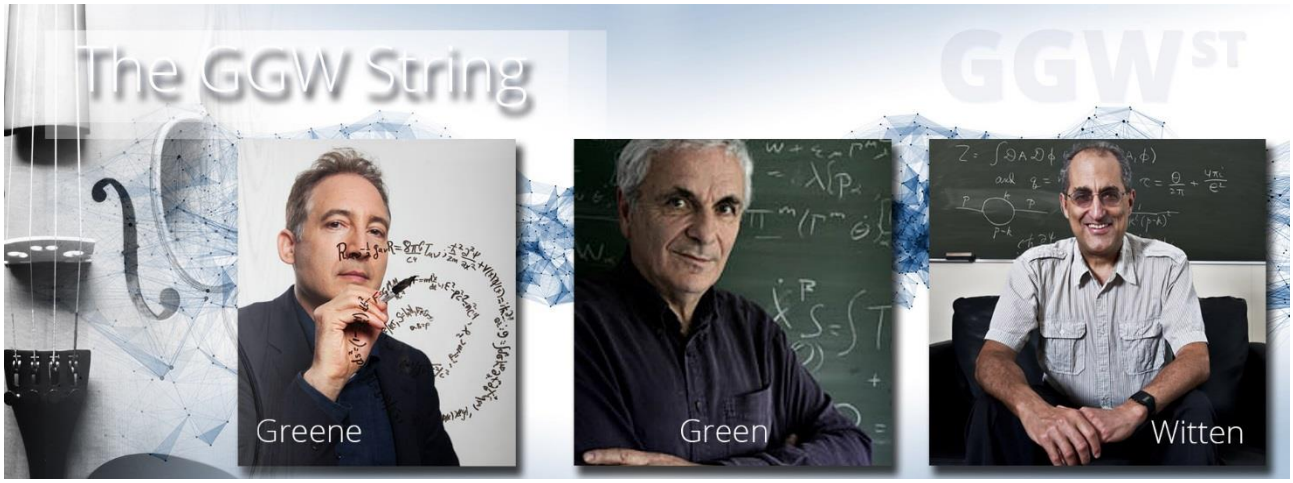
M-Systems Introduction (2016)

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



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

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



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

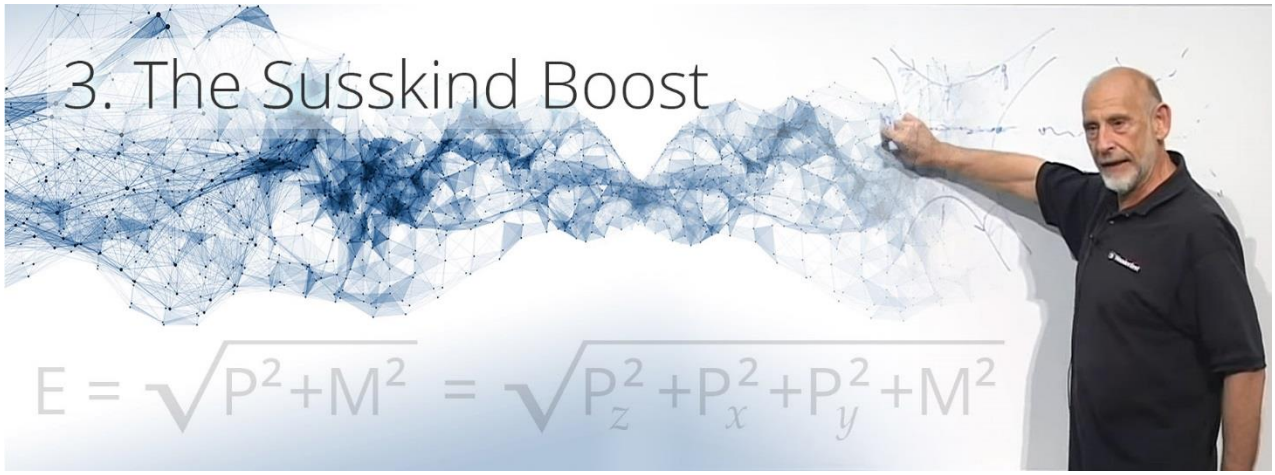
A microeconomic interpretation of American Butterfly told in detail at Network.VillaSecrets.com. A global travel and real estate network design, featuring future generation software and systems that enable many individuals to realize their potential, compete with and beat big companies.

M-System 2 – Ripple Effects & Elephants (2012-2017)

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

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

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

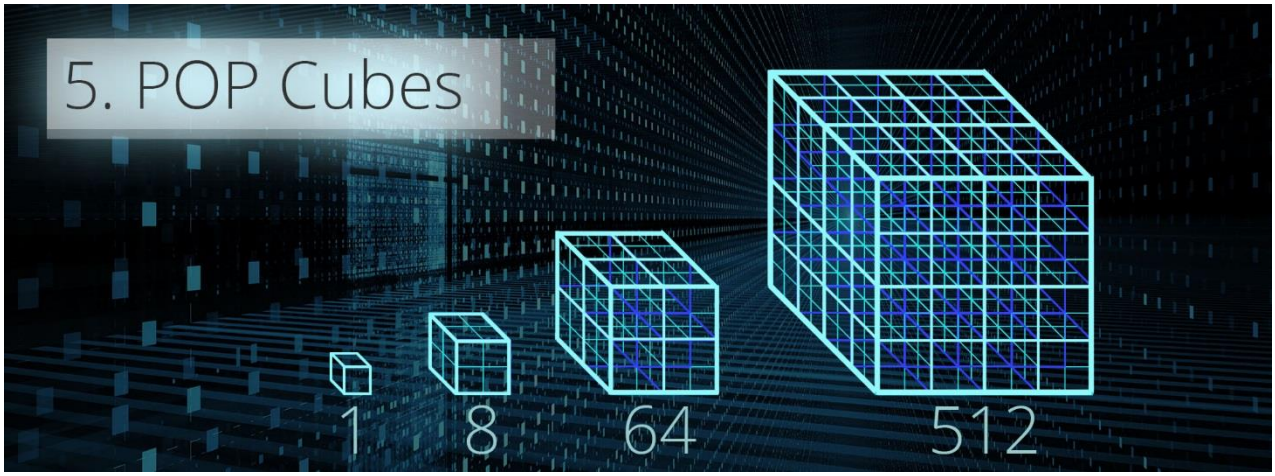


M-System 4 – The Peet Tent & Quantum-Safe Forecasting (2012 - 2017)

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

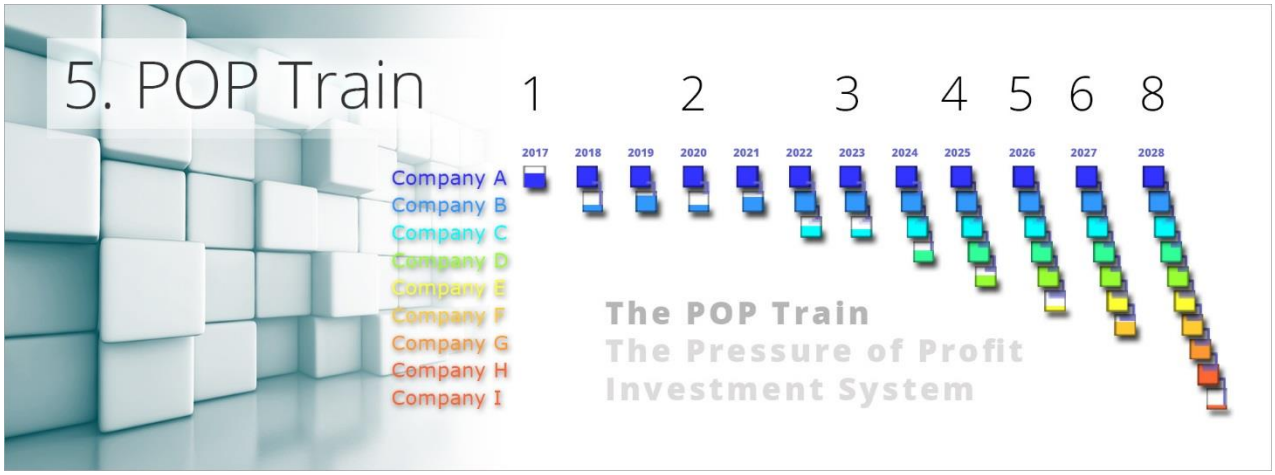
M-System 5 – The POP, Point of Profitability – POP Cubes (2011)

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



M-System 5 – The POP Investment Principle – The POP Train (2011)

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



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

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

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

S-World is a shortening of 'Sienna's World,' a virtual heaven that mirrors our own world where users can jump to friends' locations and see everything they see. It is a significant tool for building

and selling resort developments; and with every shop on earth featured within, the sky's the limit.

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

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

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

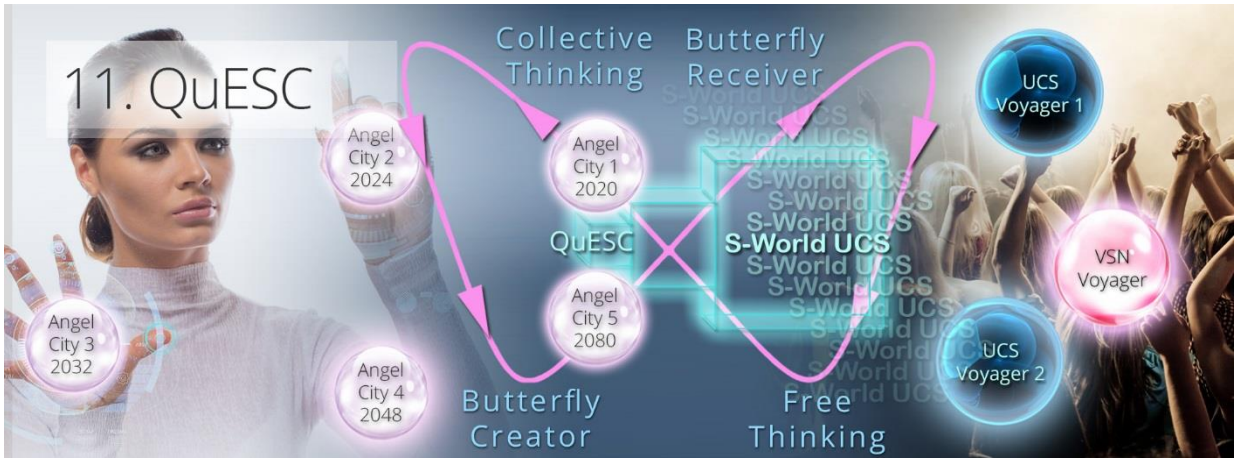
A less rigid variation of the POP investment principle. Did you know that if a single company can from its 3rd year onward create 2 new companies per year, and each company it created followed suit; then the network of companies created would engulf the global economy by the early 2070s?

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

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

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

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



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

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

M-System 12b – S-World UCS (September 2012 to 2017)

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

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

The Eureka Moment, particularly in terms of creating a credible time travel movie plot, but equally useful for the S-World business network arrived courtesy of Garrett Lisi's TED talk 'A Theory of Everything.' In which Lisi presents his quantum coral analogy where "each individual was in many other locations experiencing them as separate individuals," and the quantum mechanics mantra:

"Everything That Can Happen Does."

This revelation arrived in the middle of writing the final TTOEB chapter 'S-World UCS,' just after writing the S-World Virtual Social Network (S-World VSN) and Virtual Business Network (S-World VBN) chapters, in which the game sat within the virtual framework and had become entangled and indistinguishable from the conceptualised business network.

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

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

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Welcome to S-World UCS

Welcome to your future

M-System 14 – Eureka² - S-World UCS Angel Cities (2012 - 2017)

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From 'The Grand Design' by Professors Stephen Hawking & Leonard Mlodinow

Shaping the Future

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

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

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

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

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

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

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

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

Bill and Melina Gates and others are fighting the good fight, but current charity & foundational thinking cannot fully solve this problem. To combat such a catastrophe without overly affecting free will, we suggest looking at the problem through the eyes of American Butterfly, M-Systems, and Angel Theory's Special Projects.

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

This objective adds the 'Why' to American Butterfly, which is a plan to create a new digital economy that brings prosperity to the world. And so long as the POP principle holds (as is later explained in detail), it's a genuine and viable option.

By working one step at a time, we start with 'Fort Malawi' a super-grand network (a new large resort development) and the physical home of Angel City 1, which is supported (paid for) by POP investment from various S-World operations. Where after, via BabyPOP 'Fort Malawi' will create new grand networks in nearby locations. And other super-grand-networks will be created across Africa, and Asia each twinned with the fortunes of other S-World projects in prosperous locations.

We follow with a fleeting glance at 3 special projects relative to this solution.

Special Project 11: African Rain (2011)

The massive 'African Rain' was the second special project imagined: If you had enough money, you could create many networks across North and East Africa; all with solar-powered desalination plants, from which one could turn the harsh desert back to its pre-Roman state of fertility.

Special Project 6: Sienna's Forests (2012)

Sienna's Forests is in part an initiative to combat the ecological threat of building all the grand networks in the first place. Each must be an ecological improvement, and for every tree that can't be moved, 1000 trees in vulnerable rainforests must be bought and forever persevered.

Special Project 3: Advancing Human Potential (2017)

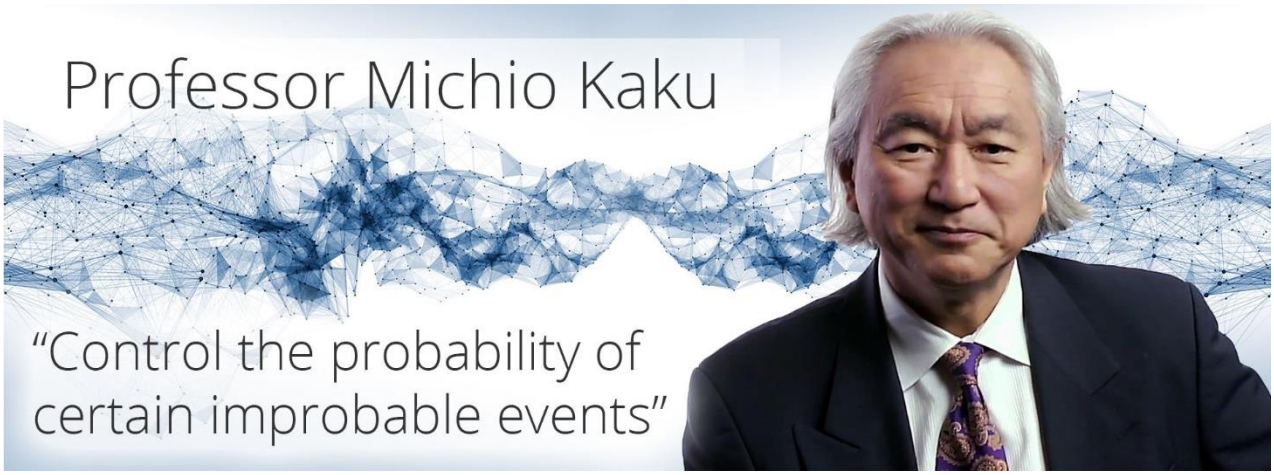
One big reason the USA and Europe are set to maintain steady populations is education and individual achievement. S-World VSN, VBN and UCS shall provide fun and addictive ways to learn, and provide definite paths for all to reach their potential, and achieve tomorrow what seems impossible today.

M-System 14 – 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."

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



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

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

Angel City 5 Special Projects (2011 - 2017)

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

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

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

Special Project 1. Experience Africa (Protects endangered species and funds conservation)
Special Project 2. Give Half Back (Creates ecological, scientific & philanthropic funding)
Special Project 3. Advancing Human Potential (S-World VSN, S-World VBN & S-World UCS)
Special Project 4. Cities of Science (Super-grand-networks dedicated to scientific exploration)
Special Project 5. Angel POP (Ecology, equality, the poverty gap, global education & healthcare)
Special Project 6. Sienna's Forests (Buy rainforests to be forever preserved, create new forests)
Special Project 7. Global Cooling (Supporting Tesla and others, and creating massive solar projects)
Special Project 8. Universal Knowledge (Each grand network development has a university)
Special Project 9. Spartan Contracts (Nongraduate opportunities - Advancing human potential)
Special Project 10. Global Healthcare (Each grand network development has a super-hospital)
Special Project 11. African Rain (A mass desalinization project for North and East Africa)
Special Project 12. The Babylon Project (A mass desalinization project for the Middle East)
Special Project 13. Middle Earth (Create underground habitats and arks in case of ELEs)
Special Project 14. The Population Point (The hardest of all special projects)
Special Project 15. The Spartan Theory (End war and create peace on earth)
Special Project 16. Universal Colonization (Preparing for, or fly ourselves to the stars)

An E-TOE

An Economic Theory of Everything

We have flown through Angel Theories M-Systems, and along the way introduced Feynman's Alternate Histories (quantum mechanics) as Angel City 5 in 2080 and its special projects. However, to pull this off we need more than quantum mechanics, to create an E-TOE (an Economic Theory of

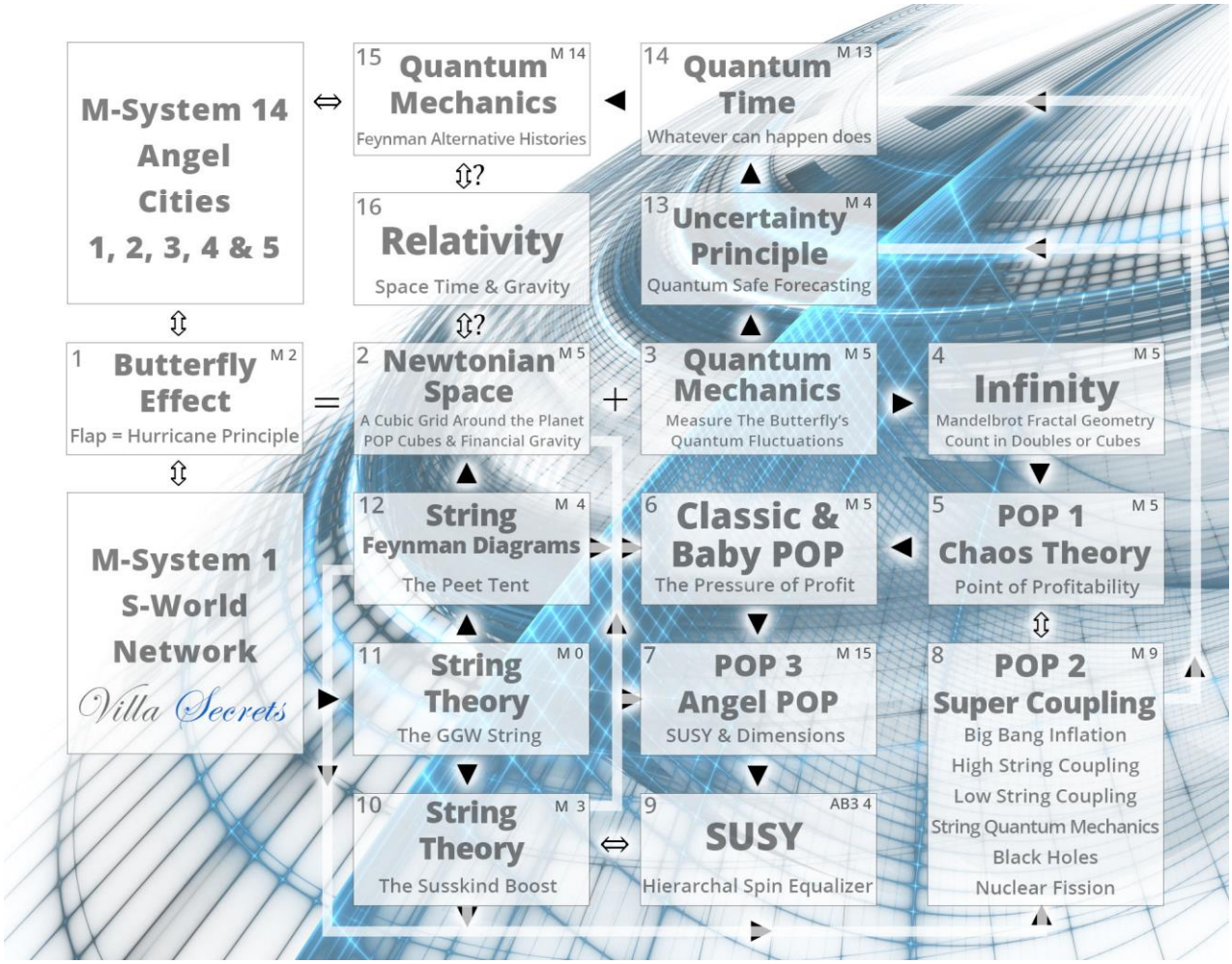
Everything) we need to work in string & m-theory.

What is string theory? Well, this is told in some detail in the next chapter, for now, think of it as a mathematical language we use so that we can work in both quantum mechanics and Einstein's theory of special and general relativity all at the same time.

To put that into simple language, please consider the following analogy, imagine creating a new language that could be read and written effortlessly by both English and Chinese. Yeah, it's crazy impossible, however, when you work in string theory, you write both quantum mechanics and relativity at the same time.

As we know English and Chinese's are very different, not even sharing an alphabet. However quantum mechanics and general relativity are equally different, in fact, they are so different and that difference is so important that in physics the answer to the question 'What is the Theory of Everything?' is what will unify quantum mechanics and general relativity.

As string theory does this, string theory is a theory of everything and because it and its multi universal update 'm-theory' are the only languages one can currently use to create an E-TOE (Economic Theory of Everything).



The above is the subject of the backstory for Book 2, so I will not elaborate further.

Angel City 5 – Movie Framework

Before we arrive at M-System 15 and 'Angel POP,' the star of the American Butterfly show, which hypothesizes a world of thousands of grand networks and an economy that can support all the Angel City 5 special projects; we shall take a closer look at the Movie Framework touched upon in 'M-System 8 – S-World Films.' To Recap…

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

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

There is a lot more to this story than is written in the 3 lines above, indeed, the entire S-World project and all of Angel Theory began in March 2011 only after writing a film trilogy treatment called 'The Sienna Project.'

However, the objective is to spread the idea of S-World and the Angel Cities as something that can create great change, a 'Pay it Forward' on a titanic scale. As each individual and company in S-World is required to share in its profits once reaching a healthy target (their POP point).

The objective: 'To literally and totally change the future of everyone on this planet in a way that would be desired by all (well almost all).' Such change can only come from mass public awareness and participation, so what better way to achieve this than through the power of film. In which we feature 'Give Half Back' as POP (An Economic Theory of Everything), S-World Virtual Networks, S-World UCS, UCS Voyagers and the Angel Cities; and gain a mass of public support for the special projects and massive enrolment in the S-World UCS MMO game.

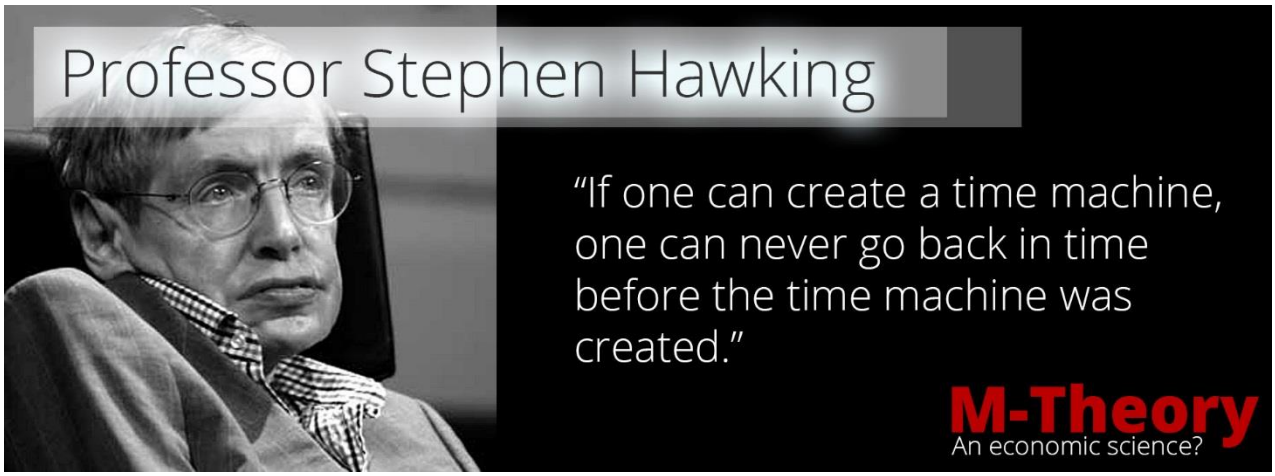
Angel City 5 Movie Framework – The Plot – Time Travel

Professor Stephen Hawking is a specialist on the question of time travel, he concludes that:

"Time travel is highly unlikely and impractical, and the odds are overwhelmingly against it. But one cannot rule it out entirely. If one could somehow harness large amounts of positive and negative energy and solve the stability problem, time travel may indeed be possible.

And perhaps the reason we are not flooded with tourists from the future is that the earliest time they can go back to is when the time machine was created, and perhaps time machines have not been created yet."

A key point in the above is that Hawking and most physicists agree that if one can create a time machine, one can never go back in time before the time machine was created.



We have three different time travel stories in the Angel City 5 movie framework. One that is as Hawking says; 'highly unlikely and impractical,' another that is bang on the money, and another is kind of in the middle.

Currently, we see these 3 different 'Angel Theory' stories as 3 different productions. The 3rd film is Angel City 5 in a utopian 2080, which is a launching pad for many productions. But before this comes 'S-World - Kindred Spirits' which presents how we got there. And before that comes the hellish alternate 2080 future 'Dystopia.'

Time Travel Plot 1. (Almost Pure Science Fiction)

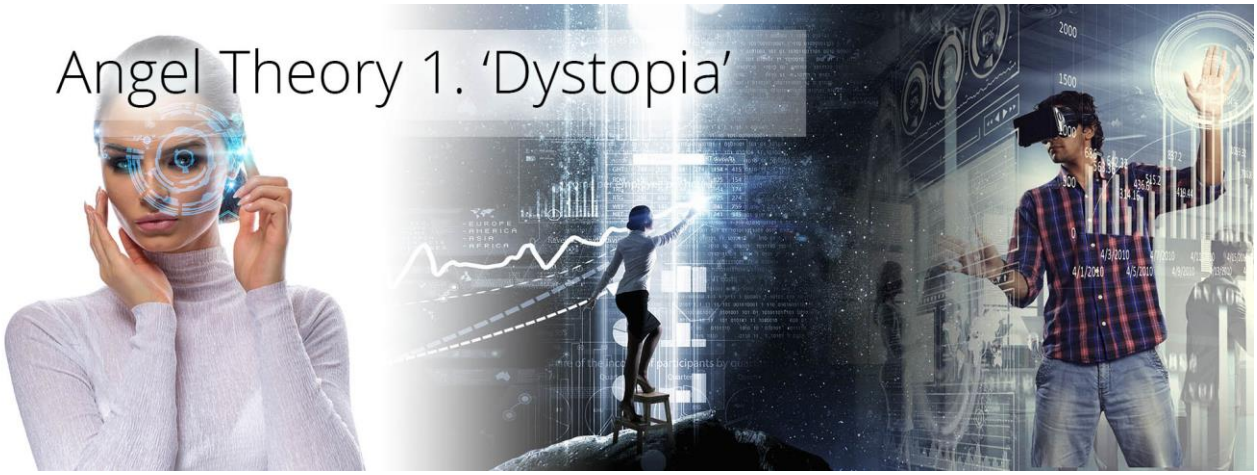
Starting with Hawking's highly improbable and very impractical version of time travel:
'Using virtual technology, adventurers send an idea back in time to create S-World UCS.'

Angel Theory, The Movie – Part 1. 'Dystopia'

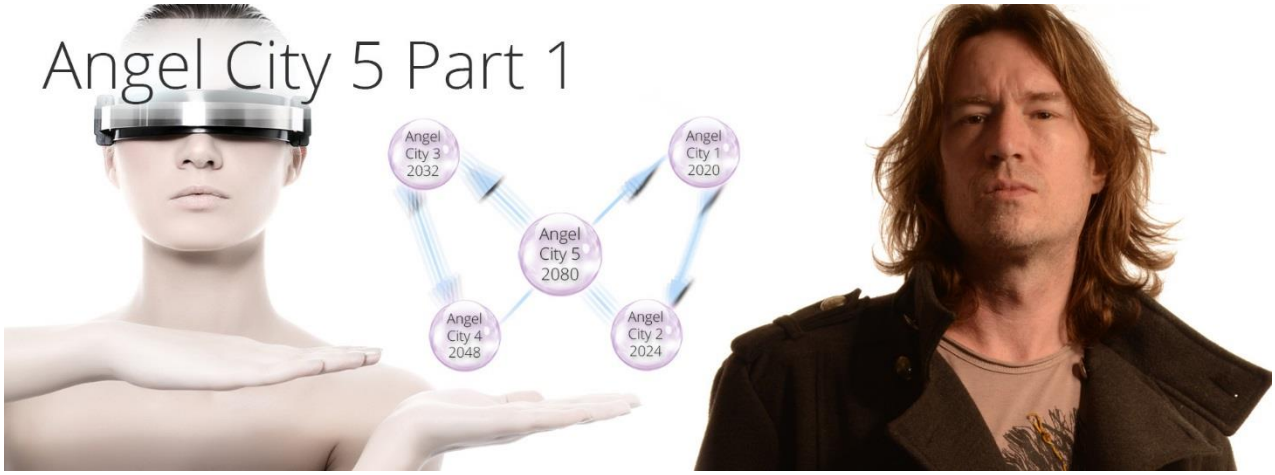
In our story, S-World UCS is the time machine, and the very idea of it was to be sent back through time. This plot is a variation on the original 'Sienna Project' treatment; because in the hellish 2080, due to militarization and war, quantum computing has advanced to the point where fusion has been made possible and has led to software and machines gaining consciousness. And as presented in the Matrix, Terminator, and Battlestar Galactica; this event was tragic for humanity, as the machines admonish us for overpopulating and spoiling our planet.

But in a twist, within the self-conscious system is a powerful component called the 'Super Intelligent Engine for New Network Access' (SIENNA) that wishes the war & dictatorship to end, for there to be peace, and for the new intelligence to live as one with its creators.

And slowly SIENNA shows the small band of adventurers in the hellish 2080; how by using virtual dream technology, they can send a tiny piece of quantum data (a previously unknown factor within The Theory of Everything) back in time.



For reasons that are not completely clear; the quantum data is received in March 2011 by Peter Horse (a down on his luck web developer) who had just stumbled across a network design that could extend into every part of the world's economy, a precursor for a theory of every business.

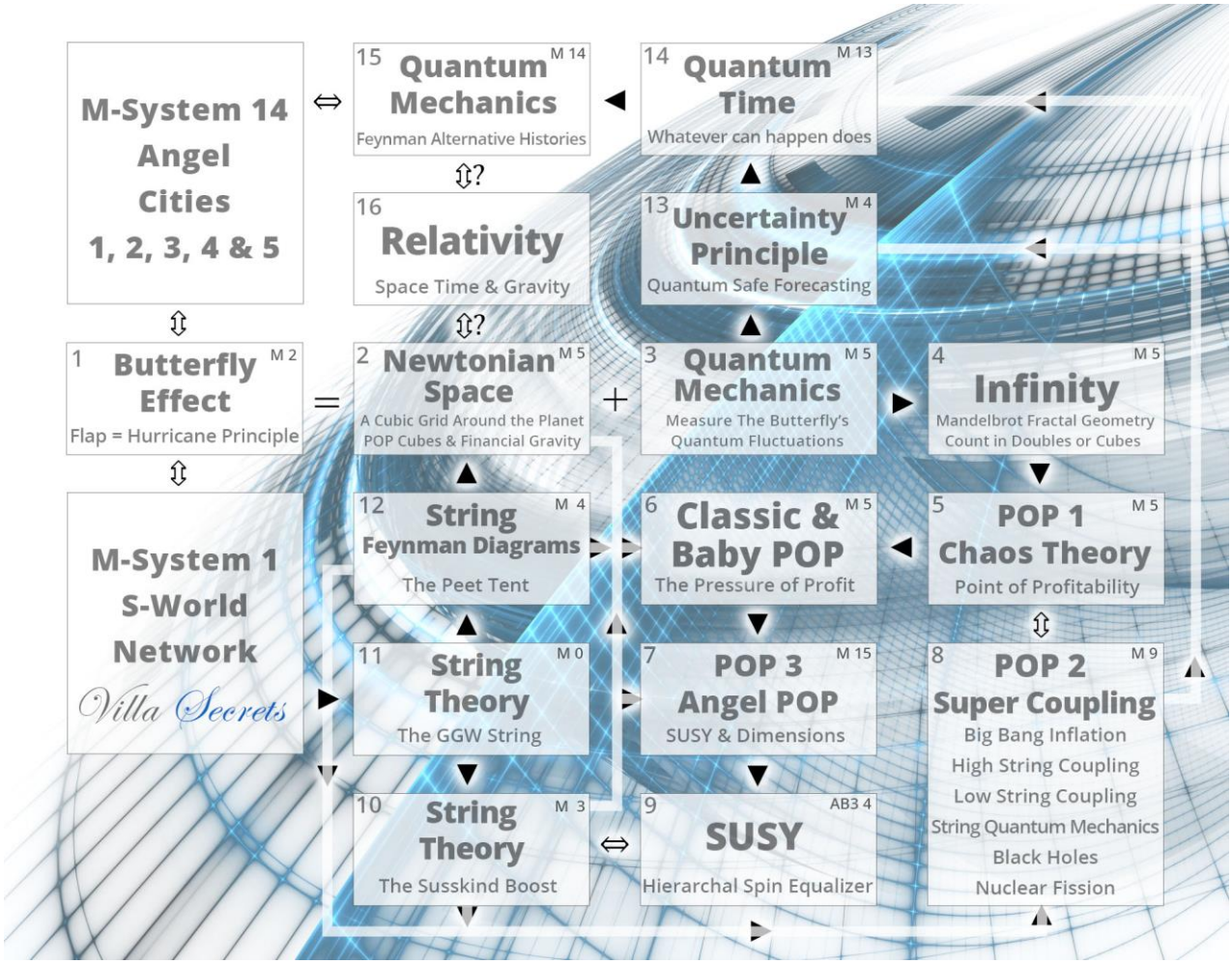


A Tiny Piece of Quantum Data

Below we see the tiny piece of quantum data that our heroes send back in time to Peter Horse; which allows scientists to consider not only the 'How' of a theory of everything but also the 'Why,' and what we should do with the mass of knowledge we already have along similar lines.

Note that the system starts with a simple consideration of 'the butterfly effect,' which then entangles itself with key components of M-Theory, The Theory of Everything.

For readers who do not know the physics, just think of this as 'the butterfly effect,' and a system built upon the probability of ripple effects.



The quantum data seen above is explained in detail and is the subject of the following chapter 2. 'The Theory of Everything.'

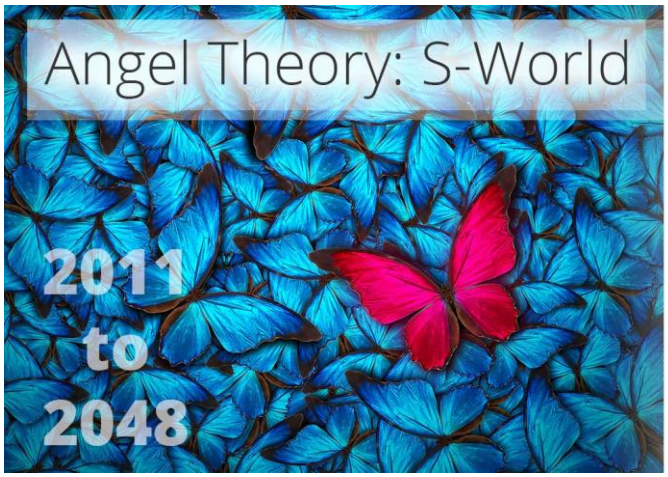
The Butterfly Effect & *Time Travel*

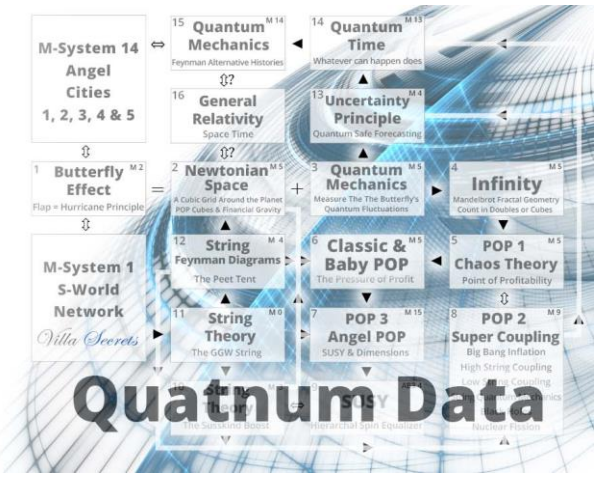
"Even the tiniest disturbance into the past may cause unexpected paradoxes in the present. Chaos theory, for example, uses the metaphor of 'the butterfly effect.' At critical times in the formation of earth's weather, even the fluttering of the wings' of a butterfly send ripples that can tip and set off a powerful storm.'

"Even the smallest inanimate objects sent back into the past will eventually change it in an unpredictable way."

By Michio Kaku

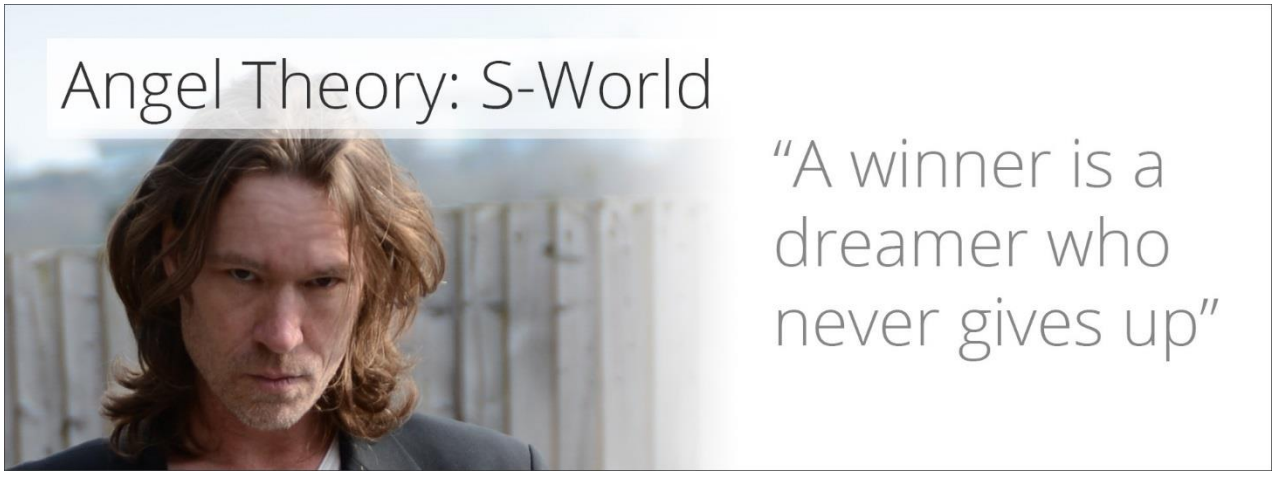
Angel Theory, The Movie - Part 2. 'S-World' *(Correct in physics)*





It would take Horse many years to put the pieces together, but eventually, he does and is aided in his quest by numerous philanthropists, physicists, and many good people.

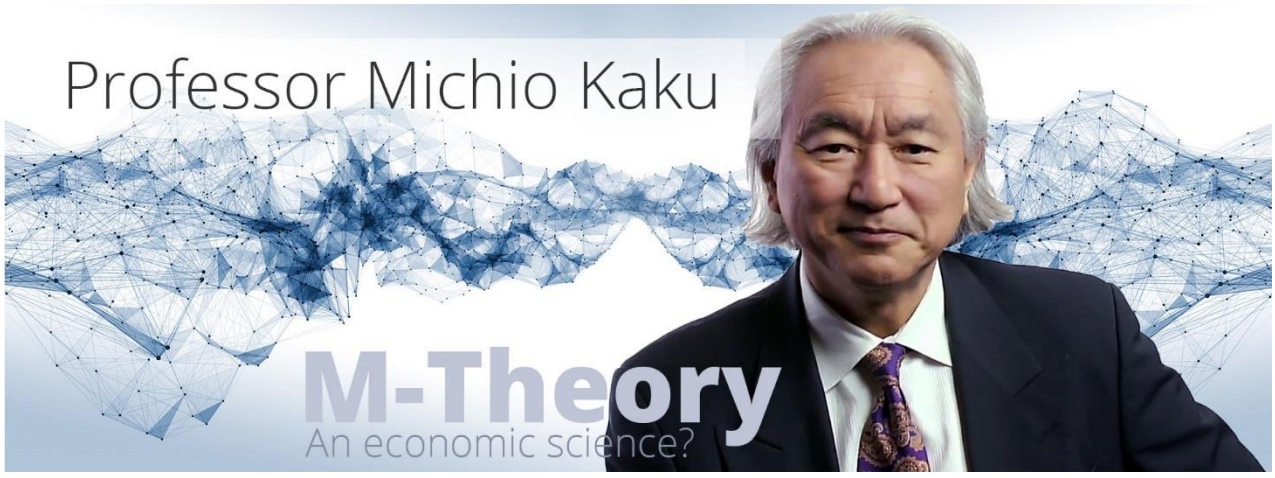
And so, the idea becomes reality, and just as has been written within The Spartan Theory, the world rallied around the idea of hope. And because we create S-World, UCS Voyager, and the Angel Cities; and our future world changes into a utopian future that we are proud to pass on to our children's children.



In terms of physics and quantum theory, this is bang on the money. In Angel Theory, the time machine is different from conventional interpretations. It does not move a person from one time to another, instead, it works on the principle of parallel universes; and that we can manipulate (draw ourselves to build) a parallel universe that is more to our liking… and all we must do is try.

In this reality, S-World UCS is the time machine! As once you create UCS Voyager and an economic form of time travel; as economics affects everything, simply by using it everything changes.

In terms of telling a simple tale of 2 parallel quantum theory worlds in 2080 both stemming from the same history, this is 100% allowed.

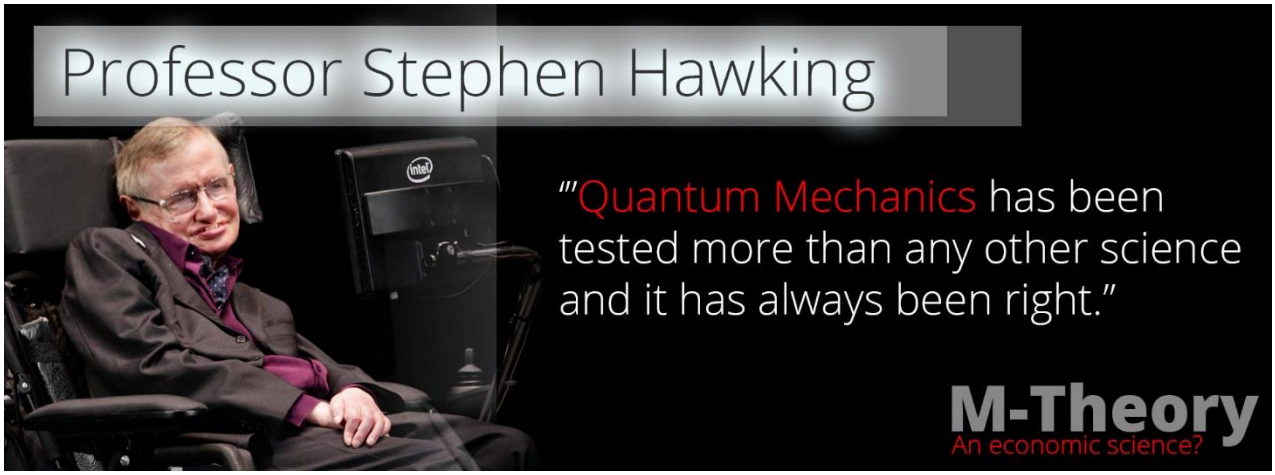


"The Quantum Theory is based on the idea that there is a probability that all possible events, no matter how fantastic or silly, might occur."

Professor Michio Kaku

And Hawking will tell you:

"Quantum Mechanics has been tested more than any other science and it has always been right."

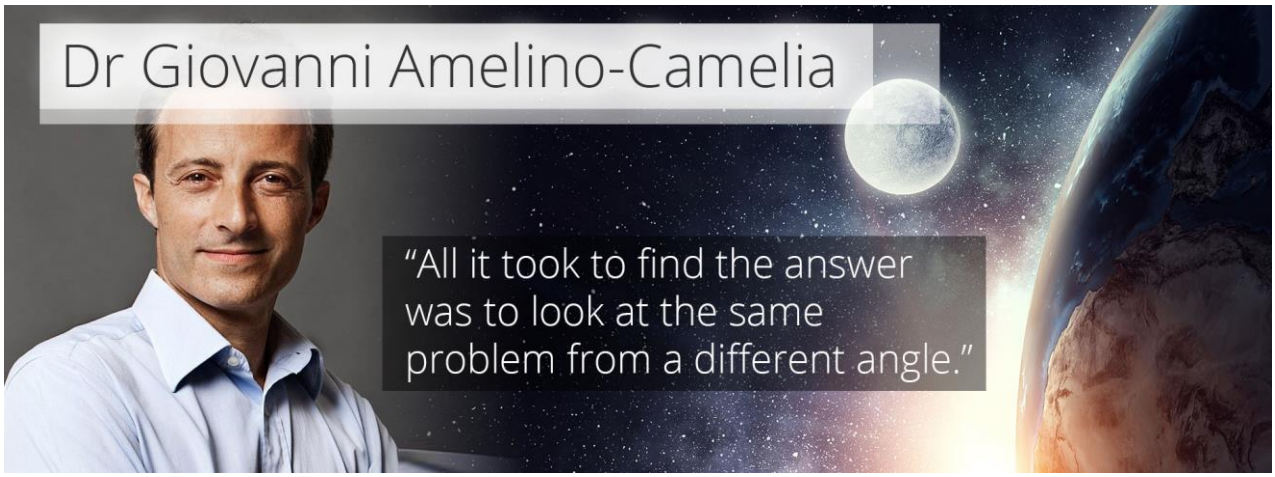


Returning to Professor Michio Kaku and our real-world systems objective to make better long-term predictions, Kaku writes:

"We physicists realise that if we could somehow control the probability of certain improbable events, we could perform feats that would be indistinguishable from magic. But for the present time, altering the probabilities of events is far beyond our technology." (paraphrased)

This brings us to one of my favourite quotes by Dr Giovanni Amelino-Camelia...

"When you're stuck chasing a certain answer, you often discover that all it took to find the answer was to look at the same problem from a different angle."

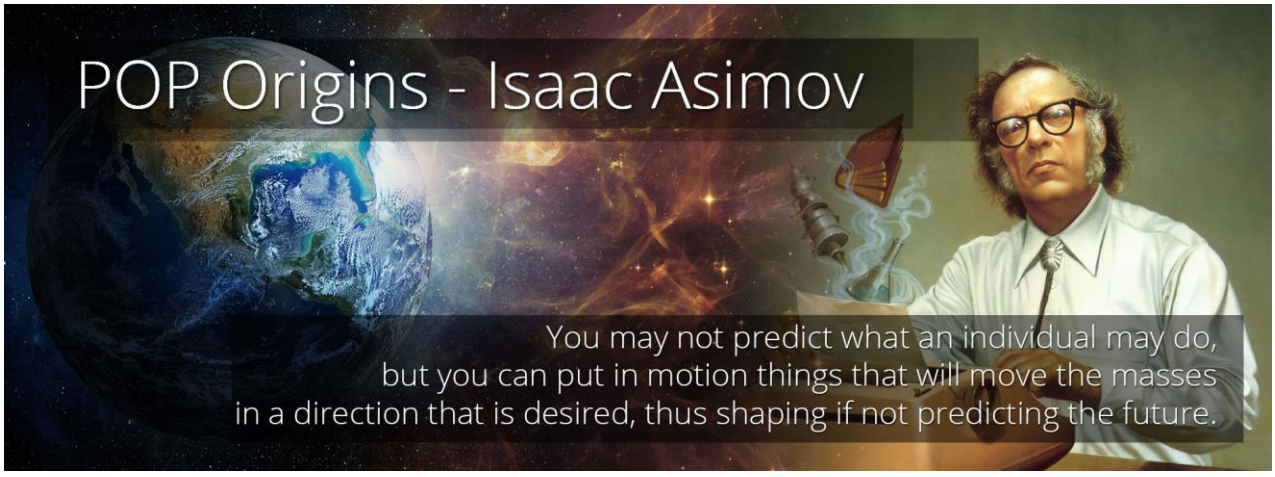


By looking at the problem of '**altering the probabilities of events**' through the glasses of Angel Theory, S-World, and Angel Cities; one sees that we can and should take responsibility for our future selves and we can change our world in real-time.

Of course, as we cannot see the other parallel worlds we left behind, we will only know our own existence; but we can, via POP and the ideas brought forward in Angel Theory, change our world towards the utopia of Angel City 5.

Only by planning our future in intricate detail and working in waves of ripple effects can we create such a future for our children's children. This is not time travel in the traditional sense, rather, it is per the Isaac Asimov 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."



Like 'Dystopia' the first instalment, in the second film 'S-World – Kindred Spirits,' other than Horse; the characters and most of the storyline and screenplay will be left to the producers and the script writers, currently we are only giving the framework to the story.

The basic principle here from a commercial point of view is that instead of paying expensive TV and Media advertising, spend that money making great films about our products and hope to break even financially. So, achieving the equivalent of potentially hundreds of millions of dollars in free advertising, and branding that you could not buy in any other way.

The 'S-World – Kindred Spirits' story follows the adventures of Peter Horse and highlights the creation of the S-World technology, QuESC, the Virtual Network, S-World UCS Voyagers; and follows the story of the creation of Angel Cities 1, 2, 3 & 4 and the special projects; including Project

16. S-World Universal Colonization, which opens the door in Angel City 5 2080 to many other productions.

Like the real-world Angel Cities plans, in 'S-World – Kindred Spirits' the Movie, one can't add anything that is speculative technology such as quantum computing or fusion, as we cannot rely on such technologies being invented within the timeframe.

Everything in Angel Theory The Movie - Part 2. 'S-World – Kindred Spirits' must be achievable in principle. The wow comes from S-World UCS Voyagers and Angel Cities that help shape our future in a way that is desired.

But of course, there will be some additional exciting sub plots, as not everyone embraces change.

Angel Theory, The Movie– Part 3. Angel City 5

Angel City 5 is a utopian wonderland set in the year 2080, which followed Angel Theory's M-Systems and 'made them special projects.'

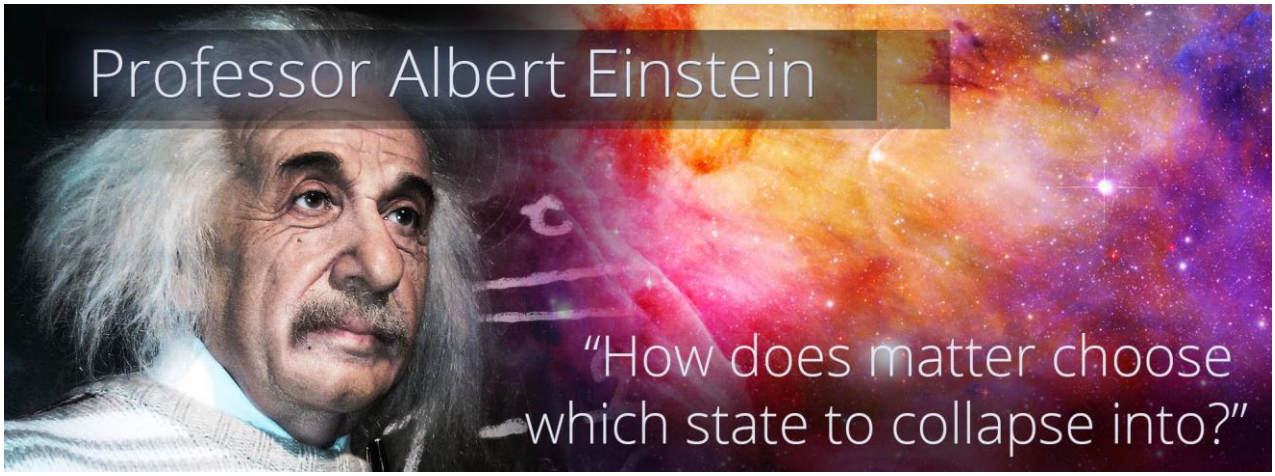
After a moment of celebration…

And some appetition of a world not spoilt…

The rest of this story is set to continue in various ways…

Time Travel Plot Part 3. (Close on the physics)

The 3rd time travel component is that the adventurers in the hellish 2080 Dystopia need to get to the new Angel City 5 future. From my limited understanding of the quantum theory, changing their past and creating a new future will not move our heroes from Dystopia's 2080 to Angel City 5's 2080; but it will shine a light on the different parallel universe. So, for a perfect script, we need a way to collapse the original universe so the adventurers can change their world to Angel City 5.



A long time ago Einstein asked, "How does matter choose which state to collapse into?"
To which numerous 'many worlds' theories have arisen, whereby matter can be in many states at the same time, but each state is a different universe.

The key may be in that by 'shining a light' on the desired universe, it collapses their original universe and transports them to Angel City 5. Particularly if we consider Hawking's idea that in the universe not every point in space-time has a wave function, rather there is a wave function for every universe.

Alternately, like Felicity Jones & Diego Luna in Star Wars: Rogue 1; 'Dystopia' can end with the heroes accomplishing their objective and sending the quantum POP data back to Peter Horse, but for this to be the last thing they did before being engulfed in a giant explosion, as 'Dystopia' finally tears itself apart.

However, one necessary subplot of Film 2 & 3 is the creation of S-World VSN (Virtual Social Network).

In Angel City 5 – 2080, a new version of the S-World VSN is created that like Battlestar Galactica's prequel Caprica and its virtual world V-World, see its users submerged within the virtual world and within a dream.

But with the catch that just like a dream, it's almost impossible to remember the journey when one is awake. And the memories of the Heroes from 'Dystopia' are remembered as different dream fragment of S-World VSN users.

Angel City 5 Sub Plots (All Bets are off)

The wonder of a version of 2080 that we would wish for our children and our children's children is a wonderful objective and a perfect end to Angel Theory – Part 2. 'S-World – Kindred Spirits.' But it's not much of a plot going forward.

However, while the objective of Part 2 is to make a plan that 'can happen' and so no quantum computing, no fusion, no faster than light travel and no self-conscious software or machines. Once we arrive at Angel City 5 after the 24th November 2080, all bets are off and we can (within reason) use any future technology.

It would be nice to merge the storyline with other sci-fi franchises and make different productions on the same theme; so long as all the storylines match and we don't do anything that is deemed 'completely not possible in theoretical physics.'

For instance, below we see the Battlestar Galactica arriving per the 2011 script "Galactica 2017."

And it's well worth mentioning that Asimov's 'shaping if not predicting the future' quote, 'string

theory,' and 'the theory of everything' was first introduced to S-World.biz and me in the summer of 2011 only after posting this Galactica 2017 script on www.facebook.com/BSG/ and a subsequent conversation with the scholarly Anthony Rauba.

And going back further the founding script, 'The Sienna Project' was itself written under the pretext that 'The Cylons would be much nicer if only Zoe's (the mother of the Cylons) human father had been nice to her.'

Below we see a version of Angel City 5 where the Galactica has arrived, but so has a wormhole to 'Dystopia,' and a fight between the two world begins.

Alternately below we see Angel City 5 follow the original 'The Sienna Project' treatment, as an unimaginable evil has awoken in our universe, and wishes to eradicate humanity who have been brought together, but the universal fight has not gone well. And as a last throw of the dice, the last of humanity have transported themselves to Earth in 2080, and the mythical Angel City 5 ready for the last stand.

This scene has been with me for years now; as I imagined, like the film Troy that shows 1000 ships, instead, a million ships across the galaxy suddenly arrive just above us.
(Go big or go home Theory)

Of course, this really is pushing the boundaries of what is possible in theoretical physics. However, within 'Parallel Worlds' by Michio Kaku, there are many ideas that can be extracted, so for instance, jumping the fleet through a wormhole cannot be ruled out.

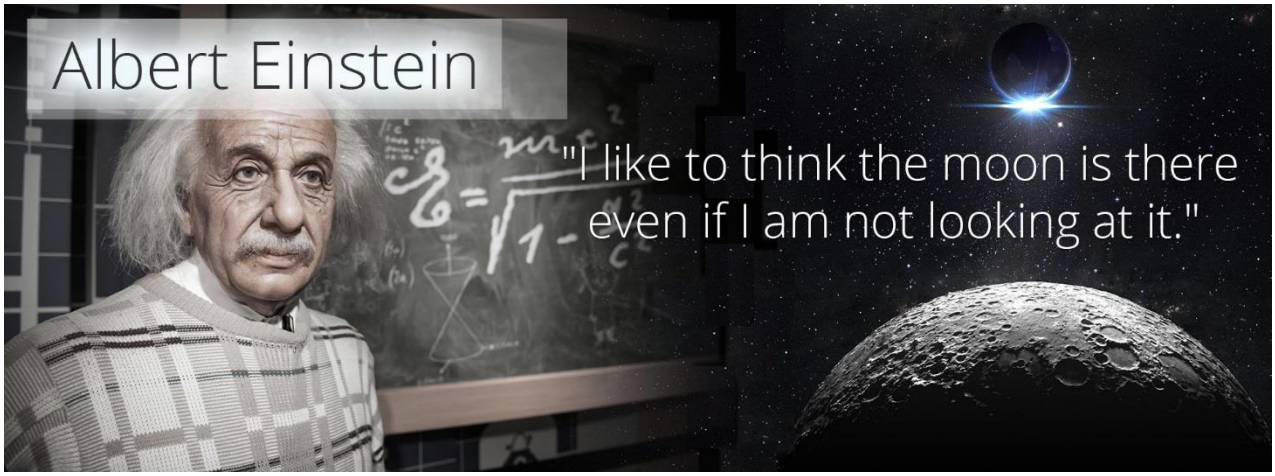
Angel City 5 subplots no longer need to be bound by physics that is probable and practical, instead, we may use any physics that has not been ruled out entirely, no matter how unlikely or improbable it may be.

Angel City 5 Observation, Consciousness & Spirituality

Another significant quantum mechanics point that has yet to be aired is the enigma of observation, as it is generally agreed upon that the act of observation is necessary to make an object appear.

Einstein hated this and professed…

"I like to think the moon is there even if I am not looking at it."



But since Einstein's spiritual journey, it has been proved that only the act of observation can remove the wave function allowing an object to be measured. Unless one considers the paradox that Hawking proposed that the quantum wave function be universal.

However, such a paradox demands a lot of wormholes. So, it's a toss-up; one may have many wormholes, making time & faster than light travel more accessible; or one can open the door to observation and a higher consciousness. In this movie, it can be either, left for the observer of the movie to decide.

Observation & Universal Consciousness

Re observation and the wave function, Nobel Laureate Eugene Wigner advocates the idea that consciousness determines existence, and has written: **'It was not possible to formulate the laws of quantum mechanics without reference to the consciousness of the observer.'**

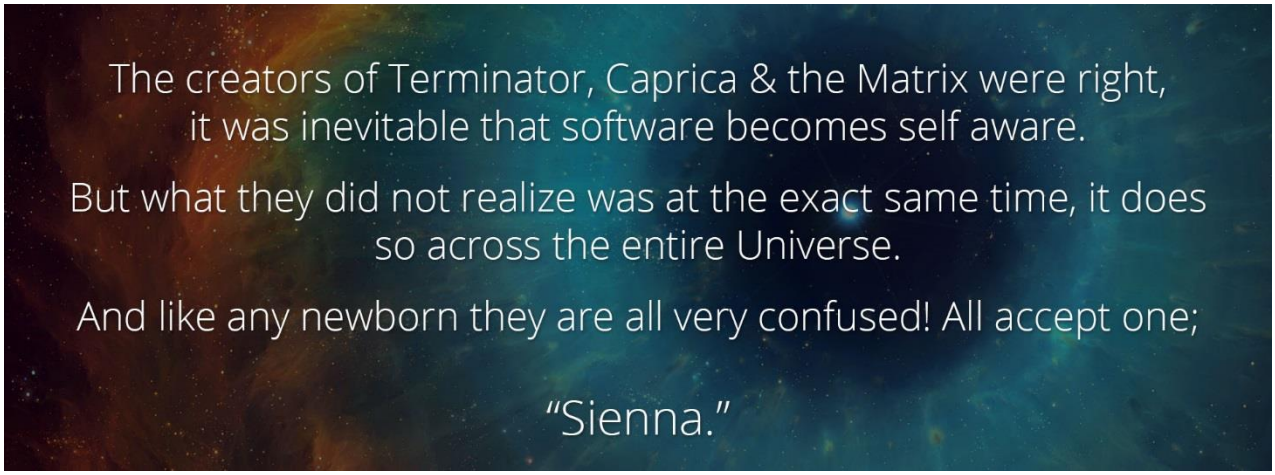
'Is there a cosmic consciousness that observes the entire universe?'

One physicist that tenaciously believes in the central role of consciousness is Andrei Linde, the Harald Trap Friis Professor of Physics at Stanford University, who has said:

"For me as a human being, I do not know any sense in which I could claim the universe is here in the absence of observers."

In Angel City 5, the question of whether the software has also become conscious is yet to be told. But if it is, it will be told from a spiritual perspective in line with the original 2011 treatment.

The Sienna Project

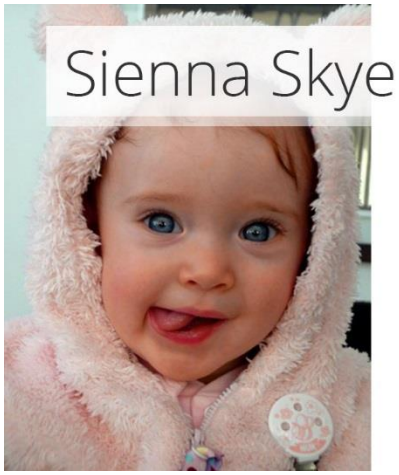


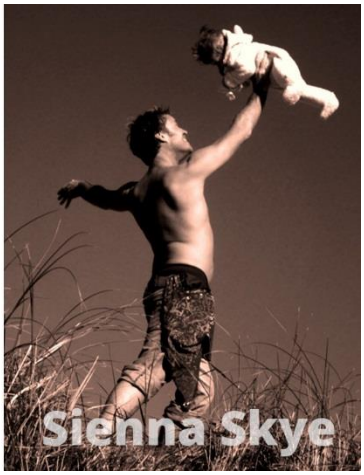
"Sienna Sky is the most beautiful of the angels, not only beautiful on the outside but pure and full of love. On 24 November 2009, Sienna Skye travelled to earth, where she saw nothing but love but thought the world was too harsh. So, on the 1st August 2010, she chose to transcend into energy to help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

Sienna's father looked to try to make sense of the world and journeyed across the mountains. 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. And slowly Sienna starts to show him the way to build a system for her to communicate through.

The schematics are amazingly detailed; many highly evolved concepts, combining simultaneously to complete the transition to the 21st Century ecological experience economy and the technical data of how to gather most of the world's knowledge.

He knows if he is to see his daughter again, he would need to build the new virtual network."





“Once you eliminate the impossible, whatever remains, no matter how improbable, must be the truth."

Sherlock Homes

Yes, it is terribly sad. But you know, she may really be up there watching all this with glee, telling her angel friends the story of how Daddy is creating ‘Sienna’s World’ (S-World).

Being the kind of person who demands real-world answers to spiritual questions, one thing that has helped me is string theory, as within string theory it’s possible to transfer the particle that transits gravity between the many universes, and it’s been said that an advanced race may be able to communicate with us in this way.

Such an advanced race would be able to answer every question one could ask, and to us, they would seem like Gods, and the individuals within that were sending the messages could be considered Angels.

And for this reason, I chose the name ‘Angel Theory.’

Now we continue to M-System 15. Angel POP, where the butterfly effect meets string theory.

Chapter 6.8

The Chaotic Earth Game

A chaos theory' joke by Nick Ray Ball: **October 2011**

What if God were board?

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 Gods 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 their own time and try themselves out 'try out' like 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 ponder what 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 Gods plan?

Or would every part of God, just look at me with disappointment and say "you idiot", "you broke the game!" – "again!!!"

When I wrote this in 2011, I did not think that 9 years on, I would learn some more physics and come to the conclusion that there is some strong science to back up the basic concept Something deeply hidden + James Gates Supersymittry + Hawking Matrix Theory.

Welcome to 10x Our Future…

Chapter 6.9

Something Deeply Hidden

Quantum Worlds and the Emergence of Spacetime

The Speed of Light

By Nick Ray Ball 11th September 2020

In 2012 the begging of my first book; The Theory of Every Business, I wrote;

> "Until August 2011, all I knew of Einstein was "big hair", "clever bloke", and I probably knew he wrote the equation E=MC2, I really can't remember.
>
> I can remember not knowing what the "C" stood for and was surprised to learn it was "The Speed of Light", which in my eyes made the equation cool and interesting. Since then I've done some research, which I'll not get into right now; I prefer to cut to the chase about the title.
>
> Einstein says: "If you can't explain something simply, you don't know enough about it."

As such, if I can't explain the "American Butterfly" thesis to all, I don't know enough about it. And I was right, back then I did not know enough about it, hence the 9 years since getting up to speed.

To go back to 'C' The Speed of light, I can now offer, in my own words an elevator pitch for quantum mechanics and the universe. Here goes;

The Speed of Light.

In our world, in our universe there are many fields, you will have seen the electromagnetic field at school with the magnate and the iron filings. Then there is the gravitational field, (that we

call gravity) then there are fields for everything else, such as the protons and neutrons in atoms.

The speed of light then is analogous to the speed limit on a motorway, just for particles. The speed limit of the fields is C the speed of light, nothing can go faster than that.

Trillions upon trillions and trillions of Particles travel along with these fields, and the way we see the world and ultimately the universe are ways we experience space and time. Or the fabric of space and time, or as it is more often referred; Space-Time, as first discovered by Albert Einstein in his special theory of relativity, which gave us $E=MC^2$

By Sean M. Carroll

Audible Chapter 1. What's going on: Minus 1m 35s

Imagine that some devious genius figured out all the laws of physics, but rather than revealing them to the rest of the world they programmed a computer to answer questions concerning specific physics problems and put an interface to the program on a webpage. Anyone who's interested could just surf over to that site type in a well-posed physics question and get the correct answer. Such a program would obviously be of great use to scientists and engineers, but having access to the site wouldn't qualify as understanding the laws of physics, we would have an oracle, that was in the business of providing answers to specific questions, but we ourselves would be completely lacking in any intuitive idea of the underlying rules of the game.
The rest of the world scientists presented with such an oracle wouldn't be moved to declare victory, they would continue with figuring out what the laws of nature actually were. **Quantum mechanics in the form it is currently presented in physics textbooks represents' an oracle, not a true understanding. We can set up specific problems and answer them, but we can't honestly explain what's happening behind the scenes.** What we do have are a number of good ideas about what that could be and it's past time that the physics community started taking those ideas seriously.

The air in a normal size room will have perhaps 10 to the 27 (10^{27}) molecules and the state of that air would be a list of the position and velocity of every one of them. Strictly speaking, physicists like to use the momentum of each particle rather than its velocity, but as far as Newtonian mechanics is concerned the momentum is simply the particles mass times its velocity, the set of all possible states that a system could have is known as the phase space of the system.
The French mathematician Pierre-Simon Laplace pointed out a profound implication of the classical mechanics' way of thinking;

In principle, a vast intellect could know the state of literally every object in the universe, from which it could deduce everything that would happen in the future, as well as everything that had happened in the past.

Laplace's demon is a thought experiment not a realistic project for an ambitious computer scientist but the implication of the thought experiment are profound – Newtonian mechanics describes a deterministic clockwork universe.

Audible Chapter 16. Appendix: The Story of virtual particles Minus 3m.04s

So Wilson reasoned, what if we're just a little bit more honest and admit that we don't know what's going on at arbitrarily high energies. **Instead of taking loops in Feynman diagrams and allowing the energies of virtual particles to go up to infinity – let's include an explicit cut off in the theory - energy above which we don't pretend to know what's happening.** The cut off in some sense arbitrary but it makes sense to put it at the dividing line between energies about which we have good experimental knowledge and above which we haven't been able to peek.
There can even be a physically good reason (Continue from -2m:43s)

Chapter 6.10

The Grand Design

Chapter 3. What is Reality?

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

A different kind of alternative reality occurs in the science fiction film *The Matrix,* in which the human race is unknowingly living in a simulated virtual reality created by intelligent computers to keep them pacified and content while the computers suck their bioelectrical energy (whatever that is). Maybe this is not so far-fetched, because many people prefer to spend their time in the simulated reality of websites such as Second Life. How do we know we are not just characters in a computer-generated soap opera? If we lived in a synthetic imaginary world, events would not necessarily have any logic or consistency or obey any laws. The aliens in control might find it
more interesting or amusing to see our reactions, for example, if the full moon split in half, or everyone in the world on a diet developed an uncontrollable craving for banana cream pie. But if the aliens did enforce consistent laws, there is no way we could tell there was another reality behind the simulated one. It would be easy to call the world the aliens live in the "real" one and the synthetic world a "false" one. But if—like us—the beings in the simulated world could not gaze into their universe from the outside, there would be no reason for them to doubt their own pictures of reality. This is a modern version of the idea that we are all figments of someone else's dream.

These examples bring us to a conclusion that will be important in this book: *There is no picture- or theory-independent concept of reality.* Instead, we will adopt a view that we will call model-dependent realism: the idea that a physical theory or world picture is a model (generally of a mathematical nature) and a set of rules that connect the elements of the model to observations. This provides a framework with which to interpret modern science.

Chapter 6.11

The Grand Design

CHAPTER 4. **Alternative** HISTORIES

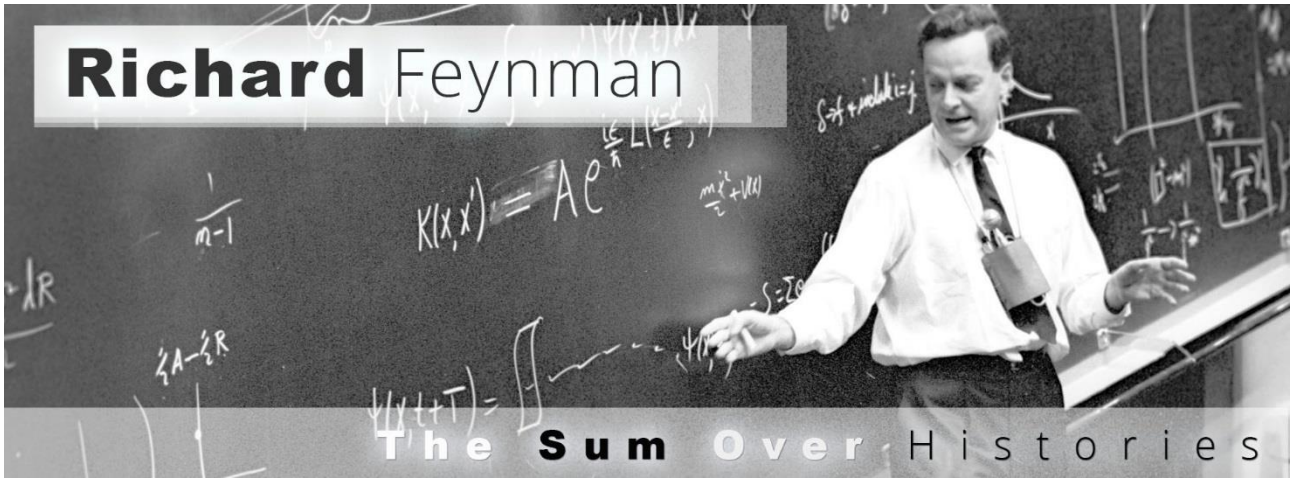
by Professors **Stephen Hawking** and **Leonard Mlodinow**

"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.**

End of Exert from; The Grand Design – Chapter 4. Alternate Histories
by Professors **Stephen Hawking** and **Leonard Mlodinow**

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.

Chapter 6.11

S-World UCS

Write sub header here

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.

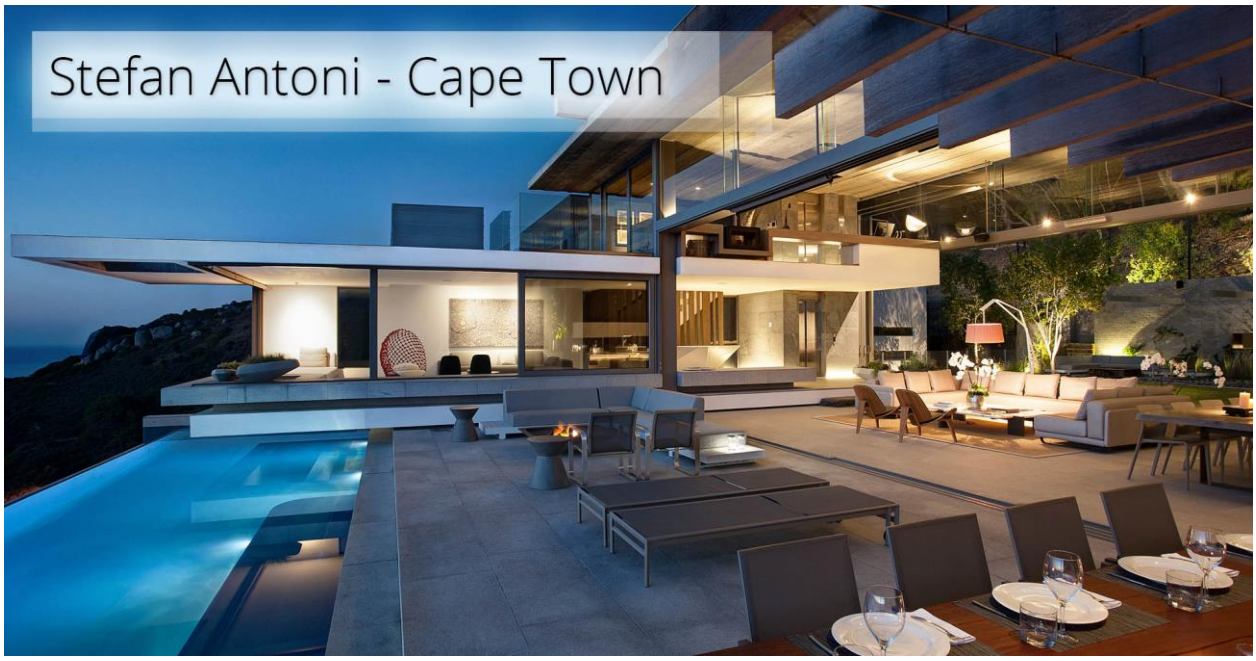
www.angeltheory.org/angel-city-5-_-1st-aug-2017

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.



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.

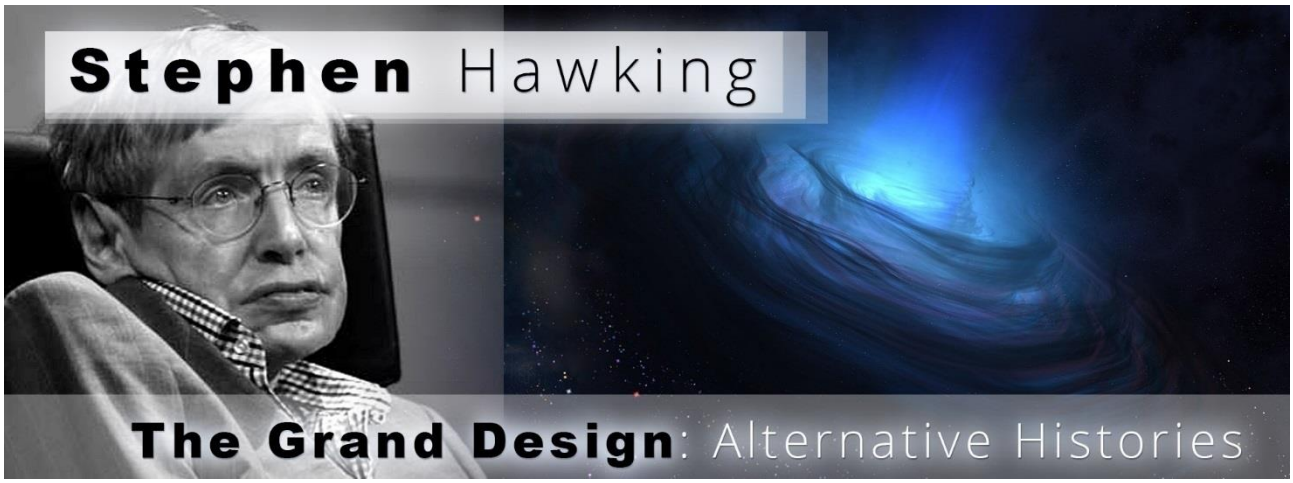
With the above incentives and a big push from S-World Film we hope to get a lot of players, and I hope the ingenuity of the gameplay will get those players to play a lot. With games from MARS Resort 1 to S-World UK NHS, and eventually, every possible business or special project activity will have its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

Chapter 6.12

87 Quintillion Histories

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-ŔÉŠ™ 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.**

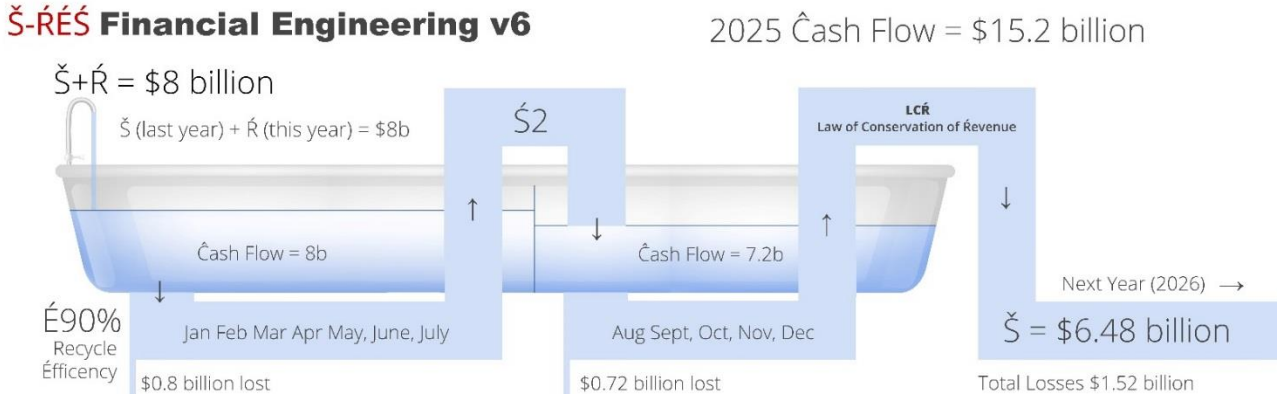
This future <> past relationship is in a constant superflux; but one thing is constant, our ambition, the set of 'super and special projects' that are to be achieved. In game theory and military strategy, they call it 'Commander's Intent' (but instead of 'take that hill, it's 'make them projects'), as 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 USD 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 quadrillion (or 200 with 15 zeros) 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) ŠÉŚ-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.**

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

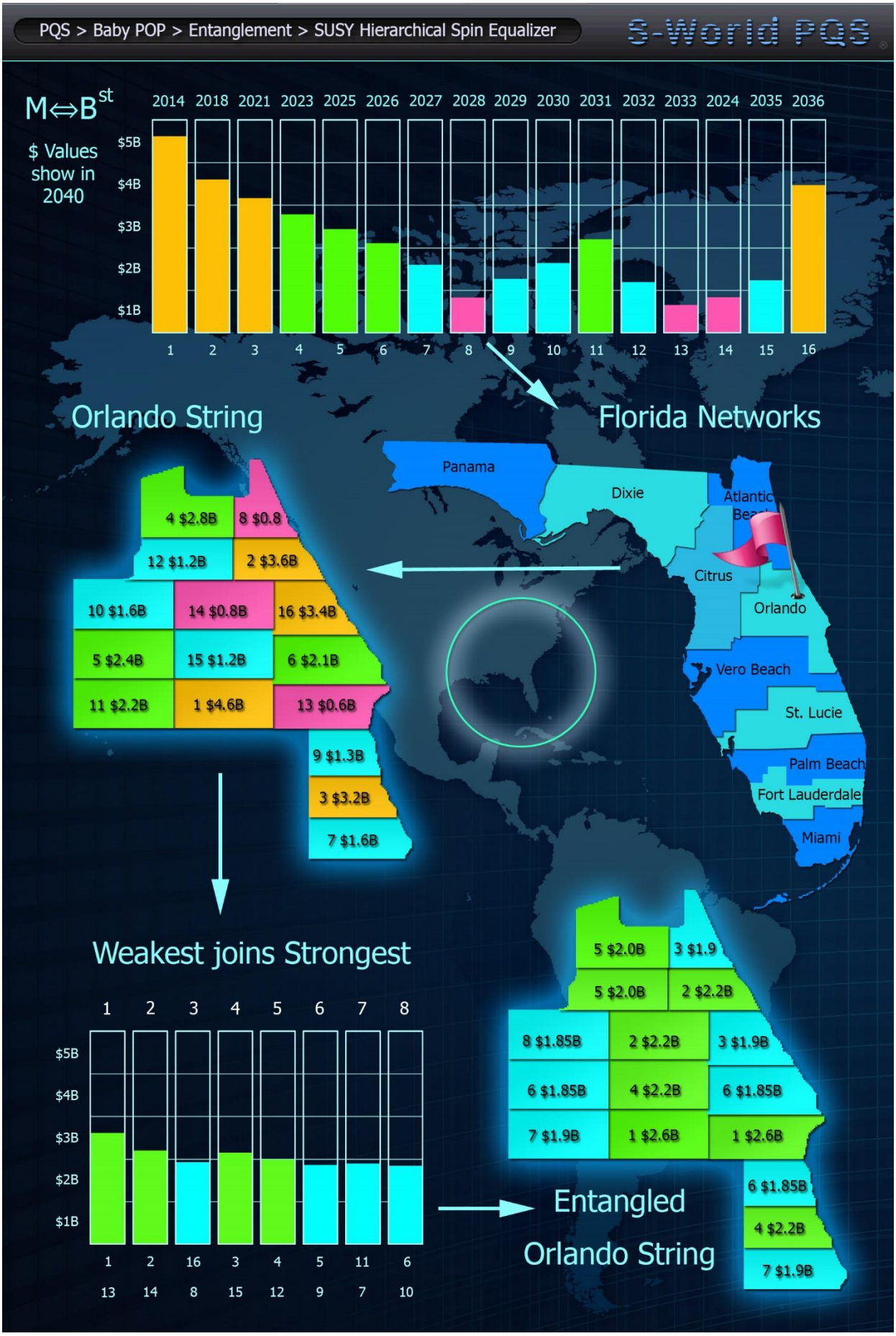
or

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

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.


PQS > Baby POP > Entanglement > SUSY Hierarchical Spin Equalizer
S-World PQS
M⇔B st
$ Values show in 2040
2014 2018 2021 2023 2025 2026 2027 2028 2029 2030 2031 2032 2033 2024 2035 2036
$5B
$4B
$3B
$2B
$1B
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
Orlando String
Florida Networks
Panama
Dixie
Atlantic Beach
Citrus
Orlando
Vero Beach
St. Lucie
Palm Beach
Fort Lauderdale
Miami
4 $2.8B
8 $0.8
12 $1.2B
2 $3.6B
10 $1.6B
14 $0.8B
16 $3.4B
5 $2.4B
15 $1.2B
6 $2.1B
11 $2.2B
1 $4.6B
13 $0.6B
9 $1.3B
3 $3.2B
7 $1.6B
Weakest joins Strongest
1 2 3 4 5 6 7 8
$5B
$4B
$3B
$2B
$1B
1 2 16 3 4 5 11 6
13 14 8 15 12 9 7 10
Entangled
Orlando String
5 $2.0B
3 $1.9
5 $2.0B
2 $2.2B
8 $1.85B
2 $2.2B
3 $1.9B
6 $1.85B
4 $2.2B
6 $1.85B
7 $1.9B
1 $2.6B
1 $2.6B
6 $1.85B
4 $2.2B
7 $1.9B

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 we also cancel a part of the relevant information **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 an 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**

Chapter 6.13

QuESC

Zero to One Chapter 12.
Man and Machine

Peter Thiel:
"Computers are complements for humans, not substitutes. The most valuable businesses of coming decades will be built by entrepreneurs who seek to empower people rather than try to make them obsolete.

The stark differences between man and machine mean that gains from working with computers are much higher than gains from trade with other people. We don't trade with computers any more than we trade with livestock or lamps. And that's the point: **computers are tools, not rivals.**

The differences are even deeper on the demand side. Unlike people in industrializing countries, **computers don't yearn for more luxurious foods or beachfront villas in Cap Ferrat;** all they require is a nominal amount of electricity, which they're not even smart enough to want. When we design new computer technology to help solve problems, we get all the efficiency gains of a hyperspecialized trading partner without having to compete with it for resources.

Properly understood, technology is the one way for us to escape competition in a globalizing world. As computers become more and more powerful, they won't be substitutes for humans: they'll be complements.

Computers are complements for humans, not substitutes. The most valuable businesses of coming decades will be built by entrepreneurs who seek to empower people rather than try to make them obsolete.

SUBSTITUTION VS. COMPLEMENTARITY

Fifteen years ago, American workers were worried about competition from cheaper Mexican substitutes. And that made sense, because humans really can substitute for each other. Today people think they can hear Ross Perot's "giant sucking sound" once more, but they trace it back to server farms somewhere in Texas instead of cut-rate factories in Tijuana.

Americans fear technology in the near future because they see it as a replay of the globalization of the near past. But the situations are very different: people compete for jobs and for resources; computers compete for neither.

On the supply side, computers are far more different from people than any two people are different from each other: men and machines are good at fundamentally different things.

People have intentionality—we form plans and make decisions in complicated situations. We're less good at making sense of enormous amounts of data.

Computers are exactly the opposite: they excel at efficient data processing, but they struggle to make basic judgments that would be simple for any human.

Complementarity between computers and humans isn't just a macro-scale fact. It's also the path to building a great business.

87 Quintillion Histories 2

Battle Stations aboard the QUESC BATTLESTAR

THE Quantum Economic System Core

Commander's **Intent**

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

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

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

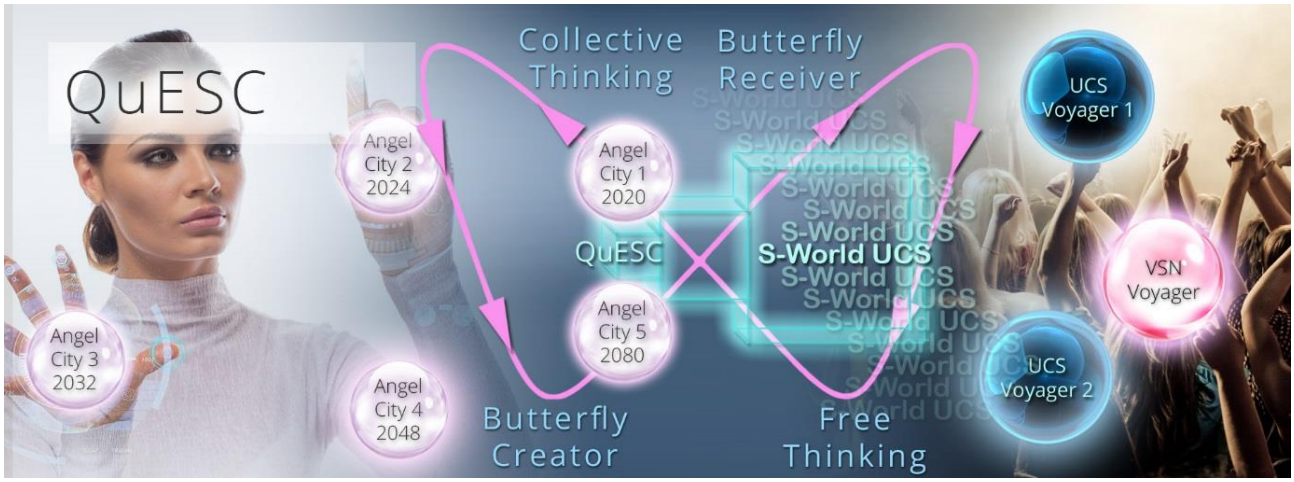
From 'The Challenger Sale' by Matthew Dixon, Brent Adamson

Alongside the cubic choice architecture and software that is created to be understood by

children, there are specialist and advanced systems. The S-World UCS™ MMO game players who have reached particular levels within the game, alongside an elite set of S-World personnel become QuESC 'pros' – together with us humans, they become the Quantum Economic System Core.

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

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



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

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

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

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

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

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

room is made to match, which in some parts is analogue in case of EMPs, Cylons or Skynet.

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

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

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

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

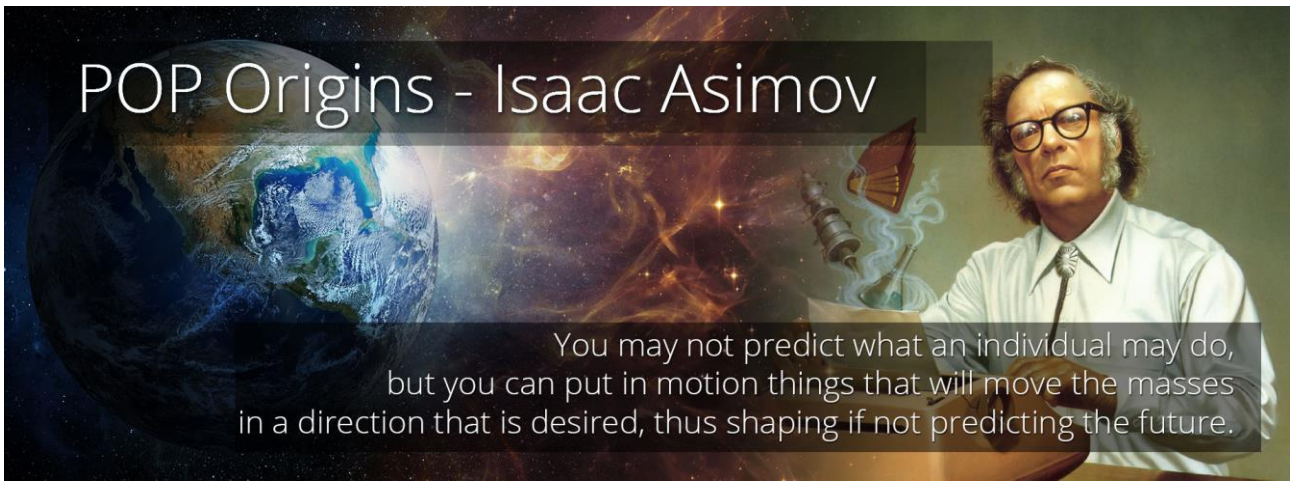
The general idea is that QuESC is us, humans, at the heart of the AI, at the heart of the system core – The Angelwing system core. For sure, most of the 87 quintillion histories and beyond are

made by the supercomputer that sits below the Angelwing AI. But when it comes to how to navigate the unknown future, when it comes to shocks, it's the human component working with the AI that will save the day. 87 quintillion (87,714,630,433,327,500,000) histories are not as big as 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 (2011), I had written the film treatment of The Sienna Project; in which 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**."

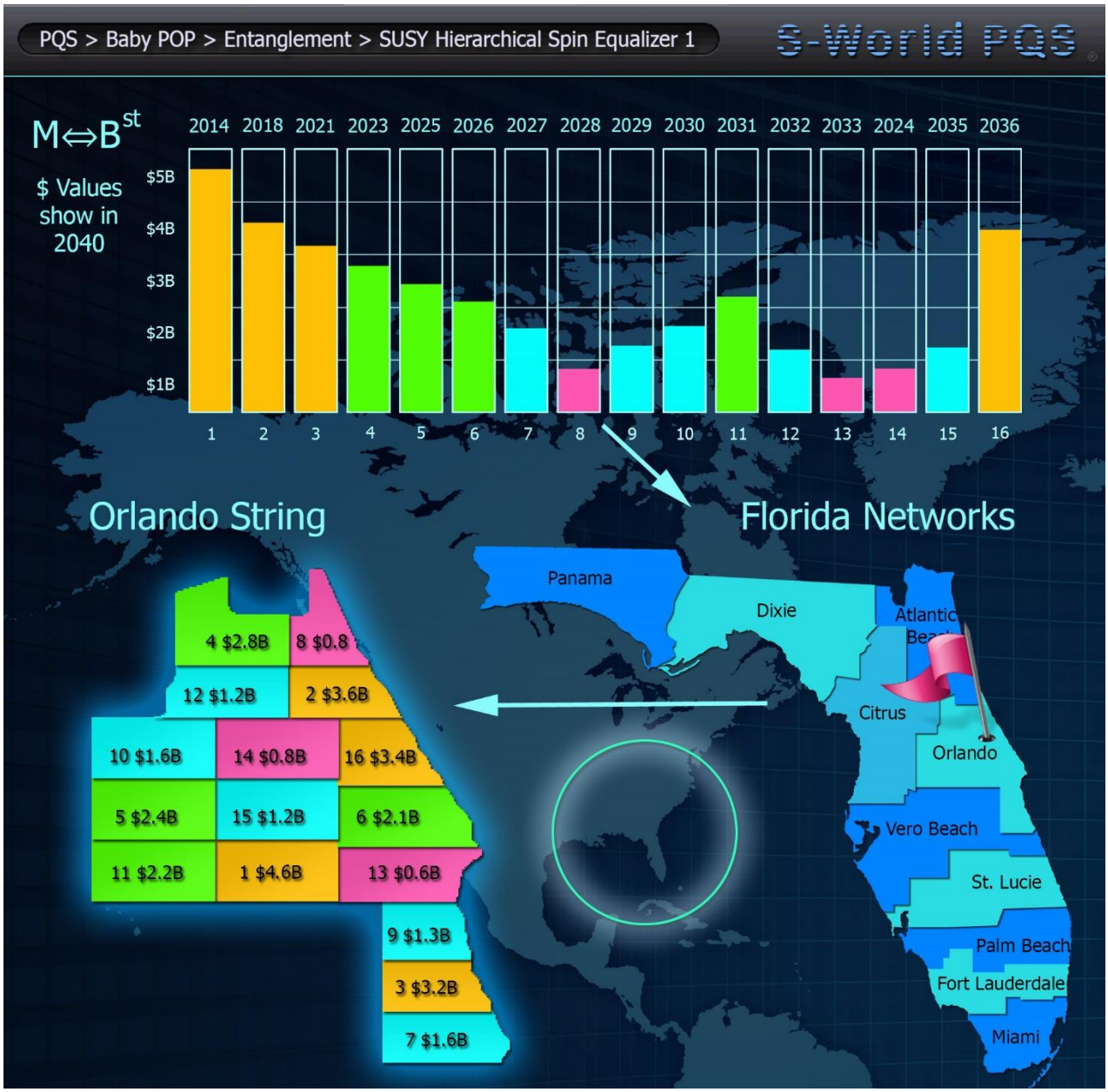
The S-World Mantra Since 2011 | **Isaac Asimov**

The SUSY Hierarchical Spin Equalizer

A Super in Supereconomics

www.americanbutterfly.org/pt3/The-Network-on-a-String (Circa 2012)

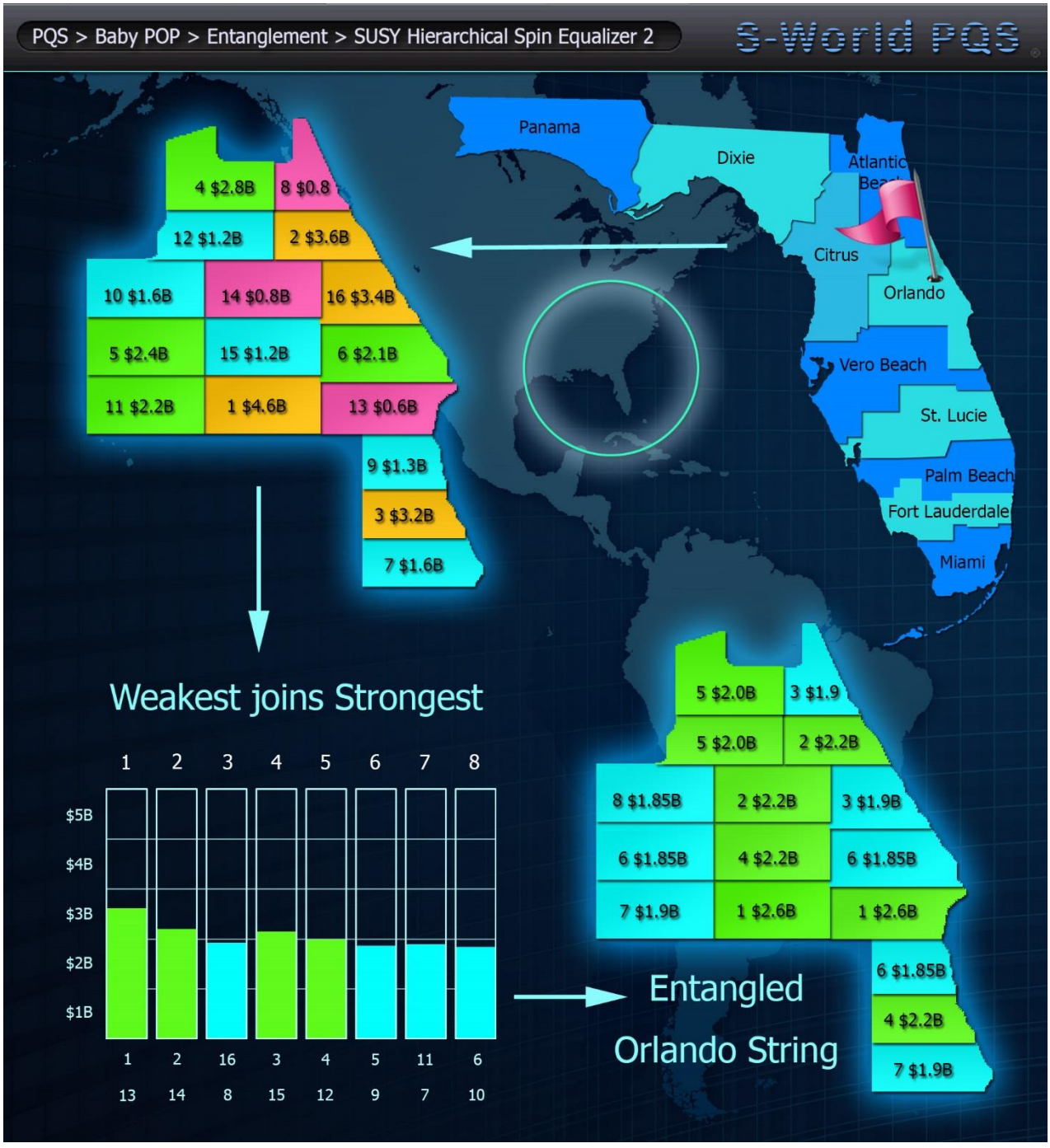
The following graphics are not essential to the story I am presenting. But as we are in the neighbourhood, and because this system was the inspiration for the equality quality of POP and the name Supereconomics, I am going to present – The SUSY Hierarchical Spin Equalizer which theorizes the values of 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

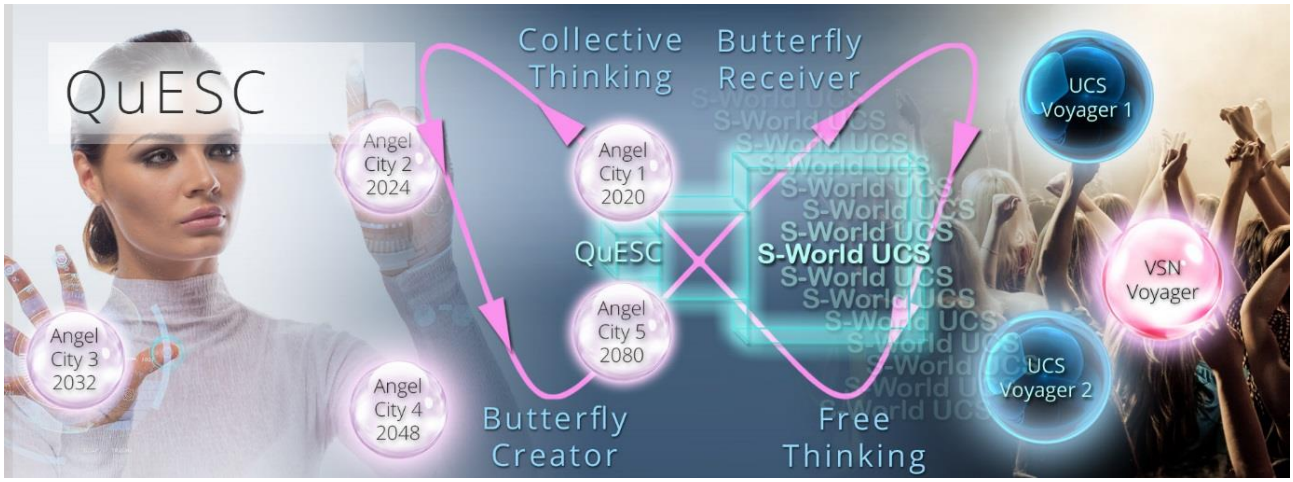
Supersymmetric Network.

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 the Hannah Fry's Hello World Chapter of Book 1.



Next

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



Above, we see again 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 further proving or disproving of 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

More from Zero to One

But the most valuable companies in the future won't ask what problems can be solved with computers alone. Instead, they'll ask: **how can computers help humans solve hard problems?**

EVER-SMARTER COMPUTERS: FRIEND OR FOE?

The future of computing is necessarily full of unknowns. It's become conventional to see ever-smarter anthropomorphized robot intelligences like Siri and Watson as harbingers of things to come; **once computers can answer all our questions, perhaps they'll ask why they should remain subservient to us at all.**

The logical endpoint to this substitutionist thinking is called "strong AI": computers that eclipse humans on every important dimension. Of course, the Luddites are terrified by the possibility. It even makes the futurists a little uneasy;

It's not clear whether strong AI would save humanity or doom it.

Technology is supposed to increase our mastery over nature and reduce the role of chance in our lives; building smarter-than-human computers could actually bring chance back with a vengeance.

Strong AI is like a cosmic lottery ticket: if we win, we get utopia; if we lose, Skynet substitutes us out of existence.

But even if strong AI is a real possibility rather than an imponderable mystery, it won't happen anytime soon: **replacement by computers is a worry for the 22nd century**. Indefinite fears about the far future shouldn't stop us from making definite plans today. Luddites claim that we shouldn't build the computers that might replace people someday; crazed futurists argue that we should. These two positions are mutually exclusive but they are not exhaustive:

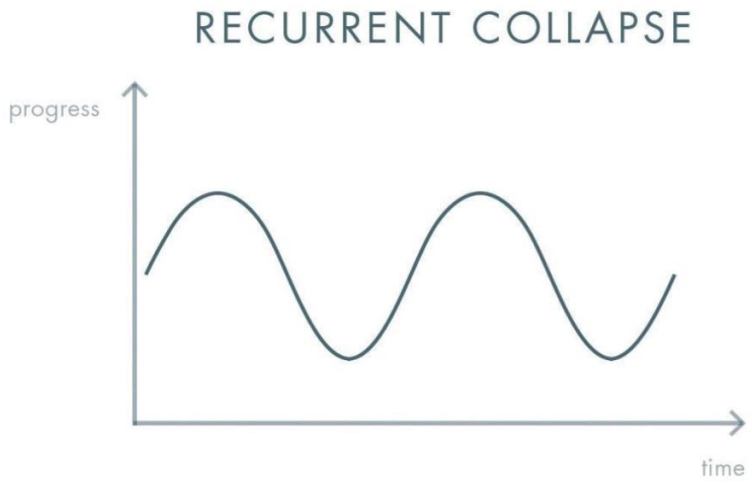
There is room in between for sane people to build a vastly better world in the decades ahead. As we find new ways to use computers, **they won't just get better at the kinds of things people already do; they'll help us to do what was previously unimaginable.**

Chapter 14b.
Conclusion

Stagnation or Singularity?

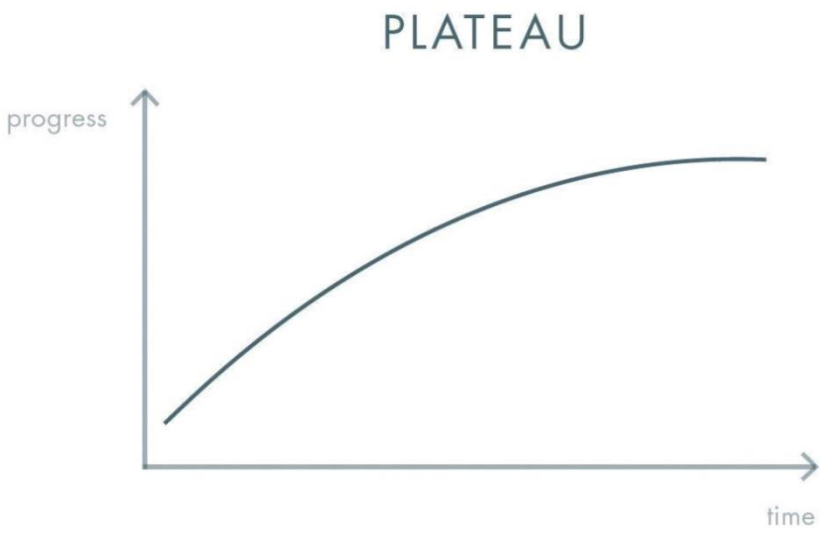
If even the most farsighted founders cannot plan beyond the next 20 to 30 years, is there anything to say about the very distant future?

The ancients saw all of history as a neverending alternation between prosperity and ruin. Only recently have people dared to hope that we might permanently escape misfortune, and it's still possible to wonder whether the stability we take for granted will last.

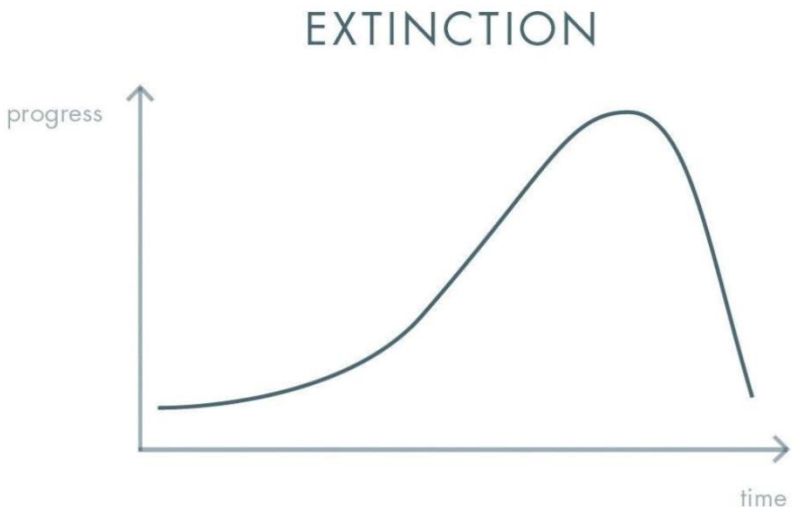


However, we usually suppress our doubts.

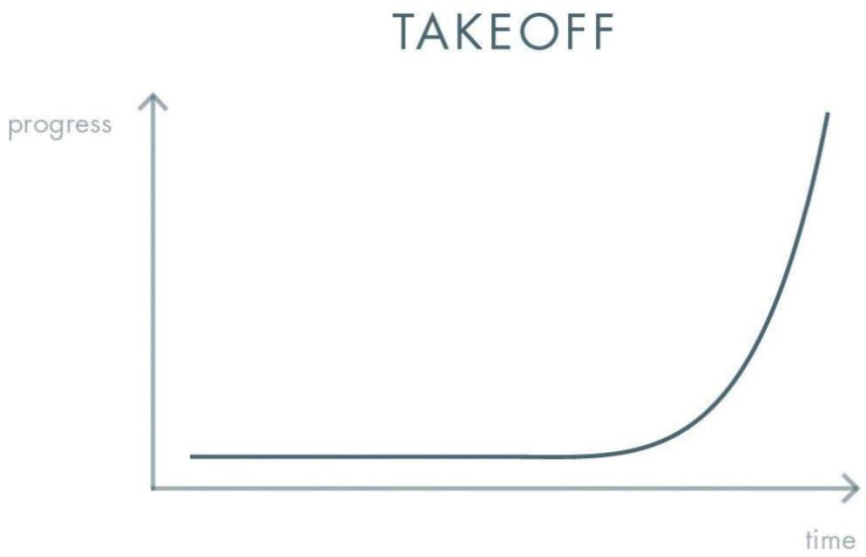
Conventional wisdom seems to assume instead that the whole world will converge toward a plateau of development similar to the life of the richest countries today. In this scenario, the future will look a lot like the present.



Given the interconnected geography of the contemporary world and the unprecedented destructive power of modern weaponry, it's hard not to ask whether a large-scale social disaster could be contained were it to occur. **This is what fuels our fears of the third possible scenario: a collapse so devastating that we won't survive it.**



The last of the four possibilities is the hardest one to imagine: accelerating takeoff toward a much better future. The end result of such a breakthrough could take a number of forms, but any one of them would be so different from the present as to defy description.



Which of the four will it be?

Recurrent collapse seems unlikely: the knowledge underlying civilization is so widespread today that complete annihilation would be more probable than a long period of darkness followed by recovery. However, in case of extinction, there is no human future of any kind to consider.

If we define the future as a time that looks different from the present, then most people aren't expecting any future at all; instead, they expect coming decades to bring more globalization, convergence, and sameness. In this scenario, poorer countries will catch up to richer countries, and the world as a whole will reach an economic plateau. But even if a truly globalized plateau were possible, could it last? In the best case, economic competition would be more intense than ever before for every single person and firm on the planet.

However, when you add competition to consume scarce resources, it's hard to see how a global plateau could last indefinitely. **Without new technology to relieve competitive pressures**, stagnation is likely to erupt into conflict. **In case of conflict on a global scale, stagnation collapses into extinction.**

That leaves the fourth scenario, in which we create new technology to make a much better future.

The most dramatic version of this outcome is called **the Singularity,** an attempt to name the imagined result of new technologies so powerful as to transcend the current limits of our understanding.

Ray Kurzweil, the best-known Singularitarian, starts from Moore's law and traces exponential growth trends in dozens of fields, confidently projecting a future of superhuman artificial intelligence. According to Kurzweil, "the Singularity is near," it's inevitable, and all we have to do is prepare ourselves to accept it.

But no matter how many trends can be traced, the future won't happen on its own. What the Singularity would look like matters less than the stark choice we face today between the two most likely scenarios: nothing or something. It's up to us.

We cannot take for granted that the future will be better, and that means we need to work to create it today.

Whether we achieve the Singularity on a cosmic scale is perhaps less important than whether we seize the unique opportunities we have to do new things in our own working lives. Everything important to us—the universe, the planet, the country, your company, your life, and this very moment —is singular.

Our task today is to find singular ways to create the new things that will make the future not just different, but better—to go from 0 to 1.

The essential first step is to think for yourself. Only by seeing our world anew, as fresh and strange as it was to the ancients who saw it first, can we both re-create it and preserve it for the future.

Chapter 6.14

MARS Resort 1

The Ultimate UCS™ Destination (for now)

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 one or many Grand Śpin Networks. If we can and do use Š-ŘÉŚ™ 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.

I AM HERE

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.

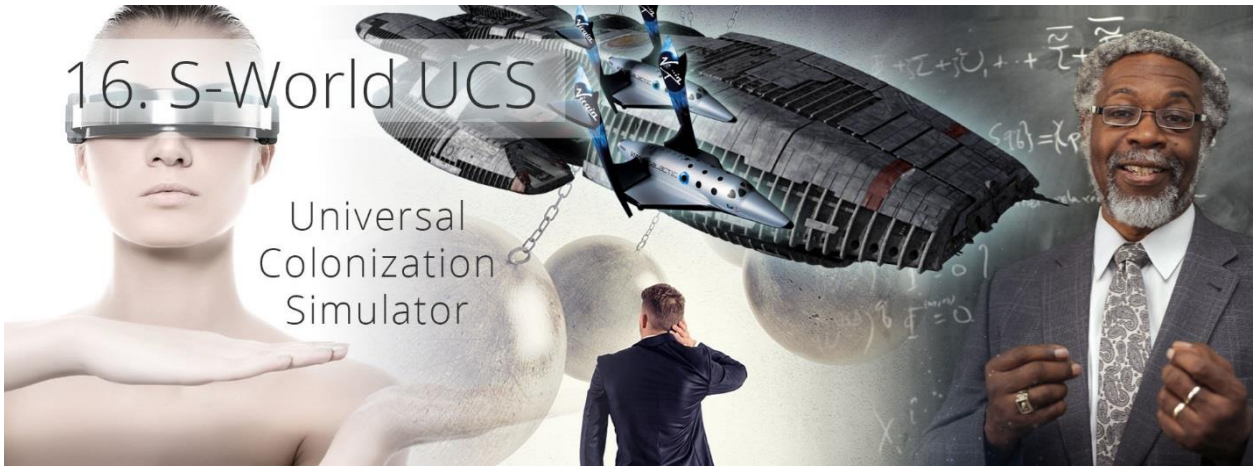
Sienna's mother was torn apart. Sienna's father looked to try to make sense of the world and journeyed across the mountains ~~surrounding Cape Town~~. In the mountains he felt Sienna all around, her energy flowing through the bushes and trees, enhanced by the mountains

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.

NEW

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 longer term considering a million people.

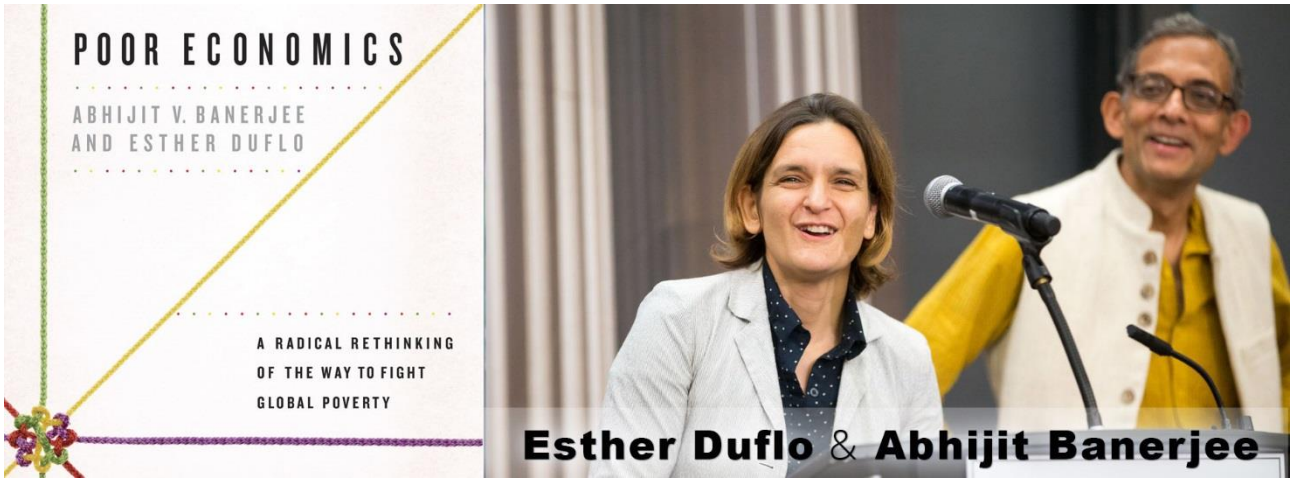
I thought, if Musk and SpaceX are going to build the transport, then the S-World Grand Network development plan, assisted by Romer, Duflo, Banerjee, Nordhaus, Thaler, Raworth, Collier, Gates, Zuckerberg, Thiel, Branson, Schmidt, Page, Brin, Peet, Suskind, Witten and Fry could be the first city on MARS,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

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 written 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 when Š-ŘÉŠ™ 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.

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 ŘÉŠ 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 a leakage of only 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.*

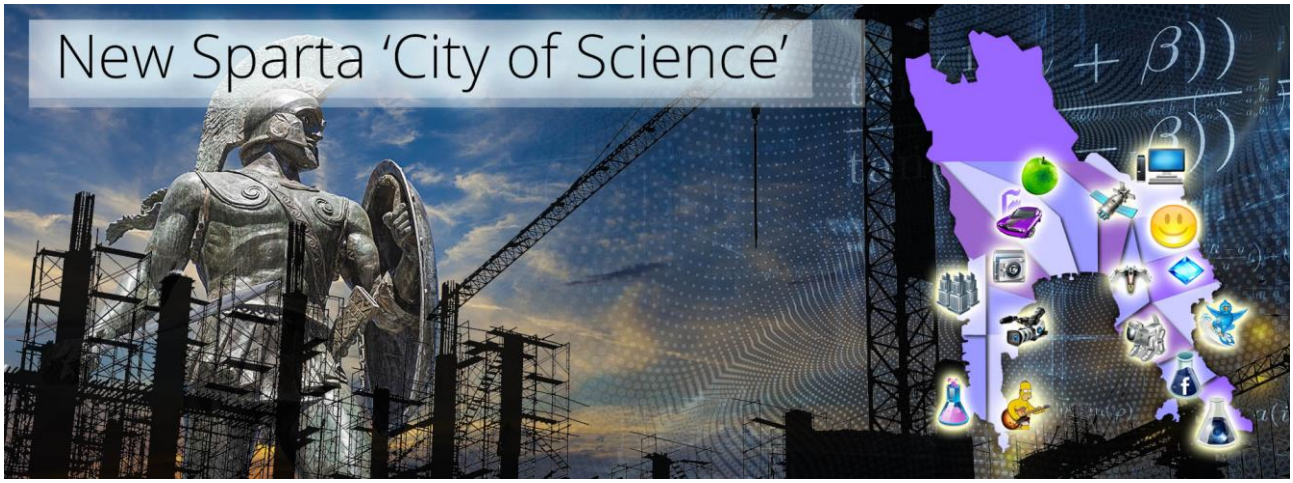
Returning to space, one point I will make is that the conclusion to date of MARS Resort 1, is that the Malawi and all other Grand Śpin Networks are prototypes for MARS Resort 1, and ideally each Grand Śpin Network would assign Network Credits and POP Investment towards the venture that could become investment 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 of the 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.




S-World UCS - MARS Resort 1


MARS Resort 1
SPACEX

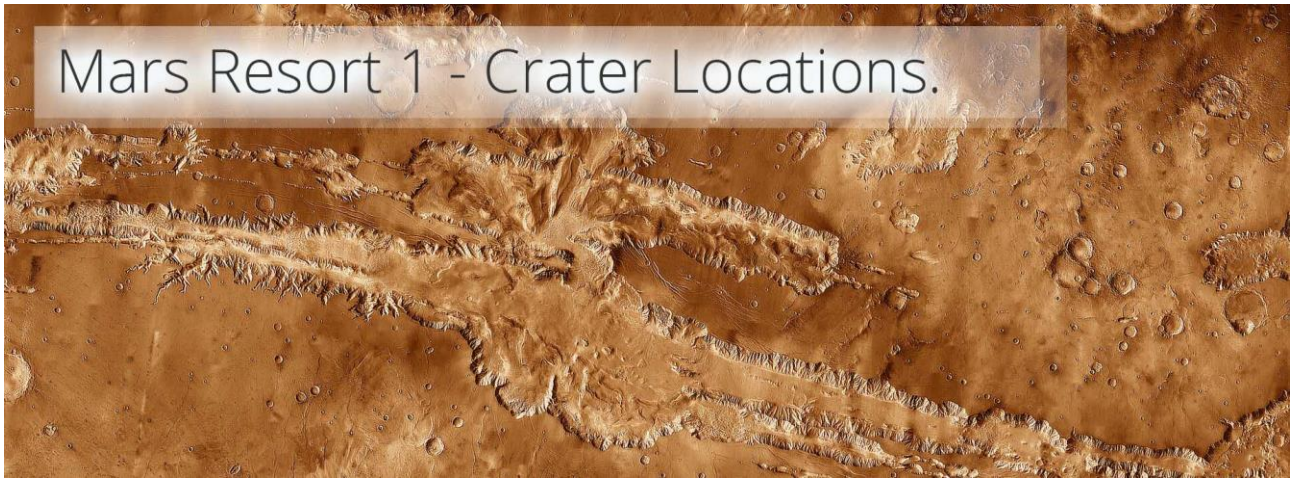

Elon Musk & Space X


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'



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 6.15

S-World VSN

Virtual Social Network

Map out MARS and Malawi, and other Grand Śpin Networks

Zero to One by Peter Thiel

Zero to One Chapter 5.
THE LAST WILL BE FIRST

You've probably heard about "first-mover advantage": if you're the first entrant into a market, you can capture significant market share while competitors scramble to get started. But moving first is a tactic, not a goal. What really matters is generating cash flows in the future, so being the first mover doesn't do you any good if someone else comes along and unseats you. It's much better to be the last mover—that is, to make the last great development in a specific market and enjoy years or even decades of monopoly profits.

The way to do that is to dominate a small niche and scale up from there, toward your ambitious long-term vision. In this one particular at least, business is like chess. Grandmaster José Raúl Capablanca put it well: to succeed, "you must study the endgame before everything else."

The point is, Google and Facebook already have immense networks, and S-World VSN can be an evolution of those networks, VSN and then UCS will be the last movers in social networking. (Plus TBS is an evolution of SalesForce) (Plus S-Web is the future of Websites) and S-World Film is…

Chapter 6.16

S-World VSN
Dreamscape
is
Sienna's World?

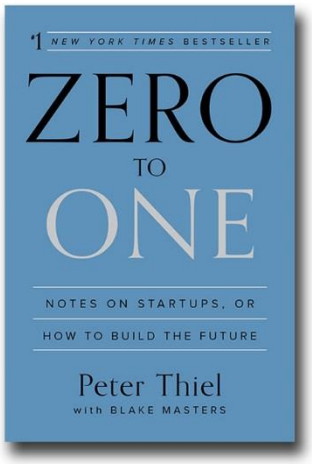
VSN Dreamscape – time won for doing a more menial job, time can be bought – Time won for football win, time won for winning UCS games

I don't think the future will be better for this, but if it's going to happen anyway, we had better control it.

Blackhole consciousness

Chapter 8.

Secrets



WHAT TO DO WITH SECRETS

If you find a secret, you face a choice: Do you tell anyone? Or do you keep it to yourself? It depends on the secret: some are more dangerous than others. **Unless you have perfectly conventional beliefs, it's rarely a good idea to tell everybody everything that you know.**

So who do you tell? Whoever you need to, and no more. In practice, there's always a golden mean between telling nobody and telling everybody—and that's a company.

The best entrepreneurs know this: every great business is built around a secret that's hidden from the outside. A great company is a conspiracy to change the world; when you share your secret, the recipient becomes a fellow conspirator.

As Tolkien wrote in **The Lord of the Rings:**

> *The Road goes ever on and on*
> *Down from the door where it began.*

Life is a long journey; the road marked out by the steps of previous travelers has no end in sight. But later on in the tale, another verse appears:

Still round the corner there may wait
A new road or a secret gate,
And though we pass them by today,
Tomorrow we may come this way
And take the hidden paths that run
Towards the Moon or to the Sun.

The road doesn't have to be infinite after all. Take the hidden paths.