SUPERECONOMICS BOOK II

THE HOW

a zoom in on

Part 1. Š-ŔÉŚ™

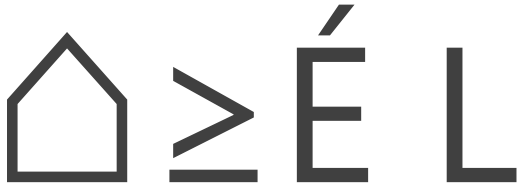
The Secret of a Booming Economy

'let us call it Supereconomics'

For Peter Thiel, Paul Romer & Barack Obama

By Nick Ray Ball: 2012 to 2020

A Time for Trust



Š-ŔÉŚ

It's Time to Free Monopoly

Has or will be sent to;

Peter Thiel, Paul Romer, Bill and Melina Gates, Elon Musk, Lucy Hawking, Paul Collier & Kate Raworth, Mark and Pricilla Zuckerberg, Stephanie Kelton, Donald Marron, The Obama's, Dr James Gates, David A. Moss, Carlo Rovelli, Dr A.W. Peet, Leonard Susskind, Sean Carroll, Leonard Mlodinow, Ben Horowitz, Bill Clinton, Hannah Fry, Joseph Stiglitz, Holly and Sir Richard Branson, Eric Schmidt, Larry Page et al, Warren Buffet, William Nordhaus and David F. Swensen, Brian Greene, Michael Green, Edward Witten, Garrett Lisi, Thomas Piketty, Paul Krugman, Dani Rodrik

Part 1

Š-ŔÉŚ™

FINANCIAL Engineering

Index

Unlike book 3, 64 Reasons Why which was written like Hitchcock's North by North West, we had a beginning and after we made it up as we went along, which was beneficial as we discovered Net-Zero DCA.
This book, book 2 is the opposite in which the plot (the chapter order) comes first. This index is that plot.

~~Chapter 5.~~

~~SUPERECONOMICS BOOK THREE~~

~~64 Reasons Why~~

~~Chapter 6.~~

~~SUPERECONOMICS BOOK ONE~~

~~The Ten Technologies~~

Chapter 7.

GRAND **Śpin** NETWORKS

(**Š-RÉŚ™ Powered** Net-Zero Charter Cities)

Chapter 8.

Š-RÉŚ™ FINANCIAL ENGINEERING

Software Design Stage One

IN PRODUCTION

Chapter 9.

Š-RÉŚ™

PATENTS, PATENTS, PATENTS

Dear Reader,

First, thank you for your time, you are reading the second book of four in the S-World Supereconomics series; **Š-ŔÉŚ™ Financial Engineering**. In which we present **THE HOW**. How the money is created, from two simple equations;

Š-ŔÉŚ: Savings + Revenue x recycle Efficiency x Śpin

And

⌂≥ÉL: The Suburb Sale income must be equal to or greater than É leakage.

With these two simple economic tools, in what is known as History 3 (UCS Simulation 3) we create a future metropolis funded to the hilt in beautiful net-zero adorned by the many special projects we present in Book 3. Sixty-Four Reasons Why.

I first heard of complex systems being made from simple laws from Stephen Hawking and Leonard Mlodinow in their book The Grand Design, and more recently in Complexity by M. Mitchel Waldrop;

> "Whenever you look at very complicated systems in physics or biology, you generally find that the basic components and the basic laws are quite simple. The complexity arises because you have a great many of these simple components interacting simultaneously.
>
> The complexity is actually in the organization – the myriad possible ways that the components of the system can interact."

By Stephen Wolfram, Source: **Complexity by M. Mitchel Waldrop**

This book then is about two simple laws Š-ŔÉŚ and ⌂≥ÉL which construct a framework for these monopolistic equations to work/be allowed/permitted in the real world.

Supereconomics then, is the art of using Š-ŔÉŚ and ⌂≥ÉL in real-world situations, be that in Malawi, California, South Africa, the UK, Greece, India or…

The most powerful arts so far are; **The Suburb Sale**, **Tax Symmetry** and **Net-Zero DCA Soft.**

Š-ŔÉŚ™ SUPERECONOMICS
(The Monopoly Equation) In One Page.

Š-ŔÉŚ™ = Šavings + Ŕevenue x recycle-Éfficiency x Śpin

- Starting with $1 billion US dollars in cash flow, a network of businesses spends the $1 billion within six months, with 90% of recipients being other business in the same network.
- Now, halfway through the year, the network has $900 million left in new cash flow (created by the spin) which it spends again, also with 90% of recipients being other business in the same network, after which the network companies retain $810 million. And by the end of the year, has spent $900 + $810 million which equal $1,710. We call this re-spending (increasing) the cash flow Śpin, and we are at Śpin 2.
- Śpin again, to Śpin 3. means we need to spend all the money three times a year, so $900 million, plus $810 million plus $729 billion equals $2,439 in cash flow, and Śpin 4 adds $656.1 million equals $3.090 billion in cash flow.
- Moving forward a decade or more, with careful planning it is possible to increase the network to network spending to 99% and starting again with $1 billion we can generate $62.76 billion in cash flow in one year, relative to $1 billion in cash flow from any non-Š-ŔÉŚ™ business, or network of businesses.

To facilitate we need 4 actions;

1. Companies must make goods and provide services on time. (WBTP) Well Before Time Production. Facilitated by the Ten Technologies.
2. If É = 90% Labour must spend at least 90% of income with one network company or member of personnel or another
3. Businesses activities are assisted by the TBS™ (Total Business Systems) controlling the pricing, supply and demand of all goods and services.
4. Tax Symmetry; in place of standard tax, at the beginning of each year, the government choose which industries and so what products and services will be created. For example; social housing, infrastructure, solar arrays, administrators, hospitals, doctors and nurses, schools' teachers and universities, et al. **Government is paid in network output.**

The most sophisticated scenario we have so far is called S-World UCS™ History 3, in which the world's poorest country Malawi goes from Zero to One percent of GDP between 2024 and 2080. generating about $23.32 trillion in cash flow which generates about $11.66 trillion in GDP.

Consider this system used by 100 countries and we get the figure of 1,166 trillion US dollars.

The ability to understand something before it's observed is at the heart of scientific thinking. The world is not like a platoon advancing at the pace of a single commander, it's a network of events affecting each other. This is how time is depicted in Einstein's General Relativity. His equations do not have a single time, they have innumerable times.

The Order of Time; By Carlo Rovelli,

As we go forward in this series to Supereconomics book 4, '10x Our Future' is about the future and the software S-World UCS, which as we shall hear includes the creation of 87 Quintillion Simulations (Histories) between 2024 to 2080, each a simulation of the future with 1 billion possible variables. Right now, we are at the very begging, and S-World UCS Histories 1, 2 and 3.

THE **Š-ŔÉŚ™** FRAMEWORK

Š-ŔÉŚ™

Šavings + Ŕevenue x recycle Efficiency x Śpin

It's not just about the equation, it is equally about the undelaying assumptions, the environment, the platform, and the framework that allows **Š-ŔÉŚ™** to thrive. To become exponential and propel its first host (Malawi) from Zero to One percent of global GDP by 2080, capturing about $11,660,645,717,958 in USD, discounted to today's value.

The model we use to estimate Malawi's new income is called S-World UCS™ History 3, in which over 90% of the operations are financed by selling city suburbs containing thousands of small businesses all with predetermined **Ť**ender-oriented cash flow and profit, in deals that would have been concluded well before the official start of construction and trading in 2024.

The Suburb Sale aside, because History 3 does not include trade, it is a non-zero-sum game, because of this, another 100 poor countries can follow the same path, so multiplying the Malawi cash flow by 100 for one

thousand, one hundred and sixty-six trillion US dollars, there or thereabouts discounted to today's value.

Note that History 3 is a cautious simulation, History 2 got Malawi from zero to one percent of GDP by 2051, and on its way fought three recessions and depressions over fifteen years, and just by adjusting É and Ś increased cash flow and GDP every year.

For why this is a particularly good future for humanity please read Supereconomics Book 3. Sixty-Four Reasons Why and see the Net-Zero state of all future Grand Śpin Networks (cities), the many special projects, (special projects are projects in ecology, philanthropy, science and the social projects) and the end of economic immigration, which Paul Romer suggests will, In the future, be between 250 million and a billion people. Plus, a greater chance of avoiding another pandemic, and critically in most countries, simply by become richer, will stop the doubling of Africa's countries populations predicted by The Bill and Melinda Gates Foundations and others, simply because in most rich country's populations have stabilized, or at least are more stable. Add to this a happy world in which we create fewer enemies, add painting the rest of the world in beautiful Net-Zero, more and more special projects, and it is a future I would be proud for my children and children's children to inherit.

What's the catch? Well, that's easy enough to answer, the catch is **Š-ŔÉŚ™** and **⌂≥ÉL** describe a monopoly in ever greater equilibrium, and monopoly has got a bad name, mostly due to the Nazis. But this was a different time, without powerful media and social networks. So, it's time to rethink this anti-monopoly (antitrust) idea because now it is tied to stupendously significant improvements for humanity and the planet.

Powered by the monopoly rents created by the Š-ŔÉŚ™ equation; the S-World monopoly can deliver a 30x future, and in particular, for the poorest 100 nations, and because of this quality, this monopoly will not have to hide, it's a digital monopoly, it's the best hope for a future we can be proud of**. And those who oppose monopoly must back down, and if that means rewriting economics, then so be it, let us call it Supereconomics.**

The important Supereconomics truth is that the monopoly equation Š-ŔÉŚ™, and the other 10 technologies, can 30x our future, **constructing a prosperous future for the third world, and then remaking the first world in beautiful Net-Zero**.

"An important skill for the applied mathematician is to be able to explain the underlying logic behind models we use."

The Ten Equations: By David Sumpter

This book then, is about that skill, explaining the underlying logic, behind **Š-ŔÉŚ.** This equation alongside the other 'M-Systems' from 2017 is now being created as The Ten Technologies; the subject of Book 1. THE WHAT: The Ten Technologies.

As of today (8th November 2020) Book, 2 is comprehensive but still needs considerable finessing. Book 3 is available in three editions, and Book 1 is to be written with a focus on the ten technologies.

There is a fourth book – THE FUTURE or 10x Our Future that is under construction but coming along well. This book focuses on Technology 6 S-World UCS, the technology that by 2080 we wish to bring us 87,714,630,433,327,500,000 different simulations of the future time 2080.

Changing the future, or at least shaping the future has been the objective of S-World since 2011 and a quote from American writer 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

PART 1

Š-ŔÉŚ™ Financial Engineering

The Secret of a Booming Economy

Let us call it Supereconomics

(Needs new from Chapter 1)

1. Let us call it; 'Supereconomics'.
    1. Š-ŔÉŚ™ Financial Engineering; 'Let us call it Supereconomics.'
    2. Š-ŔÉŚ™ Financial Engineering on One Page.

       Šavings + Ŕevenue x recycle-Éfficiency x Špin.
    3. The Š-ŔÉŚ™ Calculator - The Secret of a Booming Monopoly

       Taking Malawi from Zero to One percent of GDP from 2024 to 2080 generating $23.32 trillion US dollars in discounted cash flow which equals +/- $11.66 trillion US dollars in GDP. Of which as much as seventy-five percent of which will exclusively fund Net-Zero special projects in ecology, education, philanthropy and science.
    4. Discounting Š-ŔÉŚ™ Cashflow from 2024 to 2080 in Today's Money
    5. The Š-ŔÉŚ™ 100 Club - 100 Countries, States, Provinces and Counties

       Because in Malawi History 3 (simulation 3) there is no trade, it's a non-zero-sum game that can be applied to 100 other poor countries, states or provinces.
    6. **One thousand, one hundred and sixty-six trillion US dollars.**

       When we apply the Š-ŔÉŚ™ Grand Špin Network system to the 100 Club between 2024 and 2080 we reach the GDP figure of $1,166 trillion US dollars (discounted to today's value).

       This before we have even considered the richer countries, that until the Corona Virus seemed out of reach, but now, thinking of the UK as I know it best, the UK is in need, maybe even desperate need, of such a system, certainly the UK needs at least another trillion pounds to pay for unexpected 2020 spending, but why stop there? It's a thought experiment, but most of what works for Malawi would work in the UK.

PART 1

Š-ŔÉŚ™

Šavings + Ŕevenue x recycle-Éfficiency x Śpin

Financial Engineering

Let us call it Supereconomics

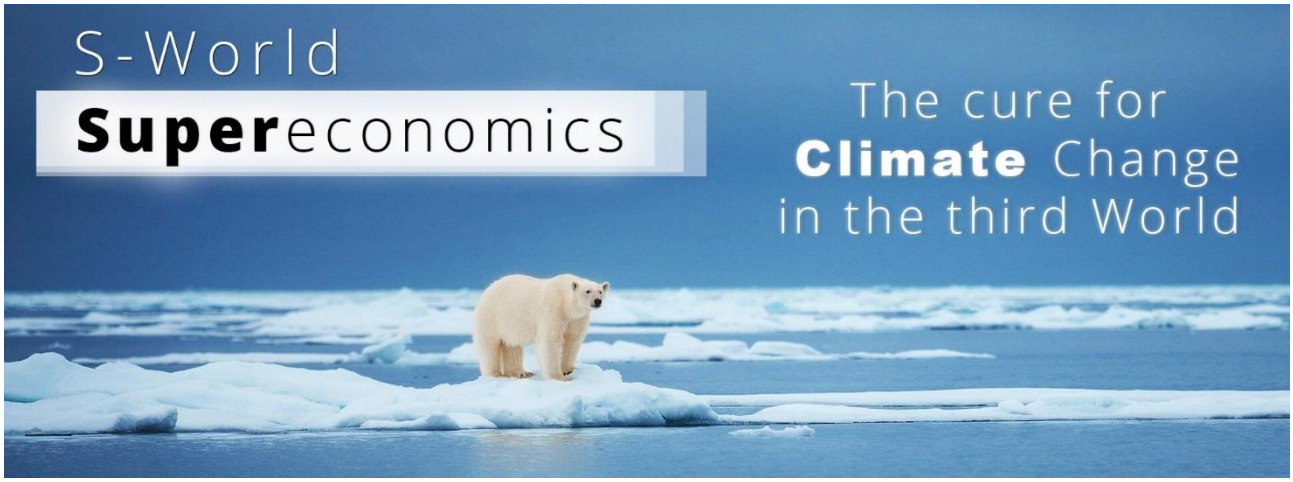
1. Š-ŔÉŚ™ Financial Engineering 'Let us call it Supereconomics'
2. Š-ŔÉŚ™ Financial Engineering on One Page
3. S-World UCS™ History 3 – The Š-ŔÉŚ™ Calculator - The Secret of a Booming Monopoly. Taking Malawi from Zero to One percent of GDP from 2024 to 2080
4. Discounting Š-ŔÉŚ™ 2024 to 2080 to Today's Value
   Generating $23.32 trillion US dollars in discounted cash flow which equals +/- $11.66 trillion US dollars in GDP
5. The 100 Club – Because the Malawi model does not include trade, there is no zero-sum-game, and it can be adapted and copied to 100 other Countries, States, Provinces and Counties.
6. When we apply the Malawi figures to 100 countries, we get a Global GDP figure between 2024 and 2080 of $1,166 trillion US dollars.

Chapter 1.1

Š-ŔÉŚ™ Financial Engineering

Let us call it 'Supereconomics'

In this chapter, we tell the Š-ŔÉŚ™ Financial Engineering story, which ends up with a network of 100 Grand Špin Networks spending 1,166 trillion US dollars between 2024 and 2080. Which is very powerful economics and most wanted because most of this growth occurs in poor countries like Malawi on which this prototype is created. And as a part of this process, the Grand Špin Networks (Cities, Industry, Business, Prosperity) are created in more than Net-Zero, and in the case of Malawi, its dynamic comparative advantage is in creating Net-Zero industry and goods, to assist Africa in its Net-Zero ambitions, which right now are very limited due to very limited finance. We call it 'The Elephant in The Room' – will the poorest 100 countries burn more and more carbon as they catch up with the West? The market says yes unless something can be done. So, Malawi seeks to make renewable options (mostly solar and wind) that the market sees as less expensive than fossil fuels.



In addition to the Net-Zero (or less than zero) ambitions, this plan is super because of the 64 Reasons Why, Supereconomics Book III. Here we see the monopoly rents accrued are ingeniously spent in such a way that about 75% of all that money affords one or other Special Projects. There were 64 Special projects in ecology, philanthropy, education, science and many other great ideas hence the name 64 Reasons Why, as each special project was a reason why this is a good thing.

Lastly, for the centre-right and in fact, every poor person who dreams of escaping to the West or other rich countries S-World Grand Špin Networks have all that one should want, and throughout the mid-century will create jobs, housing, education et al. for billions of people,

maybe tens of billions of people and will put a stop to economic immigration, indeed they may even reverse it as Westerners wish to work and live in the new economy.
Collectively this is why we call it Supereconomics.

Chapter 1.2

Š-RÉŠ™ SUPERECONOMICS

In One Page. (The Monopoly Equation)

- Starting with $1 billion, a network of businesses spends the $1 billion, with 90% of recipients being other business in the same network.
- Now, halfway through the year, the network has $900 million in new cash flow (created by the spin) which it spends again, also with 90% of recipients being other business in the same network, after which the network companies retain $810 million. And by the end of the year, has spent $900 + $810 million which equal $1,710. We call this re-spending of the cash flow Śpin, and we are at Śpin 2.
- Spin again, to Śpin 3. means we need to spend all the money three times a year, so $900 million, plus $810 million plus $729 billion equals $2,439 in cash flow, and Śpin 4 adds $656.1 million equals $3.090 billion in cash flow.
- Moving forward a decade or more, with careful planning it is theoretically possible to increase the network to network spending to 99% and starting again with $1 billion we can generate $62.76 billion in cash flow in one year.

To facilitate we need 4 actions;

5. Companies must mostly make goods and provide services on time. Assisted by the ten technologies.
6. Labour must be mostly paid in Network Credits so most of labours spending is with one network vendor or another.
7. Businesses must mostly buy from other business in the network, this is marshalled by the TBS™ (Total Business Systems) mostly controlling the pricing, supply and demand of all business transactions.
8. The government must be paid in output, in place of standard tax we propose Tax Symmetry, so at the beginning, the government choose which industries and so what products and services will be created. For example; social housing, infrastructure, solar arrays, administrators, hospitals, doctors and nurses, schools' teachers and universities, et al.

The most sophisticated scenario we have so far is called S-World UCS™ History 3, which from 2024 to 2080 moves the world's poorest country Malawi from Zero to One percent of GDP generating about $23.32 trillion in cash flow which generates about $11.66 trillion in GDP. Consider this system used in 100 countries and we get to the figure of 1,166 trillion US dollars.

Chapter 1.3

The Š-ŔÉŠ™ Calculator (2024)

Download Spreadsheet from this link: www.supereconomics.ai/8.28.xlsx

Below we see an income statement that adds up; Investment, Šavings, The Suburb Sale, Aid, Foundations, Real Estate Sold, and Exports. This then gives us the figure (In Red) that goes at the begging of the Š-ŔÉŠ™ Calculator (From the Š-ŔÉŠ™ Bathtub Graphics tab on the spreadsheet)

2024 Ŕevenue + Šavings		**0.003%**
		Malawi % of Global GDP
Investment	$ 4,000,000,000	
Šavings	Zero	
The Suburb Sale	$ 1,050,000,000	
Aid & Foundations	$ 1,000,000,000	
Real Estate Sold (Ŕ2) *	$ 262,500,000	
Exports (Ŕ1) Trade	$ 5,250,000	(This is a Token Figure)
	$ 6,317,750,000	Ŕevenue + Šavings

The Š-ŔÉŠ™ Calculator 2024 *(From **Š-ŔÉŠ™ Bathtub Graphics** tab on the spreadsheet)*
Below (in Red) we see Ŕevenue + Šavings. In this the first year this all Ŕevenue, we start to add Šavings from year 2.

Ŕevenue + Šavings	É	Cash Flow	Špin	Days	Spend By
$ 6,317,750,000	90.00%	$ 5,685,975,000	1	366	01 January 2025

Year's Cash Flow	YCF:	$ 5,685,975,000			
	CFV:	50%		In Discounted GDP	
Year's GDP		$ 2,842,987,500	100%	$ 2,842,987,500	
	GS:	75.00%			
Gov Spending		$ 4,264,481,250			
	LR:	25%			
Labour Receives		$ 1,421,493,750			
Social Housing Villas Built:		1,185			
		90%	Increase to Money Supply		

				Companies:	2,048
				Cash Flow:	$ 5,685,975,000
				CF per Company:	$ 2,776,355
				Personnel (32/co.):	65,536
				Paid**2**Learn (Trainees) :	$ 262,144

LCŔ - Šavings	$ 5,685,975,000	Becomes Next Years:	Cash Flow (2025)

LCŔ - The Law of Conservation of Revenue

Above in yellow text, we see Year's Cash Flow. This counts how much cash flow is spent business to business (b2b) within the network in 2024.

Network company to Network company Cash Flow: $5.69 billion
Companies: 2,048 | **Cash Flow per company:** $2.77 million
Personnel: 65,536 | Paid**2**Learn (**Trainees**) 262,144 **Social Housing Villas Built:** 1,185

1.3) Key principle 1)

É: recycle Éfficiency Sees 90% of 2024 cash flow spent with other companies or personnel in the same Network. Of the $6.31 billion; 10% (being $632 million) is lost as É recycle leakage, and 90% remains in the network bank, spread among 2,048 different companies.

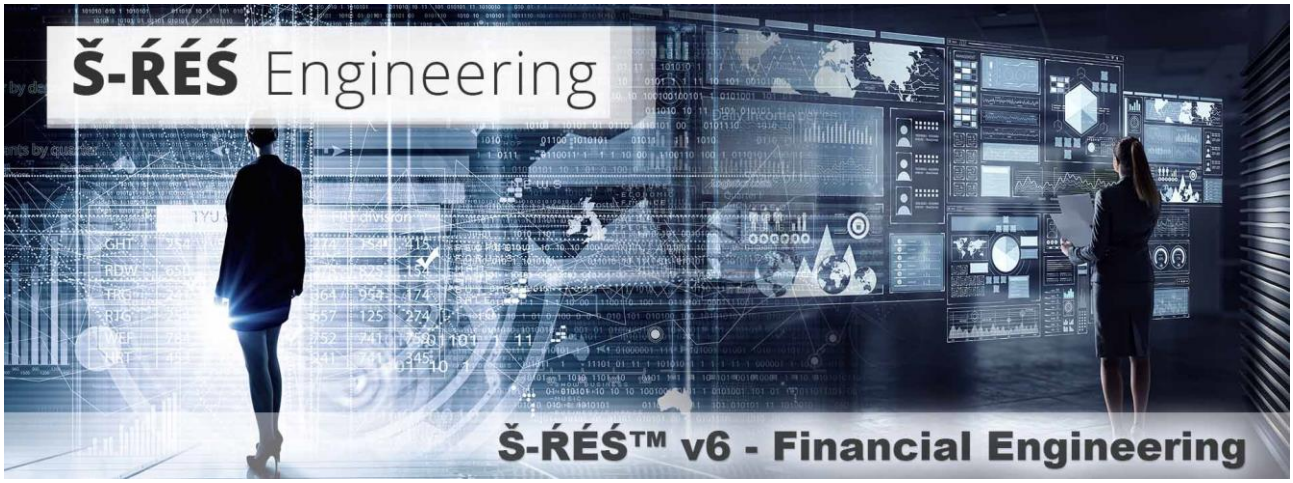
Key principle 2)

The Sienna Equilibrium (The Theory of Every Business) (Super Pareto Efficiency)

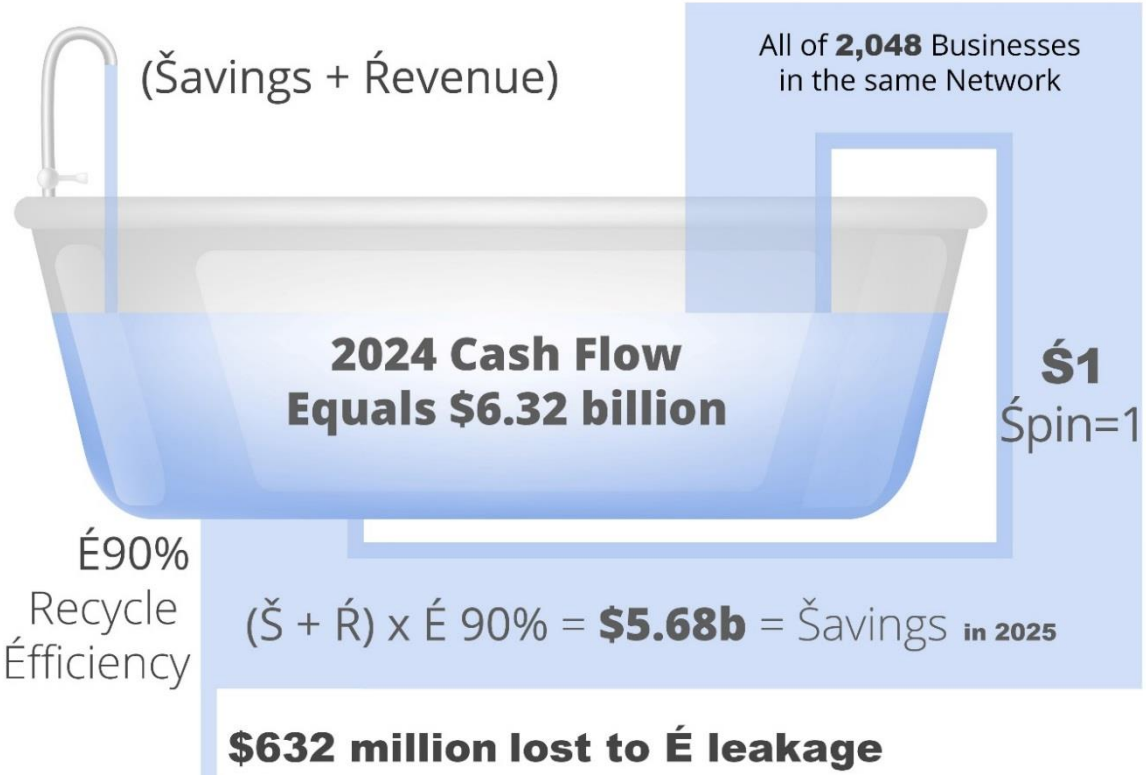
The Sienna Equilibrium plots the savings and revenue spending of all companies and their personnel so that at the end of a spin the money has changed hands in such a way so that it is evenly spread throughout the 2048 companies and their personnel. This can then be repeated to occur more than once when we introduce Śpin in 2025.

Key principle 3)

Šavings - Where we see the balance of cash flow ($5.69 billion) transferred into Šavings and then Ŕevenue in the following year (2025).
We see this below as Šavings + Ŕevenue = $6.32 billion, but then all the money goes down the drain, losing $632 million to leakage, but 90%, (being $5.68 billion) is saved and recycled. This is Śpin 1, and so long as there is more income from the Suburb Sale than is lost to É leakage, then the system is in profit. This profit at the end of 2024 becomes Šavings which turns into cash flow in 2025 for all the companies.



Š 2023 + Ŕ 2024 (befor É leakage) = **$6.32 billion**



Š-ŔÉŚ™ Malawi GŚN - History 3 (2025)

Network company to Network company Cash Flow: $14.89 billion
Companies: 4,096| **Cash Flow per company:** $3.64 million
Personnel: 131,072 | Paid**2**Learn (**Trainees**) 458,752 **Social Housing Villas Built:** 6,238

Ŕevenue + Šavings	**2025**	**0.0076%**
		Malawi % of Global GDP
Investment	Zero	
Šavings	$ 5,685,975,000	
The Suburb Sale	$ 1,102,500,000	
Aid & Foundations	$ 1,500,000,000	
Real Estate Sold (Ŕ2) *	$ 275,625,000	
Exports (Ŕ1) Trade	$ 5,512,500	(This is a Token Figure)
	$ 8,569,612,500	Ŕevenue + Šavings

The Š-ŔÉŚ™ Calculator - 2025

Below in Red, we see 2025 Ŕevenue + Šavings (from 2024) is $8.57 billion.
Note the 'Spend By' has decreased to 11th July and a new row that has appeared below it is a new row of Śpin - Śpin 2. This becomes more and more obvious as we continue.

Ŕevenue + Šavings	É	Cash Flow	Śpin	Days	Spend By
$ 8,569,612,500	91.00%	$ 7,798,347,375	1	191	11 July 2025
$ 7,798,347,375	91.00%	$ 7,096,496,111	2	174	01 January 2026

Year's Cash Flow	YCF:	$ 14,894,843,486
	CFV:	50%
Year's GDP		$ 7,447,421,743
	GS:	75.00%
Gov Spending		$ 11,171,132,615
	LR:	25%
Labour Receives		$ 3,723,710,872
Social Housing Villas Built:		6,238
		174%

In Discounted GDP	
98%	$ 7,298,473,308

Increase to money supply

Companies:	4096
Cash Flow:	$ 14,894,843,486
CF per Company:	$ 3,636,436
Personnel (32/co.):	131,072
Paid**2**Learn (Trainees):	458,752

LCŔ - Šavings	$ 7,096,496,111	Becomes Next Year's	Cash Flow (2026)
LCŔ - The Law of Conservation of Revenue			

This new row is, the 91% of cash flow, that was recycled from the initial spending, it starts on 11th July 2025 and ends at the end of the year.

KEY PRINCIPLE 4)

Śpin

In 2025 Śpin is 2, and this means we spend the Šavings & Ŕevenue (minus É leakage) two times, by speeding up operations to initially conclude by 11th July 2025.

Because É is now 91%, by the 12th July 2025 91% of Ŕevenue + Šavings remains in the central bank.
And so, we can now re-spend that 91% ($7.80 billion) between 12th July and the end of the year.

This time when we calculate the Year's Cash Flow, we count the cash flow from both Śpin 1 ($7.80 billion) and Śpin 2 ($7.10) which equals $14.90 billion.

Note the amount of companies has doubled from 2048 to 4096 which has diluted the cash flow per company but still shows a 35% net increase in average cash flow per company which rises from $2.77 million (in 2024) to $3.64 million (in 2025).
Note that we can further increase cash flow per company by making fewer new companies.

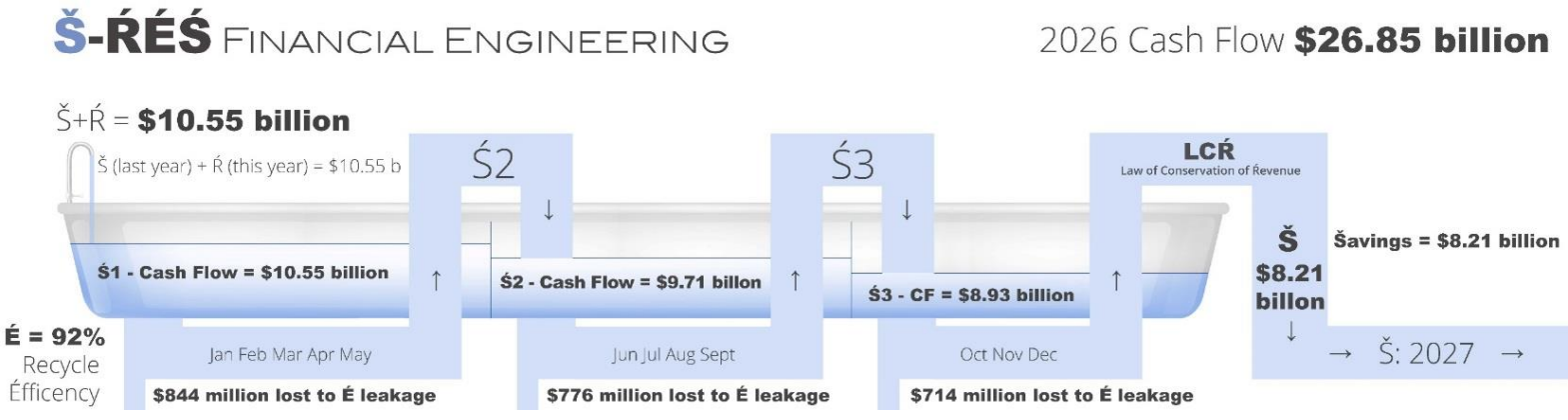
Š-ŔÉŠ™ Bathroom Graphic 2 – 2025

Below we see the magic as we increase from Śpin 1 to Śpin 2, so by the 11th of July, all the cash flow from all 4096 companies has been spent. We see this phenomenon below as the money starting with $8.57 billion which splits 9% to leakage and 91% back in the network bank. Then at Ś2 (Śpin2), it's doing it all again, then we add Śpin 1 and Śpin 2 to make a cash flow of $14.89. And $7.10 billion in Šavings for use in 2026.

And that's the trick, so long as É is high enough, the more spins, the more times we can spend the same cash flow in the same year!

Š-ŔÉŠ™ Bathroom Graphic 3 (2026)

This year we move from Śpin 2 to Śpin 3 divided into three time zones; 1st Jan to 12th May 2026 - 13th May to 11th September 2026 - 12th September to 31st December 2026.
Below we can now really start to see the system growing exponentially. As we now add the cash flows in Śpin 1, 2 and 3 for $26.95 billion in cash flow spent by the network that year.



And below we see this on the spreadsheet. In 2026 we start with Ŕevenue + Šavings (in Red) at $10.549 billion, É is 92%, and 92% of $10.549 billion is $9.70 billion made before 12th May 2026. Then the $9.70 billion x 92% = $8.92 billion made between 12th May and 11th September. And in Śpin 3 we see that $8.92 billion x 92% = $8.21 billion bade between the 11th September to the end of the year. *(From **Š-ŔÉŠ™ Bathtub Graphics** tab on the spreadsheet)*

Ŕevenue + Šavings	É	Cash Flow	Śpin	Days	Spend By
$ 10,549,315,486	92.00%	$ 9,705,370,247	1	132	12 May 2026
$ 9,705,370,247	92.00%	$ 8,928,940,628	2	121	11 Sept 2026
$ 8,928,940,628	92.00%	$ 8,214,625,377	3	112	01 January 2027

Year's Cash Flow	YCF:	$ 26,848,936,252			
	CFV:	50%		In Discounted GDP	
Year's GDP		$ 13,424,468,126	96%	$ 12,887,489,401	
	GS:	75.00%			
Gov Spending		$ 20,136,702,189			
	LR:	25%			
Labour Receives		$ 6,712,234,063			
Social Housing Villas Built:		13,588			
		255%	Increase to money supply		

				Companies:	6144
				Cash Flow:	$ 26,848,936,252
				CF per Company:	$ 4,369,944
				Personnel (32/co.):	196,608
				Paid**2**Learn (Trainees):	688,128

LCŔ - Šavings	$ 8,214,625,377	Becomes Next Year's	Cash Flow (2027)
LCŔ - The Law of Conservation of Revenue			

The 2026 Ŕevenue + Šavings figure is made up from the following;

2026 Ŕevenue + Šavings		**0.0133%**
		Malawi % of Global GDP
Investment	Zero	
Šavings	$ 7,096,496,111	
The Suburb Sale	$ 1,157,625,000	
Aid & Foundations	$ 2,000,000,000	
Real Estate Sold (Ŕ2) *	$ 289,406,250	
Exports (Ŕ1) Trade	$ 5,788,125	(This is a Token Figure)
	$ 10,549,315,486	Ŕevenue + Šavings

The Š-ŔÉŠ™ Calculator - 2026
Network company to Network company Cash Flow: $26.85 billion
Companies: 6,144 | **Cash Flow per company:** $4.37 million
Personnel: 169,608 | Paid**2**Learn (**Trainees**) 688,128 **Social Housing Villas Built:** 13,588


Š-RÉŠ Engineering
Š-RÉŠ™ v6 - Financial Engineering


Š-RÉŠ™
Financial Engineering
How we do
The most good

Š-ŔÉŠ™ Calculator (2032)

In 2032 we have moved 7 years forward, each year adding a Śpin and increasing recycle-Éfficiency by 1
We are now at Śpin 9, and an É of 99% - Note that on reflection I would not use an É above 97.5% at this point. *(From Š-ŔÉŠ™ Bathtub Graphics tab on the spreadsheet)*

Ŕevenue + Šavings	É	Cash Flow	Śpin	Days	Spend By
$ 12,403,333,886	99.00%	$ 12,279,300,547	1	42	12 February 2032
$ 12,279,300,547	99.00%	$ 12,156,507,541	2	42	24 March 2032
$ 12,156,507,541	99.00%	$ 12,034,942,466	3	41	05 May 2032
$ 12,034,942,466	99.00%	$ 11,914,593,041	4	41	15 June 2032
$ 11,914,593,041	99.00%	$ 11,795,447,111	5	41	25 July 2032
$ 11,795,447,111	99.00%	$ 11,677,492,640	6	40	03 September 2032
$ 11,677,492,640	99.00%	$ 11,560,717,713	7	40	13 October 2032
$ 11,560,717,713	99.00%	$ 11,445,110,536	8	39	22 November 2032
$ 11,445,110,536	99.00%	$ 11,330,659,431	9	39	31 December 2032

Year's Cash Flow	YCF:	$106,194,771,025
	CFV:	50%
Year's GDP		$ 53,097,385,513
	GS:	75.00%
Gov Spending		$ 79,646,078,269
	LR:	25%
Labour Receives		$ 26,548,692,756
Social Housing Villas Built:		100,288
		856%

In Discounted GDP	
70%	$ 37,168,169,859

Companies:	24,576
Cash Flow:	$ 106,194,771,025
CF per Company:	$ 4,321,076.29
Personnel (32/co.):	786,432
Paid**2**Learn :	2,359,296

Increase to money supply

LCŔ - Šavings	$ 11,330,659,431	Becomes Next Year's	Cash Flow (2033)
LCŔ - The Law of Conservation of Revenue			

A quick experiment, with the 'Years Cash Flow' (YCF), of $106 billion, if we were to change to É = 97.5% we change YCF to $98.57 billion, and at 95% we change years cash flow to $87.14 billion which is still very respectable considering we started with just $6.32 in 2024 and the networks central bank now holds $11.33 billion in USD in cash as Šavings.

Network company to Network (b2b) company Cash Flow: $106.2 billion
Companies: 24,576
Cash Flow per company: $4.32 million
Personnel: 786,432

Malawi 2080

Supereconomics History III – É = 99.5% and Śpin = 32

By 2080 we see Ŕevenue + Šavings is at $278.2 billion, which is Śpun 32 times, and each Śpin lasts between 11 and 12 days.

Ŕevenue + Šavings	É	Cash Flow	Śpin	Days	Spend By
$ 278,185,306,726	99.50%	$ 276,794,380,193	1	12	13 January 2032
$ 276,794,380,193	99.50%	$ 275,410,408,292	2	12	25 January 2032
$ 275,410,408,292	99.50%	$ 274,033,356,250	3	12	06 February 2032
$ 274,033,356,250	99.50%	$ 272,663,189,469	4	12	18 February 2032
$ 272,663,189,469	99.50%	$ 271,299,873,522	5	12	01 March 2032
$ 271,299,873,522	99.50%	$ 269,943,374,154	6	12	13 March 2032
$ 269,943,374,154	99.50%	$ 268,593,657,283	7	12	25 March 2032
$ 268,593,657,283	99.50%	$ 267,250,688,997	8	12	06 April 2032
$ 267,250,688,997	99.50%	$ 265,914,435,552	9	12	18 April 2032
$ 265,914,435,552	99.50%	$ 264,584,863,374	10	12	30 April 2032
$ 264,584,863,374	99.50%	$ 263,261,939,057	11	12	12 May 2032
$ 263,261,939,057	99.50%	$ 261,945,629,362	12	12	23 May 2032
$ 261,945,629,362	99.50%	$ 260,635,901,215	13	12	04 June 2032
$ 260,635,901,215	99.50%	$ 259,332,721,709	14	12	15 June 2032
$ 259,332,721,709	99.50%	$ 258,036,058,100	15	11	27 June 2032
$ 258,036,058,100	99.50%	$ 256,745,877,810	16	11	08 July 2032
$ 256,745,877,810	99.50%	$ 255,462,148,421	17	11	20 July 2032
$ 255,462,148,421	99.50%	$ 254,184,837,679	18	11	31 July 2032
$ 254,184,837,679	99.50%	$ 252,913,913,490	19	11	11 August 2032
$ 252,913,913,490	99.50%	$ 251,649,343,923	20	11	22 August 2032
$ 251,649,343,923	99.50%	$ 250,391,097,203	21	11	03 September 2032
$ 250,391,097,203	99.50%	$ 249,139,141,717	22	11	14 September 2032
$ 249,139,141,717	99.50%	$ 247,893,446,009	23	11	25 September 2032
$ 247,893,446,009	99.50%	$ 246,653,978,779	24	11	06 October 2032
$ 246,653,978,779	99.50%	$ 245,420,708,885	25	11	17 October 2032
$ 245,420,708,885	99.50%	$ 244,193,605,340	26	11	27 October 2032
$ 244,193,605,340	99.50%	$ 242,972,637,314	27	11	07 November 2032
$ 242,972,637,314	99.50%	$ 241,757,774,127	28	11	18 November 2032
$ 241,757,774,127	99.50%	$ 240,548,985,256	29	11	29 November 2032
$ 240,548,985,256	99.50%	$ 239,346,240,330	30	11	09 December 2032
$ 239,346,240,330	99.50%	$ 238,149,509,128	31	11	20 December 2032
$ 238,149,509,128	99.50%	$ 236,958,761,583	32	11	31 December 2032
$ 8,245,309,028,665				365	

Year's Cash Flow	YCF:	$ 8,204,082,483,521			
	CFV:	50%		Discounted GDP?	
Year's GDP		$ 4,102,041,241,761	15.77%	$ 323,410,960,392	
	GS:	75.00%			
Gov Spending		$ 6,153,061,862,641			
	LR:	25%			
Labour Receives		$ 2,051,020,620,880			
Social Housing Villas Built:		10,134,947			
		2949%	Increase to money supply		

Companies:			327,680
Cash Flow:	$	8,204,082,483,521	
CF per Company:	$	25,036,872.81	
Personnel (32/co.):			10,485,760
Paid**2**Learn (Trainees) :			15,728,640

LCŔ - Šavings	$	236,958,761,583	Becomes Next Year's	Cash Flow (2081)
LCŔ - The Law of Conservation of Revenue				

Network company to Network company Cash Flow: $8.21 Trillion
Companies: 327,680
Cash Flow per company: $25.1 million
Personnel: 10,485,760
Social Housing Villas Built: 10,134,947
*(From the **Š-ŔÉŠ™ Bathtub Graphics** tab on the spreadsheet)*

2080 Ŕevenue + Šavings			**1.0730%**
			Malawi % of Global GDP
Investment	Zero		
Šavings	$	225,663,332,783	
The Suburb Sale	$	48,407,349,256	
Aid & Foundations	Zero		
Real Estate Sold (Ŕ2) *	$	4,033,945,771	
Exports (Ŕ1) Trade	$	80,678,915	(This is a Token Figure)
	$	278,185,306,726	Ŕevenue + Šavings

We now have 327,680 companies spending on average $25 million a year taking Malawi from zero to one percent of global GDP - A 29x increase to the money supply. Making a grand total of $8.204 trillion in cash flow in the year 2080.

But for this number to have any meaning we need to discount it to today's value.

Chapter 1.4

Discounting Š-ŔÉŚ™ 2024 to 2080

To Today's Value

So far there are three techniques for discounting, which we shall present after the 2024 to 2080 YCFs (Year's Cash Flows) display. For now, let's just look at 2080 using Discounting Technique 3. Adjust The Growth Variables.

Discounting Technique 3. Adjust The Growth Variables.

To begin on the tab: H3) ŠÉŚ-v5 **| S-World History 3b** go to row 8 and we see four different growth input fields; 1. Global Growth: Default 102.5% | 2. Malawi Growth – Trade: Default 105% (not applicable as we only have token trade figures) | 3. Malawi Growth - Real Estate (from Angel City 1): Default 105% | 4. Malawi Growth – City Development (Grand Śpin Network – The Suburb Sale): also has a Default of 105% (This (growth point 4) generates over ninety percent of all income.)

If we turn all these variables to 100% (be careful not to enter 0%) and look at the 2080 Š-ŔÉŚ™ calculator results **we get a YCF - Year's Cash Flow of 646.8 billion**. ~~Which from other tests seems to be the right figure for 2080.~~

Year's Cash Flow	$	646,821,920,784			365 Days in a Year
CFV:		50%			
Year's GDP	$	323,410,960,392			
GS:		75.00%	12.50%	to	87.50%
Gov Spending	$	485,116,440,588			
LR:		25%	12.50%	to	25%
Labour Receives	$	161,705,480,196			
		2949%	Increase to money supply		
LCŔ	$	18,682,177,029	ADDs TO NEXT YEAR		
The Law of Conservation of Revenue					

Now we must/may need to take account of the possible GDP double-counting error presented in the first chapter of Harvard's David A. Moss's book. A Concise Gide to Macroeconomics.

We deal with this possible intricacy of the process by adding the CFV (Cash Flow Variable), which we can see above is set at 50%. We get this figure from tab: **The Sienna Equilibrium 1.06** Cell AI:211 which gives us a Cash Flow Variable of 66.163%, and tab: **The Sienna Equilibrium 1.07** Cell AI:211) which gives a CFV of 47.738% for an average CFV of = 56.950%, but there should be many more **Sienna Equilibrium's.** So, it made sense to add some leeway and 50% was a convenient number.

We may or may not need to apply the CFV, currently, we do, but if we did not, we would double the GDP figures and the amount of 4/5 star villas (social housing) would increase from just over 10 million to just over 20 million.

'Go No CFV (Cash Flow Variable) !!!'

But for now, it stays. See tab: **H3) Total Cash Flow & GDP**
First, we see that $8.2 trillion in 2080 is worth $646.8 billion in today's money and after the CFV we get GDP: $323.4 billion

2042	$ -	2061	$ -	2080	$ 646,821,920,784
			2080 Only:		**$ 646,821,920,784**
	Discounting Malawi		Š-ŔÉŚ™ History 3		
	Not Discounted		Malawi GŚN Growth 5%		$ 8,204,082,483,521
	Discounted		Malawi GŚN Growth 0%		$ 646,821,920,784
	$ 646,821,920,784		Decrease Percentage	7.88%	$ 50,996,390,888
	Cash Flow to GDP		The CFV (v=variable)		
	$ 646,821,920,784	**CFV:**	**50%**	**GDP:**	**$ 323,410,960,392**
	$ 8,204,082,483,521	CFV:	50%	GDP:	$ 4,102,041,241,761

Next, we increase the number of countries, states, provinces or counties from 1 (Malawi) to 100, mostly but not exclusively economically challenged locations. For a combined total of $ $32.3 billion of GDP made and sold in 2080, discounted to today's money.

	Apply to 100		Countries / States		
$	323,410,960,392		100	GDP:	$ 32,341,096,039,200
$	4,102,041,241,761		100	GDP:	$ 410,204,124,176,050

Discounted GDP	2080	$	32,341,096,039,200
World Bank GDP	2018	$	85,804,391,000,000
Percentage of Global GDP			38%

Lastly, we compare the discounted value of the 100-Strong Network of global GDP to The World Bank figure for 2018 global GDP to see that in 2080 **the 100 strong Grand Śpin Networks would generate 38% of global GDP.** Note however that this is slightly misleading as S-World is not competing for Global GDP it is adding GDP on top of the current figures. Note that this additional GDP will be made Net-Zero and responsibly and will assist the rest of

the world with their Net-Zero aspirations. Plus of course, the other 70 strong special projects in ecology, philanthropy and science, presented in Book III – Sixty Four Reasons Why.
See: www.angeltheory.org/64-reasons-why

Now let us look at the YCF – Year's Cash Flow for all the years from 2024 to 2080.

Cash Flow and Discounted GDP from 2024 to 2080

Now let's see more of the spreadsheet tab: **H3) Total Cash Flow & GDP**. What we see below is the value of cash flow each year from 2024 to 2080 copied from the H3) ŠÉŚ-v5 | **S-World History 3b** tab.

	Š-ŔÉŚ™	Cash Flow		2024 - 2080
	History 3b			
2024	$ 5,685,975,000	2043	$ 550,714,971,856	2062	$ 3,376,984,627,114
2025	$ 14,894,843,486	2044	$ 589,005,884,788	2063	$ 3,552,322,716,992
2026	$ 26,848,936,252	2045	$ 626,776,157,817	2064	$ 3,735,466,074,599
2027	$ 40,971,349,217	2046	$ 664,266,326,401	2065	$ 3,926,947,476,099
2028	$ 53,185,830,818	2047	$ 701,751,588,557	2066	$ 4,127,305,216,341
2029	$ 63,141,839,466	2048	$ 867,395,313,639	2067	$ 4,337,086,514,746
2030	$ 71,509,098,453	2049	$ 1,075,319,548,307	2068	$ 4,556,850,627,653
2031	$ 79,448,245,354	2050	$ 1,283,942,425,681	2069	$ 4,787,171,721,158
2032	$ 106,194,771,025	2051	$ 1,492,617,377,974	2070	$ 5,028,641,551,041
2033	$ 142,028,749,241	2052	$ 1,700,924,978,432	2071	$ 5,281,871,990,009
2034	$ 180,559,704,269	2053	$ 1,908,662,235,155	2072	$ 5,547,497,437,108
2035	$ 221,041,648,096	2054	$ 2,115,827,746,778	2073	$ 5,826,177,139,597
2036	$ 262,772,540,960	2055	$ 2,322,603,780,468	2074	$ 6,118,597,453,737
2037	$ 305,124,961,846	2056	$ 2,458,677,324,414	2075	$ 6,425,474,067,699
2038	$ 347,569,259,536	2057	$ 2,598,598,977,445	2076	$ 6,747,554,207,063
2039	$ 389,688,563,209	2058	$ 2,742,999,154,713	2077	$ 7,085,618,841,083
2040	$ 431,185,712,853	2059	$ 2,892,474,879,905	2078	$ 7,440,484,905,993
2041	$ 471,882,760,113	2060	$ 3,047,597,735,540	2079	$ 7,813,007,560,030
2042	$ 511,714,147,224	2061	$ 3,208,920,785,137	2080	$ 8,204,082,483,521
	$ 3,725,448,936,419		$ 32,849,077,193,008		$ 103,919,142,611,583
			2024 to 2042:		$ 3,725,448,936,419
			2043 to 2061:		$ 32,849,077,193,008
			2062 to 2080:		$ 103,919,142,611,583
			2024 to 2080:		**$ 140,493,668,741,009**

Above we see a grand Š-ŔÉŚ™ History 3 total of $140.4 trillion US dollars, but as before, for this number to have any meaning we need to discount it to today's value.
Using the same method as before '**the growth variable method**' when we turn the 4 growth variables to 100% (to zero growth) we get the result of $23.32 trillion.
16.6% of the $140.4 trillion US dollars in Š-ŔÉŚ™ cash flow total.

	Discounting Malawi	Š-ŔÉŚ™ History 3			
		2020 to 2080:		$	23,321,291,435,916
	Not Discounted	Malawi GŚN Growth 5%		$	140,493,668,741,009
	Discounted	Malawi GŚN Growth 0%		$	23,321,291,435,916
	$ 140,493,668,741,009	Decrease Percentage	16.60%	$	23,321,291,435,916

Before we move to the CFV and The 100 Club, there are two double checks, different ways of working out the same thing.

First, and the original discounting method is to calculate the value of the 10,118,720 social villas built. The workings are on the H3) ŠÉŚ-v5 | **S-World History 3b** tab and are found a long way over on the right, in the column's EJ to EN starting on row 11 down to row 2798. Begging with cash flow $150,000 increasing to $597,899 due to growth.
So, to calculate discounted cash flow and after GDP we can simply multiply the number of houses by the initial zero growth figure of $150,00 for a total of $1.52 trillion. (see cell D:2856)

The Cost of all Home's Method		
Determined Cash Flow		
Cash Flow Cost of Home	**$**	**150,000**
Amount of Homes		**10,118,720**
Cost of all Homes	**$**	**1,517,808,000,000**
Expand to all Spending		16
Total Cashflow 2024 2080	$	24,284,928,000,000

In today's money
Only 6.25% is allocated to Spartan Homes
Total cash flow in today's money

Once we have this number, we multiply it by 16, because of Special Project 20. Net-Zero Five-Star Social Housing receives exactly 6.25% of cash flow, therefore if we multiply by 16 (6.25%) we shall get the discounted value for all cash flow. Which equals $24.28 trillion which is close to the $24.32 figure we got from the previous method.

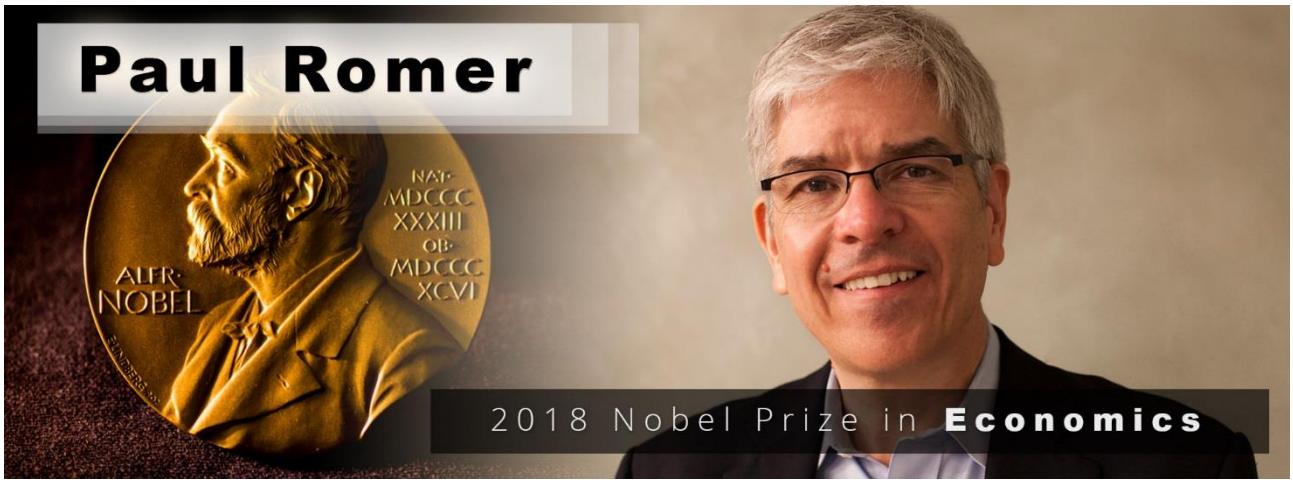
Lastly comes the World Bank 2018 method
From tab: H3) ŠÉŚ-v5 | **S-World History 3b** (From cell C:2859)

This method considers the Zero to One percent of GDP quality, and measures that independently. First, we get the value of global GDP in 2018 from the world bank; $85.8 trillion. Then we estimate that on average a network that starts with zero percent of GDP and smoothly rises to one percent of GDP will have a value similar to the midpoint of the rise, thus we multiply the $85.8 trillion by half of one percent x0.5% giving us $439 billion as the average per year. Lastly, we multiply that figure by the 56 years from 2024 to 2080 for $24,03 trillion, which again gives us a similar ballpark figure to the previous two techniques.

World Bank GDP		2018
World Bank GDP 2018	$	85,804,391,000,000
% of Global GDP:		0.50%
1 Year - 0.5% of GDP:	$	429,021,955,000
2024 to 2080:		56
Total GDP 2024 to 2080:	$	24,025,229,480,000

However, there is a problem, the figures from techniques 1 and 2, are set to be decreased by 50% by our friend the CFV – The David A. Moss Cash Flow Variable. Whereas this does not apply to the World Bank technique.

For this problem, let me introduce a quote from Paul Romer



> What cities need right now is big plans, and **Big Plans Must be Simple**
>
> Plans like the 1811 expansion of New York City, which was for a seven-fold expansion. You can't have a big plan that's also micromanaging a lot of details, it can't be complicated.
>
> So, they have big plans and they have got to be simple, and you got to rely on people to fill in a lot of the detail."

So, we shall pass the baton on the CFV to Paul Romer and 'people, to fill in the detail.'

But it's not a reason to be too concerned if we don't have to include the CFV our GDP figures will double, as will all special project allocations, including special project 20, which jumps from ten to twenty million social housing 4/5 star villas built in Malawi by 2080. Note in general, if a potential error leads to making more money I sometimes leave it, only when the coin flip is potentially limiting do, I crack down on it.

Chapter 1.5

The 100 Club 2024 to 2080

100 Countries, States, Provinces and Counties

~~Finally, above we see the value of the Network GDP for 100 countries, (which we call the 100 Club) and already have some strong candidates.~~

We are allowed to multiply by 100 for 100 countries following the Š-ŔÉŚ™ Malawi prototype system **because there is only low token trade-in History 3**, with almost all the gains accruing in the inner Malawi Grand Śpin Network and the businesses it supports. Because there is no competition for trade, it is a nonzero-sum game. If each country, state, province can attract 3 Suburb Sale buyers, they will also have a result per the spreadsheet above.

300 Suburb sales may sound like a lot at the price of $1 billion a year plus 5% annual growth but given the returns as seen above, it's conceivable that we reach this target, given the number of companies, countries, banks, sovereign wealth funds, university endowments, individual billionaires, foundations, NGOs and other than can afford this investment significantly exceeds 300. So, it is theoretically a real possibility, a possibility that will be simulated and mapped out in S-World UCS™ as soon as the UCS-Š-ŔÉŚ™ software v1 is completed. This task is now underway and will be attached to this paper/book summary soon.

Chapter 1.6

THE HOW

BEHIND THE FIGURE OF

$1,166 Trillion US Dollars (Discounted to today's value)

And at last, here we are - the table below shows us where we got the seemingly mythical figure of **$1,166 trillion US dollars**, that we saw at the begging of the Supereconomics II book.

2042	$ 511,714,147,224	2061	$ 3,208,920,785,137	2080	$ 8,204,082,483,521
	$ 3,725,448,936,419		$ 32,849,077,193,008		$ 103,919,142,611,583
			2024 to 2042:		$ 3,725,448,936,419
			2043 to 2061:		$ 32,849,077,193,008
			2062 to 2080:		$ 103,919,142,611,583
			2024 to 2080:		**$** 140,493,668,741,009
	Discounting Malawi		Š-ŔÉŠ™ History 3		
			2020 to 2080:		$ 23,321,291,435,916
	Not Discounted		Malawi GŚN Growth 5%		$ 140,493,668,741,009
	Discounted		Malawi GŚN Growth 0%		$ 23,321,291,435,916
	$ 140,493,668,741,009		Decrease Percentage	16.6%	$ 23,321,291,435,916
	Cash Flow to GDP		The CFV (v=variable)		
	$ 23,321,291,435,916	CFV:	50%	GDP:	$ 11,660,645,717,958
	$ 140,493,668,741,009	CFV:	50%	GDP:	$ 70,246,834,370,505
	Apply to	100	Countries / States		
	$ 11,660,645,717,958		**100**	**GDP:**	**$ 1,166,064,571,795,800**
	$ 70,246,834,370,505		100	GDP:	$ 7,024,683,437,050,450

We see the $1,666 trillion figure above in the last row but one discounted and the potential double-counting problem addressed by the 50% CFV.

	Cash Flow to GDP		**The CFV (v=variable)**		
	$ 23,321,291,435,916	**CFV:**	**50%**	**GDP:**	**$ 11,660,645,717,958**
	$ 140,493,668,741,009	CFV:	50%	GDP:	$ 70,246,834,370,505
	Apply to	**100**	**Countries / States**		
	$ 11,660,645,717,958		**100**	**GDP:**	**$ 1,166,064,571,795,800**
	$ 70,246,834,370,505		100	GDP:	$ 7,024,683,437,050,450

Chapter 2

Š-ŘÉŚ™ Key Features (Addendums)

2. Š-ŘÉŚ™ Key Features/Addendums

1. Inflation and Currency Appreciation or Depreciation.

At a glance most economists will immediately cry, no-no-no this will cause massive inflation for Malawi.
But in this case, however, we are not using the Malawian Kwacha, instead, we work in foreign currencies and for now just USD some physical cash and many bonds.
Because of the Ten Technologies (book 3) we have complete control over our finances and will seek a 1% cheaper price per year. This point cannot be underestimated, the S-World Angelwing software (TBS – Total Business Systems, TFS – Total Financial Systems), will create the price for each good and service, based on many factors. One of which is to slowly become more competitive by lowering inner network Ťender prices by about 1% a year, decreasing gradually over time.
We have to consider the US and global inflation may rise a few percent, but much of that inflation might be counterbalanced by the bond yield.
Given all the tools available, on top of what governments already use today, such as Fractional Reserve Lending (the RRT Rate), MMT, Seigniorage, quantitative easing, derivative trading and manipulation of interest rates, **by using ~~just~~ Š-ŘÉŚ™ S-World Angelwing can be last great mover in the world of economics,** ready to smash all growth records, done responsibly, **creating mostly inner Malawi constructive GDP**, and as a whole will be Net-Zero.

So when it comes to inflation, Malawi goods are set to decrease in price at about 1% a year less than Western countries, or more if it seems prudent to do so, as judged by the S-World Angelwing (The Ten Technologies) and The Supereconomics AI.

As for the currency appreciation or depreciation, as far as the Malawi Grand Śpin Network is concerned, it trades in dollars, not local currency. Malawi itself may see its currency increase due to the successes of the network, but I will not hazard a guess, rather leave this specific question to the experts.

~~The Network, however, will see US dollar inflation minus (growth?) and one percent.~~

2. Š-ŔÉŚ™ versus FRL (Fractional Reserve Lending).

At the heart of the matter; Š-ŔÉŚ™ is a superior mechanism for increasing the money supply, especially now that interest rates are so low (zero per cent) that they cannot be lowered any more without charging people to lend money.
Traditionally the way to heat the economy was to lower interest rates, and people would borrow and spend more, but now that's not an option.

Interest rates aside there is a parallel system, a more powerful and direct way of increasing the money supply called Fractional Reserve Lending **FRL** (which is referred to in earlier draughts as the **RRT** - The Reserve Rate Technique - for increasing the money supply.)
In this case, when anyone or any company deposits real money into their bank account, the bank keeps 10% on reserve and can lend out 90%. So, in the macro if in the USA people and companies deposits one trillion dollars into the many private banks, the banks are then free to create and lend out nine trillion dollars, just so long as they keep the one trillion liquid. This is effectively a 900% increase in the money supply.

Another way is called quantitative easing which for example may see the Federal Reserve create money and buy government debt bonds and mortgage-backed securities from domestic financial institutions.

Last and not least is called MMP Modern Monetary Policy, which is delightfully explained in **The Deficit Myth by Stephanie Kelton**. In which we are taught (amongst many valuable lessons) to consider the deficit as also the income gained by whoever received it and their contribution to the economy, alongside critically spending first then taxing, in place of taxing and then spending, which does not sound like much but would make a big difference and later we shall hear how this is not dissimilar to **Loop Theory** and is the way **Š-ŔÉŚ™** works.

If we add it all up, lowering interest rates to record lows, Fractional reserve lending, quantitative easing, plus other methods may add up to between 2000% and 4000%. Or more if we include within banks betting of derivatives in a market said to be worth a quadrillion dollars.

So, 3000% is a fair average representation of how much the money supply is increased in the US.

S-World UCS™ History 3. Š-ŔÉŠ™ makes a similar achievement, see below, just above the blue bar, the numbers in pink at the bottom – a 2949% Increase to the money supply.

It is theoretically possible to more than double that percentage to 6000% by increasing Śpin above the 32 limits seen in Histories 2 and 3.

MALAWI 2080

Supereconomics History III – É = 99.5% and Śpin = 32

Year's Cash Flow	YCF:	$ 8,204,082,483,521			
	CFV:	50%		Discounted GDP?	
Year's GDP		$ 4,102,041,241,761	15.77%	$ 323,410,960,392	
	GS:	75.00%			
Gov Spending		$ 6,153,061,862,641			
	LR:	25%			
Labour Receives		$ 2,051,020,620,880			
Social Housing Villas Built:		10,134,947			
		2949%	Increase to money supply		

Companies:	327,680		
Cash Flow:	$ 8,204,082,483,521		
CF per Company:	$ 25,036,872.81		
Personnel (32/co.):	10,485,760		
Paid**2**Learn (Trainees) :	15,728,640		

LCŔ - Šavings	$ 236,958,761,583	Becomes Next Year's	Cash Flow (2081)
LCŔ - The Law of Conservation of Revenue			

So all that Š-ŔÉŠ™ is doing is increasing the money supply, just liken the US does, but in place of many methods, we need just one, and it is superior because it is a lot closer to an exact science, the fortunes of those who receive this increased money supply is mostly pre-determined. And is more superior still because, unlike **FRL** Fractional Reserve Lending, the money is always in the bank, it's just spent faster, and with all the money in the bank as opposed to potentially only 10% in an **FRL** bank, S-World can't be affected by the nemesis of **FRL** bank runs, where people worry the bank can't pay its liabilities and rush to get their money early

About the US and global finance, It is described as highly complex and no one really has any idea how much money they're actually is nowadays.

If we reverse engineer it, maybe we could say that if US GDP = $21.43 trillion then we should divide by about 30 (the opposite of x 3000%) to get the real liquid cash value. Much the same way one can remove the number of spins in Š-ŔÉŠ™ to ascertain the Šavings, in US cash or bonds.

The point is, in terms of monetary policy, in the future, the Malawi Network at Śpin 32 will look a lot like the US economy does today. What is important is that this is deliberate. Back in 2011 when making the thought experiment New Sparta Net-Zero – City of

Science www.s-world.biz/New-Sparta-2011. We saw how economies, unlike businesses, tend to see the money spin around and around and end up roughly where it started, but for a business, this was not so. All businesses need to apply effort to keep customers, and apply effort to gain new customers, whereas a countries economy, save a few percent, mostly ended up with what it started with year after year.

Add Spreadsheet from 2012

So that was the exercise that ended up as Š-ŔÉŚ™, how to make a network of business, or just one very large business, that each year sees money go around the inner network economy and end up back at the businesses it started from. As we will soon see Š-ŔÉŚ™ does exactly this. The startling thing about it is how simple it is, sure there are a few hundred additions to it that improve upon Š-ŔÉŚ™ BASIC which we shall see as we read this book, but at its heart, it's very simple; Šavings + Ŕevenue x recycle Éfficiency x Śpin.

However, when it is asked to create a lot of money, É must be high enough to account for the Śpins, and that's a monopoly of sorts. A Monopoly we hope and will appeal to the leaders and the citizens of earth to let us do because it leads to a prosperous third world and a repainting of the West in beautiful Net-Zero.

For those on the centre-right, like Peter Theil, included in part because everyone else so far was a democrat, we address the Holy Grail of the republican party in an end to immigration, as we build Grand Śpin Networks across America in a project started in 2012 www.AmericanButterfly.org.

Less hard to judge, a point made by Bill and Melinda Gates, in that slums around the world, where children play in open sewers, asides from the moral hazard, is another Corona Virus or AIDS incubating package waiting to happen unless we build new Cities, new Grand Śpin Network's that start with good plumbing, waste disposal and infrastructure.

So, for the centre-right, a reversal of immigration, and less likelihood of another pandemic.
Plus, the security aspect, if the 100 poorest countries are to stay poor, but become more and more aware of how good it is not to be poor unless poverty itself is addressed these 100 nations are each a powder keg. To avoid this powder keg and at the same time decrease the future populations of most of these 100 countries, we just execute the Malawi Grand Śpin Network across the globe. A happier world is a more secure world.

And in general, richer nations are not increasing in population, so my Dad's biggest fear 'overpopulation' and the fear of others is addressed. It's not 100% effective, for some reasons some richer countries are still increasing in population and until this problem is

addressed such countries will be 'at the back of the cue' when it comes to establishing Grand Śpin Networks.

I do hope this does not come down to religion, but it might, I note the most recent appointee to the US supreme court; Amy Coney Barrett has 7 children! WTF! This is not the example we should be promoting.

This point aside Grand Śpin Networks are good for both the centre-right and centre-left and of course the centrists like me.

Getting back to US monetary policy, and Š-ŔÉŚ™ **versus FRL** (Fractional Reserve Lending) Š-ŔÉŚ™ is a clear winner because it has all the money in cash and bonds, all its doing is moving it faster. There can be no bank run because the businesses and citizens can't touch this money, other than in Network Credits. Because of Network Credits, we can make determined models, sure businesses have various ways to spend money, but save É leakage (ÉL) always to one network company or another. There is no physical way to cause a bank run, whereas if 11% of customers want their money from a bank using Fractional Reserve Lending, in principal the bank will fail or need a bailout.

This point recently got a lot more wired, as the Federal Reserve has now removed the condition that banks keep 10% of deposits and can now seemingly make more than 900% in the money supply.
https://www.federalreserve.gov/monetarypolicy/reservereq.htm

Reserve Requirements
https://www.federalreserve.gov/monetarypolicy/reservereq.htm
"As announced on March 15, 2020, the Board reduced reserve requirement ratios to zero percent effective March 26, 2020. This action eliminated reserve requirements for all depository institutions."
One

FRL (Fractional Reserve Lending), the point above and the next two points have come from the documentary: **How is Money Created? – Everything You Need to Know**
https://www.youtube.com/watch?v=mzoX7zEZ6h4

"The Real Estate and Property markets are the largest tools for creating digital money, This is because banks have decided that it's the safest, yet most profitable form of creating debt because if you can't pay your loan the banks can simply take your house. In developed nations, vast amounts of money are backed by the mortgage market."
"The Derivative market (bets on prices by banks)
No one knows how much money is within it some say it is worth One Quadrillion dollars (over 10 times the global economy)"

One last point that may seem transient but could end up being the most important factor is that The Peet Tent law, that protects companies from failure, and can also do so for nations, and this could one day be the USA. The only factor (not condition), is that to do so there must be many substantial Grand Śpin Networks in the USA to Śpin the cash injection.

3. Tax Symmetry

In place of standard taxes, the government are paid in output, we do not pay $2 billion for the infrastructure we build 2 $billions worth of infrastructure, at a price far lower than a contractor would have.

18.25% of all cash flow is allocated to the government and 75% of all cash flow is spent on creating special projects from Book 1. 64 Reasons Why on items that the government would love to give to its people if only they had more money.

In addition, the S-World TBS™ (Total Business Software) ensures there is zero tax avoidance or evasion, quite the opposite as companies gain valuable S-World UCS™ points for paying higher tax. For generating more cash flow to be spent on projects on the government's list, such as social housing and infrastructure, solar arrays, schools, hospitals and so on.

4. Net-Zero DCA Soft & The Combinatorial Explosion.'

Net-Zero Dynamic Comparative Advantage Software

Nobel winning economist Joseph Stiglitz explains that Korea's historical comparative advantage was in rice, but they focused instead on developing microchips, and because of this they are no longer poor.

In this chapter, we focus on a strategy to be the go-to place for Asia and African to get their net-zero goods, infrastructure and industry, alongside goods and services listed in the Special Projects from book 1. 64 Reasons Why.

But paramount is the creation of the software that will allow us to allocate 75% or more of all cash flow on government and people approved goods, industry and services.

I cannot exaggerate the importance of this simple idea, for a decade the only funding from the network was what it would collect in fees like franchise fees from 2.5% to 6.5% of turnover (cash flow). By turning the process on its head and choosing mostly businesses that produce things we need, this 2.5% to 6.5% has leapt up to about 75%, maybe more. So long as one is simply looking to 'do the most good,' per Bill Gates challenge of finding 'A More Creative Capitalism,' this Net-Zero DCA and Tax Symmetry idea, not Š-ŔÉŚ™ makes the most impact. But, as we have both, we can combine the Net-Zero DCA software with Š-ŔÉŚ™ to begin what Paul Romer and computer scientists call 'The Combinatorial Explosion.'

5. Is Śpun Cash Flow the same as Normal Cash Flow?

This question haunted the back of my mind throughout 2018 and 2019, but as far as I can see, this is not a problem. Śpun Cash Flow is the same as Normal Cash Flow.
We answer this question with another question: Given a working operation and the capital, can the 2,048 companies in the year 2024 produce the goods demanded. Let's consider TWF (The Window Factory), our token building supply company. This company has a Ťender for its goods. It buys the parts it needs and pays labour, just like tens of millions of other businesses. Unlike most businesses TWF has many advantages over the market, (see 14 Reasons why S-World businesses are more competitive than standard businesses), not least the Ťender contract that covers all costs and allows TWF to produce at scale, and that it is has a monopoly to supply aluminium windows to the network and has the advantages of monopoly (See Zero to One by Peter Thiel, and Part 4 (coming up next).

So long as the parts and materials are available to buy within the network for the price agreed at the beginning, a Śpun dollar is no different to a standard dollar. One can, of course, use un-Śpun dollars to buy goods on the open market, but then lose all the monopoly Śpin benefits. So, it is critical that the 2048 companies (increasing each year) can satisfy most (90% to 100% depending on É) of the demand, and that the companies make their goods on time. Assisted by "Well Before Time Production," and many of the ten technologies.

If these two criteria are met, then a Śpun dollar is worth the same as an unŚpun dollar. Labour is the best example, more than any other broad category, education, training, work placement and recruiting receive the most cash flow. With a selection of talent available, $21,690 in Śpun dollars is just the same $21,690 in the bank, just that the dollars can only be redeemed at network stories, but as network stores have almost everything one would wish to buy, **and the salary is more than 10 times the average Malawian wage.** It's not a problem. Note that Stephanie Kelton and Joseph Stiglitz are specialists in this type of economics, there is the question of 100% employment but with more than ten million future Paid**2**Learn candidates, the law of diminishing returns is far away.
On this point that I can see in year one, 2024 much and maybe most employment will be technical assistance, and that over the first 5 years we will train many Paid**2**Learn candidates, how to run the business.

Lastly, on labour it's important to understand the basic equity structure is; 25% goes to whoever bought the suburb, 25% will be for the patent or technology provider (including technical support), 25% for current personnel, 25% for future personnel. There is much to say about this, but not at this juncture.

ADDENDUM 3B: **Śpun Cash Flow vs. Normal Cash**

Flow

One key incite is the dates which help to visualise the spinning. Remember all we are doing is the same thing, but quicker each time. There is nothing extraordinary here, this is the mark of most successful companies. So long as the goods and services are produced on time, their fates are pre-determined. In the case of a VC like Founders Fund or Andreessen Horowitz who are only interested in companies that follow the power law of venture capital and can 10x. Š-ŔÉŚ™ takes out the overwhelming degree of chance in this process. And more so if investing in the 10 technologies needed to facilitate, alongside a suburb sale. Note in general is to be able to bid on the ten technologies we desire a substantial suburb sale commitment.

The 'where does the house go? Problem
From 64 Reasons Why – Full Book, page
38b) 64-Reasons-Why--THE-WHY--10.73-n52-g8-k11--23rd-Feb-2020 (7th Jun 2020)
Page 77.

6. recycle-Éfficiency above 95%? (Moved to Part 2 ⌂≥ÉL - Š-ŔÉŚ™ and The Suburb Sale)

~~In both History 2 and 3, I have used values for É as high as 100% (or 99.5% on H3). I worry about this but can't really be certain with a working prototype of S-World TBS™ (Technology 2) and S-World UCS™ (Technology 6) The Š-ŔÉŚ™ Calculator (Technology 7), and S-World Net-Zero DCA™ Soft. (Technology 8). This process began at the begging of this month and is going well, but I could do with a well-oiled software and web development team as soon as possible and we could make it in a month.~~

~~As a circuit breaker for now, in making new UCS™ Histories, we shall mostly not exceed 95% É before Angel City 4 (2048) and 97.5% before Angel City 5 (2080).~~

7. Well Before Time Production & The **TBS™ CC** (Company Controller)

One thing that is critical and hard is that goods, services, construction, infrastructure and everything else must be made on time, indeed well before time.

To counteract this problem in year one we shall work out the expected time it will take to make and then double that time, so if we need the good in 6 months, we will make it in 3 months, and deliver early or store it in the warehouses.

Another initiative will be to see 2 or more different companies making the same goods,

so if one falls behind, the others can take the slack.

Also comes the TBS™ (Total Business Systems), **S-World VSN™ (Virtual Social Network) and S-World UCS™** that creates both the working tutorials and the step by step guide to the completing of each task, calculated by the TBS™ displayed by the Virtual Network and made exciting by S-World UCS™ and The Hawthorn Effect that also creates the bonuses paid relative to quality work delivered on time.

A key function of the TBS™ is **the TBS™ CC – The Company Controller**, designed for the mandate hunting real estate and vacation rentals industry model, so they can implement an intensive action plan that gets the best out of each employee. As the CEO of CapeVillas.com (Africa's leading vacation rentals company 2002 to 2010), I can tell you that this software will double or quadruple the productivity of the management and staff. This system is then overseen by **S-World TBS™ OKR's** (Objectives and Key Results) making sure that the work done by all is relevant to the big picture of the companies' key objectives and results.

This system can easily be adapted to many other industries. We have already theorised a version for HMRC (The UK Tax Collection Team).

Lastly comes **QuESC** – The S-World command centre, that treats each signal of late delivery as if it was an enemy ship on the radar of the Battlestar Galactica, and steers to correct each and every anomaly with the help of as many of the 87 Quintillion histories that would have been made at that time.

8. S-World VSN™ – Urban Planning and Construction

Using various S-World Angelwing (ten technologies) systems, money from Aid or technical assistance will be monitored with vigour. If it is money for building a school, S-World VSN™ will show the completed unit in Virtual Reality and as a hologram, and in many points around the actual site, are cameras that record all that is going on, and this is gamified by S-World UCS™, which assigns the bonuses to those who exceed expectations. Everything every worker does on-site is recorded from many angles.

This system would have a brick target, say using 100,000 bricks. If less are used, which has been a scam for ages particularly in infrastructure projects where materials are sold and poor substitutes are used in place, NO! not possible in S-World AE projects. This also stops or at least notifies us if a stock has gone missing. This point has now been created in more detail and is found in Chapter 7. Grand Śpin Networks.

9. The TBS™ AE (Aid Efficiency)

In addition to the above The TBS™ (Technology 2) Total Business Systems, VSN™ and UCS™ track all money in the network and Śpin it as much as possible, so if say foundation

'x' donated $100,000 this money would be tracked and depending on É and Ś will create spending and re-spending of that money of good things like hospitals and schools would be greater than the donation, increasing each year, so a few years down the line it may have spent ten times its value on good things and then the charity, NGO or foundations can report that they spent $100,000 and did $1,000,000 of good (so far). This compared to most charities that have no Š-ŔÉŚ™ and would receive $100,000 which would only see 75% spent on good, so seeing $75,000 of good. Or consider big advertising in which case make they get $100,000 and spend 90% on admin and advertising and only do $10,000 of good. I think we all know this to be true in some cases. Indeed, I know of one case where the donations just pay the salary of the charity owners.
Relative to all, The TBS™ AE (Aid Efficiency) Śpun result is much better.

10. Discounting

Discounting Š-ŔÉŚ™ 2024 to 2080 To Today's Value

So far there are three techniques for discounting, which we shall present after the 2024 to 2080 YCFs (Year's Cash Flows) display. For now, let's just look at 2080 using Discounting Technique 3. Adjust The Growth Variables.

Discounting Technique 3. Adjust The Growth Variables.

To begin on the tab: H3) ŠÉŚ-v5 **| S-World History 3b** go to row 8 and we see four different growth input fields;

1. Global Growth - Default 102.5%
2. Malawi Growth – Trade: Default 105%
3. Malawi Growth - Real Estate (from Angel City 1): Default 105%
4. Malawi Growth – City Development (The Suburb Sale): Default of 105%
   The Suburb Sale generates over ninety per cent of all income.

   If we turn all these variables to 100% (be careful not to enter 0%) and look at the 2080 Š-ŔÉŚ™ calculator results **we get a YCF - Year's Cash Flow of 646.8 billion**. Which from other tests seems to be the right figure for 2080.

Year's Cash Flow	$	646,821,920,784			365 Days in a Year
CFV:		50%			
Year's GDP	$	323,410,960,392			
GS:		75.00%	12.50%	to	87.50%
Gov Spending	$	485,116,440,588			
LR:		25%	12.50%	to	25%

Labour Receives	$	161,705,480,196	
		2949%	Increase to money supply
LCŔ	$	18,682,177,029	ADDs TO NEXT YEAR
The Law of Conservation of Revenue			

Now we may need to take account of the possible GDP double-counting error presented in the first chapter of Harvard's David A. Moss's book. A Concise Guide to Macroeconomics.

We deal with this possible intricacy of the process by adding the CFV (Cash Flow Variable), which we can see above is set at 50%. We get this figure from tab: **The Sienna Equilibrium 1.06** Cell AI:211 which gives us a Cash Flow Variable of 66.163%, and tab: **The Sienna Equilibrium 1.07** Cell AI:211) which gives a CFV of 47.738% for an average CFV of = 56.950%, but there should be many more **Sienna Equilibrium's.** So, it made sense to add some leeway and 50% was a convenient number.

We may or may not need to apply the CFV, currently, we do, but if we did not, we would double the GDP figures and the amount of 4/5 star villas (social housing) would increase from just over 10 million to just over 20 million.

'Go NO Cash Flow Variable!!!'

But for now, it stays. See tab: **H3) Total Cash Flow & GDP**
First, we see that $8.2 trillion in 2080 is worth $646.8 billion in today's money and after the CFV we get GDP: $323.4 billion. (Note this is not shown on the spreadsheet, you need to physically change the growth variables to 100% to see this change)

2042	$ -	2061	$ -	2080	$	646,821,920,784
			2080 Only:		**$**	**646,821,920,784**
	Discounting Malawi		Š-ŔÉŠ™ History 3			
	Not Discounted		Malawi GŚN Growth 5%		$	8,204,082,483,521
	Discounted		Malawi GŚN Growth 0%		$	646,821,920,784
	$ 646,821,920,784		Decrease Percentage	7.88%	$	50,996,390,888
	Cash Flow to GDP		The CFV (v=variable)			
	$ 646,821,920,784	**CFV:**	**50%**	**GDP:**	**$**	**323,410,960,392**
	$ 8,204,082,483,521	CFV:	50%	GDP:	$	4,102,041,241,761

Next, we increase the number of countries, states or provinces from 1 (Malawi) to 100, mostly but maybe not exclusively economically challenged countries. For a combined total of $32.3 billion of GDP made and sold in 2080, discounted to today's money.

	Apply to 100	Countries / States			
$	323,410,960,392	100	GDP:	$	32,341,096,039,200

$	4,102,041,241,761	100	GDP:	$	410,204,124,176,050

Discounted GDP	2080	$	32,341,096,039,200
World Bank GDP	2018	$	85,804,391,000,000
Percentage of Global GDP			38%

Lastly, we compare the discounted value of the 100-Strong Network of global GDP to The World Bank figure for 2018 global GDP to see that in 2080 **the 100 strong Grand Špin Networks would generate 38% of global GDP.** Note however that this is misleading as S-World is not competing for Global GDP it is adding more abundance of GDP on top of the current figures.

Note that this additional GDP will be made Net-Zero and will assist the rest of the world with its Net-Zero aspirations. Plus of course, the other 72 special projects in ecology, philanthropy and science, presented in Book III – Sixty Four Reasons Why.
See: www.angeltheory.org/64-reasons-why

Now let us look at the YCF – Year's Cash Flow for all the years from 2024 to 2080.

Cash Flow and GDP from 2024 to 2080

Now let's see more of the spreadsheet tab: **H3) Total Cash Flow & GDP**. What we see below is the value of cash flow each year from 2024 to 2080 copied from the H3) ŠÉŚ-v5 | **S-World History 3b** tab.

	Š-RÉŚ™	Cash Flow			2024 - 2080
	History 3b				
2024	$ 5,685,975,000	2043	$ 550,714,971,856	2062	$ 3,376,984,627,114
2025	$ 14,894,843,486	2044	$ 589,005,884,788	2063	$ 3,552,322,716,992
2026	$ 26,848,936,252	2045	$ 626,776,157,817	2064	$ 3,735,466,074,599
2027	$ 40,971,349,217	2046	$ 664,266,326,401	2065	$ 3,926,947,476,099
2028	$ 53,185,830,818	2047	$ 701,751,588,557	2066	$ 4,127,305,216,341
2029	$ 63,141,839,466	2048	$ 867,395,313,639	2067	$ 4,337,086,514,746
2030	$ 71,509,098,453	2049	$ 1,075,319,548,307	2068	$ 4,556,850,627,653
2031	$ 79,448,245,354	2050	$ 1,283,942,425,681	2069	$ 4,787,171,721,158
2032	$ 106,194,771,025	2051	$ 1,492,617,377,974	2070	$ 5,028,641,551,041
2033	$ 142,028,749,241	2052	$ 1,700,924,978,432	2071	$ 5,281,871,990,009
2034	$ 180,559,704,269	2053	$ 1,908,662,235,155	2072	$ 5,547,497,437,108
2035	$ 221,041,648,096	2054	$ 2,115,827,746,778	2073	$ 5,826,177,139,597
2036	$ 262,772,540,960	2055	$ 2,322,603,780,468	2074	$ 6,118,597,453,737
2037	$ 305,124,961,846	2056	$ 2,458,677,324,414	2075	$ 6,425,474,067,699
2038	$ 347,569,259,536	2057	$ 2,598,598,977,445	2076	$ 6,747,554,207,063
2039	$ 389,688,563,209	2058	$ 2,742,999,154,713	2077	$ 7,085,618,841,083
2040	$ 431,185,712,853	2059	$ 2,892,474,879,905	2078	$ 7,440,484,905,993
2041	$ 471,882,760,113	2060	$ 3,047,597,735,540	2079	$ 7,813,007,560,030
2042	$ 511,714,147,224	2061	$ 3,208,920,785,137	2080	$ 8,204,082,483,521

$ 3,725,448,936,419	$ 32,849,077,193,008	$	103,919,142,611,583
	2024 to 2042:	$	3,725,448,936,419
	2043 to 2061:	$	32,849,077,193,008
	2062 to 2080:	$	103,919,142,611,583
	2024 to 2080:	**$**	**140,493,668,741,009**

Above we see a grand Š-ŔÉŚ™ History 3 total of $140.4 trillion US dollars, but as before, for this number to have any meaning we need to discount it to today's value.

Using the same method as before '**the growth variable method**' when we turn the 4 growth variables to 100% (to zero growth) we get the result of $23.32 trillion.
16.6% of the $140.4 trillion US dollars in Š-ŔÉŚ™ cash flow total.

	Discounting Malawi	Š-ŔÉŚ™ History 3			
		2020 to 2080:		$	23,321,291,435,916
	Not Discounted	Malawi GŚN Growth 5%		$	140,493,668,741,009
	Discounted	Malawi GŚN Growth 0%		$	23,321,291,435,916
	$ 140,493,668,741,009	Decrease Percentage	16.60%	$	23,321,291,435,916

Before we move to the CFV and The 100 Club, there are two double checks, different ways of working out the same thing.

First, and the original discounting method is to calculate the value of the 10,118,720 social villas built. The workings are on the H3) ŠÉŚ-v5 | **S-World History 3b** tab and are found a long way over on the right, in the column's EJ to EN starting on row 11 down to row 2798.
Beginning with a cash flow of $150,000 increasing to $597,899 due to growth.
So, to calculate discounted cash flow and after GDP I simply multiply the number of houses by the initial zero growth figure of $150,00 for a total of $1.52 trillion. (see cell D:2856)

The Cost of all Home's Method			
Determined Cash Flow			
Cash Flow Cost of Home	**$**	**150,000**	
Amount of Homes		**10,118,720**	
Cost of all Homes	**$**	**1,517,808,000,000**	In today's money
Expand to all Spending		16	Only 6.25% is allocated to Spartan Homes
Total Cashflow 2024 2080	$	24,284,928,000,000	Total cash flow in today's money

Once we have this number, we multiply it by 16, because of Special Project 20. receives exactly 6.25% of cash flow, therefore I must multiply by 16 to get the discounted value for cash flow. Which equals $24.28 trillion which is close to the $24.32 figure we got from the previous method.

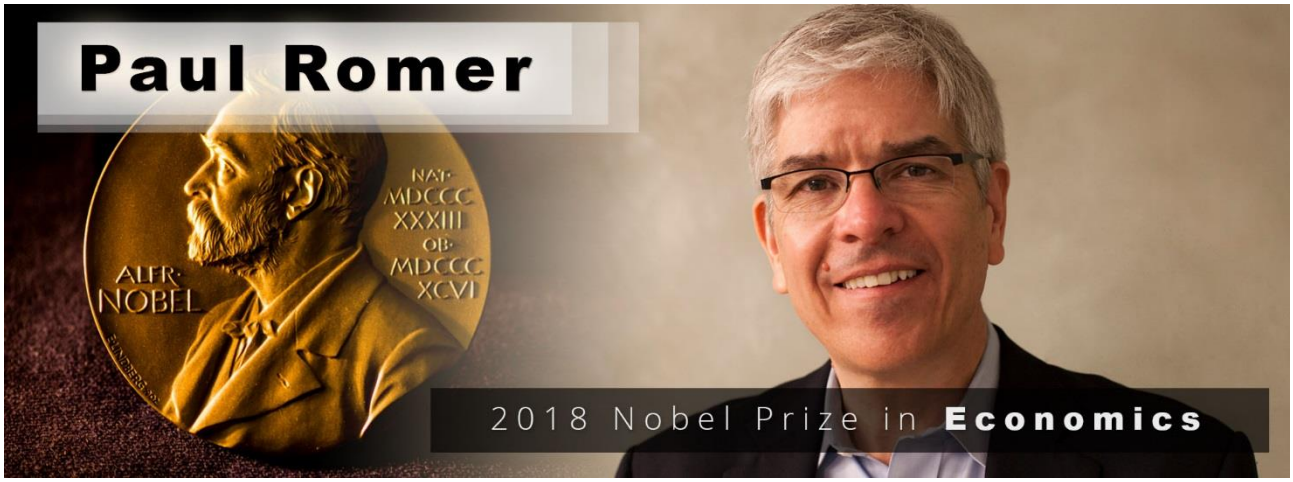
Lastly comes the World Bank 2018 method
From tab: H3) ŠÉŚ-v5 | **S-World History 3b** (From cell C:2859)

This method considers the ***Zero to One*** percent of GDP quality, and measures that independently. First, we get the value of global GDP in 2018 from the world bank; $85.8 trillion. Then we estimate that on average a network that starts with zero percent of GDP and smoothly rises to one percent of GDP will have a value similar to one half of one per cent of this figure. I multiply the $85.8 trillion by half of one percent (x 0.5%) giving us $439 billion that year. Next, I multiply that figure by the 56 years from 2024 to 2080 and arrive at $24,03 trillion, which again gives a similar ballpark figure to the previous two techniques.

World Bank GDP		2018
World Bank GDP 2018	$	85,804,391,000,000
% of Global GDP:		0.50%
1 Year - 0.5% of GDP:	$	429,021,955,000
2024 to 2080:		56
Total GDP 2024 to 2080:	$	24,025,229,480,000

However, there is a problem, the figures from techniques 1 and 2, are set to be decreased by 50% by our friend the CFV – The David A. Moss Cash Flow Variable. Whereas this does not apply to the World Bank technique. (Maybe the CFV is just a fantasy, I hope so)

For this problem, let me introduce a quote from Paul Romer



What cities need right now is big plans, and Big Plans Must be Simple

Plans like the 1811 expansion of New York City, which was for a seven-fold expansion. You can't have a big plan that's also micromanaging a lot of details, it can't be complicated.

> So, they have big plans and they have got to be simple, and you got to rely on people to fill in a lot of the detail."

The software is very complex, maybe, maybe more complex than any other software in terms of what it has to do. And it's going to have its challenges and take a lot of very clever people a long time to develop. Herein lies the combinatorial explosion, the marriage of ten different systems all connected not only by direct actions but also a swarm of internalities, for which we need our very best quantum mechanics to make predictions.

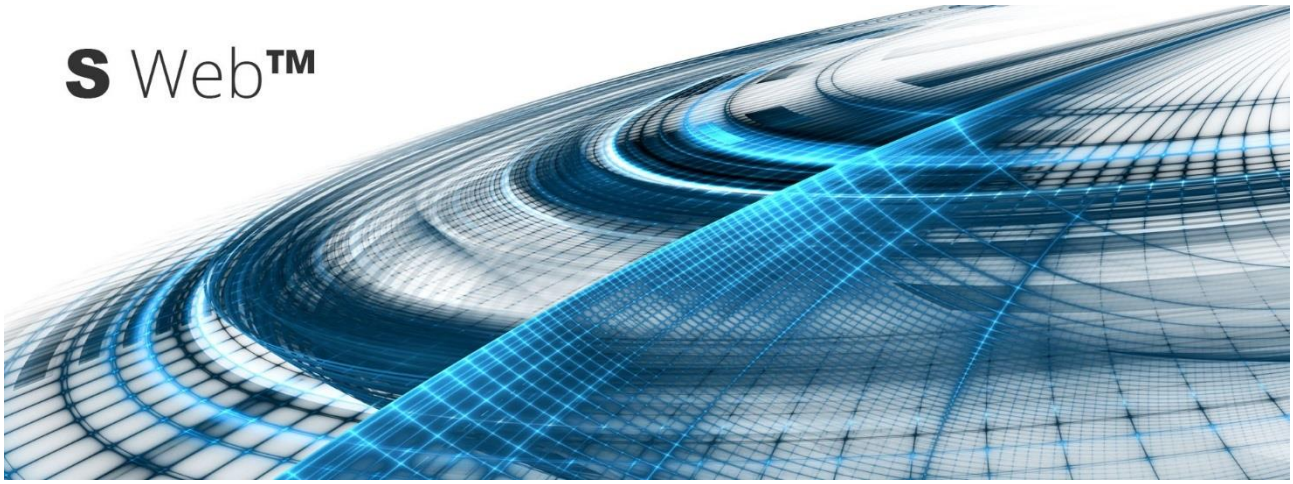
Below we see the first basic diagram of the 10 technologies that make up S-World Angelwing. The Supereconomics Ai is the combinatorial explosion of the ten technologies.


THE TEN TECHNOLOGIES
9.
GRAND
Śpin
NETWORKS
Net-Zero Š-RÉŚ™ Charter Cities
Ast < > Bst
10.
S-WORLD
ANGELWING
& The
Supereconomics
AI
7.
Š-RÉŚ™
Šavings + Ŕevenue x Éfficiency x Śpin
Ast < > Bst
8.
NET-ZERO DCA™
SOFTWARE
Dynamic Comparative
Advantage
5.
VSN™
Virtual Social Network
Ast < > Bst
6.
UCS™
87 Quintillion Histories
MMO Games, Recruitment
3.
Villa Secrets
Real Estate Network
Ast < > Bst
4.
S-WORLD
Film
1.
S-Web
S-World Online
Ast < > Bst
2.
TBS
Total Business
Systems

below we see the begging of the power law of venture capital presentation, the subject of Supereconomics Book 1. The Ten Technologies, a work in progress, expected in Feb 2021

The thing about the software is that no matter how hard it's going to be, or one may also say, no matter how much fun it's going to be perfecting The Combinatorial Explosion, in all cases, for the users of the technology, from business owners to random people the software is going to be incredibly simple, a good example is virtual building, where the builder can see exactly where every brick and nail must go virtually and must follow the tutorial. I'm not saying this for sure but in an ideal world, every item that goes into the house has a tracker, and each brick shows where it is and where it should go.

Right across the board to the individual companies and their personnel, the software will be incredibly simple. And very soon we will have the working prototype of Technology 1. S-Web - lookout for the video coming soon.

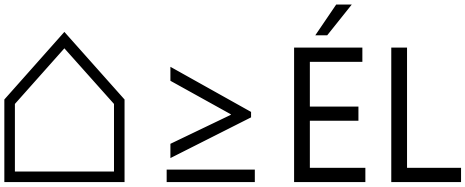


This I believe allows for Paul Romer's notion that big ideas must be simple. This idea is big and complex, but the software simplifies it enormously, maybe the best example is the S-World TBS (Technology 2) TBS-CC The Company Controller, designed to gain maximum output from personnel, in real-world situations, from travel and real estate to HMRC (UK Tax office), to authors and professors. It's not just simple it's simple and more efficient. That's what is needed, that's what we have right here.

So, we shall pass the baton on the CFV problem to Paul Romer and The Marron Institute, alongside David A Moss who inspired the CFV and Joseph Stiglitz who inspired Technology 8. Net Zero DCA Soft BASIC.

But it's not a reason to be too concerned if we don't have to include the CFV our GDP figures will double, as will all special project allocations including special project 20, which jumps from ten to twenty million social housing villas built in Malawi by 2080. Note in general, if a potential error leads to making more money I sometimes leave it, only when the coin flip is potentially limiting do, I crack down on it. Of course, zero error is preferred.

11. **Paid2Learn (& Classic POP)**



Chapter 3

Š-ŔÉŚ™

Determined Cash Flows

From the opening of Chapter 7. Grand Śpin Networks

Now I'm, working on an economic adaptation of the equation for Entropy ΔS ≥ 0 for The Suburb Sale, which I give the house symbol too; ⌂ ≥ The Suburb Sale must be equal to or greater than the total of all cash flow that is spent with a company that is not in the network, which we call É (recycle Éfficacy) and for leakage, I add an L so making ⌂ ≥ ÉL.

⌂ ≥ ÉL.

The Suburb Sale must be greater than É (recycle Éfficacy) leakage.

3. Determined Cash Flows

1. **Suburb Sale Income versus É leakage**

   In this History 3 model, 90% of all income comes from the sale of City Suburbs, and It's well within reach to change this to 100%.

   So long as the income from the Suburb Sale is greater than É leakage then cash flow will increase each year.

2. In this **business model;** businesses and industry do not have to create a single new sale to be profitable, because of tenders (the Ťender). At the end (need to change this to the beginning) of each Śpin (each time all Ťenders are completed within a period such as a month), all the money is divided by all the businesses. So long as business and industry make their goods and services paid for by the Ťender on time, they will be in profit. Many businesses can then create more goods and services for sale on open markets, but this is not needed for success.

   We call this Determined Cash Flows, so long as the Suburb Sale is greater than É

leakage then the cash flow of almost every business will increase year on year.

!! Note that because of what is now called the Antitrust Trade Deal, we may be restricted on selling on open markets. In the case of American Butterfly 2021 (The US model), the current Antitrust Trade Deal sees no sales to the US except for social security recipients, whose income is topped up with Network Credits, and a system can be created to then sell the goods bought with the Network Credits to people who would pay more than the face value for the Network credits (for the goods that Network Credits can buy at better value than the US market.)

3. **The Suburb Sale**

   The Suburb Sale is the sale of an entire city suburb to an individual client, be they a large company like Facebook Google or Microsoft, a central bank like Japan's, a foundation like The Bill and Melinda Gates Foundations or the Chan Zuckerberg Initiative, a country like the UK or US, a sovereign wealth fund like Norway's, banks like Virgin Money, VCs like Founders Fund, many pension companies, super-rich individuals, university endowments such as Yale Harvard and Texas.

   The price is the set-up costs (which will be more expensive in Malawi compared to the UK or US), then $1 billion a year, starting 2024 for 16 years or more, well within the reach of hundreds of clients.
   The Suburb sale is not just real estate and land, it includes 25% ownership of all the businesses and industry in the suburb, which starts at 2048 companies and by 2080 because of the POP law, increases to about 325,000 companies, by 2080. A very different model than a brick and mortar development with no economics.

recycle-Éfficiency above 95%? (Moved from Addendums Part 1)

In both History 2 and 3, I have used values for É as high as 100% (or 99.5% on H3). I worry about this but can't really be certain with a working prototype of S-World TBS™ (Technology 2) and S-World UCS™ (Technology 6) The Š-ŔÉŚ™ Calculator (Technology 7),

and S-World Net-Zero DCA™ Soft. (Technology 8). This process began at the begging of this month and is going well, but I could do with a well-oiled software and web development team as soon as possible and we could make it in a month.

As a circuit breaker for now, in making new UCS™ Histories, we shall mostly not exceed 95% É before Angel City 4 (2048) and 97.5% before Angel City 5 (2080).

4. **Ťenders – How the cash flow is divided**

   So the way it works then is for the Grand Śpin Network's cash flow, as seen in Part 1, to be divided by all the companies in the network, relative to their performance.

   !! Note that because it is so in both Loop Theory (a kind of combination of general relativity and quantum mechanics) and it is so in MMT (Modern Monetary Theory) the money will be spent first, the business will receive the money at the begging of each round and then spent again milliseconds later, one business after the other. The benefits of this in economics are clearly presented in The Deficit Myth by Stephanie Kelton. As for the benefits due to Loop Theory, consider a human is a complex structure created from DNA, quantum mechanics are essentially the universes DNA, and whilst there is not yet a direct cause and effect, it is in keeping with history for this to create a distinct benefit somewhere down the line.

   Now there is a direct benefit, and that is the decision to quantize the networks cash flow. At this time, so we only create a network credit, when we receive a dollar and save it, in a place that can be easily monitored. So, in this case, we cannot use MMT and create more network credits, we can only spend what we have, but we can spend it much faster.

   Maybe in the future in the Bretton Woods way the US stopped converting dollars for gold, we may make network credits digitally without the corresponding dollar in the bank, but ideally not. This would only happen if the currencies we have in dollars and others, became worthless. Then we would create monetary sovereignty for the network credit and carry on as if little has happened.

5. **Poorly performing companies will be assisted** by receiving enough cash flow to operate as part of The Susskind Boost and Peet Tent laws (inspired by string theory, the competition of Loop Theory).

6. **In most situations, labour (staff, personnel, management) receive exactly 25% of the Ťender** or put another way 25% of the cash flow of the entire network is allocated to labour. This is well above the average wage in Malawi.

7. **Labour do not pay typical tax**, instead, 25% of their income is used to pay for a 4/5-star house that they will own once paid for.
   This form of social housing is so efficient it sees over 10 million homes build for Malawian citizens. All Malawian will literally live in a mini-mansion. Or if they choose to add to the build or furnishings costs from their bonuses, for a full mansion.
   The only problem we can see with this strategy is that we don't have enough water to fill all the swimming poos. To address this we are looking into The Malawi Corridor and pumping water in from desalinization plants in Mozambique or Tanzania, this becoming the prototype for the supermassive project African Rain, which wishes to turn large parts of the Sahara back into fertile land and crate accommodation (again 4/5 star) but this time for over a billion people, all but guaranteeing the end of the need for economic immigration from Africa and Western Asia.

   In addition to their property contribution of 25% of their salary, an additional 25% pays for the Paid2Learn expenses. This fund teaches the next wave of Malawian personnel or in some cases the first wave as it would seem prudent to plan the first few years of operations 2024 to 2027 via what economist call technical assistance, which sees experts from around the world fly into Malawi and work and teach any technical tasks. Note that in general when setting up companies the company is split into 4 sets of 25% equity, 25% for the purchaser of the Suburb Sale, 25% for the companies that own the patents and are doing very well (who would provide the technical assistance), then 25% for the first phase of Malawian personnel, and 25% for the next generation of Malawian personnel. This initiative sees equality throughout Malawi, not fully equal like communism, far from it, as the UCS system creates many competitions and the winners

receive more network credits, but also not like capitalism today with half of all the money in the hands of 1% of people.

Lastly when practical, Labour can direct their 25% contribution of Paid2Learn toward their own rural villas, and indeed their own family within the rural village. This action starts the sports leagues that I would like to see set up in 256 different villages. See Special Project 52. Youth Projects, 53 Malawi Football and Other Sports Leagues, and Special Project 54. Malawi – 2034 World Cup Bid. More on this in chapter 7. Grand Śpin Network.

8. Fourteen reasons why S-World companies will outperform classical companies.

i. Each business starts with **world-class technology and systems**
ii. S-World Film creates **superior films and Stills for products** and social media and seeks to make **Hollywood films (some real, some not) about S-World.**
iii. At the Ťender level sales and **marketing costs are zero**
iv. Rent – Zero (each company owns its own real estate)
v. **Warehousing costs low to zero** (Warehousing is owned by the company)
vi. **Business Rates and Property Taxes – Cost Zero**
vii. **VAT between two network companies – Cost Zero**
viii. **CFO – Chief Financial Officer, Accounting, Auditing – Cost Zero,** or much less than normal for more complex or massive companies.
ix. Other **C-Suite Personnel – Less needed,** if any are needed at all.
x. **Economies of scale in a market worth $23 trillion**. (It's massively cheaper per home to build 10 million than it is to build one.)
xi. **Network Effects – Super internalities**, The A^{st}<>B^{st} find and create opportunities within the network.
xii. **Net-Zero DCA works out what new types of business will do well in the network.**
xiii. Efficient Suppliers, **goods and services from other networks in the same company are guaranteed to be, high quality and competitively priced.**

Imagine if Amazon assessed every product for sale, and only allowed the best few

products to be sold. That's what is desired here, for each product, such as an Aluminium Window we search the world for the product that's not the most expensive, but that is, as good or almost as good as the most expensive, which can be produced at scale for the same price that a standard Aluminium Window costs. Equalling a good price, and exceptional quality.

For each product including patents, technology, the current company gives the Malawi Grand Śpin Network company the rights to manufacture the goods, and for the first year or two provides technical assistance, such as a manager moving to Malawi and set up and run the company for the first few years. Or a virtual production line as is described in Chapter 7. Grand Śpin Networks.

xiv. **Carbon Traffic Light Scores** – Each companies CO^2 and other ecological footprint is assessed by the Carbon Traffic Light Team.

Part 2

Sixty-Four

Reasons Why

Chapter 4

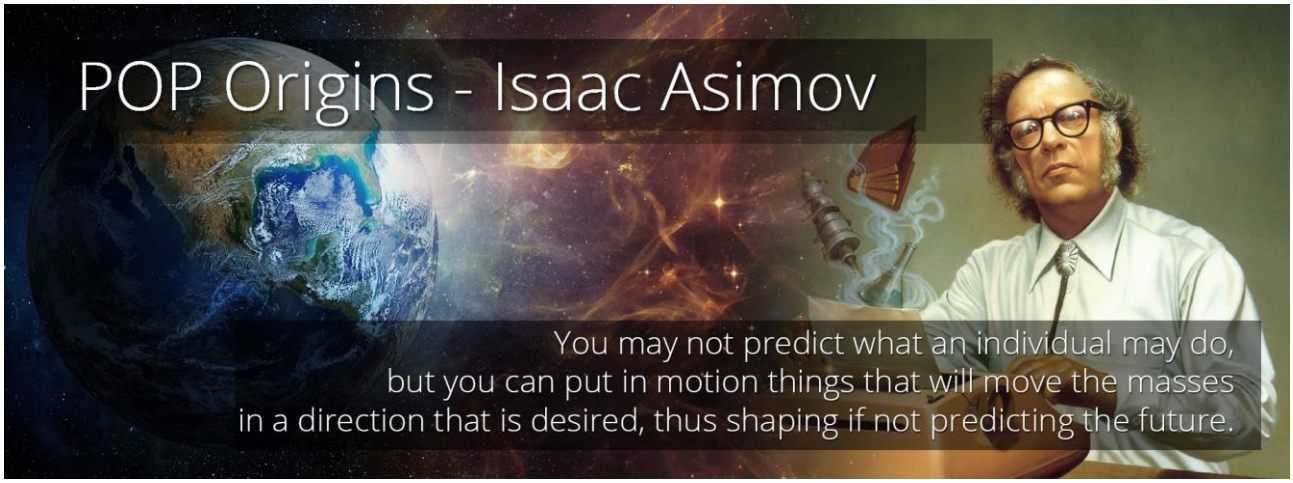
SUPERECONOMICS BOOK THREE

64 Reasons Why

Sixty-Four Reasons Why

The S-World Mantra from Isaac Asimov:

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



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

Š-ŔÉŚ™ Financial Engineering
Please look at Š-ŔÉŚ™ and try to find a critical error. I've been trying to find a critical error for more than two years and I can't see it.
Until disproven I will present the book, 'as-if' there is no error in Š-ŔÉŚ™.

How can we do the most good 1

Special Projects are the subject of this book, the 64 Reasons Why, now 73 different projects that are ecological, philanthropic, scientific, social and/or complexity saving.

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

It is looking like about half of all cash flow can be spent by one or another of the 64 (now 72) Special Projects, maybe 75%; and as a worst-case 25%, But even 25% is no mean feat. Have a look at the figures on The Bill and Melinda Gates Foundation spending versus Microsoft (that could easily be wrong and are 'definitely incomplete') showing that 4.55% of Microsoft turnover (cash flow) is spent via the Bill and Melinda foundation. Thus 25% is significant, but in truth, I would be disappointed with anything below 75%, and that's the trick.

Š-ŔÉŚ™ makes us powerful.
Net-Zero DCA™ makes us beautiful.

M-System 15. **Angel POP:**
"How can we Accomplish as Much Good as Possible? 2"
We see the following phrase on the cover of the 3rd and most up to date version of Sixty-Four Reasons Why.

"Grand Networks in Locations in Abject Poverty are Special Projects."

In 2017, this realization was massive and changed the direction of the project to focus on Africa, in place of building Grand Networks in the West and propelling an as-if butterfly effect of special projects towards Africa, instead, just start in Africa and build the special projects as an integral part of the Grand Networks. Which gives us the platform to direct most of the cash flow to special projects.

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

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

Using Net-Zero DCA BASIC software we plan the dynamic comparative advantage of Malawi to specialise in Net-Zero companies and products, and companies and products that assist the special projects. If we can use Š-ŔÉŚ™ this leads to steady growth from the poorest country in the world in per capita GDP to a country that shares 1% of GDP. And all this industry and business does the most good. In one model 95% of all that is spent assists one or more special projects in a significant way.

Important to note is that the Š-ŔÉŚ™ and Net-Zero DCA BASIC systems create the demand to build and do business in Malawi, the vast majority of all spending will be on special projects, including ten million 4/5-star social housing villas and apartments, infrastructure, power, and on and on, through the many special projects. The advantage is massive in Malawi and almost unnoticeable outside of Malawi. This is important because DCA can't just decide to make Net-Zero goods and infrastructure, it needs demand for Net-Zero goods and infrastructure, and as I've just pointed out most of all spending is within Malawi as part of the Grand Śpin Networks. So, we can scale, without the worry of the market.

Sure, once enough goods are in the warehouses they can be sold on markets, and will probably do very well, (if we don't do an Antitrust deal prevent that) but we don't need that, we are not relying on trade in the decision to make our Net-Zero DCA on goods and special projects, because we already have the demand, 92% of which is paid for by the suburb sale, as detailed in History 3, and later on in this book.

Paul Romer and Charter Cities.

For the Nobel winning book Poor Economics by Abhijit Banerjee and Esther Duflo

"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."

Then came Nobel's, (for Romer, Abhijit Banerjee and Esther Duflo) and then MARS Resort 1, which we shall get to later and now we are presenting to Paul Romer, Peter Thiel, Bill and Melinda Gates, Stephanie Kelton, Pricilla Chan and Mark Zuckerberg, Kate Middleton, Madonna, Richard Branson, Barack Obama, and Elon Musk

From the $23.32 trillion in cash flow most will be spent on ways that make Malawians happy, and there will be no spending on things that makes the world unhappy.

This system is called Net-ZERO DCA™ BASIC and it is the subject of part 4. And in the summer of 2020, this was the frontier of systems designs. When I started book 1, Š-ŔÉŚ™ it was the be-all and end-all, and the Special Projects were simply what it could afford. **But in making Net-Zero DCA, I discovered an equal to Š-ŔÉŚ™ in terms of increasing spending on special projects by a factor of more than 10.**

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

In Part 5, the concluding part of 64 Reasons Why we look first at the 9 key points from the SRC – Stockholm Resilience Centres' – Nine Planetary Boundaries.

a. Stratospheric Ozone Depletion
b. Loss of Biosphere Integrity (Biodiversity Loss and Extinctions)
c. Chemical Pollution and the Release of Novel Entities
d. Climate Change
e. Ocean Acidification
f. Freshwater Consumption and the Global Hydrological Cycle
g. Land System Change
h. Nitrogen and Phosphorus Flows to the Biosphere and Oceans
i. Atmospheric Aerosol Loading

And The UNITED NATIONS; Sustainable Development Goals 2019

a. UN GOAL 1: No Poverty
b. UN GOAL 2: Zero Hunger
c. UN GOAL 3: Good Health and Well-Being
d. UN GOAL 4: Quality Education
e. UN GOAL 5: Gender Equality
f. UN GOAL 6: Clean Water and Sanitation
g. UN GOAL 7: Affordable and Clean Energy
h. UN GOAL 8: Decent Work and Economic Growth
i. UN GOAL 9: Industry, Innovation, and Infrastructure
j. UN GOAL 10: Reduced Inequalities
k. UN GOAL 11: Sustainable Cities and Communities
l. UN GOAL 12: Responsible Consumption and Production
m. UN GOAL 13: Climate Action
n. UN GOAL 14: Life Below Water
o. UN GOAL 15: Life on Land
p. UN GOAL 16: Peace, Justice and Strong Institutions
q. UN GOAL 17: Partnerships

This part of the book presents the 64 Special Projects and records on each when SRC or UN goals are assisted (directly or via internalities).

9. Next, we list the first 34 special projects, noting which of the SRC and UN goals are achieved by the project. Staring with Experience Africa as seen below.

Special Project 1. Experience Africa (Conservation)

UN GOAL – 15: Life on Land (Biodiversity Loss) – (+ SRC Goal 2)
UN GOAL – 11: Sustainable Cities and Communities

We show the full list (up to 64) in just a few pages under 'Special Project Allocations.'
To see the graphical version, look at the second half of book 1. 64 Reasons Why – Summary or just follow this link for projects 1 to 33; www.angeltheory.org/supereconomics-3-part-5a-special-projects-1-to-33. Or this link www.angeltheory.org/supereconomics-3-part-5b-special-projects-34-to-71 for projects 34 to 71.

Special Project 33

24th November 2018 to 3rd November 2019

Growth Theory versus Climate Change

Special Project 33. Growth Theory versus Climate Change looks at the consequence of building Cities, and the environment.

"So, here's the thing, a thing that has been drilled into me since I was old enough to overhear and understand my father talking: Overpopulation versus the Environment is a zero-sum game. In general, the greater the population, the more it extracts from and damages the environment. **First**, as forests are cleared to make room for towns, cities, and infrastructure. **Second**, as nature is cleared for business interests, resource extraction, and farming. **Third**, the need for energy causes climate change. **And fourth**, even if you solve all the last 3 problems, increased people, in general, increases the market for beef and other carbon-emitting animals, and of course everyone breaths in oxygen and breaths out carbon. And **I can't see a breath tax on the horizon.**

To my father, demographic growth and GDP growth comes at a cost to nature. And, of course, I agree, it's a very difficult argument to disagree with. **The only discrepancy is who cares and what can be done about it?**

For this reason, I introduced the minimum criteria for any Grand Śpin Network that it must be an ecological improvement on the land before development, certainly, there must be less CO^2 after the development is complete. In addition, we are already immersed within the 64 Reasons Why S-World is a good thing. And many of these reasons, are all about how we can slow down and turn around Climate Change; from the 1st legal law of S-World that each development must be a carbon decreasing exercise to Sienna's Forests and how from each square km of development there will be a square km of arid land returned to forest. To EEE Points and Demerits, the Carbon Traffic Lights idea, and the elephant in the room:

This paper - Growth Theory versus Climate Change - addresses the elephant in the room, the Bottom Billion, the poorest 50 to 100 countries, that's what this paper is about; creating Net-Zero Cities across the third world because **Grand Networks in locations of extreme poverty are special projects.**

Without this net-zero plan, the bottom billion have no net-zero plan,

An obvious question in general, that I will give detail to later is; **Why Malawi?**, relative to this plan for Net-Zero Cites Malawi is particularly suited because half of Malawi is poorly tended farmland, creating little oxygen. In Malawi to make a city Net Zero, one can offset some CO^2 with a lush forest as we see Malawi's neighbours Tanzania and Mozambique have.

It is a tragedy that half of Malawi has been deforested, on many levels, but practically, it's perfect, a blank canvas so to speak, ready for reforestation on an epic scale.

This special project is the only one that caries Sienna's name; Special Project 6. Sienna's Forests

Special Project 6. Sienna's Forests

UN GOAL 15: Life on Land (+UN GOALS 11, 13)
SRC GOAL 7: Land System Change (+ SRC GOALS 2, 4, 6)

On Charter Cities – Paul Romer was noted to say: **"It's the worst idea that has come along, except for all the others!"**
This is not to say that Charter Cities are the best plan; it's telling us that there are few other plans, and none it seems will work.

But now there is another plan, not a competitor to Romer's, but an addition to Romer's. We take all that is good in Romer's Charter Cities and add Š-ŔÉŚ™ Financial Engineering, which in turn affords the Special Projects so that now each development will be a carbon improvement. Which round robins to correct what seems to be a weakness in Romer's Charter Cities – poor PR.

Given much the same plan, apply Š-ŔÉŚ™ to afford to make the development in an ecologically efficient way, do the rest of the special projects in the same city, and deploy Technology 4. S-World Film, propelling the good news across the world in very creative ways, including the entire City project seen first as a virtual world and Game. Plus, Villa Secrets, S-Web™ and the TBS™ business software and we would create a successful formula.

Next, in the 64 Reasons Why – Summary we have a 20-page section on the S-Web™ technology that creates special project one in such a way that it costs very little to create because we have already created the system for vacation rentals. Since 2016 it has been speculated that the concept Experience Africa could create as much money for the protection

of Rhino's Elephants and Cheetah than all other sources combined.

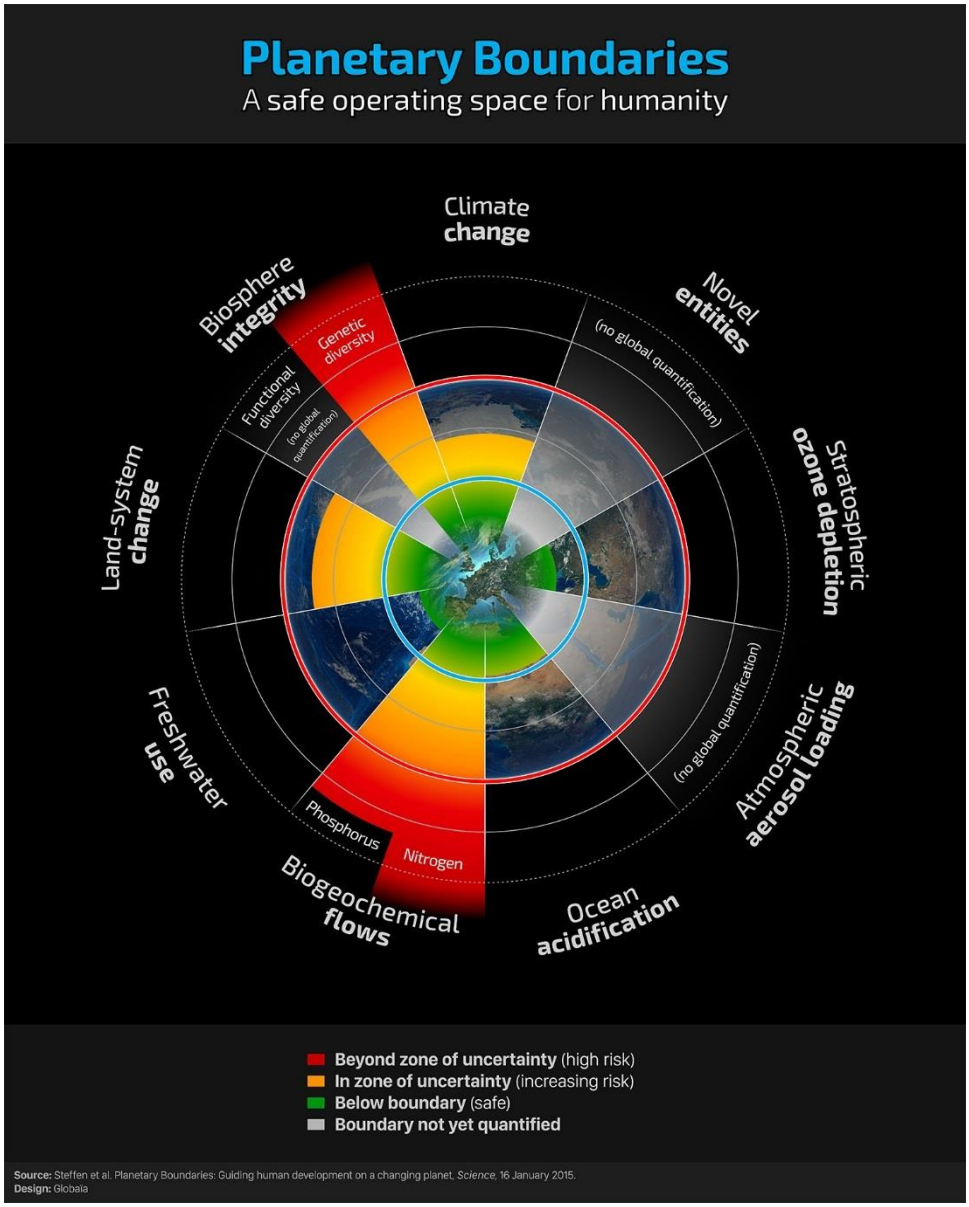
Working from 64 Reasons Why – Summary, after Experience Africa and **S-Web**™, we return to the display of the special projects see; www.angeltheory.org/supereconomics-3-part-5b-special-projects-34-to-71.

Lastly, before we get to the 64 Special Project Allocations, comes some points from Book 4. 10x Our Future.

Below we see

The SRC – Stockholm Resilience Centres

Nine Planetary Boundaries.



Special Project Allocations

So, from 2020 to 2080, special project 1. Experience Africa is allocated $95 billion in cash flow, Sienna's Forests will see $285 billion, and paid**2**Leran 1 a massive $759 billion.

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

At 6.25% of all spending special project 20 – Luxury Social Housing will be allocated $1.5 trillion.

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

Environmental projects overall will see $3.3 trillion, and when we include the infrastructure necessary to facilitate $4.9 trillion will be spent on education and training.

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

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

Part 1c

Monopoly, by Peter Thiel

From Zero to One

Add to Chapter

Audible Chapter 1. Don't Think of a Household – Minus 58.40 Seconds

"The term Monopoly, refers of course, to a market in which there is only one supplier of some product. Since the Federal Government is the sole manufacturers of US dollars we can think of it as having a monopoly over the dollar itself."

"It's kind of like been given a super-copyright, one that never expires over the ability to make additional copies of the dollar. It's an exclusive power articulated by our founders. It's not something households, businesses, or state or local governments can do. Only the Federal Government can issue our currency. Everyone else is merely a currency user. It's a special power that must be exercised with great care."

Audible Chapter 1. Don't Think of a Household – Minus 57.18 Seconds

To take full advantage of the special powers that accrue to the currency issuer, countries need to do more than just grant themselves the exclusive right to issue the currency. It's also important they don't promise to convert their currency into something they could run out

of, for example, gold, or some other countries currency, and they need to refrain from borrowing, that is taking on debt, in a currency that isn't their own.

When a country issues its own nonconvertible, FIAT currency and only borrows in its own currency that country has attained Monetary sovereignty.

Countries with Monetary sovereignty then, don't have to manage their budget like a household would, **they can use currency-issuing capacity, to pursue policies aimed at maintaining a full-employment economy.**

Sometimes people ask me whether MMT applies to countries outside the United States, it does, even though the US dollar is considered special because of its status as the global reserve currency, lots of other countries have the power to make their monetary systems work for their people…
… MMT can be used to describe and improve the policy choices available to any country with a high degree of monetary sovereignty. The US, Japan, The UK, Australia, Canada and many more…

Sometimes people ask me whether MMT applies to countries outside the United States, it does, even though the US dollar is considered special because of its status as the global reserve currency, lots of other countries have the power to make their monetary systems work for their people…
… MMT can be used to describe and improve the policy choices available to any country with a high degree of monetary sovereignty. The US, Japan, The UK, Australia, Canada and many more…

Audible Chapter 1. Don't Think of a Household – Minus 54.46 Seconds

When countries with little or no monetary sovereignty fail to prioritise budget discipline, they can face unsustainable debts just like a household. In contrast, the United States never has to worry about running out of money, it can always pay the bills, even the big ones. The US can't end up like Greece, which gave up its monetary sovereignty when it stopped issuing the Drachma.

…

Chapter 5

MONOPOLY

From Theodore Roosevelt & Antitrust

To Peter Thiel & Zero To One

4. Monopoly

1. **Š-ŔÉŚ™ The Monopoly Equation**

   Š-ŔÉŚ™ is a monopolistic equation, the higher the recycle-Éfficiency (The É in Š-ŔÉŚ™) the closer it comes to complete network equilibrium and if É = 100 it is a perfect monopoly.

2. **Theodor Roosevelts' Antitrust – Only bust the bad trusts.**

   In 'Antitrust in the New Gilded Age' by Tim Wu, and Presidents of War by Michael Beschloss, Wu and Beschloss tell that at the height of antitrust Theodore Roosevelt only sanctioned the bad trusts, and boy were they bad, more like big organised crime syndicates than networks of businesses. In Theodore Roosevelt judgement S-World with its 64 Reasons Why would not have been troubled.

3. **Not enacted in the US for 20 years – Opps – Enacted today!**

   The original research into antitrust was immediately encouraging as it has been 20 years since antitrust was last directed at Microsoft, Microsoft survived and no new actions were started, it does, after all, seem rather silly to smash your most prestigious and successful companies.

   LOL, since that observation new antitrust (or talk of antitrust) has been directed towards Facebook, Apple, Amazon and Google.

   I don't have a good source here, just memories from the news but it seems that these

actions are from the left of the isle, which makes sense as antirust is traditionally left of centre pursuit, I'm confused about how these actions are getting past President Trump, but I am not concerned for two reasons.

1) **Sixty-Four Reasons Why.** The positioning of this part of the story as the chapter after Sixty-Four Reasons Why this was deliberate. **Sixty-Four Reasons Why, the special project allocations and the whole darn thing is the ultimate left of centre action.** Starting with Presidents Obama and Clinton, who are desired as S-World Board members and enthusiastic flag bearers, then through the Democratic Party, I seek first not a pledge of leniency on Antirust for S-Wold in the USA, but instead, we ask that the US does not interfere with Malawi for a non-antirust-addenda. And in particular, will not change AGOA and current Aid to the Malawi Government.

4. **BT versus Huawei**

   In the UK and Europe will you find antitrust still alive, and it cannot last, because the UK and Europe are falling behind. In the case of British Telecom, because they were smashed to pieces, now the UK needs China telecom companies to do UK telecom infrastructure. Why? Because where the UK government broke the British Telecom monopoly, China encourages and assisted Huawei's development at every juncture.

   Note on this that my mother did inform me that in the 60s and 70s BT's service was poor and they did not deserve the monopoly. So maybe my last analogy is not telling the complete picture.

5. **Smashing four of the top five technologies companies in the USA is a bad idea?**

   Add content on this…

6. **The Antitrust Charter City Argument by Paul Romer –** Because were building something where there is nothing, it's ok to use monopoly because like Romer says, people have the choice to move to a charter city and so can't argue about the rules.

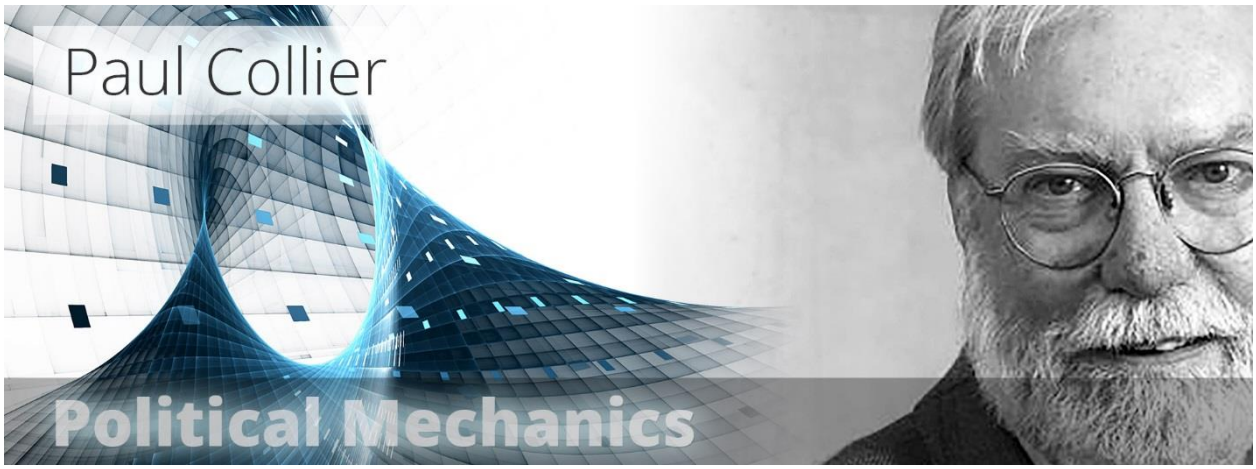
7. Peter Thiel's Zero to One

8. S-Web™ Start Small and Monopolise
9. Network Effects
10. Last Mover Advantage
11. **S-World is a good monopoly because of** Super Coupling Distribution
12. **S-World is a good monopoly because of** History 2
13. **S-World is a good monopoly because of** 87 Quintillion Histories
14. **S-World is a good monopoly because of** QuESC
15. **S-World is a good monopoly because of** Commanders Intent
16. **S-World is a good monopoly because of** S-World Film Branding
17. **S-World is a good monopoly because of** The Spartan Theory

The Future of Capitalism | **Paul Collier**

"**A good model** starts from assumptions that simplify, but are not surprising, yet reach surprising results. **Ideally it crystallises something that thereafter seems obvious, but hitherto you had not realised."** (See Š-ŔÉŚ™ Financial Engineering & Supermonopoly)

The Future of Capitalism – Paul Collier



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

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

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

This incite was very useful, the idea of quality circles has since been applied to all companies, which can break up a medium-sized company into several quality circles. Now in microeconomics, we will find many quality circles of four people or less, and most or all have equity directly in the small and medium-sized companies created.

CNBC https://www.youtube.com/watch?v=IcghGCBROR0
Antitrust enforcement based on the size of companies has been dormant for the last 40 years.

https://www.youtube.com/watch?v=frA5_sTj_8A
What Facebook, Google and Others Can Learn From Microsoft's Antitrust Case | WSJ

Consumer Harm
Price
Quality
Innovation

BT is a shame but what makes it a tragedy is that there were no obvious competitors to Huawei in Europe.

This part of the presentation could have been Part 2. But I put it after Part 4. 64 Reasons Why to assist the delivery of the benefit of all that Philanthropy and Net-Zeroness to help deliver one point above all other arguments, that being Theodore Roosevelts express wished that only the bad trusts should be busted!

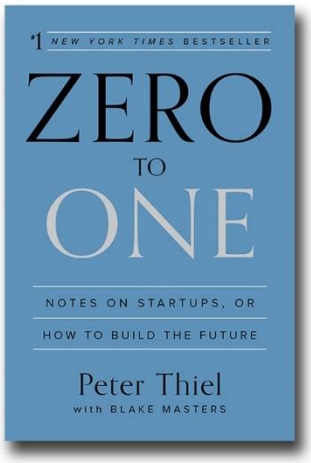
Close on the heels of this point is that half the businesses are going to be owned by different local citizens, and companies are made in their names, who would get served? The owners of TWF (The Window Factory) with a turnover of a few million dollars?

Lastly in terms of big-ticket items is that once the ink has dried on the agreements S-World can brag about its monopoly power, and create accurate forecasts for investors, years into the future.

Next, we are going to hear an article about The Monopoly Equation, and why Peter Theil and Paul Romer were the first to be contacted about the technology.

The Monopoly Equation

It's Not That Complicated - For Paul Romer & Peter Thiel



1 Story Elevator Pitch: (Repeated)

Peter Thiel:

"Simply stated, the value of a business today is the sum of all the money it will make in the future."

Nick Ray Ball:

"The Supereconomics valuation then; is one-thousand-one-hundred and – sixty-six trillion US dollars."

20 Story Elevator Pitch:

Question:

"What important truth do very few people agree with you on?"

This question is from the book 'Zero to One' by **Peter Thiel** with Blake Masters

Answer by Nick Ray Ball;

Most people think philanthropy, charity and aid are best for the poorest global citizens, but the truth is monopoly can be magnitudes better. To be specific, the S-World monopoly as is described in this book and the 1.4 million words of 'S-World Stories'

This leads us to a second important truth; most experts in monopoly do their best to hide their monopoly and invent stories of competition, whereas the S-World monopolies can hide in plain sight and boast about their monopoly rents because they fund the 64 Special Projects. (See www.angeltheory.org/64-reasons-why)

Powered by the monopoly rents created by the Š-ŔÉŚ™ equation; the S-World monopoly can deliver a 30x future, and in particular, for the poorest 100 nations, and because of this quality, this monopoly will not have to hide, it's a digital monopoly and it's the best hope for a future we can be proud of. **And those who oppose monopoly must back down, and if that means rewriting economics, then so be it, let us call it Supereconomics.**

The important Supereconomics truth is that the monopoly equation Š-ŔÉŚ™, and the other 9 S-World technologies, can more than 30x our future, for our children and our children's children, **constructing a prosperous future for the third world, and then remaking the first world in beautiful Net-Zero**.

"The cost of this construction and reconstruction between now and 2080 if 100 states or countries were to follow Malawi and adopt Supereconomics would be **one thousand, one hundred and sixty-six trillion US dollars."**

It's Not That Complicated

For Paul Romer & Peter Thiel

I have chosen Paul Romer and Peter Thiel as the first contact because their specialities mirror the building blocks of this book. In the case of Paul Romer, he and the Marron Institutes work on charter and other cities is desired as the foundation for Grand Śpin Networks, which are essentially charter cities but we use the monopoly rents generated by Š-ŔÉŚ to afford Net-Zero conditions and to fund as many Special Projects as possible. And for Peter Thiel, because his book 'Zero to One' specializes in technology, monopoly and the future, and has been a guiding force in the preparation of the four Supereconomics Book Summaries.

At its heart, 'It's not complicated, Š-ŔÉŚ starts with a value for cash flow, In this example $6.32 billion in 2024, Then we create many businesses, in this example 2048, and we divide the money by the businesses, making $2.77 million per business. This money is given to each

business as a Ťender and after, and here's the trick, we increase the speed of this distribution, so we are spending the money faster and faster. We call this speed of distribution a Śpin. To compliment Śpin we need a rule that a high percentage, in this case, 90% (rising to 99% in later years) of the $ 2.77 million must be spent with other companies in the same Network, in essence, recycling 90% of the cash flow, and we call this variable recycle-Éfficiency, or just É (pronounced E).

So long as the income from the Suburb sale is more than recycle-Éfficiency leakage, then we can achieve pre-determined (deterministic) cash flows so large they can be counted in GDP, Indeed in this simulation/history, we take Malawi the world's poorest country (by GDP per Capita) from **Zero to One** percent of GDP by 2080.

Monopoly By **Peter Thiel**
From his book: Zero to One

In **Zero to One**, Chapter 1. The Challenge Of The Future, author, Thiel asks; "**What important truth do very few people agree with you on**?" Suggesting that good answers are as close as we can come to looking into the future. Thiel's own answer to this contrarian question is;

"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."**

Economies of Scale - A monopoly business gets stronger as it gets bigger: the fixed costs of creating a product (engineering, management, office space) can be spread out over ever greater quantities of sales. **Software startups can enjoy especially dramatic economies of scale because the marginal cost of producing another copy of the product is close to zero.**

The most successful companies make the core progression—to first dominate a specific niche and then scale to adjacent markets—a part of their founding narrative. 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."

Venture returns don't follow a normal distribution overall. Rather, they follow a power law: a small handful of companies radically outperform all others. If you focus on diversification instead of single-minded pursuit of the very few companies that can become overwhelmingly valuable, you'll miss those rare companies in the first place.

Our results at Founders Fund illustrate this skewed pattern: Facebook, the best investment in our 2005 fund, returned more than all the others combined. Palantir, the second-best investment, is set to return more than the sum of every other investment aside from Facebook. This highly uneven pattern is not unusual: we see it in all our other funds as well. The biggest secret in venture capital is that the best investment in a successful fund equals or outperforms the entire rest of the fund combined. This implies two very strange rules for VCs.

"FIRST, only invest in companies that have the potential to return the value of the entire fund."

This is a scary rule, because it eliminates the vast majority of possible investments. (Even quite successful companies usually succeed on a more humble scale.)
This leads to rule number two:

"Because rule number one is so restrictive, there can't be any other rules."

By Nick Ray Ball:
With ten different technologies mapped out, that will have different principle investors, different co-founders, different CEO's, and different engineers, S-World is similar to an entire fund's worth of investments. But because the ten technologies create the combinatorial explosion (S-World Angelwing and the Supereconomics AI) all technologies can and (while there is life in my body) will eventually be a winner as described above, so in essence, one would have 10 companies all following the power law. Or maybe 8 if we were to class Š-ŔÉŚ™ and NetZero DCA as laws, not companies. Even then each technology has numerous separate components, many of which will eventually branch out to become many different companies.

Consider what happens when you break the first rule. Andreessen Horowitz invested $250,000 in Instagram in 2010. When Facebook bought Instagram just two years later for $1 billion, Andreessen netted $78 million—a 312x return in less than two years. That's a phenomenal return, befitting the firm's reputation as one of the Valley's best. But in a weird way it's not nearly enough, because Andreessen Horowitz has a $1.5 billion fund: if they only wrote $250,000 checks, they would need to find 19 Instagram's just to break even. **This is why investors typically put a lot more money into any company worth funding.** (And to be fair, Andreessen would have invested more in Instagram's later rounds had it not been conflicted out by a previous investment.) **VCs must find the handful of companies that will successfully go from Zero to One and then back them with every resource.**

MONOPOLY CAPITALISM
So, a monopoly is good for everyone on the inside, but what about everyone on the outside? Do outsized profits come at the expense of the rest of society? Actually, yes: profits come out of customers' wallets, and monopolies deserve their bad reputation—**but only in a world where nothing changes.**
Creative monopolists give customers more choices by **adding entirely new categories of abundance to the world**. Creative monopolies aren't just good for the rest of society; they're powerful engines for making it better. Monopoly is therefore not a pathology or an exception.

"Monopoly is the condition of every successful business."
"By "monopoly," we mean the kind of company that's so good at what it does that no other firm can offer a close substitute."

Escaping competition will give you a monopoly, but even a monopoly is only a great business if it can endure in the future. Compare the value of the New York Times Company with Twitter. Each employs a few thousand people, and each gives millions of people a way to get news. But when Twitter went public in 2013, it was valued at $24 billion—more than 12 times the Times's market capitalization —even though the Times earned $133 million in 2012 while Twitter lost money.

"What explains the huge premium for Twitter? The answer is **cash flow.** This sounds bizarre at first, since the Times was profitable while Twitter wasn't. But a great business is defined by its ability to generate cash flows in the future. Investors expect Twitter will be able to capture monopoly profits over the next decade, while newspapers' monopoly days are over.

"Simply stated, the value of a business today is the sum of all the money it will make in the future."

To properly value a business, you also have to discount those future cash flows to their present worth, since a given amount of money today is worth more than the same amount in the future. Comparing discounted cash flows shows the difference between low-growth businesses and high growth startups at its starkest. Most of the value of low-growth businesses is in the near term. An Old Economy business (like a newspaper) might hold its value if it can maintain its current cash flows for five or six years. However, any firm with close substitutes will see its profits competed away. Nightclubs or restaurants are extreme examples: successful ones might collect healthy amounts today, but their cash flows will probably dwindle over the next few years when customers move on to newer and trendier alternatives.
Technology companies follow the opposite trajectory. They often lose money for the first few years: it takes time to build valuable things, and that means delayed revenue.

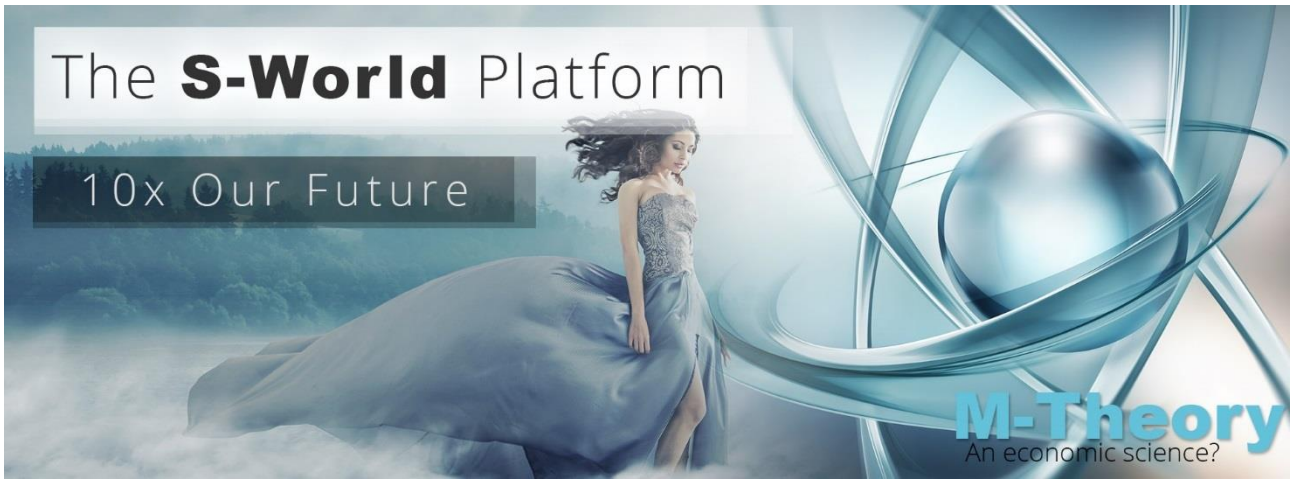
"Most of a tech company's value will come at least 10 to 15 years in the future."

CHARACTERISTICS OF MONOPOLY

What does a company with large cash flows far into the future look like? Every monopoly is unique, but they usually share some combination of the following characteristics: **proprietary technology, network effects, economies of scale, and branding.**

This isn't a list of boxes to check as you build your business—there's no shortcut to monopoly. However, analysing your business according to these characteristics can help you think about how to make it durable.

The S-World Angelwing Platform
Proprietary Technology, Scale and & Network Effects



Continuing with another quote from Peter Thiel's Zero to One.

1. "Proprietary Technology"

"Proprietary technology is the most substantive advantage a company can have because it makes your product difficult or impossible to replicate. Google's search algorithms, for example, return results better than anyone else's. Proprietary technologies for extremely short page load times and highly accurate query autocompletion add to the core search product's robustness and defensibility. It would be very hard for anyone to do to Google what Google did to all the other search engine companies in the early 2000s.

As a good rule of thumb, proprietary technology must be at least 10 times better than its closest substitute in some important dimension to lead to a real monopolistic advantage."

2. Network Effects

Network effects make a product more useful as more people use it. For example, if all your friends are on Facebook, it makes sense for you to join Facebook too. **Network effects can be powerful, but you'll never reap them unless your product is valuable to its very first users when the network is necessarily small.** For example, in 1960 a quixotic company called Xanadu set out to build a two-way communication network between all computers—a sort of early, synchronous version of the World Wide Web. After more than three decades of futile effort, Xanadu folded just as the web was becoming commonplace. **Their technology probably would have worked at scale, but it could have worked**

only at scale: it required every computer to join the network at the same time, and that was never going to happen.
Paradoxically, then, network effects businesses must start with especially small markets. Facebook started with just Harvard students—Mark Zuckerberg's first product was designed to get all his classmates signed up, not to attract all people of Earth.

3. Economies of Scale

A monopoly business gets stronger as it gets bigger: the fixed costs of creating a product (engineering, management, office space) can be spread out over ever greater quantities of sales.

Software startups can enjoy especially dramatic economies of scale because the marginal cost of producing another copy of the product is close to zero.

Many businesses gain only limited advantages as they grow to a large scale. Service businesses especially are difficult to make monopolies. **A good startup should have the potential for great scale built into its first design.**

4. Branding

A company has a monopoly on its own brand by definition, so creating a strong brand is a powerful way to claim a monopoly. Today's strongest tech brand is Apple: Apple has a complex suite of proprietary technologies, both in hardware and software. It manufactures products at a scale large enough to dominate pricing for the materials it buys. And it enjoys strong network effects from its content ecosystem: thousands of developers write software for Apple devices because that's where hundreds of millions of users are, and those users stay on the platform because it's where the apps are. These other monopolistic advantages are less obvious than Apple's sparkling brand, but they are the fundamentals that let the branding effectively reinforce Apple's monopoly. When Steve Jobs returned to Apple, he didn't just make Apple a cool place to work; he slashed product lines to focus on the handful of opportunities for 10x improvements. No technology company can be built on branding alone.

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

New technology tends to come from new ventures—startups. From the Founding Fathers in politics to the Royal Society in science to Fairchild Semiconductor's

“traitorous eight” in business, small groups of people bound together by a sense of mission have changed the world for the better. The easiest explanation for this is negative: it’s hard to develop new things in big organizations, and it’s even harder to do it by yourself.

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. Properly understood, any new and better way of doing things is technology.

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.’

Final Note:

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 matter just as much as product.

Part 4

The Ten Technologies

Book 1. THE WHAT

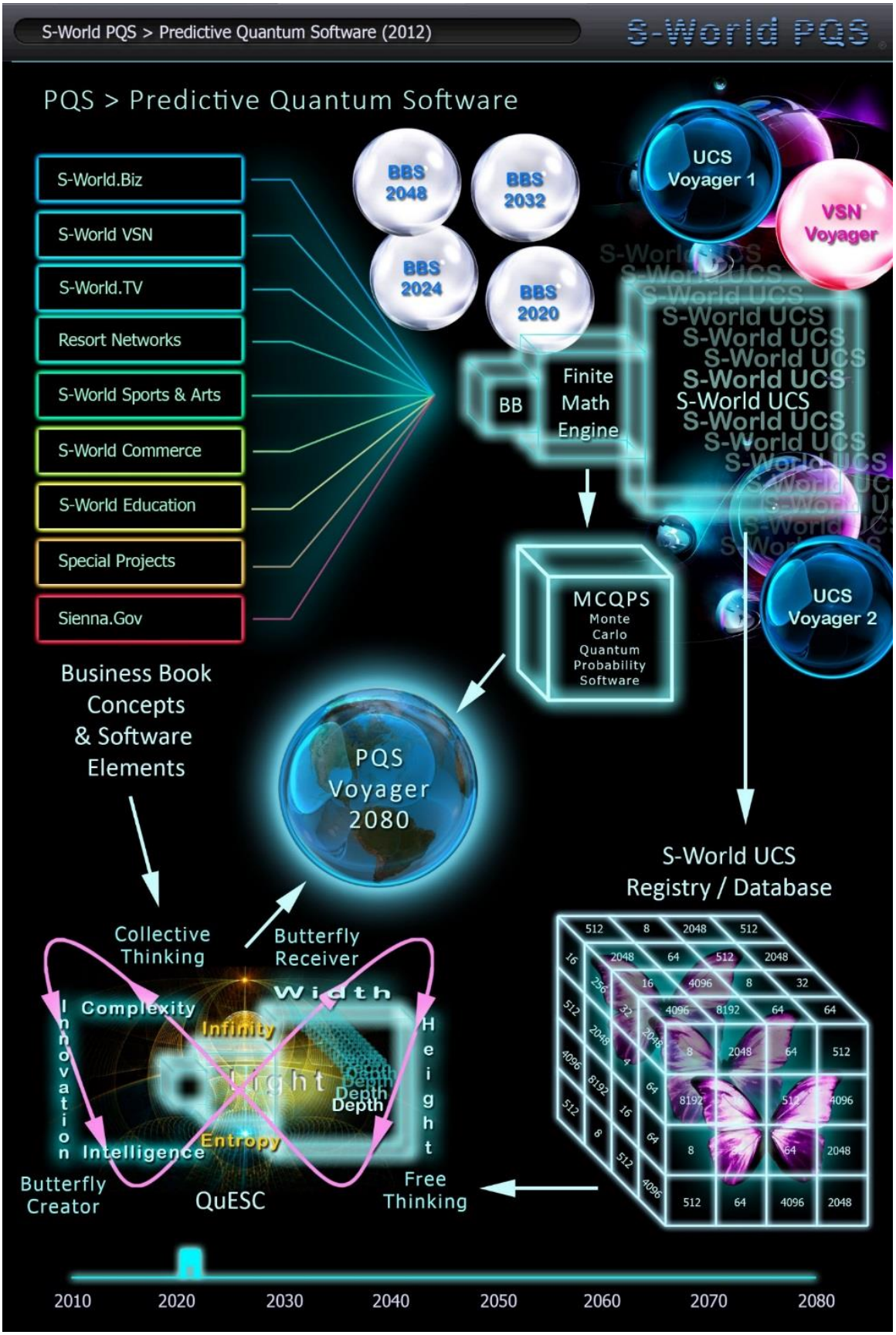
Chapter 6

The Ten Technologies

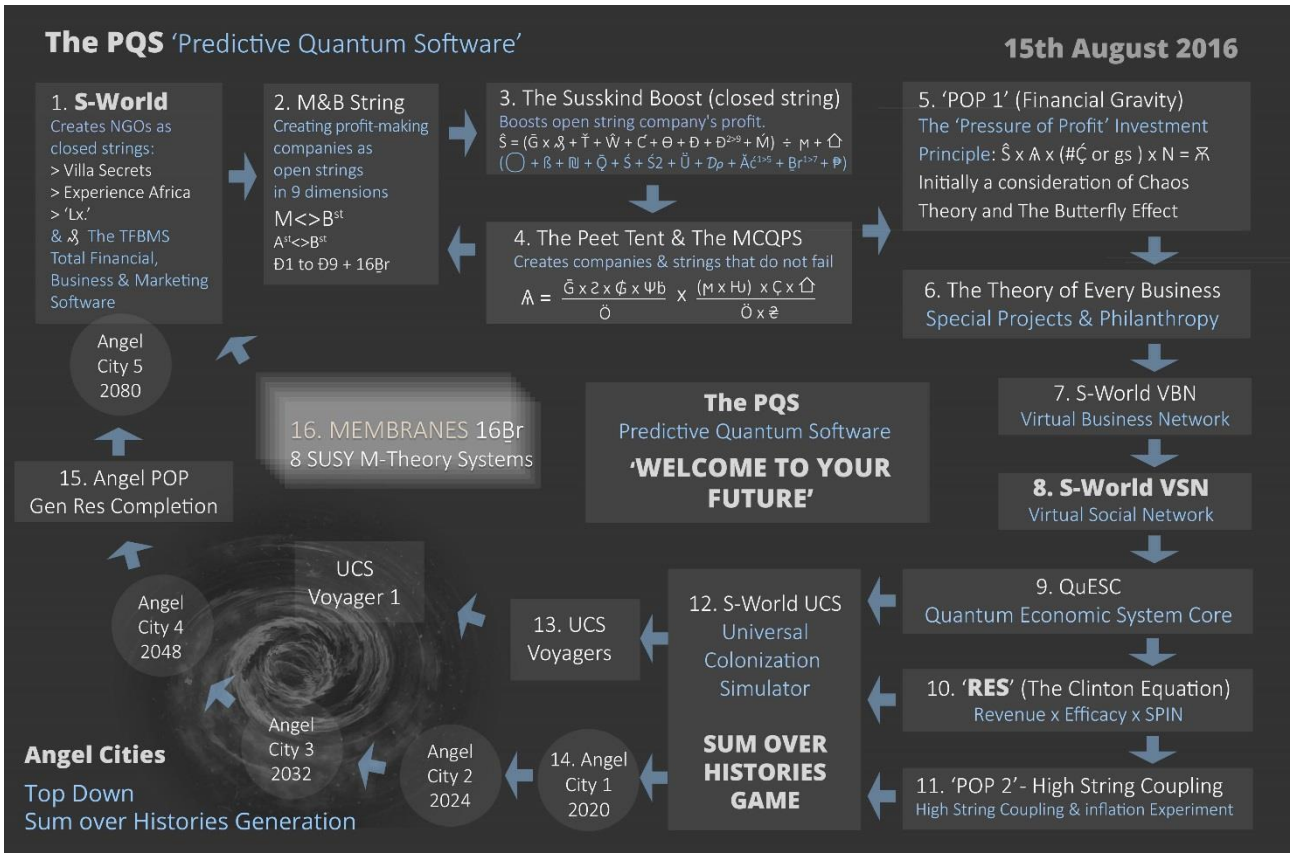
Chapter 6a

History of The Ten Technologies (2000 to 2020)

DESIGN 1: **The PQS** (2012)
PREDICTIVE QUANTUM SOFTWARE

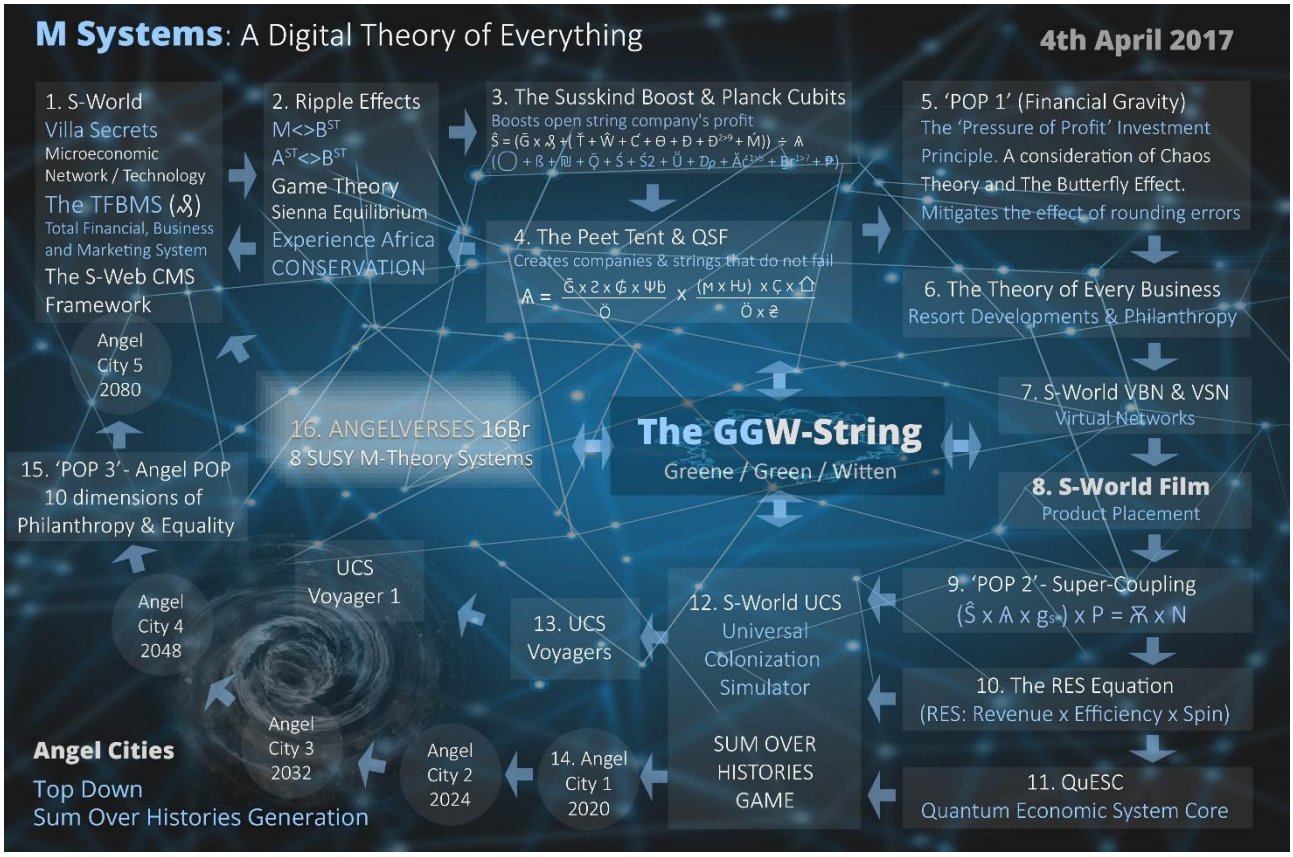


DESIGN 2: **Angel** THEORY 2016

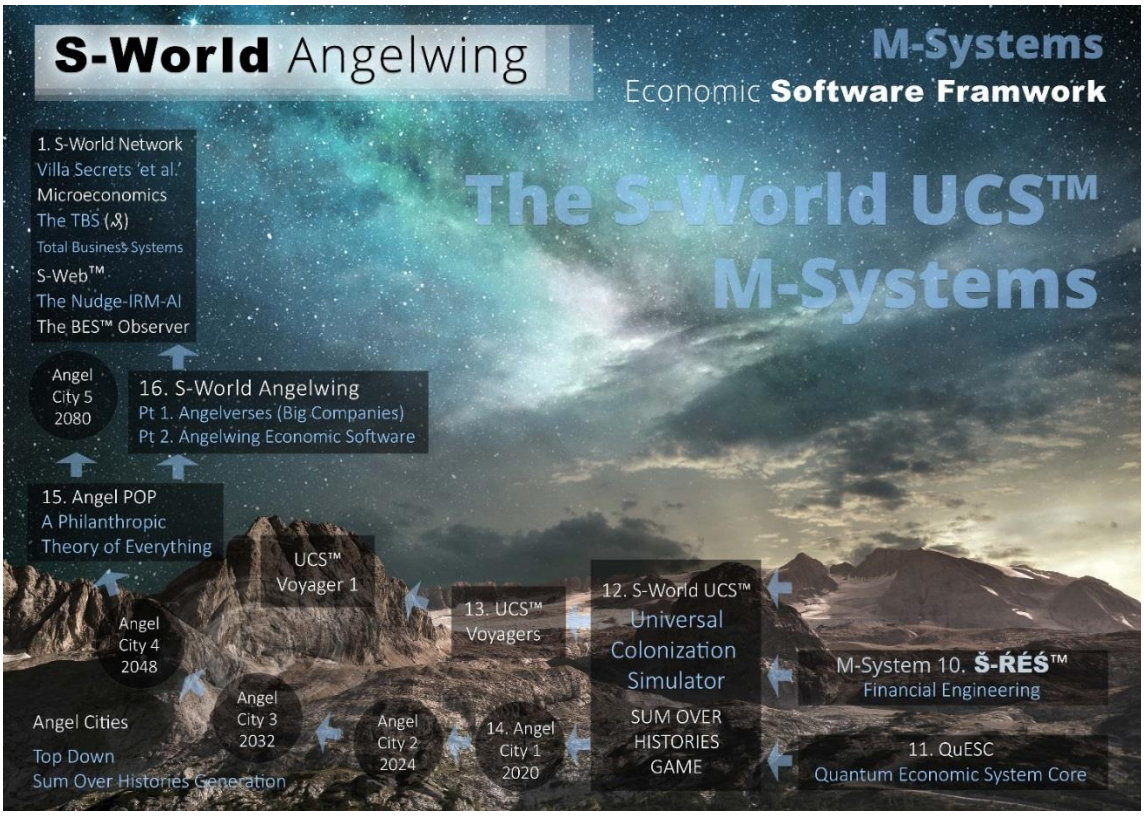


www.AngelTheory.org

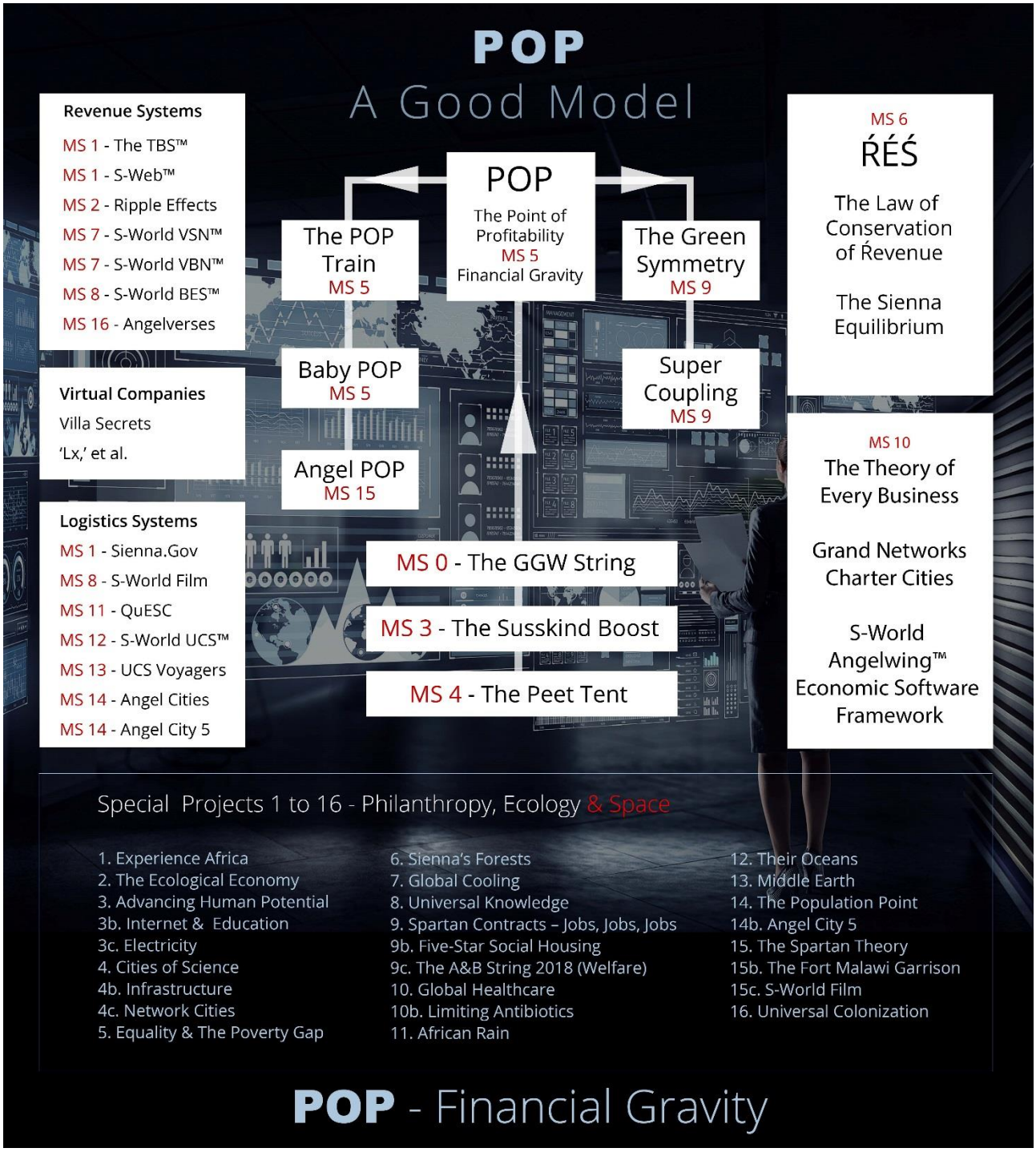
DESIGN 2.2: **M-Systems** 2017

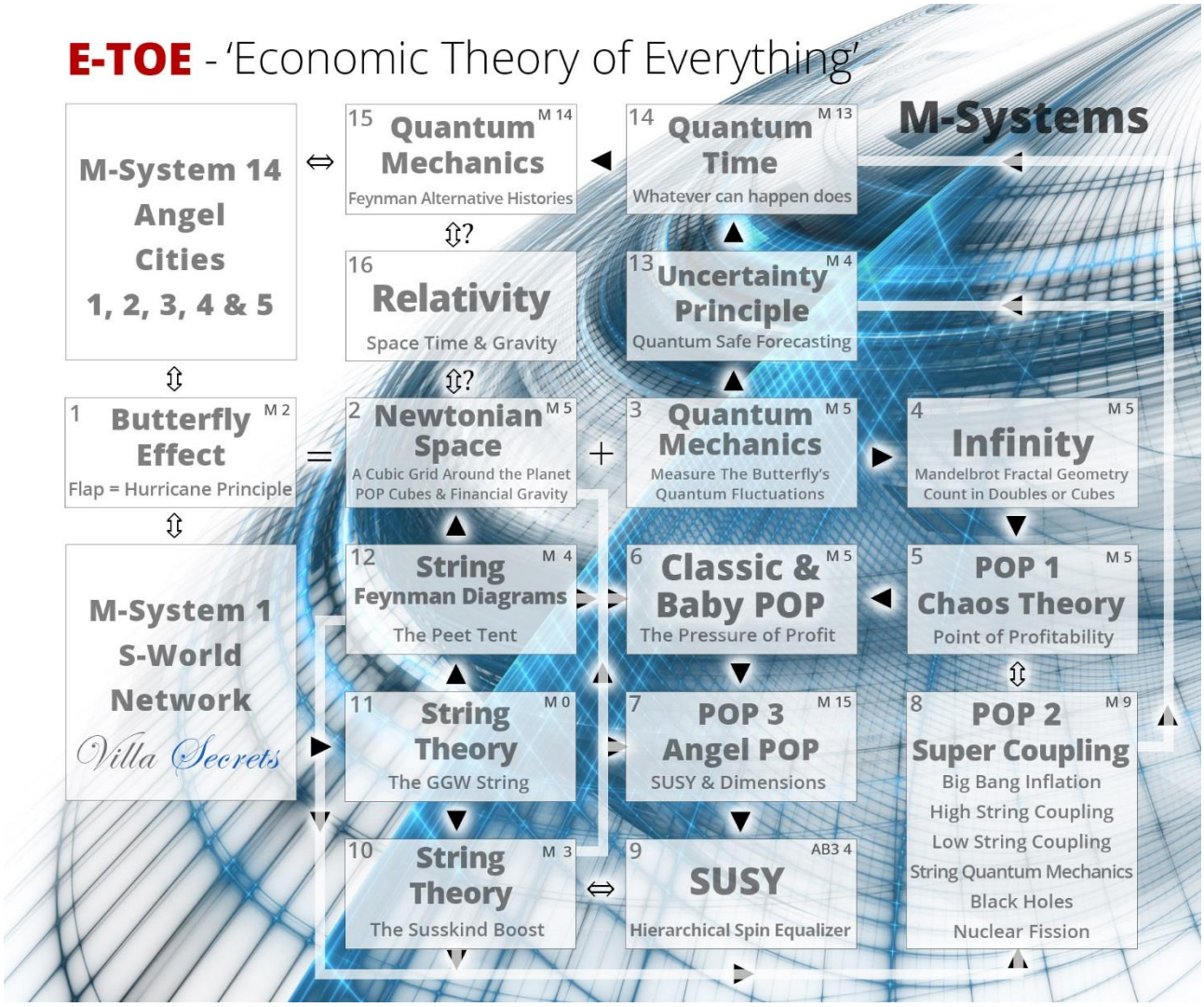


DESIGN 2.3: **The UCS™ M-Systems** (2018)



DESIGN 2.4: **S-World** Angelwing (2019)


POP
A Good Model
Revenue Systems
MS 1 - The TBS™
MS 1 - S-Web™
MS 2 - Ripple Effects
MS 7 - S-World VSN™
MS 7 - S-World VBN™
MS 8 - S-World BES™
MS 16 - Angelverses
Virtual Companies
Villa Secrets
'Lx,' et al.
Logistics Systems
MS 1 - Sienna.Gov
MS 8 - S-World Film
MS 11 - QuESC
MS 12 - S-World UCS™
MS 13 - UCS Voyagers
MS 14 - Angel Cities
MS 14 - Angel City 5
The POP Train
MS 5
POP
The Point of Profitability
MS 5
Financial Gravity
The Green Symmetry
MS 9
Baby POP
MS 5
Super Coupling
MS 9
Angel POP
MS 15
MS 0 - The GGW String
MS 3 - The Susskind Boost
MS 4 - The Peet Tent
MS 6
ŔÉŚ
The Law of Conservation of Ŕevenue
The Sienna Equilibrium
MS 10
The Theory of Every Business
Grand Networks Charter Cities
S-World Angelwing™ Economic Software Framework
Special Projects 1 to 16 - Philanthropy, Ecology & Space
1. Experience Africa
2. The Ecological Economy
3. Advancing Human Potential
3b. Internet & Education
3c. Electricity
4. Cities of Science
4b. Infrastructure
4c. Network Cities
5. Equality & The Poverty Gap
6. Sienna's Forests
7. Global Cooling
8. Universal Knowledge
9. Spartan Contracts – Jobs, Jobs, Jobs
9b. Five-Star Social Housing
9c. The A&B String 2018 (Welfare)
10. Global Healthcare
10b. Limiting Antibiotics
11. African Rain
12. Their Oceans
13. Middle Earth
14. The Population Point
14b. Angel City 5
15. The Spartan Theory
15b. The Fort Malawi Garrison
15c. S-World Film
16. Universal Colonization
POP - Financial Gravity


E-TOE - 'Economic Theory of Everything'
M-Systems
M-System 14 Angel Cities 1, 2, 3, 4 & 5
15 Quantum Mechanics M 14
Feynman Alternative Histories
14 Quantum Time M 13
Whatever can happen does
16 Relativity
Space Time & Gravity
13 Uncertainty Principle M 4
Quantum Safe Forecasting
1 Butterfly Effect M 2
Flap = Hurricane Principle
2 Newtonian Space M 5
A Cubic Grid Around the Planet
POP Cubes & Financial Gravity
3 Quantum Mechanics M 5
Measure The Butterfly's Quantum Fluctuations
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Mandelbrot Fractal Geometry
Count in Doubles or Cubes
M-System 1 S-World Network
Villa Secrets
12 String Feynman Diagrams M 4
The Peet Tent
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The Pressure of Profit
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Point of Profitability
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The GGW String
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SUSY & Dimensions
8 POP 2 Super Coupling M 9
Big Bang Inflation
High String Coupling
Low String Coupling
String Quantum Mechanics
Black Holes
Nuclear Fission
10 String Theory M 3
The Susskind Boost
9 SUSY AB3 4
Hierarchical Spin Equalizer

S-World ANGELWING (2020)

M-Systems

Economic Software Framework

S-World Angelwing is the catch-all name for the many S-World software systems and designs including; The TBS™ (Total Business Systems), S-World CRM CC, Hawthorne and OKRs, S-Web™ online systems, S-World BES™ (Behavioural Economic Systems), S-World Film™, S-World TMS™ (Total Marketing System), S-World TFS™ (Total Financial Systems), S-World VSN™ (Virtual Social Network) and VBN™ (Virtual Business Network), S-World UCS™ Universal Colonization Simulator, S-World AE (Aid Efficiency), **Š-ŔÉŠ™ Financial Engineering**, **S-World Net-Zero DCA™ (Net-Zero - Dynamic Comparative Advantage)**, S-World PQS™ (Predictive Quantum Software), The Theory of Every Business, and the 17 M-Systems:

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

Chapter 6b

THE Ten TECHNOLOGIES

For simplicity, these systems now fall into the following 10 categories. Each technology stands on the shoulders of the last.

These ten software systems create what in computer science is called the combinatorial explosion that is Technology **10. S-World AngelWing**. (Supereconomics)

You really need to love complexity to fully appreciate what we have here…

Bill Gates would get, it and in many ways, this book is meant for him, note the original name for the now 4 Supereconomics books was 'A More Creative Capitalism' the title taken from Bill Gate's 2007 Harvard Commencement speech (co-written by Melina Gates).

THE Ten TECHNOLOGIES - Prequal

Previously/last described in Nov 2017 as M-Systems

http://www.supereconomics.ai/M-Systems-and-Special-Projects---6.75h-(24th-Nov-2017).pdf

THE **TEN** TECHNOLOGY BRANDS

THE **TEN** ELEVATOR PITCHES

THE **TEN** 'X' FORECASTS

THE **TEN** 'X' FORECASTS

10. S-World Angelwing & the Supereconomics AI
Repeat in another 99 mostly poor countries, creating $1,166 trillion by 2080. If one invests $10million now for 0.1%
$1,166 trillion / 0.1% = **116,606x**

9. Grand Śpin Network (Net-Zero Charter Cities)
Suburb Sale costs about $16 billion for land, real estate and 2048 businesses. By 2080 the suburb is a city of 327,680 businesses, all are monopolies
327,680 / 2048 = **160x**

8. Net-Zero DCA Soft. (Dynamic Comparative Advantage Software)
Where in 2018 we were thinking maybe 2.5% of cash flow would be spent on Special Projects, now with Tax Symmetry and NetZero DCA Soft it's closer to 75%.
75 / 2.5% = 30x More Cash Flow for Special Projects

7. Š-ŔÉŚ™ High-Octane Financial Engineering
2055; Year's Cash Flow: $ 2,322,603,780,468 / Ŕevenue $78,755,210,759 = 2949% Increase to money supply after 2055 = **30x Cash Flow in every Grand Śpin Network.**
Spreadsheet Tab; H3) ŠÉŚ-v5 | S-World History 3b. Cell P:1581

6. S-World UCS™ 87 Quintillion Histories
A million games built upon the virtual and Online worlds, that teaches and recruit. Personnel can use their own UCS app to develop and start a new business.
10x recruitment

Wish List of Co-Founders

10. S-World Angelwing & the Supereconomics AI
We shall assume every mentioned desired co-founder for any other technology would wish to work on the Angelwing and the Supereconomics AI

Wishlist Co-Founders: Bill Gates | Elon Musk | Paul Romer | Mark Zuckerberg | Peter Thiel | Various @ Google & Alphabet Inc. | Jack Ma

9. Grand Śpin Networks (Net-Zero Charter Cities)
Top 3. Elon Musk | Paul Romer | Hani Farsi | Michelle and Barack Obama | Bill & Melinda Gates | Esther Duflo, Abhijit Banerjee | Paul Collier & Kate Raworth | Jack Ma

Elon Musk (Tesla and SpaceX)
Bill and Melinda Gates (Microsoft)
Paul Romer, Solly Angel (Marron Institute)
Peter Thiel (Palantir, Founders Fund, PayPal and Facebook)
David F. Swensen (Yale)
Sherill Sandberg (Facebook)
Mark Zuckerberg (Facebook)

8. Net-Zero DCA Soft. (Dynamic Comparative Advantage Software)
Top 3. Joseph Stiglitz | Richard Branson | Bill and Melinda Gates | Mark and Priscilla Zuckerberg | Michelle and Barack Obama | The Clintons | William Nordhaus

Supereconomics Book 3. 64 Reasons Why| Tax Symmetry
Joseph Stiglitz (Creating a Learning Society)
Mark and Priscilla Zuckerberg
Bill and Melinda Gates
Barack and Michelle Obama
Dumani Mandela
William Nordhaus
Bill, Chelsea and Hillary Clinton
Stephanie Kelton

7. Š-ŔÉŠ™ High-Octane Financial Engineering
Top 3. **Jeff Bezos | Peter Thiel | A.W Peet | Edward Witten -**

Peter Thiel – Author of Zero to One
Joseph Stiglitz – 2001 Nobel Prize | Author of; Creating a Learning Society)
Paul Romer – 2018 Nobel Prize
A.W Peet | Leonard Susskind | Edward Witten |

6. S-World UCS™ 87 Quintillion Histories
Elon Musk – Mark Zuckerberg - Stephen Hawking (posthumously) - Leonard Mlodinow -

Leonard Susskind

Elon Musk
Mark Zuckerberg
Garret Lisi | Leonard Mlodinow | Leonard Susskind | Brian Cox | Carlo Rovelli | David Sumpter| Sean Carroll | Hannah Fry | Rizwan Virk
10x recruitment

5. S-World VSN - Virtual Social Network – VSN Dreamscape
Top 3. Various @ Google & Alphabet Inc. | Mark Zuckerberg – Peter Thiel – Will Wright - Stefan Antoni | Elon Musk

Rizwan Virk | Mark Zuckerberg

4 S-World Film and Behavioural Economic Systems
Top 3. Madonna | Richard Thaler | Angelina Jolie

3. Villa Secrets
Top 5: Warren Buffet | Bill Gates | Jeff Bezos | Peter Thiel | Philip A. White, Jr. or Dan Conn,

Philip A. White, Jr. CEO of Sotheby's International Realty
https://www.realogy.com/about/leadership-team/business-executives/philip-white

Dan Conn, CEO of Christie's International Real Estate
https://www.christiesrealestate.com/our-management

2. The TBS
Top 5: Bill Gates | Mark Zuckerberg | Various @ Google & Alphabet Inc.

1. S-Web
Top 5: Jack Ma | Peter Thiel | Jeff Bezos | Mark Zuckerberg | Jack Dorsey | Reid Hoffman

1. S-Web.

S-World Online

In place of the idea of needing a website for a business, S-Web™ websites are the business. Ready to go, just add
marketing or recruit mandates and your making money.

2. The TBS

S-World Online

In place of the idea of needing a website for a business, S-Web™ websites are the business. Ready to go, just add
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Part 6b

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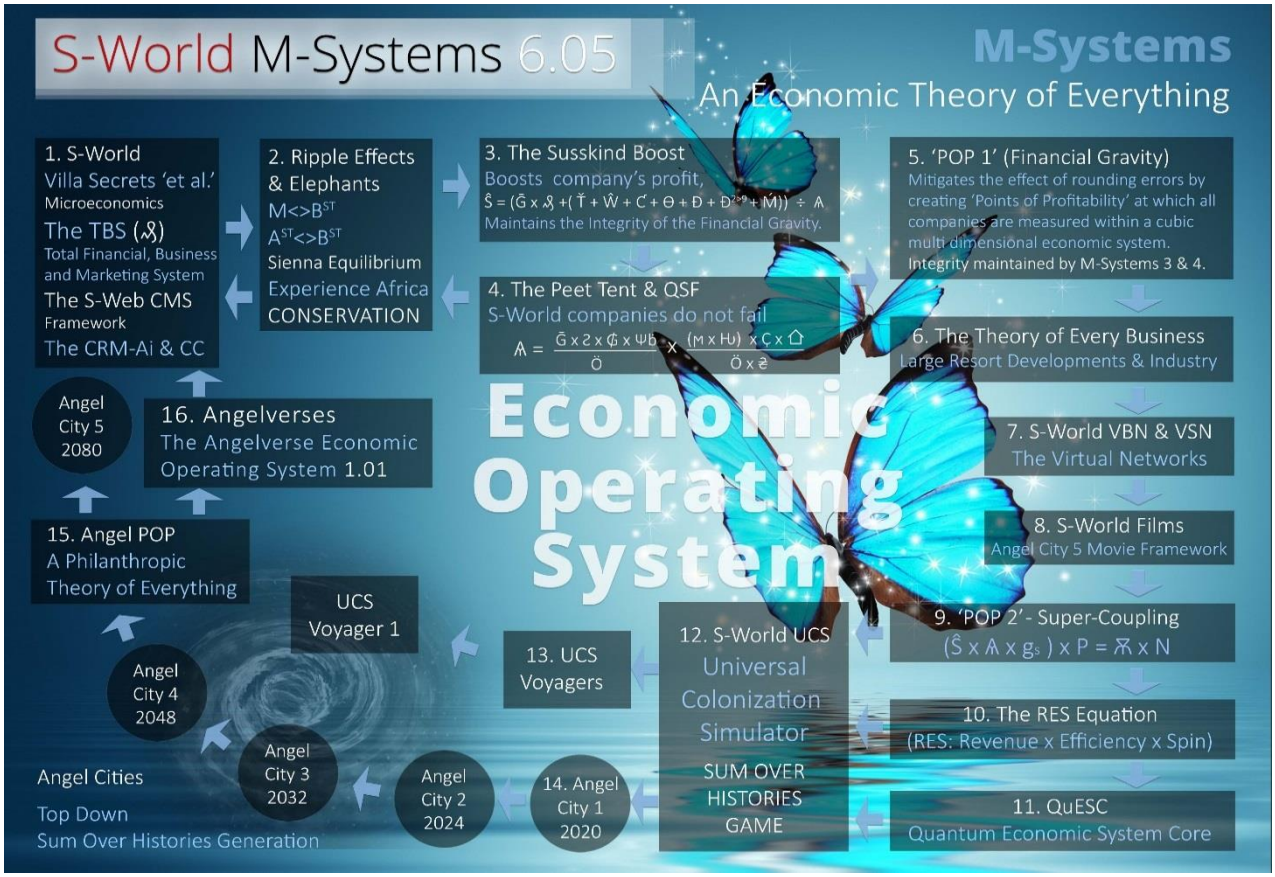
Welcome to S-World's M-Systems

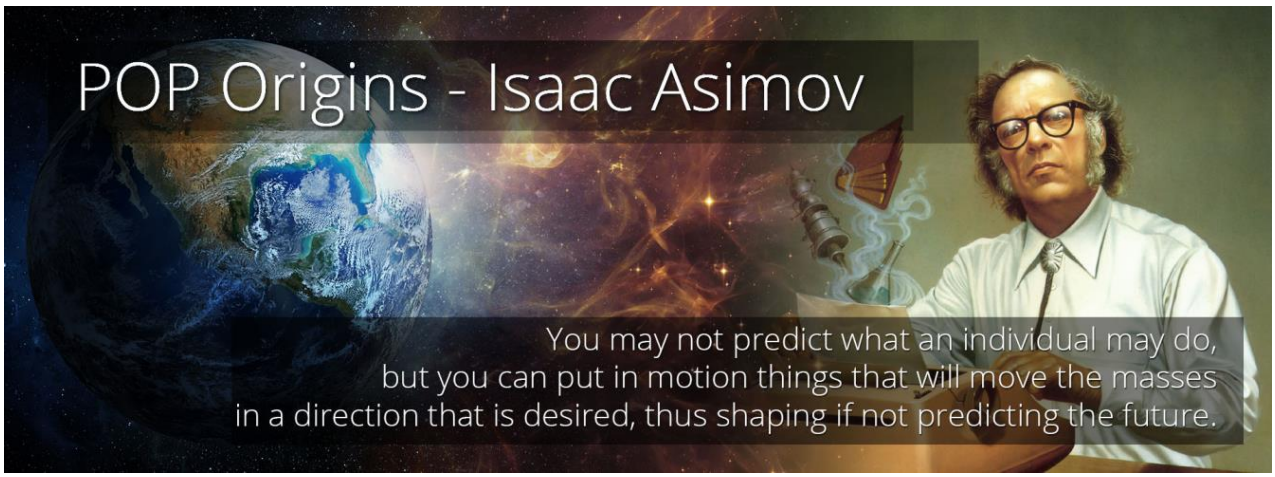
'An Economic, Philanthropic, and Ecological Theory of Everything'

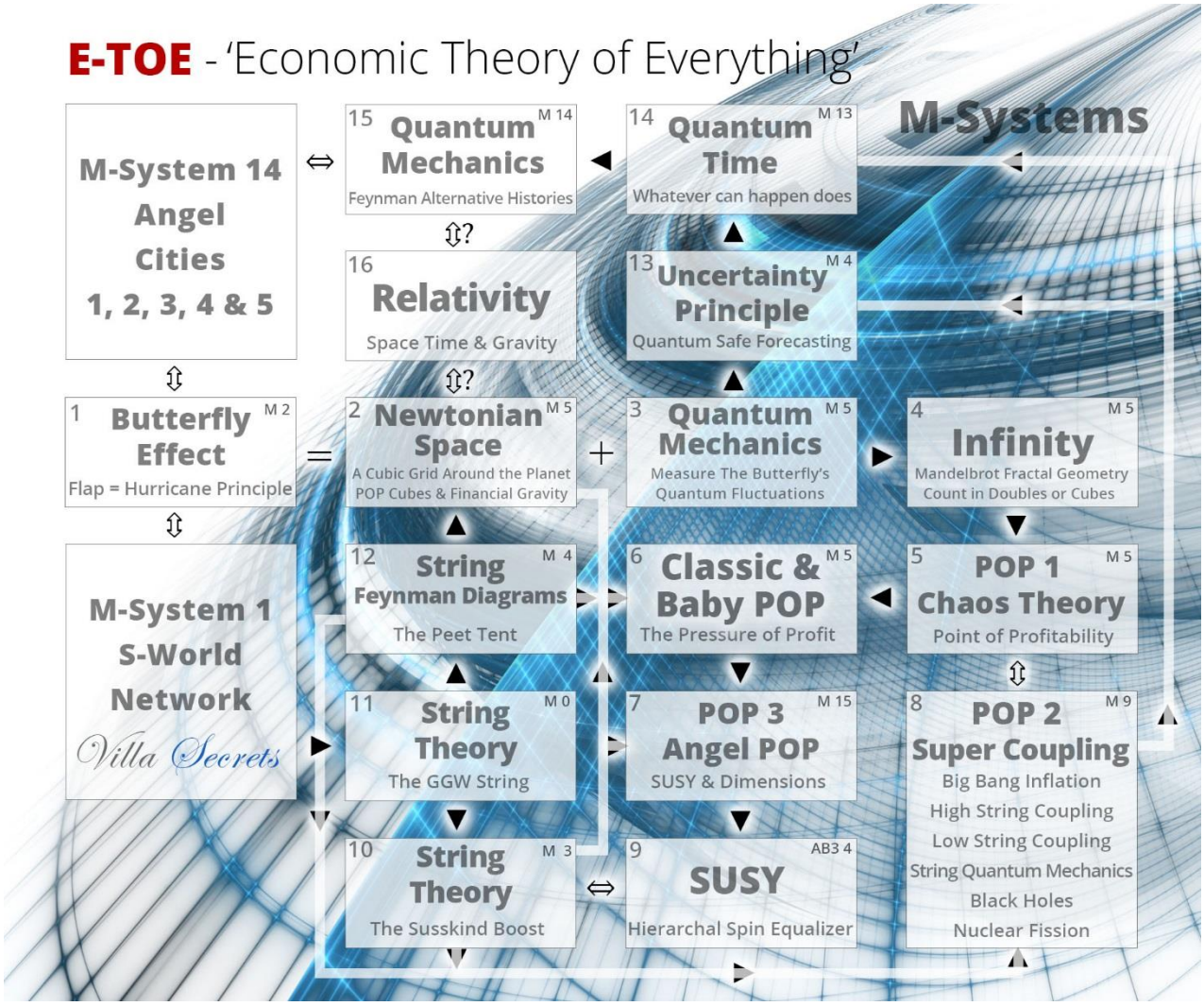
Originally labelled 'The S-World PQS' (Predictive Quantum Software), below we see the 2016 S-World M-Systems design, where each system flows into the next, increasing in power each step of the way until it completes the circle and returns to M-System 1, where after the rodeo starts again, but with greater force creating all of an economic, philanthropic, and ecological theory of everything.'



M-Systems can be considered an Economic Operating System, and with it, we wish to change the world. Not in a small way, but instead in the biggest way per Isaac 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."

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M-System 14
Angel
Cities
1, 2, 3, 4 & 5
15 Quantum Mechanics M 14
Feynman Alternative Histories
14 Quantum Time M 13
Whatever can happen does
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3 Quantum Mechanics M 5
Measure The Butterfly's
Quantum Fluctuations
4 Infinity M 5
Mandelbrot Fractal Geometry
Count in Doubles or Cubes
M-System 1
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Network
Villa Secrets
12 String Feynman Diagrams M 4
The Peet Tent
6 Classic & Baby POP M 5
The Pressure of Profit
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7 POP 3 Angel POP M 15
SUSY & Dimensions
8 POP 2 Super Coupling M 9
Big Bang Inflation
High String Coupling
Low String Coupling
String Quantum Mechanics
Black Holes
Nuclear Fission
10 String Theory M 3
The Susskind Boost
9 SUSY AB3 4
Hierarchal Spin Equalizer

The Ten Technologies

- **Technology 1. S-Web™ (S-World Online) PART 1.**

Most platforms should start with the simplest possible system and build from there.

Modern Monopolies: What It Takes to Dominate the 21st Century Economy
By Nicholas L. Johnson, and Alex Moazed

The S-Web idea is that people and companies don't worry about making a website, instead use S-Web pre-made websites. Today (23rd Oct 2020) we have 16, for example, www.CapeVillas.com, www.capeluxuryvillas.com, www.ExperienceAfrica.com
Connectivity to stock (villas) at good prices is a paramount concern, as is assisting salespersons to present the properties in a superior way (See How).
Use the websites to acquire villa mandates or use google ads, and social media to gain enquiries, some of which lead to rentals and money. In tests just before COVID the ROI was more than 4:1, over $4,000 returned from every $1,000 in ads.

S-Web creates ready to go, out the box businesses for the top end of the real estate and travel industry. Phase 3 will see many luxury products and services that can be sold to customers directly, and in time each S-Web website (that wishes to) can become an S-World trade hub, that was demonstrated to be so darn effective in S-World UCS™ History 2.

+ S-World CDS (Content Delivery System), and many powerful Content Management Systems CMS.
Some More example's
www.CapeVillas.com, www.capeluxuryvillas.com, www.ExperienceAfrica.com
A client chooses an off the shelf website, or chooses a custom domain name, which we add to.
Customizing S-Web websites is remarkably simple, it had to be, watch video 41, one can change the layout of the homepage by using the 'homepage order CMS' to pick pre-created website rows (widgets) then use the 'homepage details CMS' video 41b to change the pictures and copy if you want to.

The Villa Secrets' Secret is a book and 300-page operations manual for success at the high to the top end of the vacations rentals industry, and sales and luxury travel. This book introduces prestige marketing and the real estate agents marketing pack.

Nowadays it's easy to print short runs of Art books, Prestige Marketing will see a dozen or more seemingly different productions, giving this book to the owner, and offering a 12 page spread in 12 publications one with her villa on the cover, in exchange for a marketing mandate. This is prestige marketing; this also sees the rate on Airbnb double if Airbnb is used at all. I'm not sure that I should write this strategy as I'm not sure if it violates Airbnb rules, but I don't think it does. Adding a villa on Airbnb with a distinct name like Dreamtime Villa – Cape Town, make an S-Website for every villa, and see clients find the villa in Airbnb, then Google the name, to find a website with that exact name, that is obviously the villa direct, and when the client checks the rate, it's 30% (or more) cheaper than Airbnb.
A variation is that no cheaper price is seen online, but all agents may offer a 30% discount, but this must be a manual transaction.

In the book The Villa Secrets' Secret, we introduce the TBS, from 2017, this showed the user about 90 different systems that either made money, saved money, or avoid landmines. http://network.villasecrets.com/the-secret/ch2/s-world-villa-secrets-network

Scenario 8 Specialize and Scale moves three years forward, and considers scaling up, we heard about the desire to work with Sotheby's International Realty and provide each agent that wants one with and S-Web websites, this and other deals like this for Charities, or Berkshire Hathaway (a very different deal), Savills.
However, there is still value to be made by making individual deals with the prime property owners, for example, I spoke with North Island and Cousine Island about their own website and business tools and they were keen. The advantages here are mutual discounts, in a Villa Secrets member in LA books North Island, their price to us and our price to them is lower, 10% to 80%. It's always much easier to sell travel arrangements if you know you have the best price.
However, price alone is not enough, price must be relative to location and villa grade. A 7 Star Villa in Cape Town should be one price and 6 start villa a different price, and the grade must be qualified. We do this by having portfolio managers and agents rate the villa, in lists, and the objective is to be able to know for sure one villa is better by its position in the list.

The price of a website depends on the value of the opportunity, for North Island we could do it for free, and expect to make a lot in the following years and North Island uses S-Web to sell multi-leg holidays or to sell alternate private islands when they have an enquiry but no availability. Plus, we would get matching equal best price in every industry. So, there's a lot of reasons for making that website for free.

Sotheby's as well, 11,000 agents, maybe 22,000 websites wanted plus 100,000 plus individual S-Web sites for the individual villas.

Currently, we can probably cope with maybe 500 sites, we need to remake parts of the site and I can see a version 2.0 on the horizon.

What we need for this is 10 or more completely different designs, not moving the widgets around, making completely new widgets.

10 designs will have maybe 300 different widgets and as you can change everything on every widget it's an open playground for theme designers from WordPress to create themes for S-Web.

Of course, the favourite outcome sees S-Web become like a super simple version of WordPress, and overtake WordPress as the standard tool for making websites for the amateur.

Scenario 8: Specialize And Scale

Whilst in the detail, you will find a list of 64 companies and types of company that would benefit from an S-Web website. The most talked-about first/last move is to first work with Sotheby's because we know from history that S-Web fits with their business monde and because they have 11,000 agents worldwide, all in the 'top end' It's a very exclusive club, to which Sotheby's, appears many times.

The general arrangement is that on vacation rentals each agent trades and we gain a 2.5% commission on each rental. Which the agent does not notice as it's added to the price the client pays. More on this in Technology 3. S-World Villa Secrets and POP

The Ten Technologies

1. The S-Web™ Platform (S-World Online) **PART 2.**

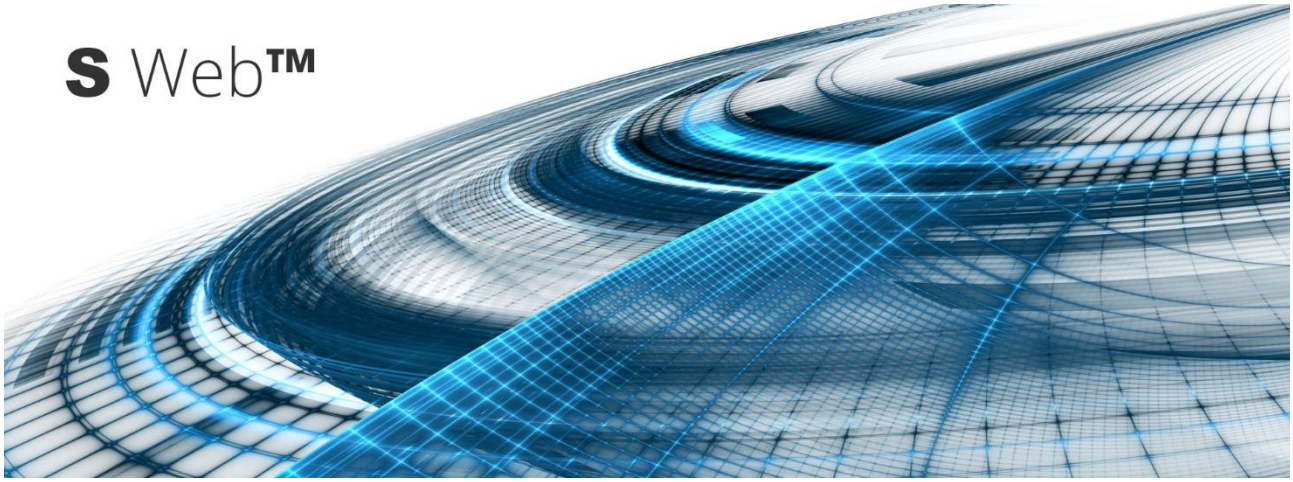
S-Web did not start as a single user application, at first, it was; www.ExperinceAfrica.com duplicated for Sotheby's International Realty – Cape Town. And we hope still will be again. But from 2011 up to today S-Web has become a single-user application, this was initially made for the new staff of www.CapeVillas.com and other ventures to give them an edge over competitors in vacation rentals and the mandates market place. So, it was quite by coincidence that S-Web became a single user product, as once completed, as far as we have already gone, it's light-years simpler than WordPress or any other CMS (Content Management System) that we know of.

Stepping one step back from mandates and vacation rentals, that's what we have, a more than 10x competitor to WordPress, hell, for a professional 100x.

A Google Search; 'how many websites are there' return the result 140 billion. Ask google again; 'WordPress percentage of websites 2020'? and returns 35%, so there are 49 billion WordPress websites. That's the prize for S-Web if it can become the last mover in the CMS market. We need to factor the servers of course but with Š-ŘÉŠ™ and Grand Śpin Networks, this is considered, effectively each Grand Śpin Network will be a server.

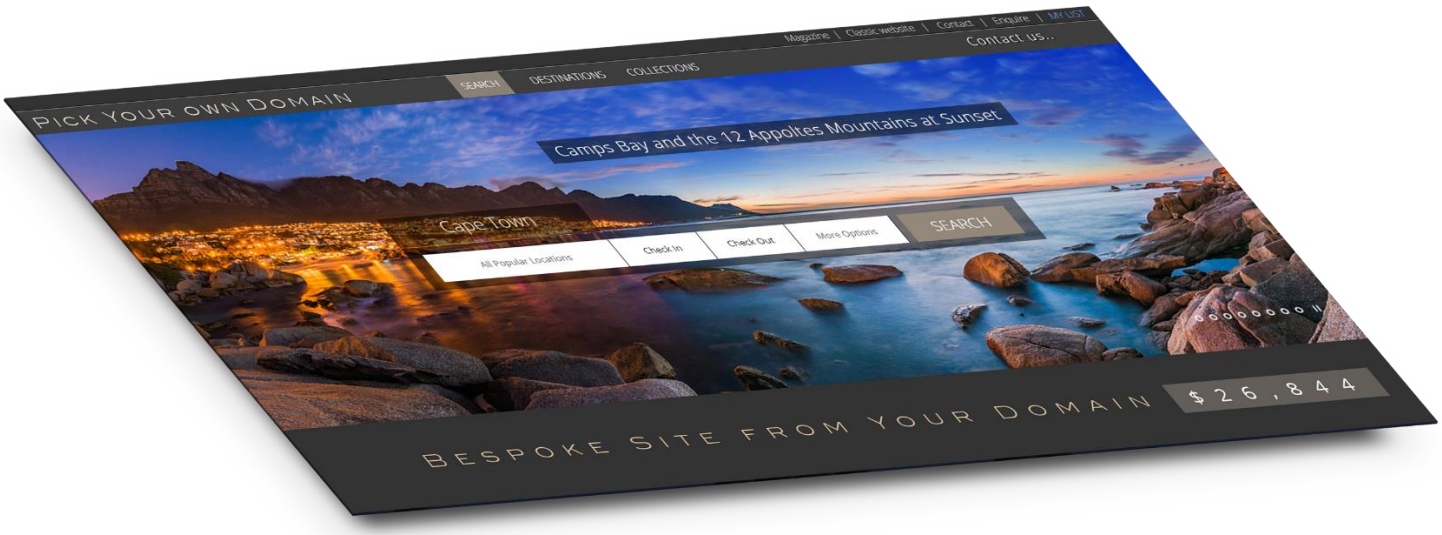
Each website is an opportunity to make income, either as a percentage of turnover (Villa Secrets model) 2.5% or other modes of payment.

S-Web then, creates the network, by promoting S-Web websites.



The S-Web platform produces ready to go online business like this www.CapeVillas.com or this www.ExperienceAfrica.com, or www.VillasCafe.com, or … and supplies them to whoever would profit from them. Right now, in just a day, we can create 100 versions. Given an investment of

$10 million, we could make the product global by adding properties across the globe and having server power for 22,000 users. We use this number because that's how many agents Sotheby's have x 2, noting that S-Web was created for Sotheby's Cape Town in 2009. Right now, Sotheby's HQ doesn't know of this product, pitching to Sotheby's would be better coming from Peter Thiel and others. So, let's talk about the evolution of S-Web in the single-user market, starting with professors and authors.



This system can easily be adapted to many other industries and can become a rival to WordPress and the MLS. It's an extraordinarily simple system see this video for a demo: www.Supereconoics.ai/video/44a

S-Web creates websites that cost millions of dollars, for all S-World companies, and sometimes many websites for a single company. For example, we wish to work with Sotheby's International Realty who have 11,000 agents, who on average can befit by 2 websites, for a total of 22,000 websites for Sotheby's personnel, or Christie's, or Berkshire Hathaway, Savills, Remax et al.

Each website shows how to capture more mandates and make residual income from vacation rentals, and allows personnel to use their own social networks to drive clients to rent or buy from…

Plus another thousand pages and we just about have the scale of this system in real estate and travel. Watch this video for a demonstration of S-Web and the begging's of The TBS. (technology 2)

When we come to Grand Śpin Networks with 2048 businesses in 2024 and over 250,000 by 2080 the same model applies. Each business will have one, tens, or hundreds of websites. All a lot better than their competitors, by a country mile.

As a stand-alone system at first for universities and authors, and later for everyone, S-Web is desired to be the last mover in web design eventually out seating WordPress.

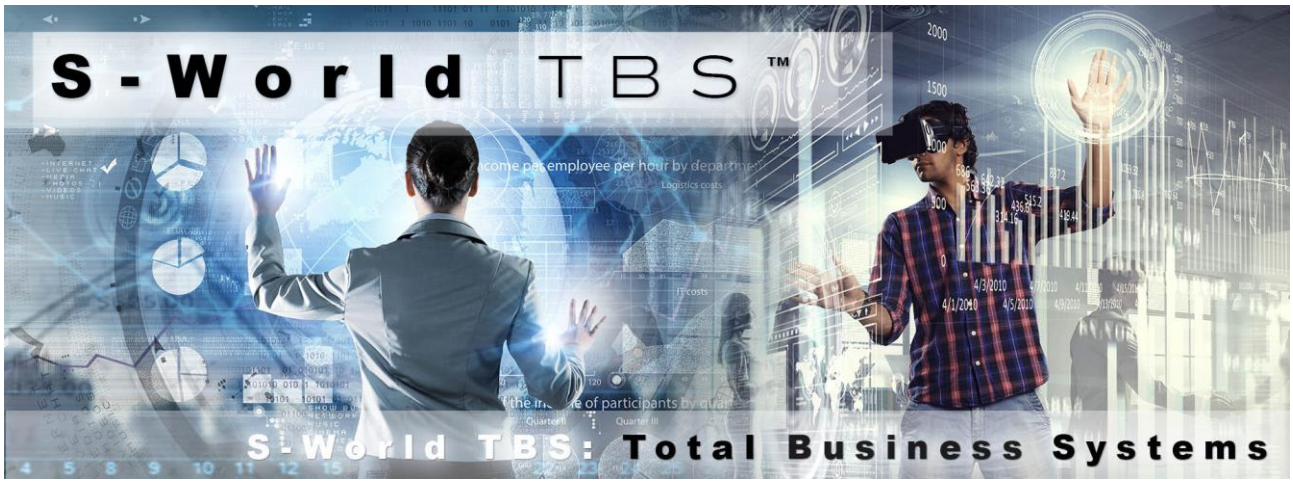
S-World Villa Secrets

Scenario 8: S-Web™ Specialize and Scale

S-World Villa Secrets is a real-world company that in Supereconomics book 1. THE WHAT showcases the Villa Secrets business plan; Scenario 8: **S-WEB™** Specialize and Scale.

S-Web™ is the web development division of S-World; we start by creating one specialized website, that connects with all the current and future TBS™ functions.

S-World TBS™ Functions.



My 2017 book 'The Villa Secrets' Secret' summarises some of the TBS™ functionality and complementary ideas: http://network.villasecrets.com **Key chapters are:**

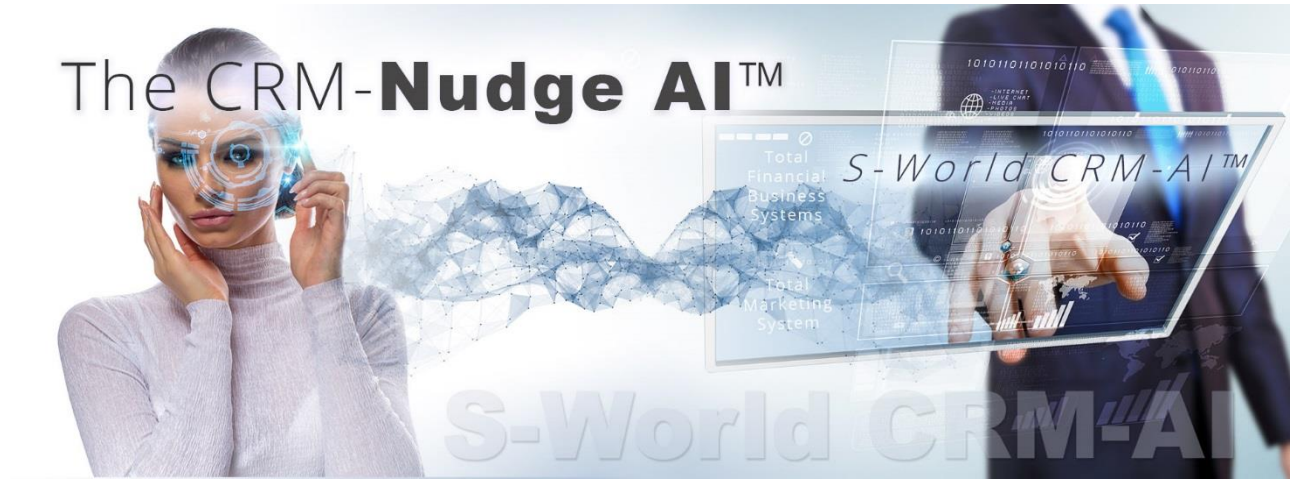
The VILLA SECRETS **Network**

http://network.villasecrets.com/the-secret/ch2/s-world-villa-secrets-network

Mandates, Mandates, **Mandates**

http://network.villasecrets.com/the-secret/ch3/mandate-marketing
http://network.villasecrets.com/the-secret/ch3/mandates-mandates-mandates

The CRM-**Nudge AI™**



http://network.villasecrets.com/the-secret/ch6/crm-nudge-ai

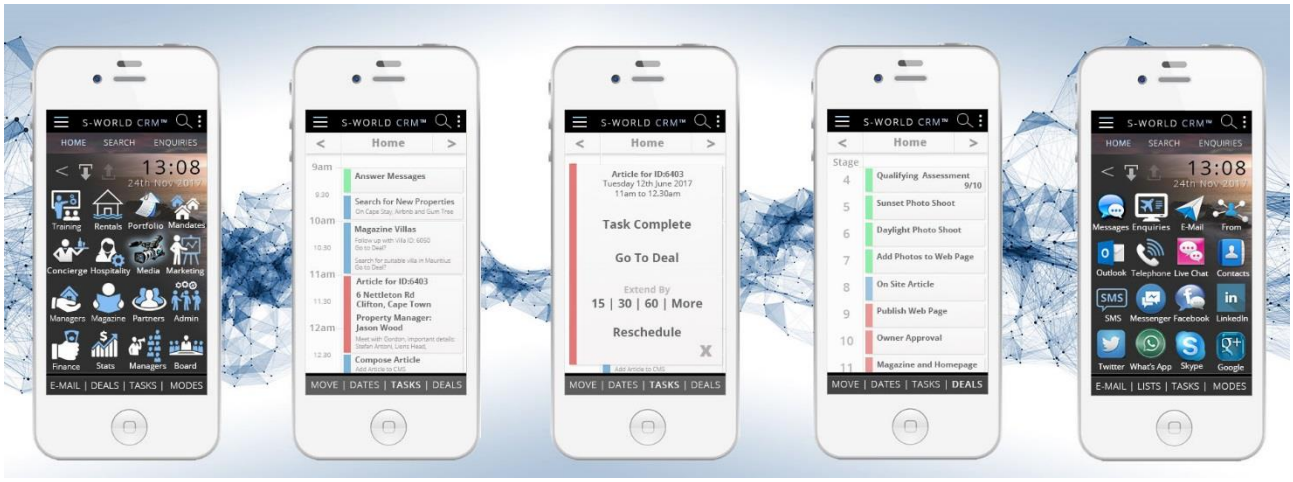
The S-World TFS™ – Total Financial System

http://network.villasecrets.com/the-secret/ch7/tfs-total-financial-system

The S-World CC™ – Company Controller

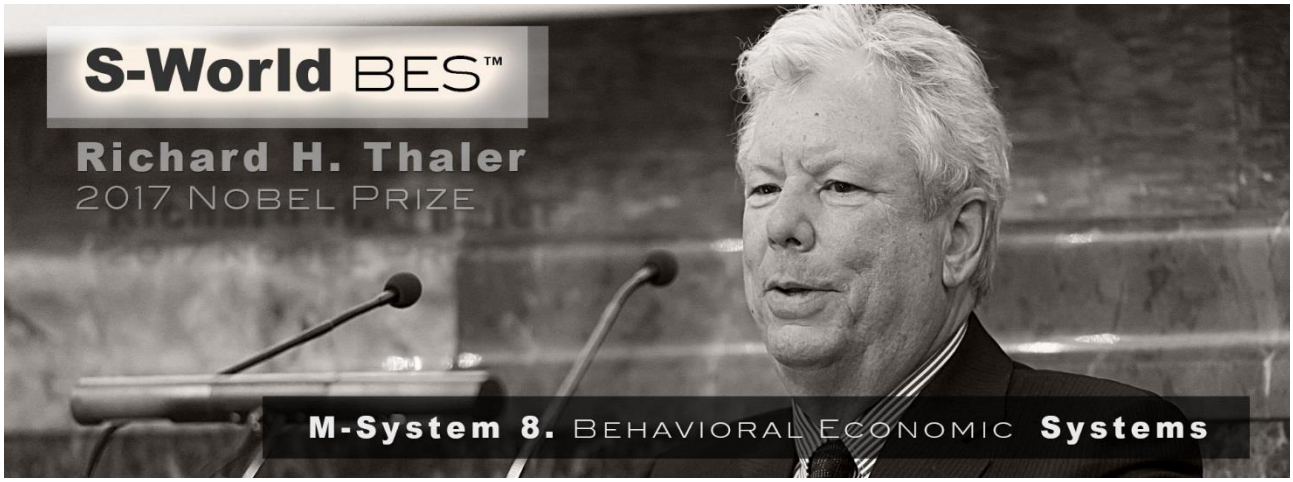
http://network.villasecrets.com/the-secret/ch9/crm-cc-the-company-controller

The S-World CC™ – Company Controller - Mobile



http://network.villasecrets.com/the-secret/ch9/crm-cc-the-company-controller

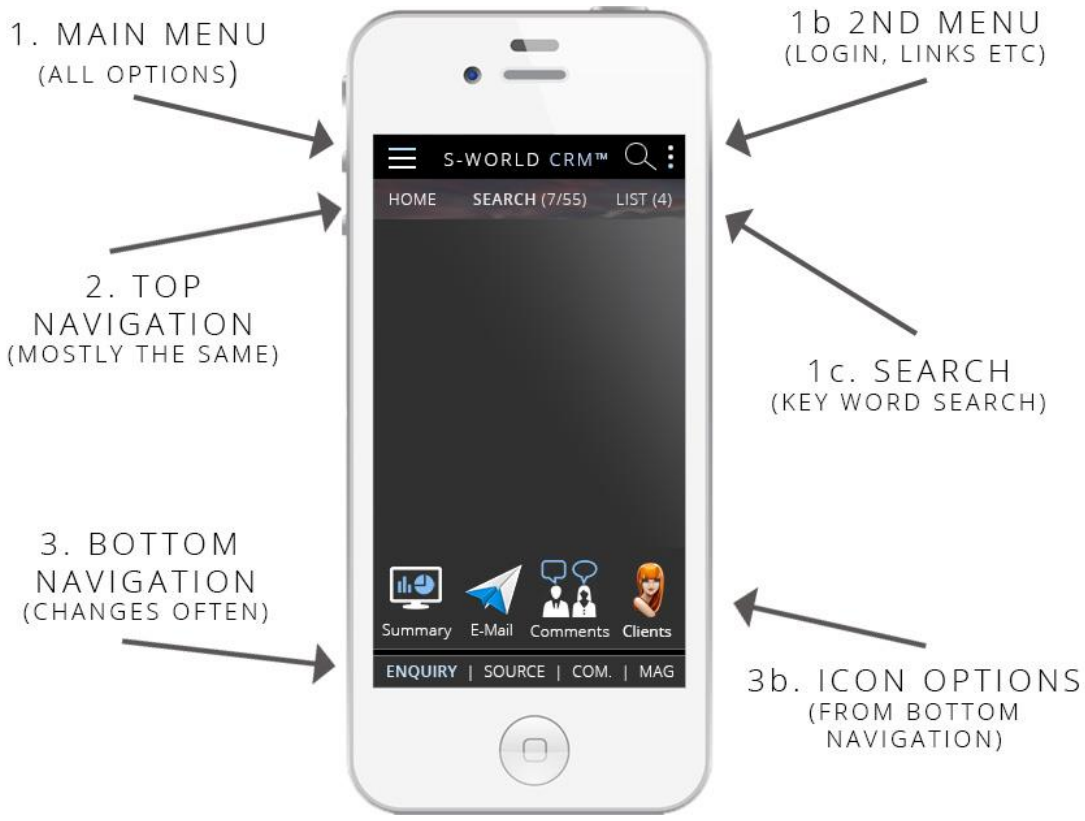
S-World BES™ Behavioural Economic Systems



Richard H. Thaler was my first economics hero, in his books Misbehaving and Nudge; many lessons are taught, I will, for now, home in on just two of these points. (For more see S-World Stories 20a and 20b.) First, we consider Choice Architecture, which is the art of making navigation and defaults most simply and intuitively. We accomplish this first by making the product for specialized niches, so we can throw away 90% of the clutter from the CRM and CMS.

Below we see an example of Mobile-First S-Web™ choice architecture for Thaler and others to discuss. This version allows 48 different 'quick tap' options available from each individual page.

Richard Thaler Choice Architecture



S-World UCS™ HAWTHORNE

Continuing the S-World BES™ theme, we come to an exciting system that builds upon The TBS™ functions seen so far, by making a game from the tasks assigned and completed in S-World CC (The Company Controller). **Below we see 8 sales staff** in a Villa Secrets company winning points, working with and competing with each other. Half the cash flow allocated to salary is disbursed to winners each day. The result of this is that everyone is closely watching the performance of each other, and because of this, the Hawthorne effect kicks in and boosts team performance because people work best when they are being observed.

http://network.villasecrets.com/the-secret/ch10/UCS-Hawthorne-for-Richard-Thaler

The second point of interest, and how I hope to get Thaler's interest, is in the abundance of RCT trials we can perform, in high stakes financial environments. From Villa Secrets clients spending over $100,000 on a holiday, or $10 million to buy a house. To Foundations, wealth funds, universities, and big corporations spending $1billion on a complete suburb.

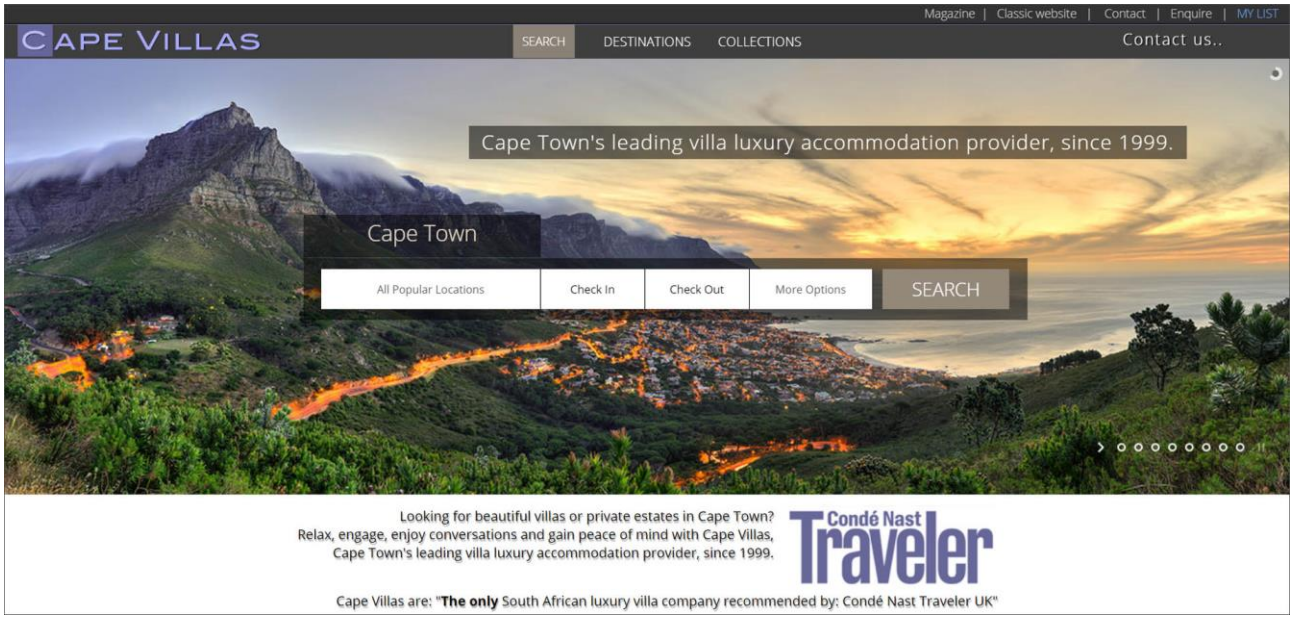
S-World Villa Secrets

Scenario 8: S-Web Specialize and Scale

S-World Villa Secrets Specialize and Scale is a very simple concept to explain, now that we have created the second and third prototypes. Starting with www.capevillas.com which not just a website, it is a ready to go business, a web-franchises that critically provides stock (villas, apartments safaris, private islands) at good prices. Just add marketing and/or the recruit mandates, and you are ready to go.

Below we see S-Web Scenario 8: Website 1. **CapeVillas.com**. To see some of the unique CRM Systems, watch this video: www.angeltheory.org/video/40a and note that soon, this system will automatically respond to enquiries without human interaction. Our first AI-Driven S-Web Site.

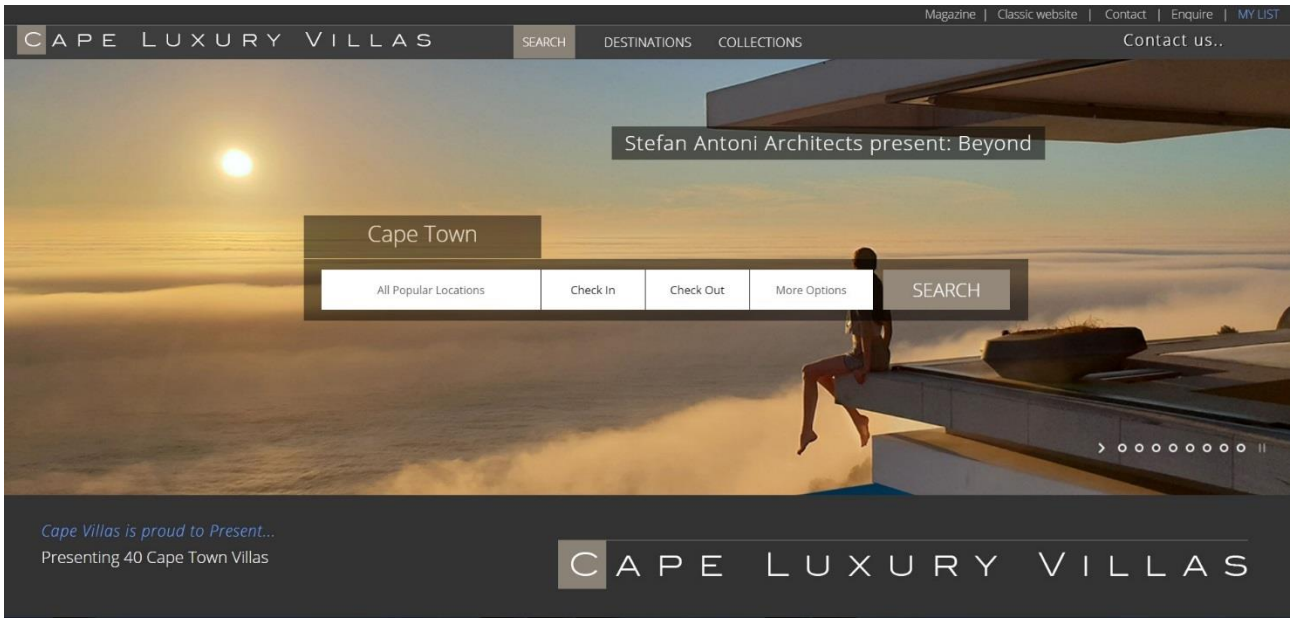
Cape Villas.com



Cape Villas.com is in itself, a specialist website that I first made in 2002. And we've never stopped developing it. Eighteen years later we are ready to apply a Specialise and Scale strategy, by adding only luxury villas to the homepage, and in just an hour, we create a new

specialist in high-end Cape Town Vacation Rentals product: **www.CapeLuxuryVillas.com**

CAPE LUXURY VILLAS.COM | **$53,687** plus 2.5% of turnover

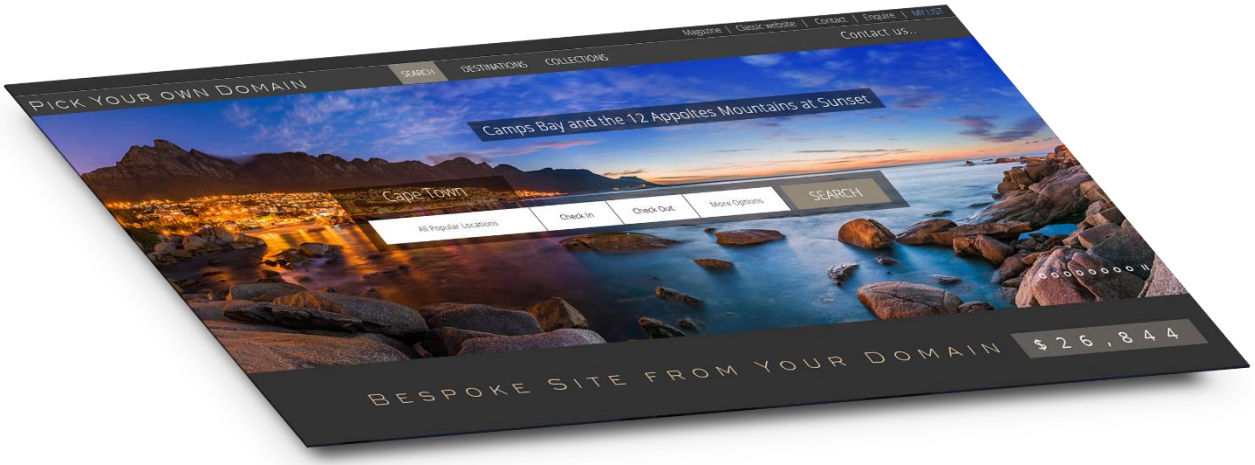


This website plus a lifetime S-World Angelwing software licence, with no marketing restrictions, is online now and is for sale for **$53,687** plus 2.5% of turnover.

Another Specialization might be for a Real Estate agent working in Camps Bay using this website and others to attract property owners to sign rental and sales mandates.

VillasinCAMPSBAY.com | www.VilllasinCAMPSBAY.com | **$40,265** + 2.5% turn

Bespoke Site from New Domain: **$26,844**



From $26,844
Plus 2.5% of turnover
(50% Commission when sold by an agent)

So we have seen how we can make different adaptations of the web framework for different niches (specializations). In book 2, I describe a '64-Cube Network,' with more than half of places with different specializations creating a network where there is always a specialist, increasing ROI from all marketing. Now villa companies can now make money from safaris, and safaris can in turn book villas, add some specialists working live chat and phones in US time zone, foreign language exerts and in particular German, and of course real estate sales agents. As the enquiry comes, the AI directs it to the most specialized team member. However, all specialists will have added their portfolios to the system so that anyone in the network can answer enquires in a semi-pro manner, assisted by the AI, until the specialist is ready to take over.

This is called a specialized network; this is the 'Specialize' in Scenario 8: 'Specialize and scale,' The scale is in effect in two different directions, for a start the art of creating the 64 Cube is a scale exercise. We need to make some API's with industry names like Kigo, and MyBookingPal then we can scale to nearly every town in the world where a property has sold for more than $1million, and you have tens, probably hundreds of thousands of locations and specializations. That's the scale.

And remember the system is in constant development, however good we look now, we will look better tomorrow, as we bring out completely new designs. As I write on the 2nd Feb 2020, we have just the three websites, by the end of Feb there will be more than 7, and there is no reason why we could not launch 10 new agency-level websites each day.

THE TEN TECHNOLOGIES

Technology 2. The TBS™ – Total Business Systems

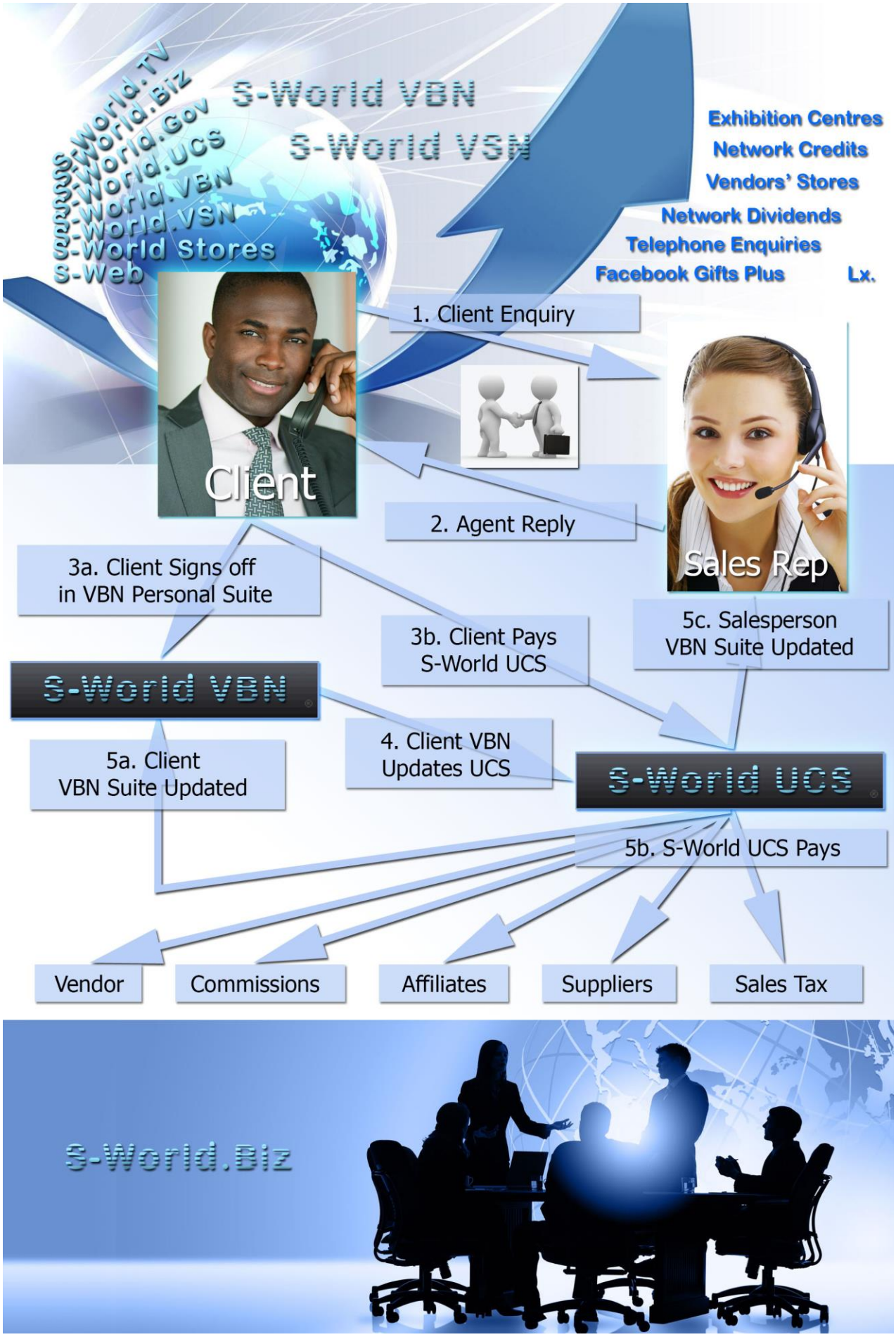
As the title implies we are developing a system for all a user's business's needs so that any man or woman can operate and profit from their S-Web platform business, right off the bat, including automated payments systems, month-end reports and other accounting information.

The TBS is also a supped up CRM, which is more AI now than CRM, but it assists the user in the reach of profit in many ways, it also makes sure the users and not hiding sales from us and staff are not hiding sales from their bosses.

The TBS will grow to staggering complexity as it adapts to other industries and is tasked to run 2048 business, with an average cash flow of about $3 million a year in a single City suburb, which is expected to grow to over 300,000 companies with an average cash flow of about $25 million ($6.25 million discounted) a year by 2080.

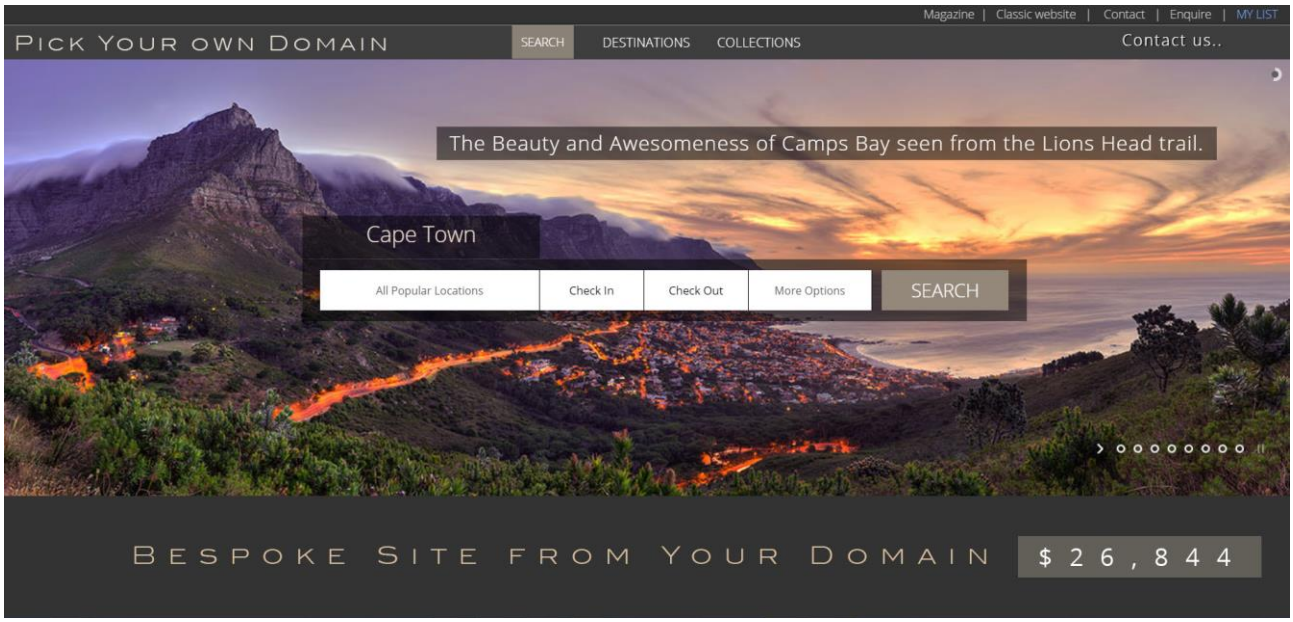
The TBS is the business software for S-Web, and the connectivity, making API connections to tens then hundreds of travel data inventory systems (The Villas Cloud). A full but simple financial system (The TFS) is made even simpler as most data is captured automatically. In the macro, The TBS must monitor and facilitate the banking for the entire network and set the dynamic price of all goods. There are many sub-systems, TMS (Total Marketing System, CRM-

Nudge AI, S-World CC (Company Controller), S-World CC OKRs see S-World UCS™ Hawthorne.



THE TEN TECHNOLOGIES

Technology 3a. S-World Villa Secrets, POP (Financial Gravity) and BES (Behavioural Economic Systems)




S-World – Villa Secrets Network
Villa Secrets
1. S-Web CMS Framework
> Stunning 'wow and awe' Websites.
> Simple Intelligent CMS
> Software created within the web framework
> Ultra efficient systems
2. Network Strategy
Creating a network of many individuals and small companies in different real estate & travel niches in many locations.
3. Mandate Marketing
Commission from rental mandates is used for directly marketing properties
4. S-Web CDS™
Creates the platform for the evolution of CRMs into web content based systems
5. The Villas Cloud™
Connects to PMSs, GDSs and Distribution Channels
6. S-World CRM-AI™
One agent performs the job of two in half the time with twice the efficiency
7. S-World TFS™
A simple financial system created as a part of the S-Web CMS Framework
8. Managers & Owners
An Elite Prestige Marketing Club. Make multi-leg bookings for clients, & make bookings in other properties when full.
9. S-WORLD CRM CC™
The Company Controller organizes and motivates the whole team.
10. S-World UCS™
Game based fun and addictiveness
11. Networking Systems
Automated Social & Business Networking
12. Concierge, Hospitality PR, Film & Social Media
13. Call Centre & Content Writing
Live Chat, Foreign Language & Content Writing
14. S-World TBS™
A round up of the benefits of all S-Web & S-World software & systems presented so far
15. Marketing, SEM & Advertising
How we get customers in the first place?
16. Google SEO
Search Engine Optimization
17. Content Marketing
The new face of SEO & blogging
18. S-World Publishing
The Villa Secrets Coffee Table Book
19. Luxury Villa Rental Agencies
10 years of in the field experiences, followed by 7 years of developing systems has led to an all-encompassing top end vacation rental solution, that is extremely profitable & simple to manage
20. Price & Value
Primary Networks start at $42,000 +2.5% pa
21. Prestige & Jet Set Marketing
Increased villa values & # of jet set clients
22. Real Estate Systems & Wins
Many systems for rentals work for sales
Opportunity for 30% to 70% growth
23. Development Timetable
All #1 Systems complete by Dec 2018
24. Be Easy to Buy From & The 6 Whys
25. Gain Consensus Across Partner Organization

The Villa Secrets' Secret – Training and implementation manual, Villa Secrets Specialize and scale, Experience Africa Conservation, Hi-End Real Estate and Travel,

Sotheby's 11,000 websites


S-World Villa Secrets
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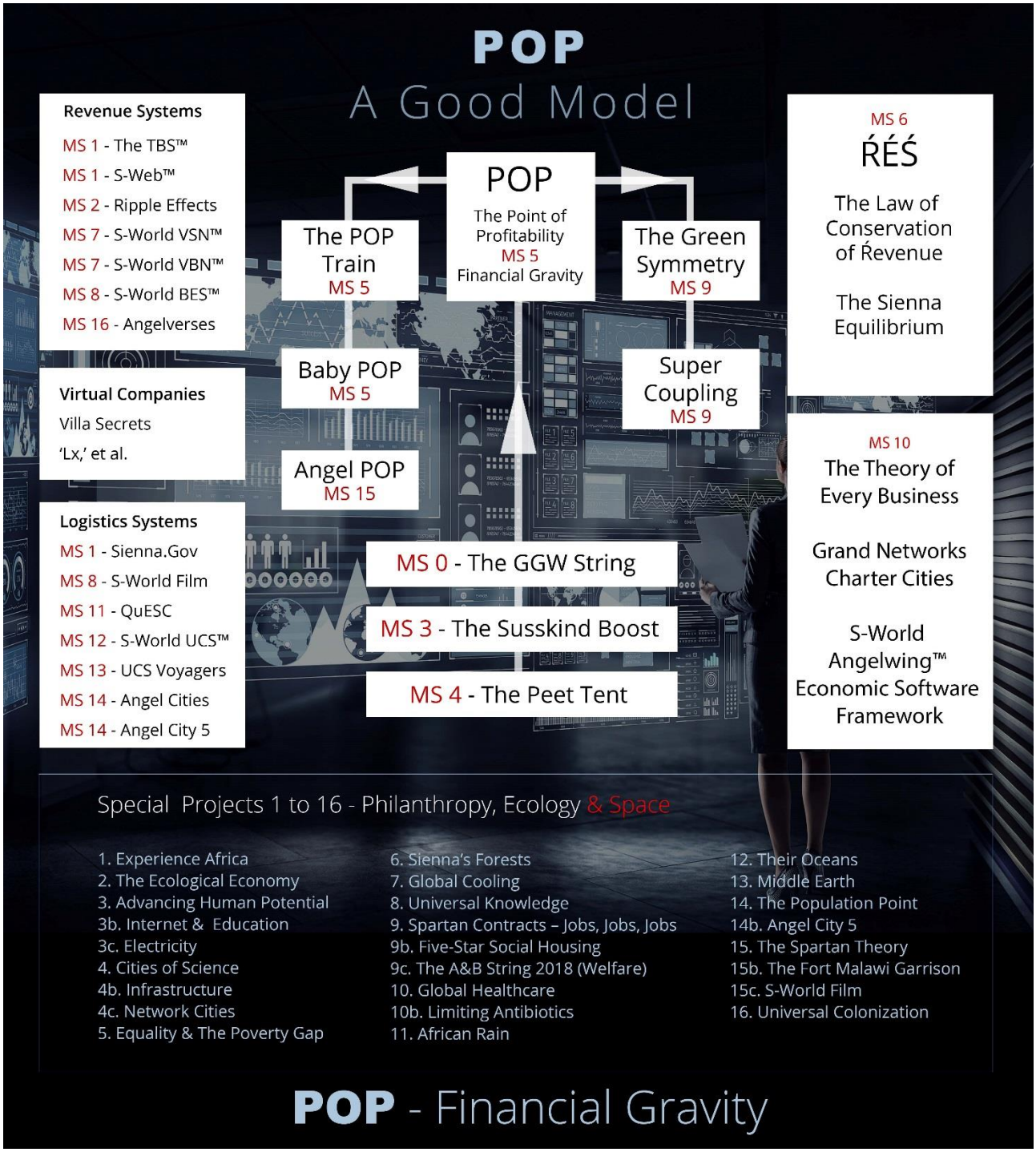
The Ten Technologies

Technology 3b. S-World Villa Secrets & POP (Financial Gravity)



Villa Secrets was started in 2000 with the website www.CapeVillas.com and in 2002 showcased the world's first Virtual Tours to be made in Macromedia Flash (The same system that made South Park. IN 2005 we added an online reservations system and CMS. From 2005 to 2010 Cape Villas was Africa's most prestigious and popular vacation rentals company. In 2009 Sotheby's Cape Town shook hands on a new website we would make for them, in exchange for

a cut of the commission. Technical issues saw the first attempt unusable, but a business plan was written about it and sent to Virgin Brands SA. www.s-world.biz/First-Business-Plan-2011, this plan continued and continued and is being retold in Supereconomics Book III: S-World Angelwing and the Ten Technologies (working title).
Soon, maybe a year, we will have villas on show at good prices all over the world and have connected with all major luxury travel options, from ice-hotels to Wetland Safaris, from private beach islands to hot air ballooning over the great migration, jetting around in a CO^2 balanced way.

POP is presented here http://www.supereconomics.ai/book/2-2/the-flap-of-a-butterflys-wings. In addition, there are about 50 pages on POP in the full and original 64 Reasons Why.

The Ten Technologies

Technology 3c S-World Film & Behavioural systems

Another tenant of S-World Film is S-World BES (Behavioural Economic systems) starring Richard Thaler, Nobel for Economics 2017

(Online Presence, website, social media et al.)
Starting at the top, we desire a conversation with Madonna, as soon as the economics is appreciated by Peter Theil and Paul Romer, then any of the following; Bill and Melinda Gates, Elon Musk, Mark and Pricilla Zuckerberg, Richard and Zoe Branson, the Alphabet team.
We choose Madonna as Interim CEO for S-World Film because her adopted children are Malawian, and into Football. We shall get to Football later, for now, more about S-World Film; S-World Film is both very macro; interlinking 8 films and series, into a single ending, using The Sienna Project and Angel City 5 scripts, but interlinking those productions, in real-time to the real-world state of S-World.
When Alfred Hitchcock wrote North By North West, they only started with the beginning of the story, and that where we are now, not a lot of good film material, that is what happens next. If we're really all talking about S-World $1,166 trillion dollars, over a quadrillion, then it's not just a story worth telling it's the story worth telling. I've had a long time thinking about this, and I like the film that is well planned.
So instead of just playing out the future as it happened, we write a film script, that must end with something dramatic in the real world, then we find a route to that point in a way that is entertaining to watch.
The original film script, The Sienna Project started with this kind of film, but then mixed it with fantasy, as Sienna eventually saves the universe from the eye. Kind of Star Wars meets Lord of the Rings. The second film script called Angel City 5 takes over the M-Systems presentation and ends, and then begins with S-World UCS a genuine time machine, created to change the future to a more desired ending. www.angeltheory.org/angel-city-5-_-1st-aug-2017.
Making films that are not trivial, shining lights where they should be shone, and in general, being more positive is kind of how I always desired for S-World Film. Also, we need a lot of material, and local stations, all with top-notch equipment and a 24/7 cool crew, that can double as actors. In an ideal world, we would see thousands of different production countries across the globe, working together and competing, within a very exclusive network.

This idea sure sounds expensive, but actually, it does not have to be, because, in real estate and leisure and travel certainly in the top 1000 locations, we can lift off with the Villa Secrets company, who make one simple deduction, if you only have clients for half a year, in the downtime let them work on filming the location and the accommodations. So, you choose your team, from those who can double in both concierges and on film.

This idea has a second dimension, that being that we're really building the world premier consider experience, because only locally famous people can really get a table when the best restaurants are full, only locally famous people, film people are happy to take Mr and Mrs Gates to Crystal pools, and do a yoga class under the 9 different waterfalls. And only locally famous people know where the villa or yacht party. And only the locally famous people know how to plan a trip to the townships. Plus, safaris, and on and on. In place of hospitality personnel, are a team of well-motivated planners who know where it's at.

And all the time they are not on concierge duty they work on the film and stills productions, free to go to auditions, and all that time improving their portfolio and experience. It may be like how it was for the Airline stewardesses in Catch Me if You Can. A real privilege and a lot of travel, every aspiring actress or model wants to work for S-World Film in The Famous Concierge position.

Now considering Š-ŔÉŚ™ Suburb sale locations, each business will contribute at least one person to S-World Film, (that's only 1 only 32), with 2048 businesses, that's a lot of personnel. One thing for sure is that there's going to be a lot of great content coming from each Grand Śpin Network.

Of course, the more famous the initial members of S-World Film are the more aspiring actors, or aspiring concierge specialist will be attracted. This point is well made in the book Modern Monopolies: What It Takes to Dominate the 21st Century Economy, by Nicholas L. Johnson, and Alex Moazed. More from Nicholas and Alex:

"Its Path Dependent – What does this mean?
It means that the types of users your network will attract in the future depends on the composition and behaviour of your networks existing users.
A networks future growth depends on the path it has taken to get there. In other words, users aren't making the decision at random about joining a platform, potential new users are driven by their attraction to or distaste for your existing userbase."

For this reason, celebrity is a big factor in the early days of the Network, we already have our eyes on Madonna, and the obvious, at least obvious to me next affiliation can only be with, Prince Harry and Megan, who end up playing themselves in the movie that is S-World. Leonardo DiCaprio for 'Before The Flood' 'Angelina Jolie for various actions.

The Ten Technologies

3c S-World **Villa Secrets** & POP (Financial Gravity)

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The Ten Technologies

4. S-World Film, Behavioural Systems & The Famous Concierge

Production Company, desired co-founders Harry and Megan of course. And because the prototype is Malawi; Madonna. Subsystems; The Famous Concierge, Behavioural Economic Systems, PR, Branding, Advertising, Media, Marketing, Villa Secrets and every S-World Monopoly.

The Ten Technologies

5. S-World VSN™ – Virtual Social Network

Virtual Social and Business Network – The Foundation of S-World UCS™

Having got past the discipline of writing about the four systems that my team and I have been working on for more than 20 years, that have numerous real-world working prototypes. Now is time for the more creative fields of S-World VSN and UCS, which are two sides of the same coin, UCS being the gaming, recruiting and training component of VSN, or at least that was how UCS started, back in 2003 and the game idea Villa Mogul. After I had started what became the first Virtual Tour in Macromedia Flash anywhere in the world. Noting that Flash become the appropriate tool for Virtual Tours for the next decade. I'm not sure if they used it for Google Street View, but I can say my tour first was mapped in 2001 5 years before Street View.

It really nearly made it in 2004, I had Dumani Mandela helping me with networking and had been offered what was, in essence, my own digital tv channel, and it was, by for the nest looking tour anywhere on the web. We further teamed up with Moyikwa and Shaka Sisulu, and Galileo GDS and a programmer capable of codding the payment systems for hotels and other travel services to book online, which was not the norm in 2004. Unfortunately, my inexperience in investment and partnerships was my own downfall, and nothing happened, but looking back, it's a shame as no doubt this would have been a success, as we were already Page Rank 4 in Google and as the content was awesome it would only be improved as more people linked to it. You can see a version of it here, but note that you need to turn Flash on your browser, https://www.capevillas.com/CTG.shtml. Please also decrease the magnification of your browser to minus 80% for the image to be sharp.

What you are seeing here is a version made for Cape Villas, click 'Cape Peninsula' or better still 'Cape Town,' for the original Cape Town Guide. This map style and quality of panoramic photography were years ahead of its time, and it was a tragedy that the original was lost when we did not renew the domain. Big Oops.

But whatever does not kill us makes us stronger and whilst we had lost our high page rank technology, I did not stop planning how to turn such an opportunity into a successful business

and in 2011 after acceptance from VIRGIN Brands SA, I started to work full time on the project. But this was not the only thing happening in 2011, I wrote a film in which I was given the secrets to a more powerful and fairer economic system, which is quite an abstract, and yet provable version of the god question. If I make such a system there is a god, or at least Sienna is a messenger of the gods, if I don't, there is no god and she's not. Yeah, it's quite a responsibility, and is best explained by the ago old Sherlock homes quote;

Add Quote!!!

www.americanbutterfly.org/S-World-2012
www.americanbutterfly.org/S-World-UCS-2012

S-World Virtual World and Networks (VBN, S-World Oasis, 10x versus MLS) (SimCity) S-World DreamState.

If Š-ŔÉŚ™ is the network inspired by quantum mechanics, then S-World VSN is its relativity, S-World VSN is how we visualize the network.

Nowadays we intend to visualize the network in a few different ways.
Mathematically we see the network in cubes within cubes within cubes,

"The glass shatters into a thousand pieces and the pieces do not reform into glass.
**You cannot change the past, but we can have regrets, remorse, memories. The future instead is certainty, desire, anxiety, open space, destiny, we can live towards it, shape it because it does not yet exist, everything is still possible. Time is not a line with two equal directions, it is an arrow with different extremities. And it's this rather than the speed of its passing that matters most to us about time, this is the fundamental thing about time. The secret of time lies in this slippage that we feel on our pulse, viscerally in the enigma of memory, in anxiety about the future, this is what it means to think about time.
What exactly is this flowing, where is it nestled in the grammar of the world, what distinguishes the past – it's having been from the future – it's not having been yet in the folds of the mechanism of the world. Why to us is the past so different from the future?"**

"All of the sons on Adam are part of one single body, they're of the same essence. When time afflicts us with pain in one part of that body all the other parts feel it too, if you fail to feel the pain of others you do not deserve the name of man."

Luminous verses that now stand at the headquarters of the United Nations by Saadi Shirazi from The Order of Time by Carlo Rovelli.

S-World VSN Virtual Construction

By Nick Ray Ball 29th October 2020

S-World VSN Virtual Construction is the Virtual World/Real World Virtual Reality experience.

1. **Basic Villa Architectural Designs**
   Let us say we have dozen or so basic villa designs. From 2 to 7 bedrooms.
   We have a large plot of land, and another operation has already taken place as pipelines are laid and connections are made to water, power and Internet etc. (Power is from a Net-Zero force)
2. **Numbers on bricks**
   Each Brick needs a barcode and id number and must be stacked in a specific order.
   At the sight, the bricks are delivered to a specific point relative to the villa.
3. **Virtual / Real World Goggles**
   Each construction worker (hereafter called 'Spartan') has goggles that show the part completed villa, and the fully completed. The Spartan can flick between fully virtual, semi-virtual (seeing both the 3D world and the real world, and of course not virtual (which can be created by taking off the goggles.
4. **Tutorial NPCs (Non-player characters)**
   We need to create the body of an NPC that can virtually move to and add a brick, or a tile, or a window or other part of the villa. So, the Spartan can, at any point call up the tutorial to see what she should do next. The entire order of each piece of the house is then added one piece at a time, or if there are 10 people, it will show the order of each person should add each brick, tile, other.
5. **The Barcodes on the Bricks.**
   It would be useful if the barcodes on the bricks give a sound or make a display on the VR set when two bricks that are supposed to be next to each other are placed next to each other.
6. Same for all other parts of the villa

The Ten Technologies

6. S-World UCS™ – Universal Colonization Simulator

MMO Games and Education, QuESC and The 87 Quintillion Histories

Something Deeply Hidden

Quantum Worlds and the Emergence of Spacetime

By Sean M. Carroll

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.

But this is not how it actually behaves, not nearly.

Training Systems, Recruitment Games MMO Games and Gaming in general S-World UCS) (Universal Colonization Simulator), (Civilization 7) (The SIMS & SimCity) (Angel Cities) (UCS Voyager) Grand Śpin Network (Special Projects) (Football Manager)

The Ten Technologies

7. Š-ŘÉŠ™ – High Octane Financial Engineering

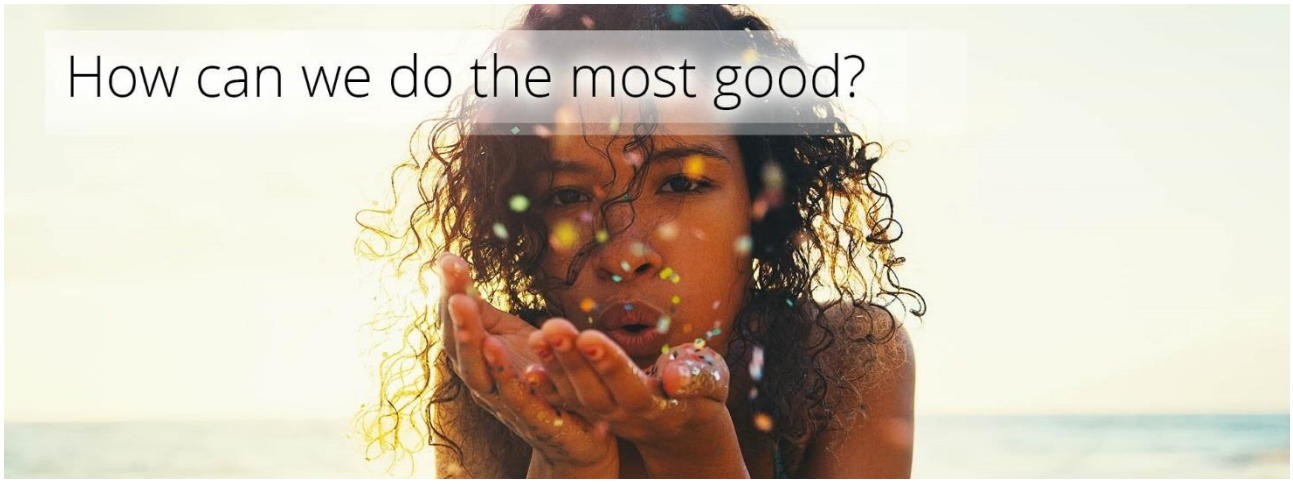
Pecunia, si uti scis, ancilla est; si nescis, domina.

How can we Accomplish as Much Good as Possible?

A big breakthrough in S-World City Design occurred in 2017 and can be summed up in a single sentence.

"Grand Networks in locations in extreme poverty are Special Projects."

The idea was simply that in place of a Western powerhouse Grand Network helping Africa by funding special projects, the powerhouse – the Grand Śpin Networks would be in Africa and other poor locations, using Š-ŘÉŠ™ Financial Engineering and the many other parts to the Angelwing system to create their own Cites, which would be Net-Zero and constructed around the special projects, **the Cities became the special projects, and that's how we can do the most good.**



The Ten Technologies

7. Š-ŔÉŚ™ - High Octane Financial Engineering

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

For more on 7. **Š-ŔÉŚ™** – High Octane Financial Engineering. Start the book again from the begging, the whole book is about Technology 7. But specifically, relevant to this point in the book please see Chapter 1. The **Š-ŔÉŚ™** Calculator.

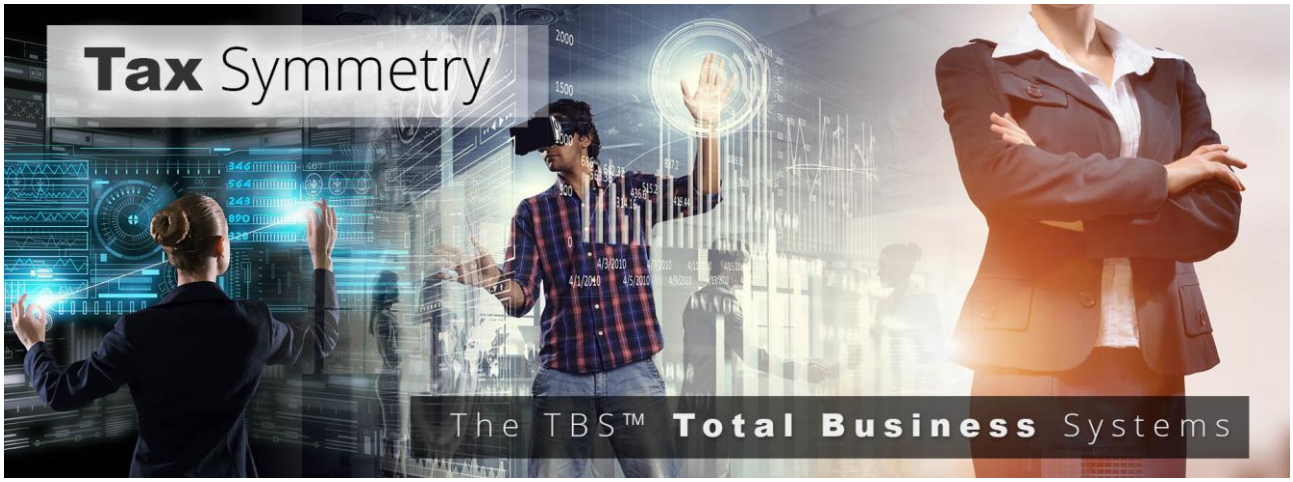
The Ten Technologies

8. **S-World** Net-Zero **DCA Soft**. & Tax Symmetry Dynamic **Comparative Advantage Software**

Š-ŔÉŠ™ Makes the Network Powerful, and Net-Zero DCA™ Makes it Beautiful – For 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.**"

The thing about Š-ŔÉŚ™ and Net-Zero DCA™ is that in its basic form, Š-ŔÉŚ creates a strict supply and demand mechanism, which can increase and decrease cash flow (and so GDP) simply by increasing or decreasing either É or Ś. So long as The Sienna Equilibrium is in effect, Š-ŔÉŚ itself does not seem to care about which type of company supplies or demands, so long as some companies supply or demand. So, to a degree, we can, at our pleasure, choose the companies that best suit our net-zero special project ambitions. **And we can make S-World Malawi's Dynamic Comparative Advantage; in net-zero products and industry.**



Remember from before, if this gamble, does not pay off and it turns out in 15 years that the rest of Africa is sourcing its Net-Zero products and engineering from an alternate source, it would not be great news, but for two things, one UCS History 3 does not include trade, trade is just a bonus, and two all the companies that would make the Net-Zero products and engineering had Ťenders for about $3million each, x 2048 in 2024 x 4096 in 2025 all the way up to over a quarter million companies in 2080.

The S-World UCS™ History 3 scenario does not need its Dynamic Comparative Advantage gamble (because predicting future Comparative Advantage is a Dynamic process, and the longer you go forward, the greater the odds that one will have picked right) to pay off. It does not need to sell a single thing, as we have said a lot, it's all about the Suburb Sale. The $1 billion a year cash flow from the Suburb Sale multiplied by Š-ŔÉŚ™ generated the income for every business. In 2024 we start with 6.8 billion / 2048 = $3 million, the next year doubles the

number of companies all with a bit over $3 million, and son one and on. We don't need our future Comparative Advantage to be correct in terms of becoming the go-to place for Net-Zero in Africa. Can we make so much from the Suburb Sale and Š-ŔÉŚ™?
This does not mean we don't care about the future Net-Zero Dynamic Comparative Advantage of Malawi, I really do, and I'm pretty sure it will be, and I'll say why in a minute, but the point is, the many, many billion that is going to be spent are hedged if they don't win an export, no worries, we have the costs covered by the Suburb sale and Š-ŔÉŚ™. Coming back to my point about why I am confident in Malawi's Dynamic Comparative Advantage being in Net-Zero DCA is because of the investment we can afford for making things in our back yard; that's all the R&D done, and all the factories made and seeing as how we're starting from scratch the infrastructure will be future worlds ahead. And of course, all the other advances and advantages (from S-Web to S-World VSN) were already discussed.

So, if we're wrong, it does not jeopardise the project, and if we're right we don't only become the Net-Zero store for Africa we have a foot on the door in world markets.

Note on Africa, also expect in the future a lot of aid to be contingent on not increasing CO2.

Of course, once chosen there is still a lot for the software to do. In fact, there is so much to write in how it connects to the S-RES software, and the Sienna Equilibrium, to the Cash Flow to GDP variable that I need to save this for the next draught, I am today very conscious that I have only 28 days before Sienna's Birthday at which point I desire a completed version.

THE TEN TECHNOLOGIES

9. **S-World** Net-Zero **Grand Śpin Networks**

Charter Cities 2.0; The Malawi Network & MARS Resort 1.

We will come to Technology 9. **S-World Net-Zero Grand Śpin Networks**. After Technology 10.

This is first because after Technology 10 we come to Part 7 and some 30 pages on S-World Net-Zero Grand **Ś**pin Networks. But is also because I'm not completely sure which technology should come first The Grand **Ś**pin Networks (9) or the Angelwing software that runs them (10).
Like VSN and UCS they are both two sides of the same coin.
As are S-Web and the TBS, Villa Secrets and S-World Film and **Š-ŔÉŚ™** and Net Zero DCA.

In place of ten technologies do we have five layers of symmetry, within the Combinatorial Explosion.

The Ten Technologies

9. **S-World** Net-Zero **Grand Śpin Networks**

Charter Cities 2.0; The Malawi Network & MARS Resort 1.

For Technology 9. **S-World Net-Zero Grand Śpin Networks**.

Please jump the following chapter to Part 7 of the book; **Net-Zero Grand Śpin Networks**.

The Ten Technologies

10. S-World Angelwing & The Supereconomics AI

The Combinatorial Explosion

Part 1

Wow, I've finally arrived.
Sorry, talking to myself, I am very aware that I am excited to write, it's been close to 10 years, and now finally I have adequately described the network, I say adequately because there's a lot more to say about S-World UCS, but as this is the subject of book 4. 10x Our Future I shall leave for now. Now, I can at last start to consider what Paul Romer meant by Combinatorial Explosion and the Supereconomics AI.

We already have a structure for S-World Angelwing, it is the 9 technologies up to this point, plus the M-Systems.

You have no idea what it's like to be able to look at a problem and say, it does not matter, someone else can work this out. Because right now I don't exactly know what to write. This is not a conversion I have rehearsed with myself a thousand times. I guess I have two components that need to work together somehow. These two components are the Combinatorial Explosion which is from Paul Romer's Nobel talk (add link) and The AI.

I don't really know much about AI other than what I wish to make for Villa Secrets, and S-Web a system that is superior to a human most of the time, but when combined with a trained human, can produce much better results than either the person or the software could achieve individually.

In S-World the is part of M-System 11. QuESC, which has a rather intimidating name, and yet is simply telling us that the System Core is a combination of woman and software who can produce much better results than either the person or the software could achieve individually. QuESC stands for Quantum Economic System Core, first written about in 2012 in the second book from American Butterfly aptly named; Spiritually Inspired Software.
http://americanbutterfly.org/pt2/spiritually-inspired-software/the-entangled-butterfly#quesc

I very nearly brought up this chapter earlier in this book, and I'm glad I get to mention it, the chapter is called The Entangled Butterfly, which is a combination of chaos theory (the butterfly effect) and quantum mechanics (entanglement). This chapter and book was all about me experimenting with physics way above my pay grade, but oddly coming outright, or at least in the ballpark, in that it created the original PQS design, and in the follow-up book, The Network on a String it details S-RES, or as it was back then just RES
http://americanbutterfly.org/pt3/the-network-on-a-string/quantum-force-theory-spin-and-the-res-equation

As for the string theory and quantum loop gravity, both are good systems for seeking inspiration.

it turns out that when we look at it from the opposites angel it looks the same. And by the opposite angle, I mean loop quantum gravity, in which the universe at the Planck length can

It's not AI, and yet it does

And I believe they can give a brief overview of the software,

Each of the above requires books of detail and individually should be its own VC project that will grow to be worth more than the rest of the fund put together.

However, it is in the combining of all the systems that a **combinatorial explosion** occurs, a concept I first heard about from 2018 Nobel Prize in Economics winner; Paul Romer:
"A Combinatorial explosion is a summary of the fact that the number of combinations explodes as you take more and more raw different elements that you can use to combine them."

Paul Romer 2018 Nobel Prize Winner
www.youtube.com/watch?v=vZmgZGIZtiM

Each of the ten technologies is a raw element, and as we combine them the number of ways/opportunities to make money, save money or avoid landmines increases exponentially. How much money is always a good question, in this case, with these systems, it's a lot, in fact, it's a lot more than anyone reading this book, and particularly the VCs and billionaires will have ever thought possible. Because between 2024 and 2080, we are taking Malawi, the world's poorest country (by GDP per capita) from **Zero to One** percent of GDP (0.003%) to One (1.073%), which when discounted to today's money generates 24 trillion US dollars of cash flow which is about $12 trillion in Output/GDP.
And after seeking to bring the same level of investment and efficiency to the next 100 poorest countries or states, and whichever of the richer countries is in need, starting with the UK, as I know it needs it.

Volume 2

Grand Śpin Networks

The City

Chapter 5

GRAND Śpin NETWORKS

(**Š-ŔÉŚ™ Powered** Net-Zero Charter Cities)

Chapter 5.01

GRAND Śpin NETWORKS

(Š-ŔÉŠ™ Powered Net-Zero Charter Cities)

"We belong to a short-lived genus of species. All of our cousins are already extinct. What's more, we do damage. The brutal climate and environmental changes which we have triggered are unlikely to spare us.

For the earth, they may turn out to be a small irrelevant blip, but I do not think that we will outlast them unscathed. Especially since public and political opinions prefers to ignore the dangers which were running - hiding our heads in the sand.

We are perhaps the only species on earth to be conscious of the inevitability of our individual mortality. I fear, that soon, we shall also have to become the only species that will knowingly watch the coming of its own collective demise, or at least the demise of its civilization."

Seven Brief Lessons on Physics by **Carlo Rovelli 2014**

Scary stuff indeed, but at least now there is not only hope but will, as, thank god, climate change and environmental damage are now in both the public domain spearheaded by our children and in the political domain due to the peoples' obvious desire for conservation leads to favourable policies, as we see the US back on track for Paris and a leading role in climate action and the UK, already on track's position strengthened by the US and global desire to stop the climate catastrophe.

But what of the 100 countries in the world without the money to make these changes? What is our plan for their individual climate catastrophes?

Well, to be brutally honest; you're reading it and it's the only plan on any table that can work and can be precisely modelled.
See the work in progress at http://www.supereconomics.ai/UCS/Calculator.php

Chapter 5. INDEX

This chapter is primarily for Paul Romer, Donald Marron, Shlomo (Solly) Angel and the rest of the team at the NYU Marron Institute of Urban Management. We shall begin with a video; NYU Stern Fireside Chat with Nobel Prize Winner, Professor Paul Romer soon after he won the 2018 Noble Prize in Economics.
https://www.youtube.com/watch?v=8lu_ddw0o0A (Nov 27, 2028)

To begin we zoom into Donald Marron NYU Life Trustee, who shares that after Romer's arrival he was worried about losing Paul.

Marron says;

"You know this book I'm reading called the seven principles of physics, so there's 7 chapters and there's 7 things, the first one is general relativity, the second one is – something else, so I can kind of understand it Paul, but for our next seven lunches can we start out with you explaining each chapter and all the math. He said I would love to do it.
By the end of the second chapter he'd left to go to the World Bank, and I said hey Paul what happened to the rest of the chapters?
Well to his credit when he got back the first thing, he said to me was; we'll do the other 5. Now it has not happened yet because in our lunch last week when we talked about the Nobel prize and somehow that was more important Paul, than the other 5 chapters of this book.

We shared a big agreement on two important things; 'cities are engines of innovation – economic prosperity and opportunity, it's a place where ideas both come, and grow, and flourish, and are executed.'
And the second thing was universities in general, a research university at the level of NYU, combined, with all of these things can improve the life in this city and that's really what the urban institute is all about, what we can do to combine academic the commercial world in order to provide a better life for everybody."

Chapter 5.01b

IN MEMORY OF DONALD B. MARRON SR.

A TIME TO BE HONEST

I'm really into quantum mechanics, and in particular, a formulation called Loop Quantum Gravity.

This is not to say that I am fluent in the subject, but rather I believe it to be a product of a misspent youth, like Steve Jobs and it would seem every physicist who works in Loop Quantum Gravity I have experimented with window panes, purple oms, microdots and psilocybin mushrooms.

Listening to the theories of the Loop Quantum Gravity crew is always a flashback to this or that adventure.

It's like I'm uniquely wired up to find this branch of quantum mechanics intuitive, and for 9 years now I've been doing my own research and trying to make sense of it all by relating the physics to my every growing network plan. Until it's now so interwoven with this and that principle for physics that it has become physics or at least a derivative of physics.

S-RES originated from such an experiment, see from 2012

http://americanbutterfly.org/pt3/the-network-on-a-string/quantum-force-theory-spin-and-the-res-equation

My journey into Loop Quantum Gravity (LQG) did not start well, with Lee Smolin and LQG versus Games Gates and Supersymmetry at the 10th Isaac Asimov memorial debate on The Theory of Everything. At a time when string theory was still the buzz branch of theoretical physics, and not so long after the episode of the Big Bang Theory where Sheldon fights with Leonard's girlfriend about String Theory versus LQG, Sheldon being on the side of string theory. In that show as well as in the debate, string theory won.

So back in 2012 / 2013 when I was just starting to experiment with the theory of everything, I was firmly set on string theory, in the same way, that republicans like Jesus and guns.

The reason I started down the path of LQG was a narrative by Donald Marron asking Paul Romer to explain the 7 principles physics book that he enjoyed. I googled it and came to Claudio Rovelli's 7… and on from that book to others.

One point is crystal clear, and that is the math, no matter how the theory developed, the fact is now that the math is superb, and in using it, we can bring the 'bottom billon' into a completely unexpected century of abundance, and in such a way that is a positive to the planet.

This chapter drills this point home, and has been written principally for Paul Romer, but because of Donald Marron. So with this build-up then, I will give an example of each of Rovelli's principles of physics that has been a building block of the theory, Angel Theory, Supereconomics.

within the S-World Network. But I'm going to cut this to the bone in terms of detail.

Principle of Physics 1. General Relativity

"And it is at this point that an extraordinary idea occurred to Einstein, a stroke of pure genius; The gravitational field is not diffused through space, the gravitational field is that space itself.
This is the idea of the theory of general relativity; Newtons space through which things move and the gravitational field are one and the same thing.
It's a moment of enlightenment, a momentous simplification of the world, space is no longer something distinct from matter, it is one of the material components of the world, and an entity that ungulates, curves, twists, were not contained in an invisible rigid infrastructure we are immersed in a gigantic flexible snail shell."

Ok, for this we must start with Newtonian Gravity,
Here is a visual

S-World information is structured like a cube within a cube, within a cube, so that one can create a hologram and using hand sensors point or pinch the inner cubes until you find you're data. Think of each company being a cube, or each person or each country, it's a general method of navigation, for this or that data.

As I started to build these cube-like graphics, I also started watching THE ELEGANT UNIVERSE by BRIAN GREENE and which showed similar graphics, but for Newtonian Gravity, and general reality, but with a caveat that the general relativity version would be all mixed up, like the snail shell Rovelli mentioned.

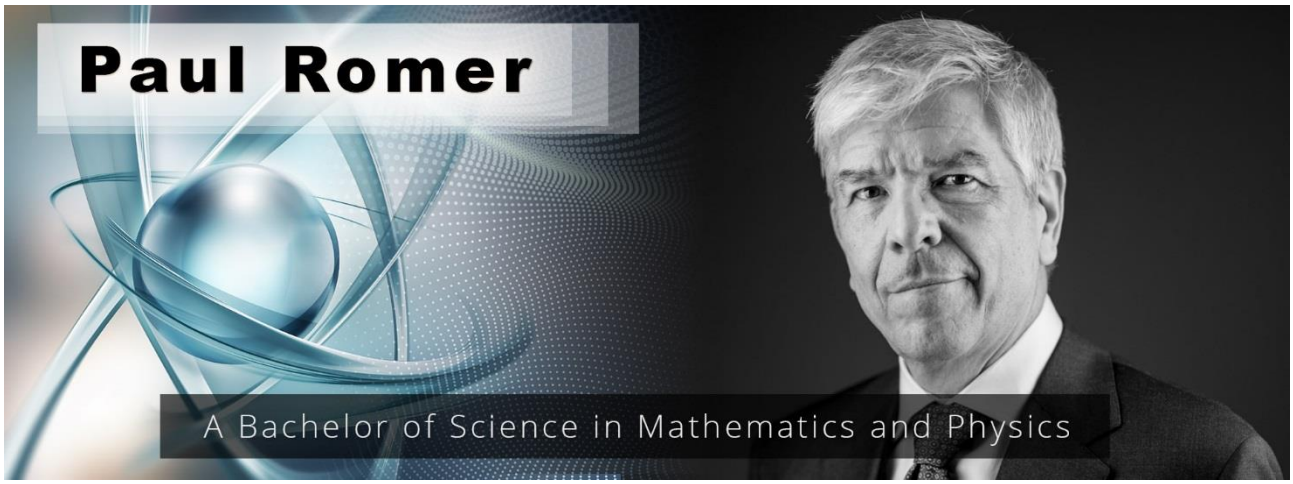
In S-World this 'messed up snail shell' is the internalities and externalities.

Chapter 5.02

Physics in S-World Rovelli Points 1 to 7 for Paul Romer

Chapter 7.1c

Determined Cash Flow



Marron asked Romer to explain the 7 principles physics book because as well as economics Paul Romer also had a degree in Physics.

This intrigued me, so I attempted to find the book, I could not find the exact same title, but I did find 'Seven Brief Lessons on Physics' by Carlo Rovelli, which also started with general relativity which I guessed was the same book, maybe with a slightly different title for the UK. I downloaded it on the 7th October 2019, and enjoyed it, but not as much as I enjoyed another book by the same author; Carlo Rovelli.

Reality Is Not What It Seems: The Journey to Quantum Gravity, which in a way continued from The Grand Design by Stephen Hawking and Leonard Mlodinow. I would in the following months follow up with; Quantum Space by Jim Baggott, and at some point, I started to home in on what Rovelli and Baggott refer to as Spin Networks. In a kind of instinctive way, these Spin networks have some similar properties to my Grand Networks and so I adapted the name Grand Networks to Grand Śpin Network, which made a lot of sense as it is the Śpin that increases the money supply and makes them grand.

Recently I followed up with Something Deeply Hidden: Quantum Worlds and the Emergence of Spacetime, by Sean Carroll and most recently I closed the loop by returning to Carlo Rovelli and The Order of Time. Which is a trip.

On the one hand, in terms of relating the work to economics and in particular Grand Śpin Networks (Similar in many ways to charter cities) I am looking to simply describe the phenomenon of (sequencing events) creating something from nothing, not magic, a Grand Śpin Network can emerge from where there is now nothing, it's mostly an act of correctly sequencing events.

Hawking says a universe can create itself from nothing. But to be a little more specific Rovelli's; The Order of Time describes creating space-time from nothing, which is kind of the same thing, and a central point in Carlo Rovelli's work.

It would seem that time is not fundamental, rather it is the sequencing of events, lets here a paragraph from Rovelli's book;

> "We cannot change the past – we can have regrets, remorse, memories.
> The future instead is uncertainty, desire, anxiety, open space, destiny perhaps.
> We can live towards it - **shape it** because it does not yet exist. Everything is still possible.
>
> Time is not a line with two equal directions, it is an arrow with different extremities, and it's this, rather than the speed of its passing that matters most

to us about time. This is the fundamental thing about time. The secret of time lies in this slippage we feel on our pulse, viscerally in the enigma of memory, in anxiety about the future. This is what it means to think about time.

What exactly is this flowing, where is it nestled in the grammar of the world? What distinguishes the past - it's having been, from the future – it's not having been yet, in the folds of the mechanism of the world? Why to us is the past so different from the future?

Nineteenth and twentieth-century physics engaged with these questions and ran into something unexpected and disconcerting. The difference between the past and future, between cause and effect, between memory and hope, between regret and intention in the elementary laws that describe the mechanisms of the world; **there is no such difference."**

Rovelli continues to tell us that entropy and heat (thermodynamics) play a critical role in creating what we feel/understand as time.' Here is a key paragraph about this;

Chapter 2. Loss of Direction

Saadi's pamphlet finds its way into the hands of a fierce-eyed austere Prussian professor called Rudolf Clausius, it is he who grasps the fundamental issue at stake, formulating a law that was destined to become famous; **if nothing else around it changes heat cannot pass from a cold body to a hot one.**

The crucial point here is the difference from what happens with falling bodies – a ball may fall but it can also come back up by rebounding for instance. Heat cannot**, this is the only basic law of physics that distinguishes the past from the future.** None of the others do so; not Newtons Laws governing the mechanics of the world, not the equations for electricity and magnetism formulated by Maxwell, not Einstein's on relativistic gravity, nor those of quantum mechanics devised by Heisenberg, Schrodinger and Dirac, not those for elementary particles [animated] by twentieth-century physicists. NOT ONE of these equations distinguishes the past from the future.

If a sequence of events is allowed by these equations, so is the same sequence run backwards in time, in the elementary equations of the world, the arrow of time appears only where there is heat.

When we zoom in on heat we see the characteristic of entropy, which is how heat is transformed, for example by taking an ordered structure such as a stack of logs and setting it on fire so making flames and ash and heat, which are less ordered. Entropy is what happens when something turns to dust.

"Clausius entropy indicated by the letter 'S' is a measurable and calculable quantity that increases or remains the same but never decreases in an isolated process, in order to indicate that it never decreases, we write $\Delta S \geq 0$ (Delta S is

> always greater or equal to zero) and we call this the second principle of thermodynamics, the first being the conservation of energy."

We already have included the conservation of energy in the theory, it is the Š in the Š-ŔÉŚ™ equation. Š is for savings, the money left in the bank at the end of the year that becomes Ŕevenue in the next.

Now I'm, working on an economic adaptation of ΔS ≥ 0 for The Suburb Sale, which I give the house symbol too; ⌂ The suburb sale, which must be greater than É leakage which I shall write; ÉL. So ⌂ The Suburb Sale must be equal to or greater than the total of all cash flow that is spent with companies that are outside the network, making ⌂ ≥ ÉL.

⌂ ≥ ÉL.

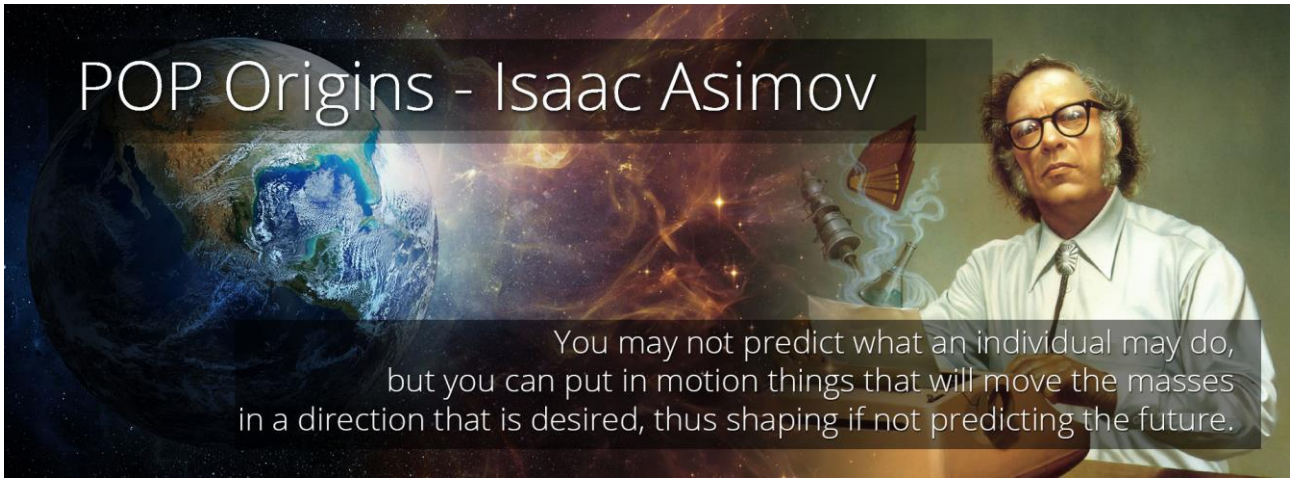
The Suburb Sale must be greater than É (recycle Éfficacy) leakage.

And that's it - when using Š-ŔÉŚ™ to increase the money supply, by increasing the speed money changes hands all you need is The Suburb Sale to bring in more money than is lost to É leakage. Critically for determinacy, and this is pivotal, (⌂) The Suburb Sale itself will have been contracted years before. The date today is 11/11/2020, and I would be disappointed if we did not have a handful of contenders by mid-2020 and would expect the first contract to be signed by the end of 2021 giving three years before the start of the Malawi Grand Śpin Network proper.

For the purposes of this book then, we need to consider its pages, under the condition that a contract will be sighed for (⌂) The Suburb Sale well before we begin the operation. And once this variable ⌂ is certain we may add ⌂ ≥ ÉL and then we have more money entering the network each year than we have leaving it. This overflow of money is them increased by Š-ŔÉŚ, turned into Ŕevenue and by the end of the year whatever is not lost to ÉL turns into Šavings.

And because Šavings is inspired by the law of conservation of energy, and now, in addition, we are adapting ΔS ≥ 0 to ⌂ ≥ ÉL we are mimicking both the first and second laws of thermodynamics within the networks financial engineering. And as we have heard, of all the many great theories of the universe; general relativity, quantum mechanics and so forth, the only equations that deal with time are those on thermodynamics. **This is a nice property to have if you are trying to make a time machine,**

And in many ways that is what S-World UCS is a time machine, just created to change or shape the future to one we would be proud to bequeath to our children, and children's children. Since 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**
>
> For more UCS as a time machine see the M-Systems introduction and the film script for Angel City 5: www.angeltheory.org/angel-city-5-_-1st-aug-2017

The process Š-ŔÉŠ™ and ⌂ ≥ ÉL create a deterministic income for every business in the network, as whatever money is made from ⌂ The Suburb Sale and is then increased by Š-ŔÉŠ™ and divided between all the businesses.

Before I continue let's discuss The Suburb Sale ⌂. In late 2017 I started the thought experiment; S-World MARS Resort 1. For Elon Musk and SpaceX

Within S-World we have the 10 technologies and S-World UCS technology 6. It Is arguably the most powerful, it is S-World UCS that creates the Histories and Supereconomics books 1 to 4 are all about Histories. Just last week (begging of November 2020) I started the software design for making and displaying UCS Histories clearly and quickly.

UCS stands for Universal Colonization Simulator, it is the gaming, training and recruitment engine within S-World. Because of this it's perfectly reasonable to make a City design on MARS for the game, plus it was a fun task, so I gave MARS Resort 1 a couple of months, and I'm glad I did, as two things emerged that have endured. One is the use of Š-ŔÉŚ™ (which this whole book is about) and by extension, Tax Symmetry needed to facilitate Š-ŔÉŚ™ on Earth not MARS.

The second and much simpler idea from MARS Resort 1 was The Suburb Sale ⌂. The idea of selling property by property, off-plan, on MARS seemed ridiculous, so instead, we came the idea of selling suburb by suburb, and this idea is now a pivotal part of the theory.

⌂ ≥ ÉL.

The Suburb Sale must be greater than É (recycle Éfficacy) leakage.

So amongst other tasks, we are looking for people, companies, foundations, wealth funds, countries, states, NGOs or universities to buy a suburb for about $4 billion down, and $1 billion a year for 16 years starting in 2024.

Let's take a look at the spreadsheet tab that shows how History 3 develops.
On the left we see the cash flow as recorded on the tab; H3) ŠÉŚ-v5 | S-World History 3b. and after I manually add the number of companies, considering the POP rule described in Book 3 (version 1). Its simplest to consider the POP law in terms of creating the most amount of well-paid jobs.

Like MMT (Modern Monetary Theory) S-World seeks to create full employment and education.

Š-ŔÉŚ™	Financial Engineering							
	Network Credits Ťender	Network Credits Ťender	Network Credits Ťender			Network Credits Ťender	Adjusted for Growth	Adjusted for Growth
	Cash Flow	Number of Companies	Cash Flow Per Company	Labour % Cash Flow	Labour Per Company	Spartan Labour Basic + Bonus1	Labour Growth Adjustment	Spartan Labour Basic + Bonus1
2024	$ 5,685,975,000	2,048	$ 2,776,355	25%	32	$ 21,690	100%	$ 21,690
2025	$ 14,894,843,486	4,096	$ 3,636,436	25%	32	$ 28,410	98%	$ 27,717
2028	$ 53,185,830,818	15,565	$ 3,417,058	25%	32	$ 26,696	91%	$ 24,185
2032	$ 106,194,771,025	**24,576**	$ 4,321,076	25%	32	$ 33,758	82%	$ 27,707
2040	$ 431,185,712,853	94,208	$ 4,576,954	25%	32	$ 35,757	67%	$ 24,087
2048	$ 867,395,313,639	131,072	$ 6,617,701	25%	32	$ 51,701	53%	$ 27,207
2050	$ 1,283,942,425,681	163,840	$ 7,836,563	25%	32	$ 61,223	53%	$ 32,218
2060	$ 2,892,474,879,905	245,760	$ 11,769,510	25%	32	$ 91,949	41%	$ 37,800
2070	$ 5,028,641,551,041	294,912	$ 17,051,329	25%	32	$ 133,214	32%	$ 42,781
2080	$ 8,204,082,483,521	327,680	$ 25,036,873	25%	32	$ 195,601	25%	$ 49,072
B	C	D	E	F	H	J	K	L

(!!! Error in columns K and L, this is the incorrect variable, we need to turn off all growth on the S-RES calculator to see the discounted figure. This will increase the percentage seen, and decrease the values in column L, So we need to lower companies created, or increase income which we are by seeking not 1 but 4 ⌂ Suburb Sales starting in 2024, or close to it, maybe 1 in 2024, the next 2025, then 2026, and another in 2027 quadrupling our cash flow.)

In 2024 we see we have $5.68 billion (90% from ⌂ The Suburb Sale) divided by 2048 companies, each of which receives $2.7 million. And from there 25% of cash flow is paid to labour, and if a company had 32 employees, each would earn $21,690. In a country where the average person lives on less than a dollar a day.

This is all determined by ⌂ ≥ ÉL; The Suburb Sale must be greater than É (recycle Éfficacy) leakage. As we see the income made from the Suburb sale divided by the companies and then by the staff.

Moving down the timeline we see the number of companies near doubling in size every year and income per company increasing (but these figures are not discounted)

To increase either the amount of money each company can receive and or the staffs pay we simply lower the number of companies. Lower the rate of POP.

About companies.

In general, in broad strokes, companies will be divided into four 25% equity sets. One for the Suburb Sale owners, One for the technology/patent/technical assistance partner, One for current personnel, and one for future personnel.

(Note the technology/patent/technical assistance partner may send someone to a new company in Malawi for a year or two to monitor the launch.)

In UCS History 3 we start with 1 City in 2024, another in 2032 and another in 2048. However, in my next solo History, I will start with 4, each of which will have a different specialization, potentially;

1. **A technology company or collection of technology companies,** such as Microsoft, Google, Facebook and Alibaba,
2. **A university or universities**, maybe Yale, Harvard, Stanford & Cambridge,
3. **A country** like the UK the US, India or Greece,
4. **A foundation or collection of foundations** like The Bill and Melinda Gates Foundation, the Chan Zuckerberg Initiative, Virgin Unite and The Obama Foundation.

Returning to The Order of Time by Carlo Rovelli

The following is now from memory, so please forgive any misinformation, after all, we are discussing how general relativity interacts with quantum mechanics, a subject that Einstein puzzled with for 40 years after completing general relativity.

To further complement this idea, I wish to link it to the book The Deficit Myth: Modern Monetary Theory and How to Build a Better Economy by Stephanie Kelton. The quantity in question that is common is the sequencing of events and spending first. In The Order of Time Rovelli reveals that time is emergent from the sequencing of quantum events, (I really need the correct quote here, I'll try to add it later). What I can say is that it sounded a lot like Modern Monetary Theory as described by Stephanie Kelton, (again I will try to add the quote later, but in essence;) the important difference is in spending first and taxing the income of those who received the spending, not taxing the income and then deciding what to spend the money on. Spending first creates the eventual tax receipts and if you spend first you will make more from tax, than if you spent after.

I bring this up because this is a quality of Š-ŔÉŚ™ in Š-ŔÉŚ™ we start on day one with a sum in the bank account Š the Šavings (money still in the bank on the 1st day of a new year) and Ŕ which can be the income from ⌂ The Suburb Sale, other revenue may appear within the year, but I'm not counting that right now. Thus, in this history, we count only savings and the suburb sale. And in both cases, the money is available to the network on day 1 of each new year and is spent immediately one business at a time within nanoseconds between each payment. Following a pattern called a Sienna Equilibrium where the sequencing of events is critical as the spending flows through the network in such a way that after all the spending (ÉL aside) each company has a similar figure or a greater figure in its bank that it had at the begging of the year.

This effect (The Sienna Equilibrium) will be demonstrated as part of the software UCS simulation software that I started in November 2020 and work on most days.

In 2024 the networks combined cash flow goes to 2048 companies who each have $ 2,776,355 or in 2080 327,680 companies each receives $25,036,873 (not discounted), about the same in real terms as 2024, but now there are 327,680 companies each with approx. 32 personnel so achieving the MMT objective of full employment *but without the need for increasing the deficit*.

This is achieved by the Śpin which I am increasingly seeing as similar to time in Rovelli's books. A Śpin of two is a doubling of time, not exactly as we must always decrease its duration for the second Śpin. The second Śpin spends by 11 July 2025, not the 1st July 2025. To clarify the company receiving the money at the begging of the year must spend it all by the 11th July, and preferably a millisecond after receiving it, that is the objective. It is in this second year where Śpin (time) is most apparent as it nearly doubles, whatever was done in 2024 must be done twice in 2025. We assist this by making sure the company can far more than double capacity, it will be built to 10x capacity over the first handful of years.

Another quality of time is in the sequencing, 327,680 companies (in 2080) spending their money as quickly as possible (buying parts and materials, paying labour) but all doing the best they can to keep a 100% É recycle-Éfficiency, which is achieved by only buying from other companies in the same network, which at 327,680 is child's play, but even 2048 is possible, in

fact, anything over 100 and you can create a Sienna Equilibrium, where everyone is buying from everyone else. This is just like being a country in an economy, the money is whirling around and around and mostly returning to the source. But the difference here is that with a high É recycle-Éfficiency and an ever-increasing Śpin (time moves faster and faster) there is more money and more money to divide between the network companies. This is what we mean by 'Determined Cash Flows' This is a great quality to add to Paul Romer's Charter Cities.

The sequencing of events; spending first, so creating the market, and then the targeted re-spending increases the networks capacity to create GDP. And that's the story of Š-ŔÉŚ™ and the Suburb Sale.

Supereconomics is the art of finding ways to enable Š-ŔÉŚ™ and ⌂ ≥ ÉL in the real world.

Grand Śpin Networks
Quote from The Order of Time Chapter 10/11
Go to Romer quote on the 7…
Spin networks emerge as time from the order of things…

The Order of Time

by Carlo Rovelli

Audible Chapter 10. Book Chapter 9. Time is Ignorance – Minus -6.23 Seconds

Quantum Time

Rodger Penrose is among the most lucid of scientists who have focused on space and time, he reached the conclusion that **the physics of relativity is not incompatible with our experience of the flowing of time, but that it does not seem sufficient to account for it.** He has suggested that what's missing might be what happens in a quantum interaction.

Alain Connes the great French mathematician has pointed out the deep role of quantum interaction at the root of time. When an interaction renders the position of a molecule

concreate the state of the molecule is altered. The same applies to its **speed if what materialises first, is the speed and then the position, the state of the molecule changes in a different way than if the order of the two events were revered. The order matters, if I measure the position of an electron first and then its speed its state changed differently than if I were to measure its velocity first and then its position.** This is called the noncommutative of the quantum variables because position and speed do not commute, that is to say, they cannot exchange order with impunity. This noncommutativity is one of the characteristic phenomena of quantum mechanics, noncommutativity determines an order, and consequently, a germ of temporality in the determination of two physical variables. To determine a physical variable is not an isolated act, it involves interaction, **the effect of such interactions depends on their order, and this order, is a primitive form of the temporal order.**

Perhaps it's the very fact the effect of these interactions depends on the order in which they take place that is at the root of the temporal order of the world. This is the fascinating idea suggested by Connes, the first germ of temporality in elementary quantum transitions lies in the fact that these interactions are naturally, partially ordered. Connes has provided a refined mathematical version of this idea, he has shown that a kind of temporal flow is implicitly defined by the noncommutativity of the physical variables, due to this noncommutativity the set of physical variables in a system-defined mathematical structure called; noncommutative Von Neumann algebra and Connes has shown that these structures have within themselves an implicitly defined flow.

Surprisingly there is an extremely close relation between Alain Connes flow for quantum systems and the thermal time that I discussed above.

Connes has shown that within a quantum system, the thermal flows determined by different macro-states are equivalent up to certain internal symmetries and that together they form precisely the Connes flow. Put more simply, **'the time determined by macroscopic states, and the time determined by quantum noncommutativity are aspects of the same phenomenon, and it is this thermal and quantum time, I believe, that is the variable that we call time, in our real universe.**

Where a time variable does not exist at the fundamental level.

The intrinsic quantum indeterminacy of things produces a blurring, like Boltzmann's burning, which ensures, contrary to what classic physics seemed to indicate, that the unpredictability of the world is maintained. Even if it were possible to measure everything that is measurable. **Both the souses of blurring (quantum indeterminacy) and the fact that physical systems are composed of zillions of molecules are at the heart of time**. Temporarily is profoundly linked to blurring, the blurring is, due to the fact, that we are ignorant of the microscopic details of the world. **The time of physics is ultimately the expression of our ignorance of the world, time is ignorance.**

Alain Connes has co-authored with two friends a short science fiction novel; Charlotte The protagonist manages to have for a moment a totality of information about the world without

blurring. She manages to see the world directly beyond time. “I have had the unheard-of good fortune of experiencing the global vision of my being. Not of a particular moment but of my existence as a whole. I was able to compare its finite nature in space against which no one protests, with its finite nature in time which is instead the source of so much outrage.” And then returning to time; **“I had the impression of losing all the infinite information generated by the quantum seam, and this loss was sufficient to drag me irresistibly into the river of time.“**

The emotion that results from this is an emotion of time, “this re-emergence of time, seemed to me like an intrusion, a source of mental confusion, anguish, fear and alienation.”

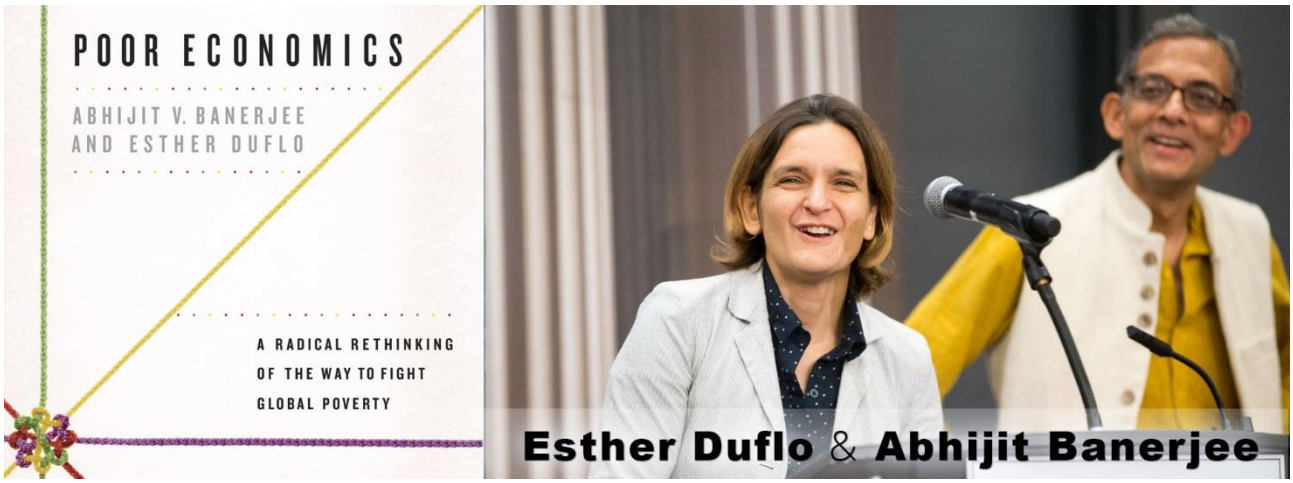
Our Blurred and… (-00.42)

Chapter 5.2

Poor Economics by Esther Duflo and Abhijit V. Banerjee

Paul Romer's CHARTER CITIES

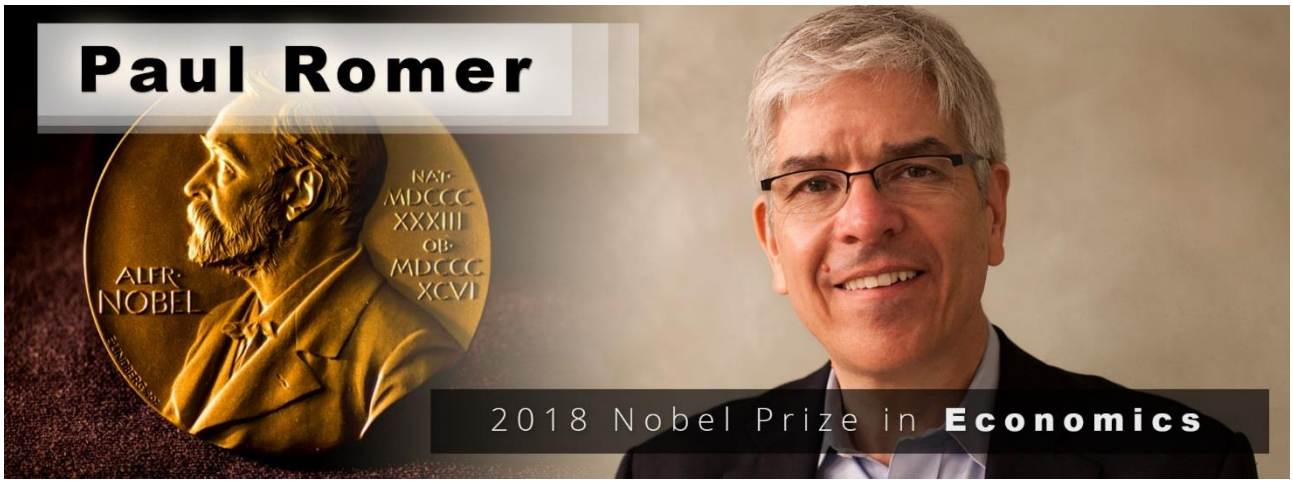
In 2019 The Nobel Prize in economics went to Esther Duflo and Abhijit V. Banerjee in part for the work in their book: Poor Economics.



Charter Cities

A pivotal moment in the history of S-World and Grand Śpin Networks (Similar in many ways to charter cities) was the page on Paul Romer's idea of charter cities;

"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.**

Chapter 5.3

Paul Romer

NYU Marron Institute of Urban Management

Nobel Speech including Economic Migration

Soon after Paul Romer was awarded the 2018 Nobel Prize in Economics. Oct 8, 2018

www.youtube.com/watch?v=-nL4-Vj5Lyw&feature=youtu.be

"So – again – my job is to just try and discuss the facts, the facts that many people are familiar with, in say intellectual – progressive circles. If you let a small number of immigrants come into society, they can be assimilated into the society and it grows stronger and its character does not change. But if too many people come in too fast it can undermine the things that people value in their existing societies. Very rapid rates of immigration could be destabilizing, and arrangements that people make to accommodate big flows, like treating the immigrants as having different legal rights than other citizens, can also be very disruptive, so I think we need to all understand this challenge; "**we are confronting hundreds of millions of people who say they'd like to move from the place where they currently live. Could well be billions, but at least hundreds of millions of people**, it's not going to be an easy process to accommodate them and I think it's the same problem we see all over the world."

Some of you may know I proposed something called Charter Cities which was a different type of political structure for creating places to do what New York did before.
"I think the verdict on that is that is that

"It's the worst idea that has come along, except for all the others,"

And now people are coming back to this idea – you can think of it being a little bit like Hong Kong in the way that it could accommodate millions of people from China. I think there's some more appreciation that something like this kind of structure might be helpful.

"It's not a great solution, nobody likes it, but you got to ask; 'compared to what?'

Paul Romer; "The United States doesn't have a backup plan."

> "When I sold my software company, I was trying to work out what I should do and I took flying lessons, which I loved. My flight instructor once said to me, if you ever find yourself, saying to yourself; 'this will probably turn out ok – land the plane.' His point was when you say; 'this will probably turn out ok when things have continued to deteriorate **you don't have a backup plan** and I think on these same issues about migration, we don't have a backup plan. **"The United States doesn't have a backup plan."** Nobody has a humane, thoughtful plan of how we

can help people who are in such need without jeopardizing the social and political systems. So, it's a very important practical topic that we need to think about.

THE PLAN FOR **Economic Migration**

As we shall read, the S-World version of charter cities (called Grand Śpin Networks) had a very strong defence against the problem outlined above re immigration. Take the Malawi UCS History 3 example and we are building in the capacity to **1**) Increase population from 20 to 40 million as its population, alongside much of Africa are expected to double in population according to the Bill and Melinda Gates Foundation, and **2**) expect to increase by another 40 million people from across the world.
Times by 100 for 100 countries following suit, and we are making capacity for 4 billion economic or other refugees, whilst also increasing places for good jobs for Africa's population to double. Not that we want this to happen, not at all, but we must plan for it.
Plan a world that can cope with 11 billion soles, in a much better way than we do currently for 7 billion without increasing carbon, and in fact, reducing it, and in terms of resources, we must follow Donella Meadows 'There must be enough'
Plus make systems so that S-World can still create spectacular good economic growth in situations like we saw in 2020 – The dawn of COVID because children playing in open sewers is not only inhuman, it's also very dangerous.

I feel this is a very big point and I have just touched upon it, but really we need to consider this whole book and much of the work over the last 10 years has been in creating the money necessary to make jobs and homes for 80 million in Malawi, and only upon that foundation do we multiply by 100 locations for enough Grand Śpin Networks for good jobs and housing and many special projects.

Remembering that no expense is spared, and the Net-Zero promise plus Jobs, Jobs, Jobs in these future cities that people are going to want to live in. Not only economic refugees but I would anticipate maybe a billion more people will emigrate from Europe and the USA, and

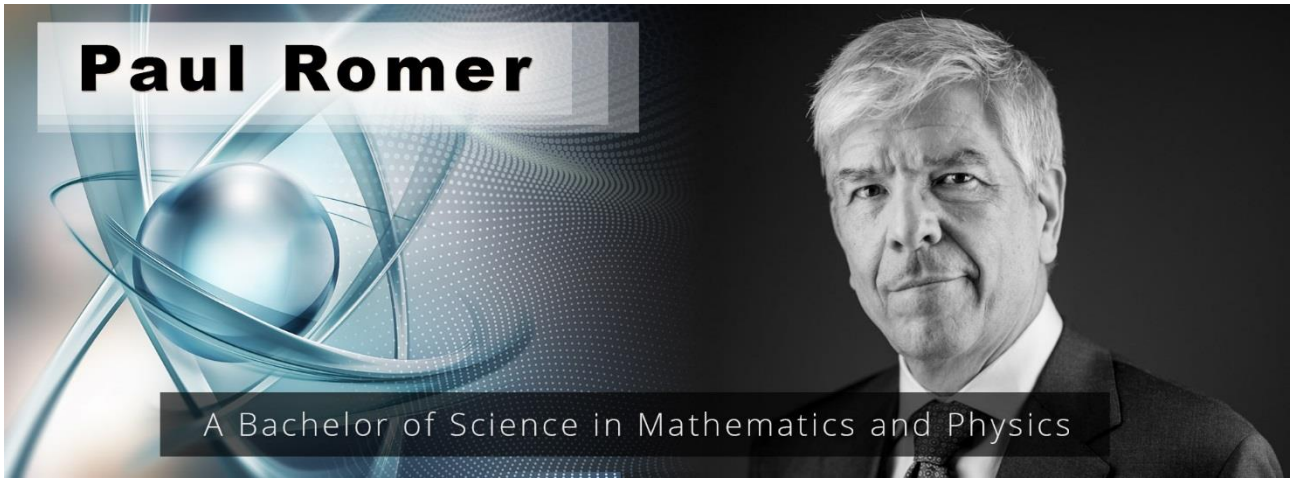
commonwealth counties including India.

Each Grand Śpin Network is at its base Net-Zero construction systems, which builds nice homes, nice net-zero homes, and employs the world's population to achieve this and other goals.

In most cases when a country and its people become rich enough population growth flatlines, and sometimes like in Denmark population decreases. Although of course economic immigration can increase the population even if the population that are there are not increasing population.
I had heard this as a rule in several good economics books, but there is a caveat, some countries that become rich, continue to grow (maybe for religious reasons). We need to work out the exact problem here and find a solution or, (this is harsh) we may be best off not setting up in any country if the population is expected to substantially increase.

Chapter 5.4

Paul Romer and Charter Cities



What cities need right now is big plans, and **Big Plans Must be Simple**

On building Charter Cities, in his 2018 Nobel in economics speech said at the Marron Institute at NYU Paul Romer said:

"We can really make a difference in the quality of life of billions of people."

"We are confronting hundreds of millions of people who say they'd like to move from the place where they currently live. Could well be billions, but at least hundreds of millions of people, it's not going to be an easy process to accommodate them."

What cities need right now is big plans, and **Big Plans Must be Simple**

> "Plans like the 1811 expansion of New York City, which was for a seven-fold expansion. You can't have a big plan that's also micromanaging a lot of details, it can't be complicated.
>
> So, they have big plans and they have got to be simple, and you got to rely on people to fill in a lot of the detail."

> "Cities are different enough that they really deserve some kind of inquiry and even training courses, which is part of what the Marron institute is doing, it's thinking about the research and the practical demonstration – here's what you can do in a city if you want to accommodate very rapid inflows, and it involves a much more laissez-faire kind of style than is common in most businesses."

Nick Ray Ball:

Simplicity comes from the creation of the S-World Angelwing software, (the ten technologies working collectively) the software means considerable complexity can be applied to each situation. The 10 Technologies create a combinatorial explosion that maximizes Š-ŔÉŚ™ and allow for the Ťender process, and so all business make a profit. If you start with this certainty, it really simplifies future cash flows that turn into new companies by POP. In the same way, one would not try sending a woman to the moon without the basic computers NASA had in 1969, one would not consider founding a Grand Śpin Network without S-World Angelwing software and the Supereconomics AI. (Technology 9).

Nick Ray Ball:

We shall use the Š-ŔÉŚ™ system to increase the money supply affording the creation of the city in beautiful Net-Zero and adorn it with many Special Projects.

Plus, whatever Paul Romer and The Marron Institute suggest.

Mostly paid for by what we call 'The Suburb Sale' selling entire suburbs to select companies, foundations, countries, states sovereign and other wealth funds…

Chapter 5.5

The Suburb Sale

In S-World UCS™ History 3, the Suburb Sale accounts for about 90% of all revenue. If one wishes one may just deduct 10% from the final balance of $12 trillion in GDP making it $10.8 trillion. And in place of Zero to One percent of GDP Malawi increases from Zero to Zero-point nine percent of GDP.

Neither the $12 trillion (1% of GDP) or the $10.8 trillion (0.9% of GDP) include trade, which happens when all the Ťender companies create more of their product or service to sell outside the network. To get a vague notion of how much trade one might add we can look at UCS History 2, which does include trade, and gets Malawi from Zero to One, not by 2080 but by 2051. There is nothing wrong with the trade model per se, but I removed it because it created the argument; 'how can you be sure of the trade income,' you can't, so, I removed it creating what I call pre-determined cash flow, from the Suburb sale, a deal that would have been done long before operations began.

The key point from the suburb sale then is that it will have been contacted years before, so it is determined. In math, you can treat it as an almost fact,

The Suburb Sale

When one thinks of property development, particularly in popular tourism locations one considers the construction of homes and sometimes amenities, with the properties being sold in phases, and the more sold the more developed the location becomes and with this development usually comes an appreciation price of the land and real estate.

That's not at what's going on in the S-World version of charter cities which we call Grand Śpin Networks. In S-World Grand Śpin Networks one can't buy individual property, instead a major company, country, foundation, university, bank or sovereign wealth fund must buy a Suburb. A small town that grows bigger and bigger over time. But even then, there's no property for sale. Except for the owner of the suburb. And the owner of the suburb will mainly or exclusively work to create companies and over time the real estate is mostly for the companies and their personnel. Each member of personnel agrees to a 'Spartan Contract' which includes a property for each member of staff, this costs the staff member 25% of their salary, plus personnel can allocate parts of bouses towards their own home, which even at the basic level, is five-star accommodation, and note in this I have experience having created the 6-star system in 2002. Which is now 7 star.

obviously, if Malawi gets into a nuclear war, has a supermassive earthquake or a supervolcano erupts, this will add uncertainty, but this can be said of almost any deal, and in general, most other countries have higher risks of ELE's (Extinction Level Events) than Malawi, which other

than flooding, which is an area we can safeguard for (actually very happy to get extra water as we have 10 million swimming pools to fill) Malawi is not particularly vulnerable to acts of God. As for the nukes, well that argument is global and does not stop property sales.

Those who don't know Africa well and may be concerned about dictators and military coup's, whilst I can't say it's impossible, it's very unlikely, Malawi was in part chosen because its citizens are the most peaceful and humble people on the planet. Unless you happen to be playing soccer, in which case all bets are off and prepare to be humiliated and amazed at the skills. What about outright war with a neighbour, that's as unlikely as an ELE, the only war Malawi's neighbours ever had was against colonial powers, and even then, not much.

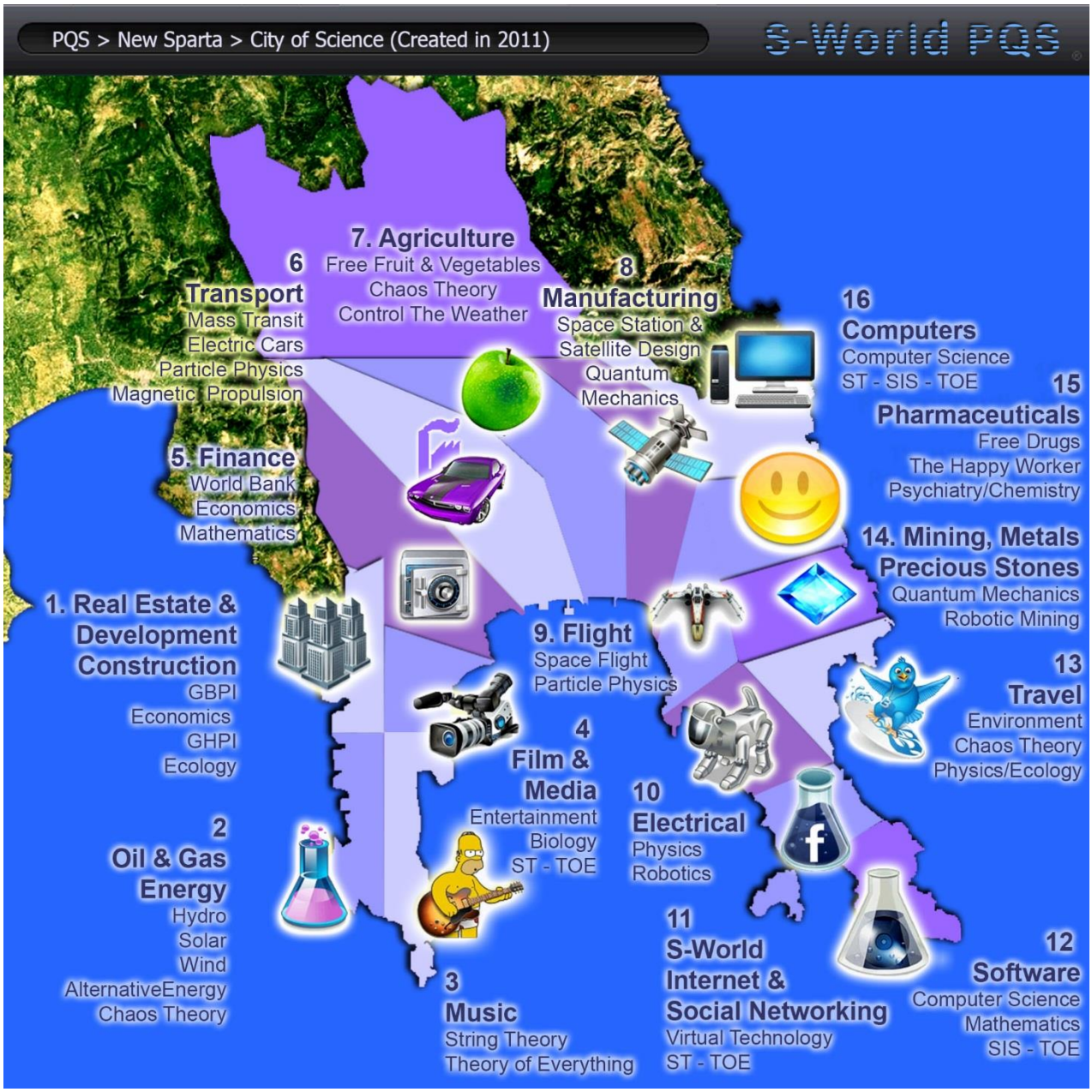
The Suburb sale is selling real estate, many businesses (2048 to 300,000 plus), the Ťender - guaranteed income for the businesses and early investors options in the Ten Technologies ~~as a combined package.~~
Next, we see the/a plan for the Malawi Network in 2025, at which point we are talking about 4096 businesses. Each square below represents 64 of those businesses.

>>>>>

Chapter 5.6

New Sparta – Net-Zero City of Science

Grand Śpin Network v1. 2011



Isaac Asimov's;

'Shaping if not Predicting the Future.'

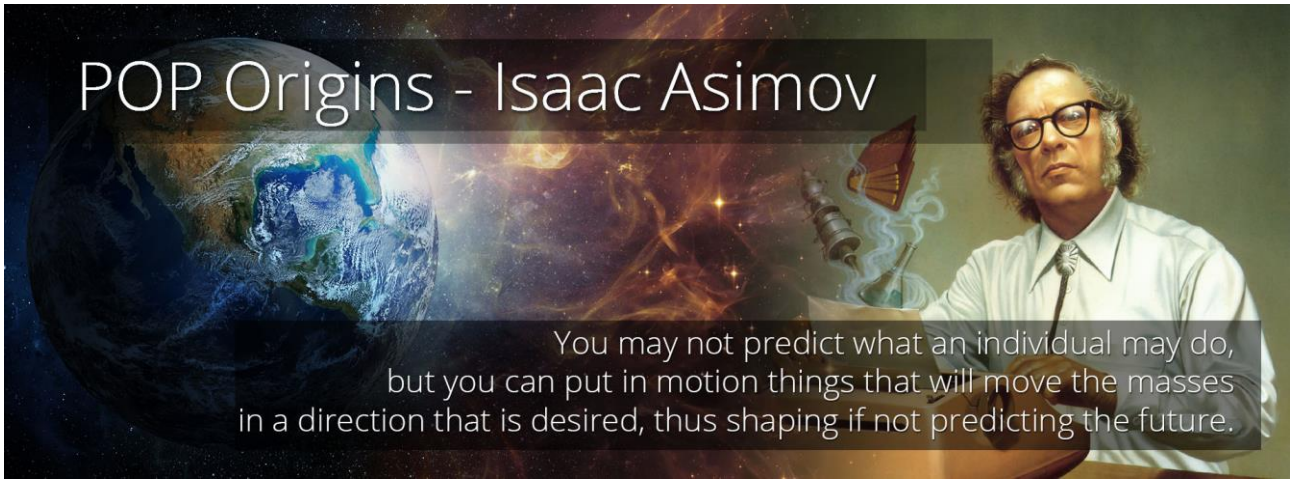
Š-ŔÉŚ™ Financial Engineering

Monopoly Power in the Quantum Age

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

Since 2011 when this project started, the systems and software have been entangled with city-sized property developments. In September 2011 the first 'Grand Network' was envisioned in Laconia, Southern Greece and labelled '**New Sparta City of Science'** including the rule that it must make more O^2 than CO^2, and so it is now referred to as '**New Sparta Net-Zero City of Science.'**
See: www.S-World.biz/New-Sparta-2011

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; but it's a complexity versus complexity, we are creating complex software so that the economy can be run by children, so easy is the software.

The Spartan Theory – Chapter 22

"Sparta Rises Again"

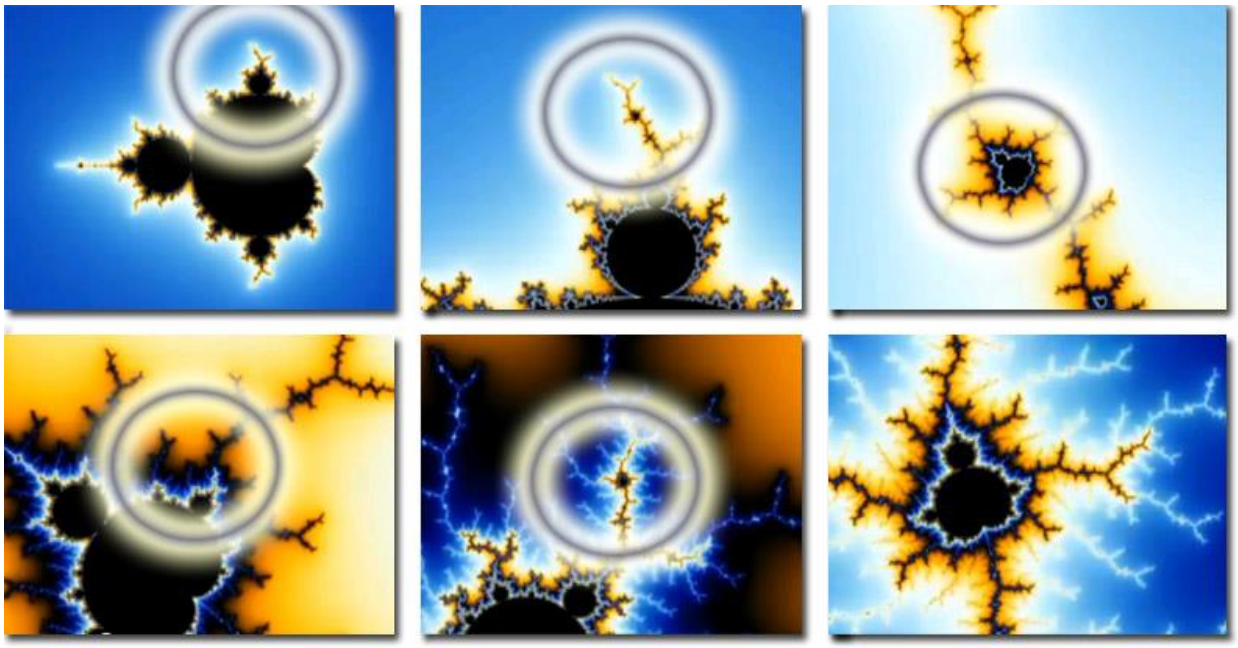
New Sparta 'Net-Zero' City of Science

EEE (The Ecological Experience Economy) – The Economy for the Next 14 Billion Years.

Dedicated to Sienna Skye

By Nick Ray Ball August 2011

During the last few chapters, I started to put together a non-chaotic economic system, based on the Mandelbrot set (2) fractal which most beautifully duplicates its shape each time it contracts. The part of its equation, (z=z2+c), what got me thinking was this: If a calculation can equal infinity, it's not a part of the Mandelbrot set. So, if we made an economic system where no calculation could reach infinity, it would be non-chaotic, as there are no rounding errors.



I'm really excited as this takes "The Spartan Theory" full circle and brings Sir Richard Branson and the VIRGIN business model firmly into the equation.

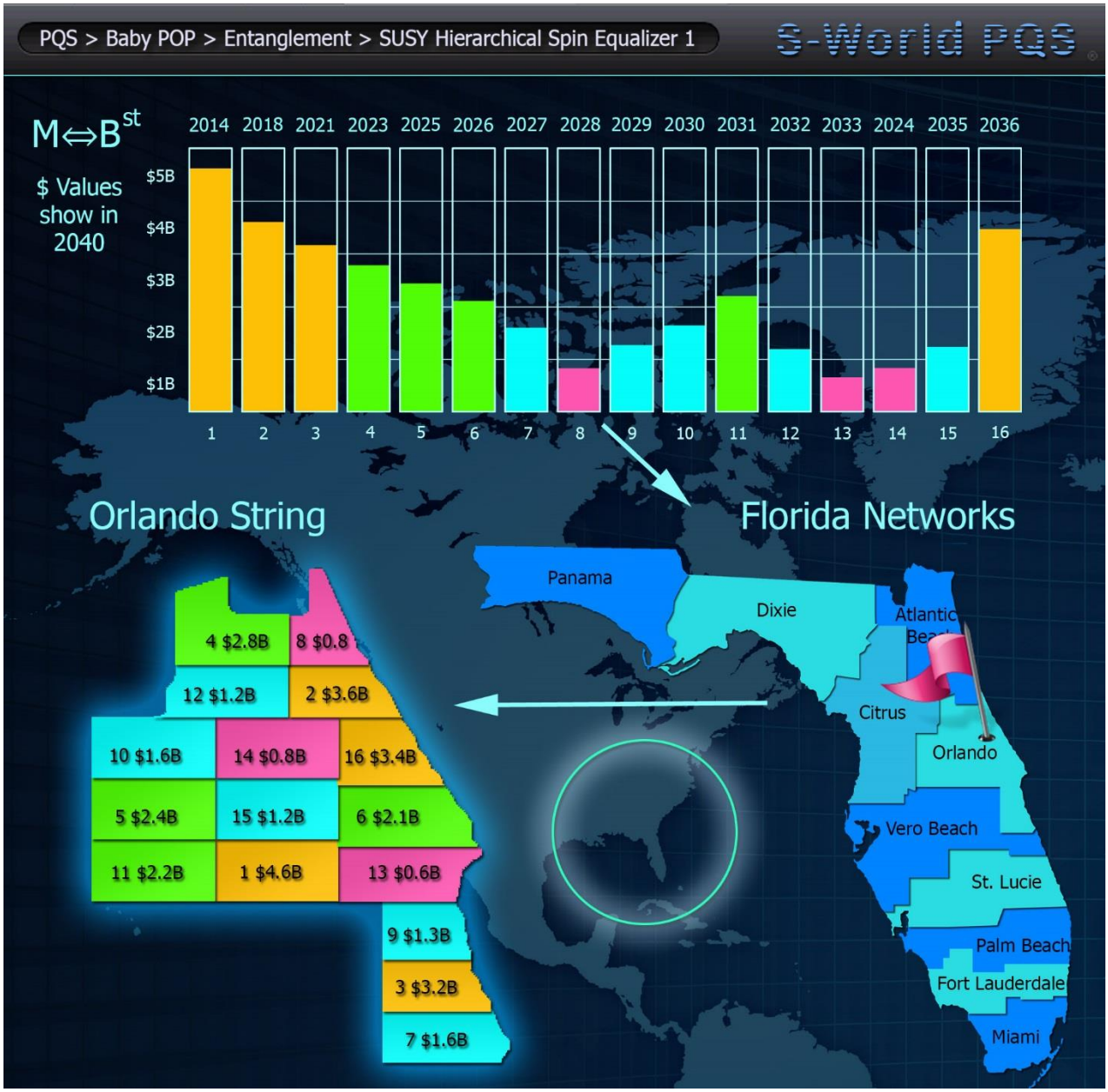
VIRGIN has approximately 16 different brands in different industries and a further 300 or so sub-companies.

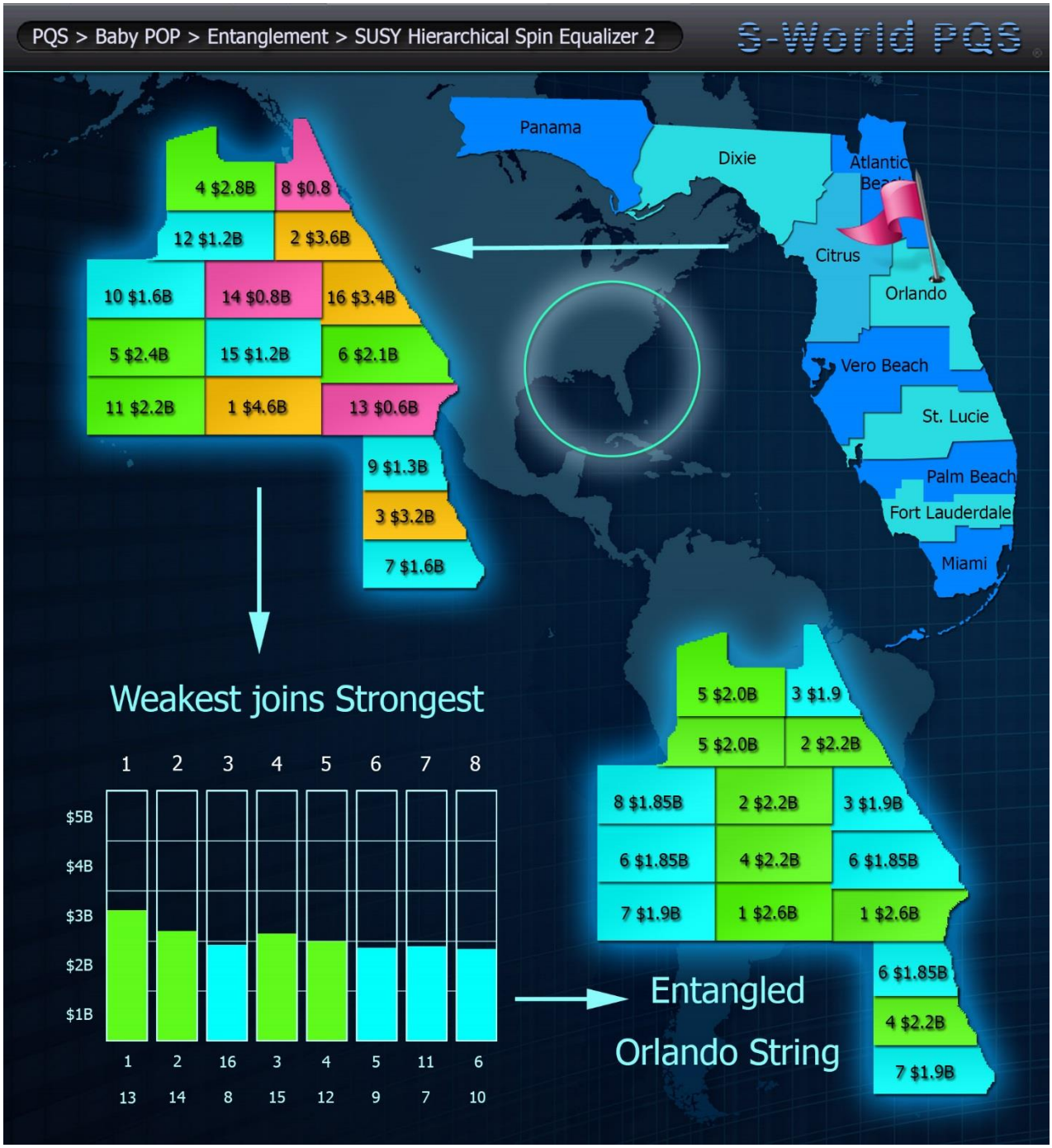
It's a brilliant model, each company helping each other where possible, it just exists and makes a profit. It was the foundation for New Sparta "Science City" the BIG 16 and "The New 21st Century Ecological Experience Economy" (EEE).

Chapter 5.7

American Butterfly

Grand Śpin Network v2. 2012




PQS > Baby POP > Entanglement > SUSY Hierarchical Spin Equalizer 2
S-World PQS
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
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
Entangled
Orlando String

Chapter 5.8

Location, LOCATION, Location;

JOB'S – JOB'S – JOB'S

We've all heard it, but what does it mean?
This plan started in much the same place any real estate developer may act; in 2011 inspired by three sets of 7 apartments each cluster surrounding a big lengthy pool in Koi Samui. using my knowledge of vacation rentals in Cape Town that given the right marketing such developments would make a good return in rentals which increases the value of the home. And I created this very basic marketing plan http://www.s-world.biz/3D_Village_-_Base_camp_Koh_Samui.html for Google.

A year later this plan developed from three sets of apartments with giant pools to what does one need to provide to create a town/suburb.

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

When I first thought of location, location, location, I always thought of locations such as resort towns like Cape Town, St Bart's, Majorca. But I was way off because the biggest factor in location, location, location is the economics and in particular good jobs, with workers who can afford to buy the real estate. Makes sense, right?

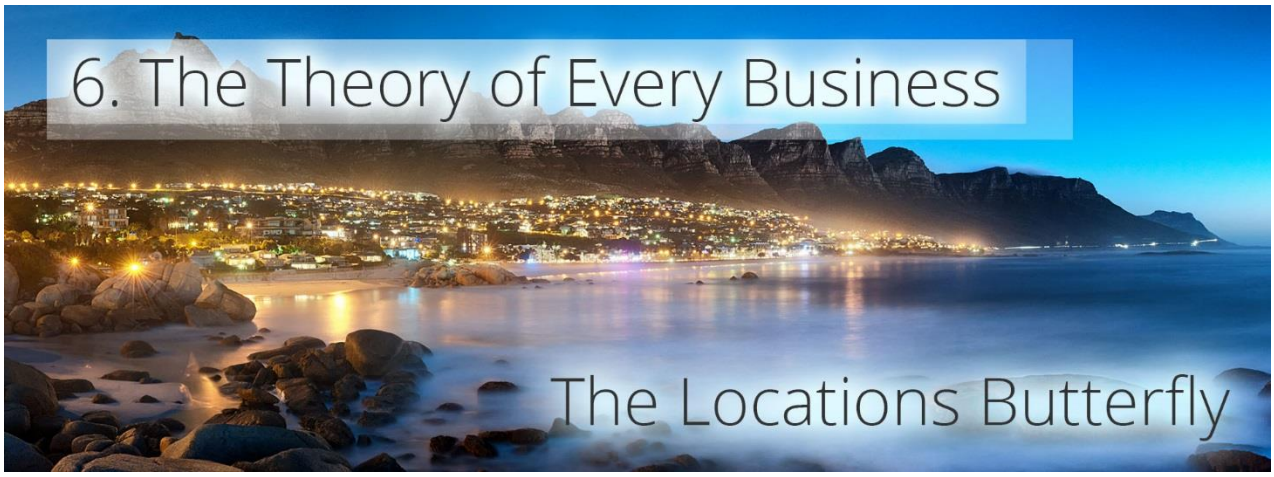
So in Grand Śpin Networks, this process is automatic. Going back to 2012 and American Butterfly chapter 3. "The Theory of, just a little bit more, than we know now" And Spartan contracts where the personnel automatically pay in 25% of salary to pay for a house in the city. Contracted over 16 years.

8 Years later The Spartan Theory has endured, and indeed it becomes the first layer of pre-determined cash flow. Labour (all personnel) receive 25% of companies cash flow, and 25% of that 25% is 6.25%. So, at the begging of the plan for each suburb, comes the orders for labours real estate. Once that has been created in S-World VSN, we sit down with the government, foundations and others to choose the 2048 companies in 2024 whilst being mindful of the additional 2048 companies made due to POP in 2025 which had 4096 companies.

6. The Theory of Every Business – Chapter 4 - The Locations Butterfly

Influencers: Tony Stern - Stefan Antoni - Stuart Chait - Hani Farsi – Larry Page - Sergey Brin

Economics / Employment / Jobs / Property Development / Resort Developments / Urban Planning



In The Theory of Every Business Chapter 4, the locations butterfly we consider the real estate agents mantra 'Location, Location, Location' and present 16 locations enhancing exercises, designed to be used simultaneously…

As we heard in the 'development-plex, in place of a private campus, to house the programmers, designers, engineers, system architects, physicists, mathematicians, business scientists, economists, company directors, equity partners, staff, professors, researchers, doctors, nurses and other personal the S-World grand networks initiative is to instead, create a resort styled development within which S-world operations will be conducted.

Within 'The Locations Butterfly,' I have considered many things that would make a resort development attractive. In terms of real estate prices and the realtor's mantra 'Location, Location, Location' good Jobs, and lots of them is the key factor. Unless of course, one can find land in a location that already has many jobs, like any ware in San Jose

For this reason, above jobs can come from geographical location, if we can find such land and opportunities, we will take them. However, such opportunities are rare, and so we fall back to the concept of creating our own economic infrastructure.

~~This section makes me understand what it's like to be in such a position,~~ I care deeply about each of the 16 location factors, and I will speak out for each point and advocate a development that includes all such features. However I do appreciate the cost of things, and I may at some point have to compromise, but with this said, it is also my desire to create the development like the rest of S-world, via maximizing the clever use of ripple effects.

An example of such ripple effects is later seen in African Butterfly, where we see a Villa Secrets California realty network spring up, partnered with a Southern African grand network, and we can use 50% of the POP investment from California to fund development and ongoing operations costs, providing a substantial income for the development, before a single brick is laid.

Why? Because grand networks in locations of abject poverty are special projects.

6. The Theory of Every Business – Chapter 4 - The Locations Butterfly

Influencers: Tony Stern - Stefan Antoni - Stuart Chait - Hani Farsi – Larry Page - Sergey Brin

Economics / Employment / Jobs / Property Development / Resort Developments / Urban Planning

Continuing The Theory of Every Business Chapter 4, the locations butterfly and the original list of 16 location enhancing exercises…

1. **Resort Towns/Developments**: Having spent 10 years in Cape Town one of the most beautiful resort towns on earth, for me the biggest factor is "Location, Location, Location", beautiful scenery, good vibes, and fun things to do.
2. **Economically Planned, Plenty of Jobs:** Holiday atmosphere and fun vibes aside, most literature suggests the overriding factor in the desirability of a location is a practical one, simply the availability of good jobs.
3. **Shopping Malls, Marinas & Downtown Areas:** They don't call them "Mall Rats" for nothing, whether "they" are teenagers or grandmas. Shopping Malls and Marina Developments are in themselves attractions.
4. **SURH's (Super University Resort Hospitals):** have become an intrinsic part of all grand and super grand networks, 5, 6 and 7-star hospital experiences, more good jobs, research, and development, and of course, the Medi Villas, which are attached to the hospital with private surgeries being the most expensive real estate per square foot, in the resort.
5. **University Town & Good Schools:** Like the SURH's every development having its own university and good schools is another absolute must.
6. **Golf Courses, lakes & Botanical Gardens:** If you have plenty of land gold courses are a relatively low-price attraction, with the upkeep that can be paid from membership fees. Hence the idea to have not one but a few gold courses with a grand network. In addition to golf courses, botanical gardens are also nice outdoors attractions, however, the king of the ultimate in landscaping is a nice big lake, or lakes and waterways, and I stand to be corrected but to build a lake, one only needs little more than land, and a river. In general, a grand network would seek to build its most expensive real estate and attractions around lakes and waterways.

7. **Luxury and Affordable Housing and Subsidized rentals:** Except for the Medi-villas, private estates and golf estates we need houses and apartments for those on Spartan Contacts, as many on Spartan Contacts are building essentially their own houses, one would expect excellent workmanship.
   To limit the supply of properties for the same, most houses will initially be for rent, to staff and vacationers, at reasonable rates, for such quality homes.

6. The Theory of Every Business – Location, Location, Location Part 2

Influencers: Stefan Antoni - Stuart Chait - Hani Farsi – Larry Page - Sergey Brin – Donald Trump
Economics / Employment / Jobs / Property Development / Resort Developments / Urban Planning

The Locations Butterfly continues…

8. **Business Centre, Exhibition Hall & Conferencing:** Business Travel is a $200Billion a year industry in the US. Therefore, plush business centres with large conferencing area and exhibition halls are mandatory projects. Within the exhibition centre, a permanent hall for all construction supplier companies will be built.
9. **S-World Architecture & Urban Planning**: S-World 3D Virtual world offers the ability for anyone to simply design their own house and furnish it or choose from thousands of designs and adjust until it's as perfect. This point is continued in the next M-system 7. S-World VBN – Grand Networks.
10. **Sports Village & Global Leagues Structures:** The sports village has been placed inside the mandatory building's contingency alongside the university, hospital and business centre.
11. **Rezoned Land for an Ecological Improvement:** One thing we would seek to do is find suitable farmland and rezone it, in exchange for whatever it is we can give local authorises that makes such rezoning in the public's interest. Ecologically rezones farmland would be much better than forested or wooded land.
12. **Powered by Alternate Energy:** Resorts are desired to be powered exclusively by green energy, with excess energy produced for their local grid.
13. **The Disney Effect:** The "Disney Effect" is an initiative to provide extensive childcare facilitates: Crèches, Montessori Schools, and in general good schools for all children.
14. **The Hollywood Effect:** Within the university is the dedicated Sports, Film and Advertising departments. A glamorous division attracting glamorous people to the resort and whilst this may mean little to some, fickle or not, celebrity and glamour is a pull for many. An extension to this idea is to have a section in the development that is 'for film,' called 'Little Hollywood'

a resort within a resort, with shops and entertainment venues operating as usual. However, filming takes priority.

15. The World Cup Draw Effect: is designed to make an event out of the choosing of the location that will next house a grand network.

Brand Love and Quite a Story: if we get to the point where we are creating grand networks, then S-World, American Butterfly and Angel Theory will be in the news, and what better way to promote development is there?

Chapter 5.9

How is Labour Paid & what is Paid2Learn

There could be few simpler models in that labour receives 25% of cash flow.

Like MMT (Modern Monetary Theory) Supereconomics first considers full employment, before working on the details.

After a conversation with the first person qualified to assess the accounting on the Š-ŔÉŚ™ theorem three questions were asked.

1. How is Labour paid?
2. What about the rest of the Expenses?
3. What is Tax Symmetry? (See Part 2. Addendum 2)

How is Labour Paid?

Labour receives a salary &/or bonus equal to 25% of cash flow, paid at the begging of each Śpin. (or can be paid weekly or monthly after the Śpin, like normal wages).

Let us move to the Š-ŔÉŚ™ Calculator for the year 2032. (spreadsheet tab**: H3) ŠÉŚ-v5 | S-World History 3b**) To see the spreadsheet in the correct place, download the following: Supereconomics Labour

H3) ŠÉŚ-v5 | S-World History 3b

Ŕevenue + Šavings	Ė	Cash Flow	Śpin	Days	Spend By
$ 12,403,333,886	99.00%	$ 12,279,300,547	1	42	12 February 2032
$ 12,279,300,547	99.00%	$ 12,156,507,541	2	42	25 March 2032
$ 12,156,507,541	99.00%	$ 12,034,942,466	3	41	05 May 2032
$ 12,034,942,466	99.00%	$ 11,914,593,041	4	41	15 June 2032
$ 11,914,593,041	99.00%	$ 11,795,447,111	5	41	26 July 2032
$ 11,795,447,111	99.00%	$ 11,677,492,640	6	40	04 September 2032
$ 11,677,492,640	99.00%	$ 11,560,717,713	7	40	14 October 2032
$ 11,560,717,713	99.00%	$ 11,445,110,536	8	39	22 November 2032

$	11,445,110,536	99.00%	$ 11,330,659,431	9	39	31 December 2032
Year's Cash Flow			$ 106,195,388,963			366
		LR:	25%			
Labour Receives			$ 26,548,847,241			
			856%	Increase to the money supply		
Šavings (LCŔ)			$ 11,330,659,431	Adds to Next Year	Šavings → → → ↓ ↓ ↓	

1. We start with Ŕevenue + Šavings (in red) on Jan 1st, 2032 with $12,403,333,886, which must be spent before 12th February 2032

2. Next, we fetch the number of companies from the tab; **H3) ŠÉŠv5 Jobs and Education** at cell D:16 = 24,576 companies.

Š-ŔÉŠ™	Financial Engineering							
	Network Credits Ťender	Network Credits Ťender	Network Credits Ťender			Network Credits Ťender	Adjusted for Growth	Adjusted for Growth
	Cash Flow	Number of Companies	Cash Flow Per Company	Labour % Cash Flow	Labour Per Company	Spartan Labour Basic + Bonus1	Labour Growth Adjustment	Spartan Labour Basic + Bonus1
2024	$ 5,685,975,000	2,048	$ 2,776,355	25%	32	$ 21,690	100%	$ 21,690
2025	$ 14,894,843,486	4,096	$ 3,636,436	25%	32	$ 28,410	98%	$ 27,717
2028	$ 53,185,830,818	15,565	$ 3,417,058	25%	32	$ 26,696	91%	$ 24,185
2032	$ 106,194,771,025	**24,576**	$ 4,321,076	25%	32	$ 33,758	82%	$ 27,707
2040	$ 431,185,712,853	94,208	$ 4,576,954	25%	32	$ 35,757	67%	$ 24,087
2048	$ 867,395,313,639	131,072	$ 6,617,701	25%	32	$ 51,701	53%	$ 27,207
2050	$ 1,283,942,425,681	163,840	$ 7,836,563	25%	32	$ 61,223	53%	$ 32,218
2060	$ 2,892,474,879,905	245,760	$ 11,769,510	25%	32	$ 91,949	41%	$ 37,800
2070	$ 5,028,641,551,041	294,912	$ 17,051,329	25%	32	$ 133,214	32%	$ 42,781
2080	$ 8,204,082,483,521	327,680	$ 25,036,873	25%	32	$ 195,601	25%	$ 49,072
B	C	D	E	F	H	J	K	L

3. Now we divide **Špin 1 Cash Flow;** $12,403,333,886 by the 25,476 companies leaving $499,646.02 per company in **Špin 1** (1st Jan to 12th February 2032)

4. Then we factor labours share of company cash flow is 25%, so we take the $499,646.02 and divide by 25% (Labours share of cashflow) = $124,911.50

5. Continuing with on tab; **H3) ŠÉŠv5 Jobs and Education** we now fetch the number of personnel from the cell; H:16 = 32.

6. Lastly, as we divide the $124,911.50 for labour between 32 persons, so each receives $3,902.48 per Špin.

$	**12,279,300,547**	**Śpin 1 Cash Flow**
	24576	Companies
$	499,646.02	$ per Company
	25%	Labour Share of Cash Flow
$	124,911.50	$ for Labour
	32	Personnel
$	3,903.48	$ per Personnel

7. Next, we move to a new spreadsheet tab; **3b - 2032 – Labour**, where we see the same calculation for the 9 spins of Š-ŔÉŚ™ in 2032.

MALAWI **Grand Śpin Network**

LABOUR – **Śpin 9** – 2032 – **Tab: 3b**

Labour's 25% of Cash Flow			Days	Spend By
After 9 Śpins				
Śpin 1	$	3,903.48	42	12 February 2032
Śpin 2	$	3,864.45	42	25 March 2032
Śpin 3	$	3,825.81	42	05 May 2032
Śpin 4	$	3,787.55	42	15 June 2032
Śpin 5	$	3,749.67	42	26 July 2032
Śpin 6	$	3,712.17	42	04 September 2032
Śpin 7	$	3,675.05	42	14 October 2032
Śpin 8	$	3,638.30	42	22 November 2032
Śpin 9	$	3,601.92	42	01 January 2033
2032 Total:	$	33,758.41		

8. When we add the 9 spins of salary/bonus, we come to $33,758.41

9. As a double-check, we can go back to the tab; **H3) ŠÉŚv5 Jobs and Education** and cell J:16 (Spartan Labour Basic + Bonus1) which shows the double-check $33,758.41 (This was worked out in a different way, and I was pleased when it tallied)

Š-ŔÉŚ™	Financial Engineering							
	Network Credits Ťender	Network Credits Ťender	Network Credits Ťender			Network Credits Ťender	Adjusted for Growth	Adjusted for Growth
	Cash Flow	Number of Companies	Cash Flow Per Company	Labour % Cash Flow	Labour Per Company	Spartan Labour Basic + Bonus1	Labour Growth Adjustment	Spartan Labour Basic + Bonus1
2024	$ 5,685,975,000	2,048	$ 2,776,355	25%	32	$ 21,690	100%	$ 21,690
2025	$ 14,894,843,486	4,096	$ 3,636,436	25%	32	$ 28,410	98%	$ 27,717

2028	$ 53,185,830,818	15,565	$ 3,417,058	25%	32	$ 26,696	91%	$ 24,185
2032	$ 106,194,771,025	**24,576**	$ 4,321,076	**25%**	**32**	**$ 33,758**	82%	$ 27,707
2040	$ 431,185,712,853	94,208	$ 4,576,954	25%	32	$ 35,757	67%	$ 24,087
2048	$ 867,395,313,639	131,072	$ 6,617,701	25%	32	$ 51,701	53%	$ 27,207
2050	$ 1,283,942,425,681	163,840	$ 7,836,563	25%	32	$ 61,223	53%	$ 32,218
2060	$ 2,892,474,879,905	245,760	$ 11,769,510	25%	32	$ 91,949	41%	$ 37,800
2070	$ 5,028,641,551,041	294,912	$ 17,051,329	25%	32	$ 133,214	32%	$ 42,781
2080	$ 8,204,082,483,521	327,680	$ 25,036,873	25%	32	$ 195,601	25%	$ 49,072
B	C	D	E	F	H	J	K	L

10. Lastly in rows K and I attempt at discounting, the calculations for this are to the right of the spreadsheet, these discounted figures are based on a 2.5% growth rate in the world and 5% growth in Malawi. (About 2.5% across the board)

    Discounting is ascertaining today's value (in cash USD) of future amounts of money. In this case, we ascertained that if we multiply 2080 cash by about 25%, we get there or thereabouts the correct figure for its value in 2024, and other years are plotted with this as the base of their calculations. As seen in column K in 2032, to get the discounted rate we multiply the number of dollars in $33,758 by the percentage in column j (82%). In this case $33,758 x 82% gives the value of $27,707. **The value of $33,758 in 2032 is $27,707 in 2024.**

    So effectively the average salary is equivalent to $27,707, which against Western salaries is low, but when we apply PPP (Purchasing Power Parity) at around 3:1 (Unfortunately I cannot find the link I had for PPP, but at 3:1 we are close.) So, we multiply the salary by 3:1 making an average of $101,275.23 per person from Ťender business.

    Exports.
    At first, the Ťender trade, which pays the equivalent of $101,275.23 is from the 1 price system. This income is essentially guaranteed, as the company fulfils all its inner network Ťender trades. However, there will be many efforts in finding international trading partners and in general making money. Assisted by the TBS™ and other S-World AI systems, some of these businesses will sell, sell, sell, the companies that make additional money from trade, or in another way should see 25% of all the profit from the extra sales.

    This is like the rural villages in china who first make enough food to feed the village and then, make more food and sell it on the open market.

Labour Rules & Network Credits

Before we look at Network Credits and Labour Rules in just one second, first I want to go back to the spreadsheet tab **H3) ŠÉŠv5 Jobs and Education**

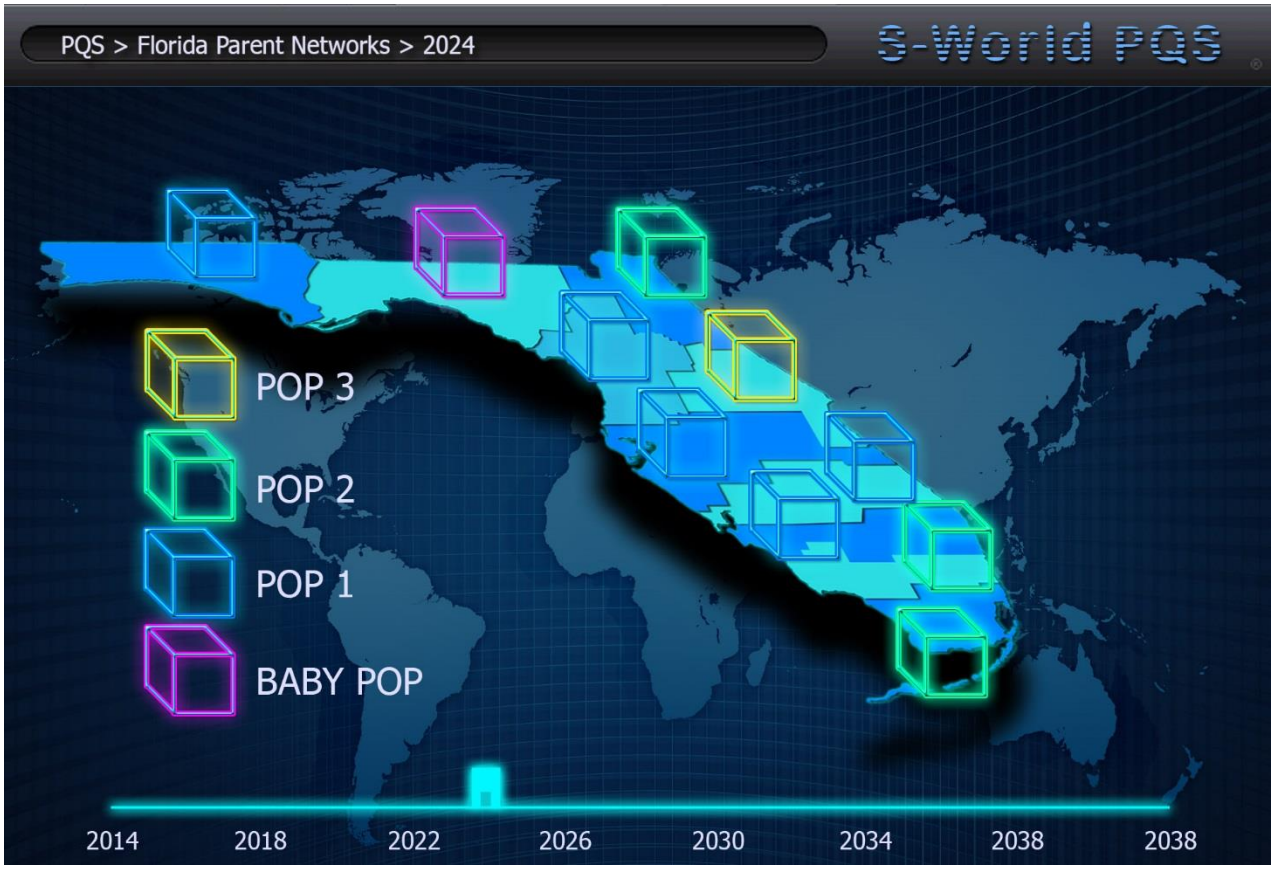
But this time I have displayed different columns as so:
With three columns dedicated to Paid**2**Learn.

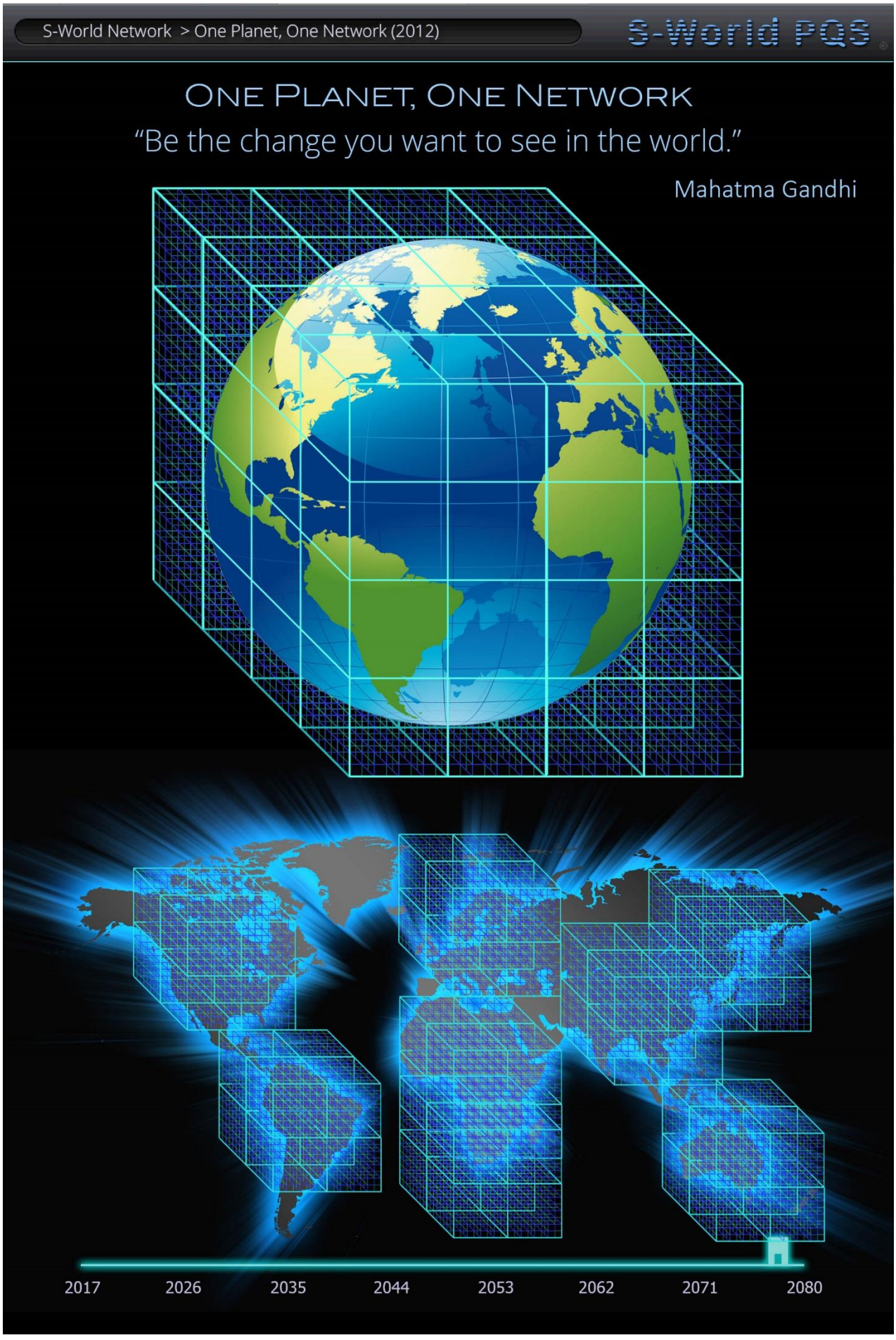
Paid**2**Learn

Š-ŘÉŠ™	Financial Engineering							
	Network Credits Ťender	Network Credits Ťender	Network Credits Ťender	Adjusted for Growth	Adjusted for Growth	Div. By	Adjusted for Growth
	Cash Flow	Number of Companies	# of Spartan Contract Labour	Spartan Labour Basic + Bonus1	# of Paid**2**Learn Trainees	Trainees Per Labour	Paid**2**Learn Trainees Basic + Bonus1
2024	$ 5,685,975,000	2,048	65,536	$ 21,690	262,144	4	$ 1,356
2025	$ 14,894,843,486	4,096	131,072	$ 27,717	458,752	3.5	$ 1,980
2028	$ 53,185,830,818	15,565	498,074	$ 24,185	1,494,221	3	$ 2,015
2032	$ 106,194,771,025	24,576	786,432	$ 27,707	2,359,296	3	$ 2,309
2040	$ 431,185,712,853	94,208	3,014,656	$ 24,087	7,536,640	2.5	$ 2,409
2048	$ 867,395,313,639	131,072	4,194,304	$ 27,207	10,485,760	2.5	$ 2,721
2050	$ 1,283,942,425,681	163,840	5,242,880	$ 32,218	10,485,760	2	$ 4,027
2060	$ 2,892,474,879,905	245,760	7,864,320	$ 37,800	15,728,640	2	$ 4,725
2070	$ 5,028,641,551,041	294,912	9,437,184	$ 42,781	16,515,072	1.75	$ 6,112
2080	$ 8,204,082,483,521	327,680	10,485,760	$ 49,072	15,728,640	1.5	$ 8,179
B	C	D	I	L	M	P	Q

Above we can see; The year, Cash Flow, Number of companies, Number of personnel, basic wage plus bonus1, number of Paid**2**Learn trainees, number of trainees per member of personnel, Paid**2**Learn Basic plus Bonus1.

So essentially, we internally tax employees 25% of their basic + Bonus 1 and this then supports the Paid**2**Learn basic payment of $1,256 (over a year), which sounds like nothing, but as the average Malawian lives on about $300 a year, this is not an insignificant sum.
Note also from Poor Economics (or may have been Why Nations Fail by Daron Acemoglu, James A. Robinson) this economy will most enrich girls and women. For example, in the rural villas a prize fund for winning at **Special Project 53. Malawi Football and Other Sports Leagues.** In which quite simply the women's and girls' games pay more per win and goal than the boys and men's games.


PQS > Florida Parent Networks > 2024
S-World PQS
POP 3
POP 2
POP 1
BABY POP
2014
2018
2022
2026
2030
2034
2038
2038


S-World Network > One Planet, One Network (2012)
S-World PQS
ONE PLANET, ONE NETWORK
"Be the change you want to see in the world."
Mahatma Gandhi
2017
2026
2035
2044
2053
2062
2071
2080

Chapter 5.10

From 64 Reasons Why Summary

38b) 64-Reasons-Why--THE-WHY--10.73-n52-g8-k11--23rd-Feb-2020 (7th Jun 2020)

The Theoretical Minimum

Jobs and Educational places in Malawi

Paid**2**Learn

This is one part of the theoretical minimum, the minimum that can be paid to a P**2**L trainee or sportsperson, artist, or person in education (girls get slightly more, boys get slightly less).

One needs to account for both PPP and that most spending is via Network Credits that will not be at the same PPP. But in general, seeing that in 2018 in terms of per capita GDP, the World Bank ranked Malawi the lowest in the world at only $275 per person, per year, compared to the USA at $62,641 or Luxemburg at $114,341 per person, per year a minimum.

$1,356 is just under five times more than the reported average per-person income and as such is not an insignificant sum. **It would, at the least, provide the money needed to keep girls in education** and pay for many to become full-time sportspersons and artists.

[Seek an additional comment on this idea from Melinda Gates.]

The Theoretical Minimum 2

Jobs and Educational places in the world

Employment and Education

The second theoretical minimum looks at S-World macroeconomics and considers Sam

Altman's insight about how the technology companies would create a lack of jobs on a global scale but would make enough money to give all citizens a bursary and welfare.

Returning to tab **H3) 2048 GŚN in Global Network**

			2048	GŚN in Global Network	
2048	÷	8	256	GŚN in Continental Network	
256	÷	8	32	Countries/States in Continental Network	
32	÷	8	4	Grand Śpin Networks per Country	
				Spartan Contract Jobs in History 3 in 2080	
2048	÷	4	512	10,485,760	5,368,709,120 Global Jobs
				Paid2Learn Trainees in History 3 in 2080	
2048	÷	4	512	15,728,640	8,053,063,680 Welfare Places

We see that the **4** Grand Śpin Networks in Malawi History 3 create 10,485,760 jobs and 15,728,640 P**2**L places. This accounts for 4 of the 2048 Grand Śpin Networks (GŚNs) in the world. So, we can multiply the results by 512 to create a prediction on how many jobs and how many Paid**2**Learn places we could create globally.
If we follow the Malawi model 2048 global Grand Śpin Networks could create 5,368,709,120 global jobs and 8,053,063,680 P**2**L places.

In a little more detail:
2048 Grand Śpin Networks in the Global Cube.
Dividing by 8 gives us 256 Grand Śpin Networks in a Continental Cube.
Divide by 8 again gives is 32 Countries/States in each Continental Network.
And a further division by 8 gives us 4 Grand Śpin Networks per Country / State – The same as used in Malawi History 3 *(3 Grand Śpin Networks plus Angel City 1).*

2048 Grand Śpin Networks create 5,368,709,120 Jobs and 8,053,063,680 Paid**2**Learn positions created.

So, all ten-and-a-half billion, or preferably eight-and-a-half billion, people on earth will have the opportunity to own equity, work, or be trained in S-World.
This exercise is theoretical. It is the theoretical minimum amount of jobs and welfare necessary should the world wholeheartedly adopt Supereconomics.

1. Determined Cash Flows
2. Paul Romer's Charter Cities, by Abhijit Banerjee and Esther Duflo in Poor Economics
3. Economic Migration
4. Paul Romer and Charter Cities - Big Plans Must be Simple
5. The Suburb Sale ⌂ is about 90% of all revenue and can be 100%
6. New Sparta – Net-Zero City of Science (Grand Śpin Network v1. 2011)
7. American Butterfly - First work on Š-ŔÉŚ™ (Grand Śpin Network v2. 2012)
8. Location, Location, Location; - Job's – Job's – Job's
9. How is Labour Paid & what is Paid**2**Learn
10. The Theoretical Minimum - of Jobs and Educational places in Malawi and the World
11. POP – Financial Gravity
12. **POP** Super Coupling: The Distribution Equation $(\cancel{A} \times \hat{S} \times \cancel{A} \times N \times g_s \times P + (\Sigma B^{st}) + (\Sigma \cancel{A}^{st}) = \cancel{X}$
13. QuESC and Commands Intent (Battle Stations aboard the QuESC Battlestar)
14. Mars Resort 1 – RES Resurrected 2017 – Š-ŔÉŚ™ Found
15. Why Malawi?
16. The Malawi Network Cube
17. S-World VSN Virtual Construction
18. S-World VSN Virtual Construction – Single Home Build System – TBS CC
19. S-World VSN™ and The Suburb Sale
20. The 10 million (Social Housing) 4/5 Star Villas
21. The Malawi Corridor?
22. Paid**2**Learn
23. Female, Racial, LGBT and other Equalities (Special Project 51)
24. Sports Leagues
25. FIFA World Cup Tournament Holders (Southern Africa) 2034 or 2038
26. UK Butterfly 2021
27. American Butterfly 2022
28. Global Butterfly 2023

Chapter 5.11

POP Financial Gravity

QuESC and Commands Intent (Battle Stations aboard the QuESC Battlestar)

POP was the mathematics used in the 2011 New Sparta model and the 2012 American Butterfly - Orlando Network.

POP comes in a few flavours, that have developed over time, seen first in American Butterfly http://americanbutterfly.org/pt3/the-network-on-a-string/prequal-cfm-and-pop, http://americanbutterfly.org/pt3/the-network-on-a-string/cfm-pop-analogies & http://americanbutterfly.org/pt3/the-network-on-a-string/angel-pop-global-benefits later seen is Angel Theory in 2017; www.angeltheory.org/book/2-2/the-flap-of-a-butterflys-wings, www.angeltheory.org/book/2-3/the-network-on-a-string#Angel-POP-2012-to-2017 & www.angeltheory.org/book/2-4/super-coupling

In Supereconomics Book 3; Sixty-Four Reasons Why; original book 407-page book chapter 18. Is 4? Pages on POP in all its flavours. The following is an edit of that chapter;

11. POP – The Point of Profitability

(For Hannah Fry, A.W Peet, Bill Gates, Mark Zuckerberg, Peter Thiel, Richard Branson and Elon Musk)

The POP principle is a necessary part of the Net-Zero DCA Equation and software design. Looking once again at the S-World spreadsheet tab **H3) ŠÉŚv5 Jobs and Education,** we see new companies created from the profits made by the existing companies via Š-ŔÉŚ™ Financial Engineering; because past a particular point of profitability, new profits/cash flow are applied to creating new companies, stretching the cash flow across more quality circles and personnel, more industries and specializations.

In the spreadsheet below, 'H3) ŠÉŚv5 Jobs and Education,' I semi-optimised the results by increasing the number of companies; seeking to create the optimum number of personnel, how much they earn, how many trainee places are created, and how much they, in turn, earn; noting that as per capita GDP in Malawi is $275 a year, the $1,356 for each trainee is not as little as it sounds.

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

Because of POP, when and Š-ŔÉŚ™ Financial Engineering increases the cash flow from $5,685,975,000 in 2024 to $14,894,843,486 in 2025, in place of dividing it between the 2048 companies, all excess funding is applied to creating new companies; so we see the jump from 2048 companies to 5120 companies, and all jumps after are made in exactly the same way, up to 327,680 companies in 2080. By which point, the cash flow has been spread across 10,485,760 Spartan contract personnel and 15,728,640 Spartan contract trainees (Population in 2019 is 18.63 million but expected to double in 20 or so years).

For those that own the companies that POP is applied to, they then own a percentage of the new companies created; usually (but not always) 50%, if no outside capital was required; and 25%, if it is. What does seem certain is that 50% of the equity and profit share will be awarded to the new businesses' personnel. Because the new companies created make new companies of their own via POP, and the following year the original company (let's call it TWF – The Window Factory) makes another new company; after a few years, the original equity owners and personnel in TWF will own equity in a dozen or so other companies. And after a dozen years, would likely own and receive a profit share from over a hundred different companies. The POP investment principle is good for initial investors and personnel.

But not too good. If we look at spreadsheet tab **Super Coupling 1.03 (History 1)** and study it, we see that whilst there is a lot of money to be made, **the continual budding into new companies** losing half their equity in the new ventures **means that the returns cannot be too fantastic**; because POP breaks the superrich getting richer symmetry which has flourished within Eugene Fama's efficient market hypothesis that sits at the base of economics today.

POP Cubes

The network economy is designed to be displayed simply in the form of cubes, within cubes,

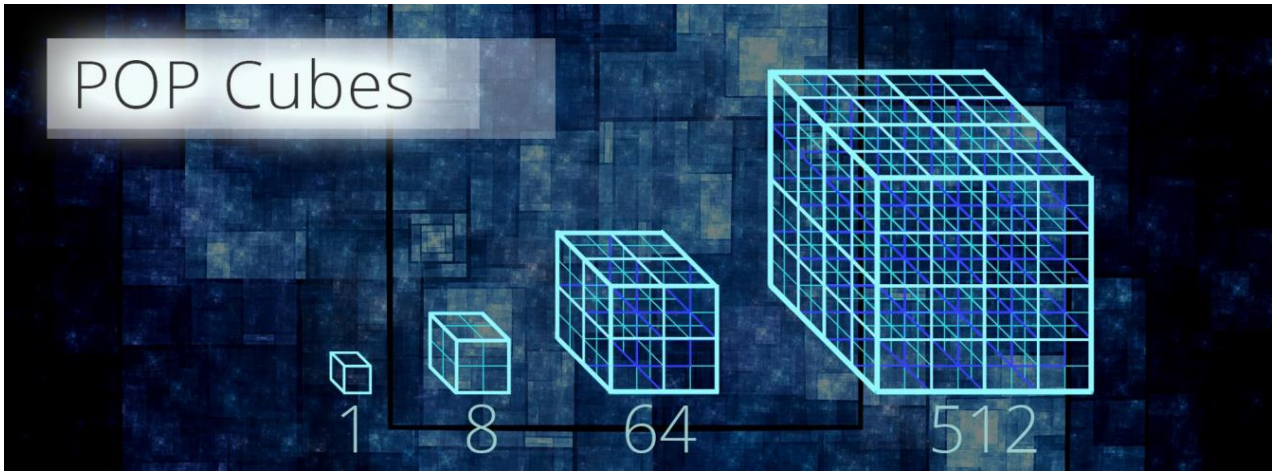
within cubes, called POP Cubes. POP cubes originated as a thought experiment about the phrase…

"Can the flap of a butterfly's wings in Brazil create a tornado in Texas?"

Whilst climbing the Chapman's Peak mountains in Cape Town, in mid-2011, I created a thought experiment in answer to the problem of rounding errors in financial systems, rendering them chaotic and so unpredictable in the long term.

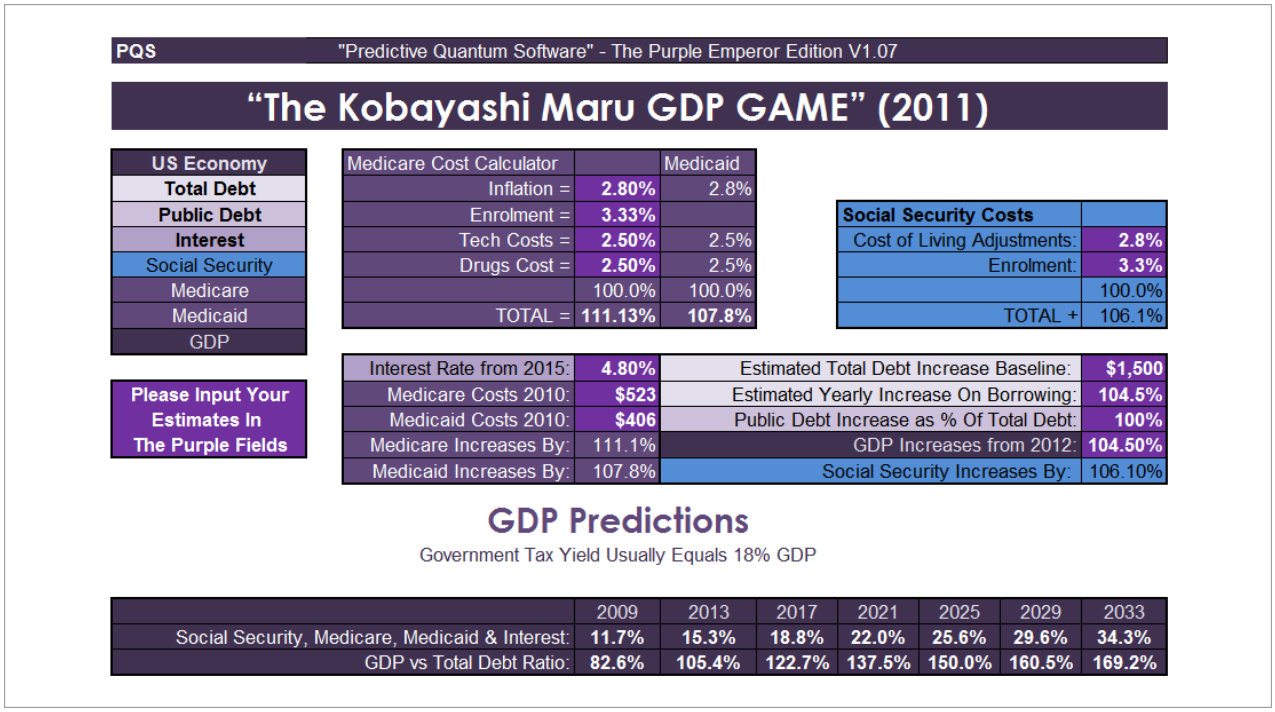
I imagined a cubic network around the earth; and within one cube, within a cube, within a cube, sat the butterfly, I could measure the change in wind force around the butterfly, and then calculate across all cubes to see if the flap of its wings did or did not cause the tornado.

Visualizing the idea, I created the following graphic, in which we see one single cube representing one small company or solo contactor, fitting within a network of eight other companies and solo contractors (8); and then, that set of 8 combining with another 7 sets of 8 to make (64) cubes, and that set of 64 sits within a (512) cube.



And about a year later, I created the tall graphic we see on the page to the right (or on the page below if reading online or via PDF) which shows the macro picture – The Global Network Cube (2012).

At the time, I was working on www.AmericanButterfly.org, a plan for Grand Networks to primarily bring health services and hospitals across the USA; because that would lower US medical liabilities, help create a balanced federal budget, and lower the debt to GDP ratio, which I became worried about when creating the Kobayashi Maru GDP Game seen below.



PQS "Predictive Quantum Software" - The Purple Emperor Edition V1.07

"The Kobayashi Maru GDP GAME" (2011)

US Economy
Total Debt
Public Debt
Interest
Social Security
Medicare
Medicaid
GDP

Medicare Cost Calculator		Medicaid
Inflation =	**2.80%**	2.8%
Enrolment =	**3.33%**	
Tech Costs =	**2.50%**	2.5%
Drugs Cost =	**2.50%**	2.5%
	100.0%	100.0%
TOTAL =	**111.13%**	**107.8%**

Social Security Costs	
Cost of Living Adjustments:	**2.8%**
Enrolment:	**3.3%**
	100.0%
TOTAL +	106.1%

Please Input Your Estimates In The Purple Fields

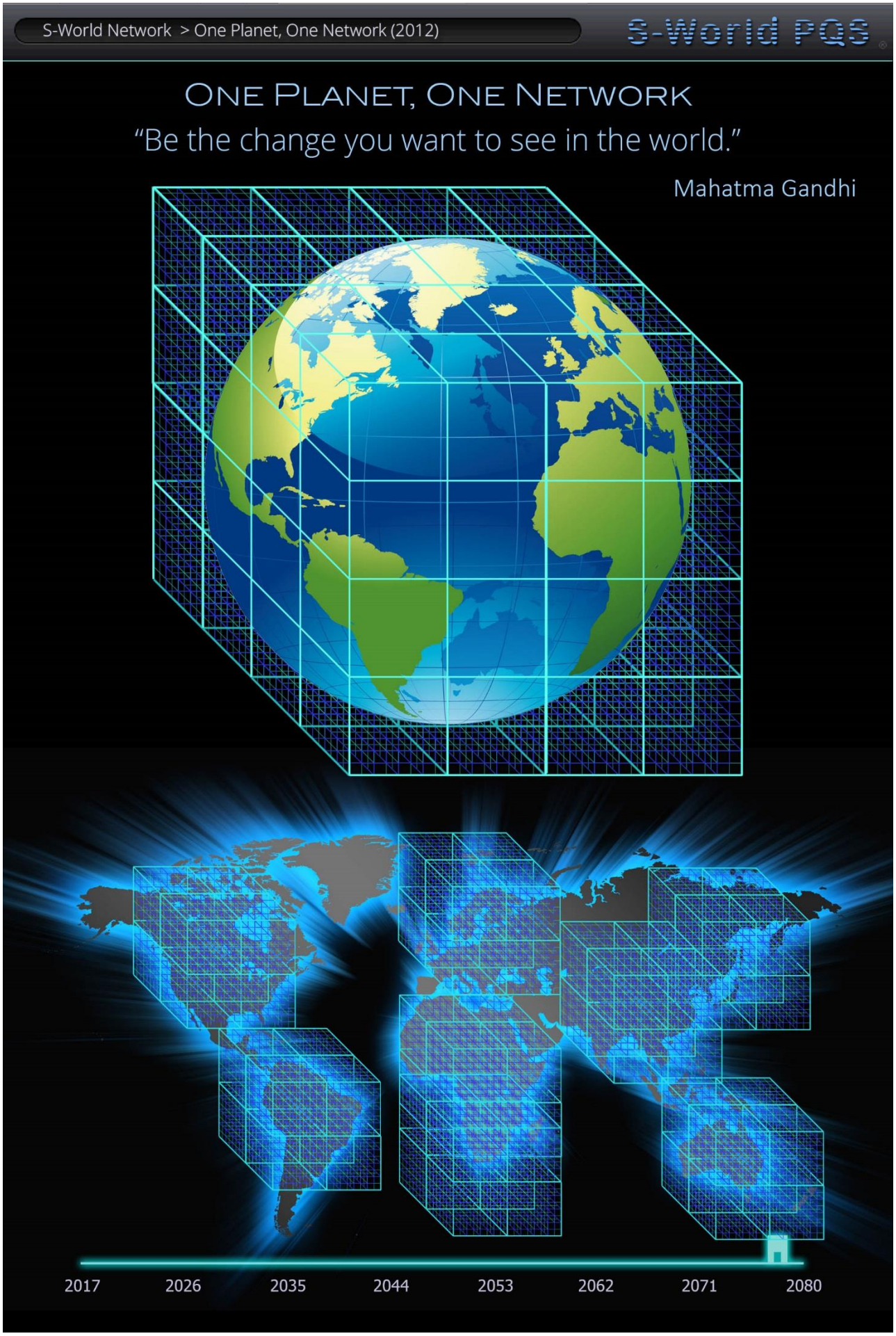
Interest Rate from 2015:	**4.80%**	Estimated Total Debt Increase Baseline:	**$1,500**
Medicare Costs 2010:	**$523**	Estimated Yearly Increase On Borrowing:	**104.5%**
Medicaid Costs 2010:	**$406**	Public Debt Increase as % Of Total Debt:	**100%**
Medicare Increases By:	111.1%	GDP Increases from 2012:	**104.50%**
Medicaid Increases By:	107.8%	Social Security Increases By:	106.10%

GDP Predictions

Government Tax Yield Usually Equals 18% GDP

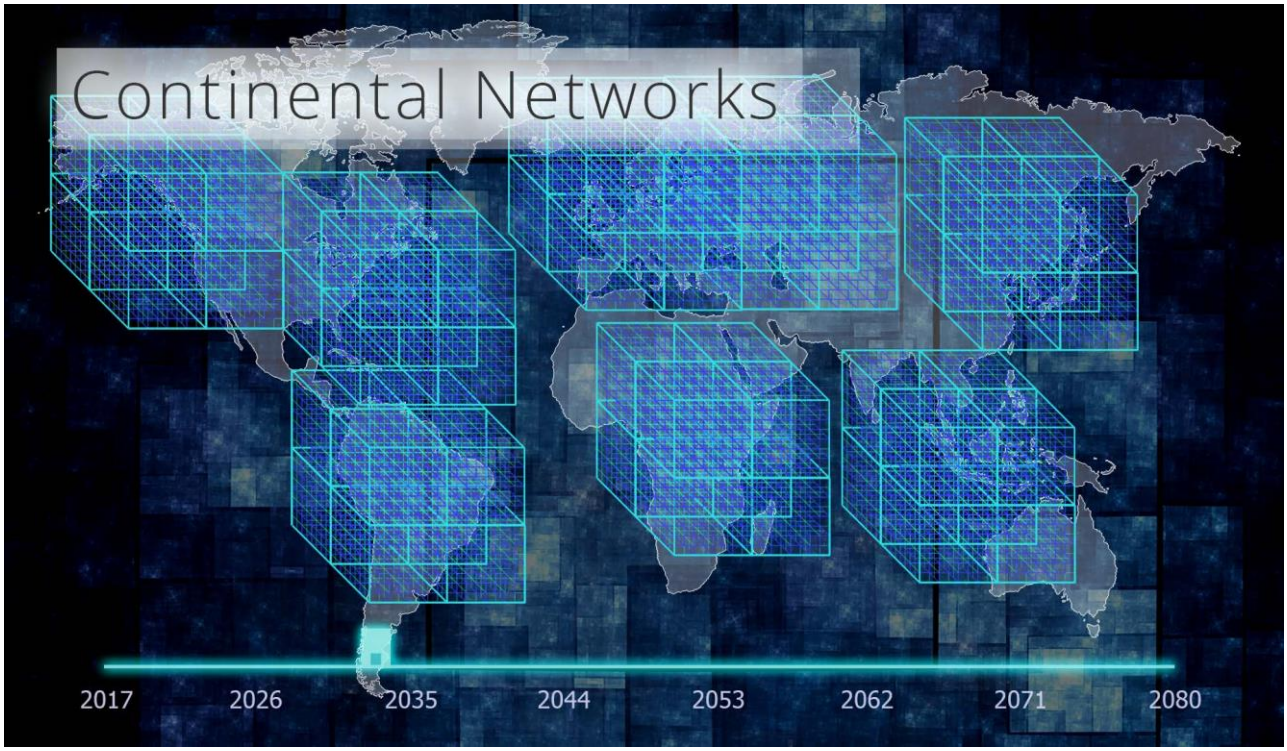
	2009	2013	2017	2021	2025	2029	2033
Social Security, Medicare, Medicaid & Interest:	**11.7%**	**15.3%**	**18.8%**	**22.0%**	**25.6%**	**29.6%**	**34.3%**
GDP vs Total Debt Ratio:	**82.6%**	**105.4%**	**122.7%**	**137.5%**	**150.0%**	**160.5%**	**169.2%**

In the American Butterfly plan, I plotted 32,768 separate Grand Networks split into 8 Continental Cubes, each with 4096 Grand Networks. But practically, this was too many to build, and this was one of the reasons I did not continue this idea at the time. Seven years later, in the present, at the frontier, the estimated number of Grand Śpin Network in the world is more manageable, between 2,048 and 4096. We shall get to the way I estimated this figure later in the chapter.


S-World Network > One Planet, One Network (2012)
S-World PQS
ONE PLANET, ONE NETWORK
"Be the change you want to see in the world."
Mahatma Gandhi
2017
2026
2035
2044
2053
2062
2071
2080

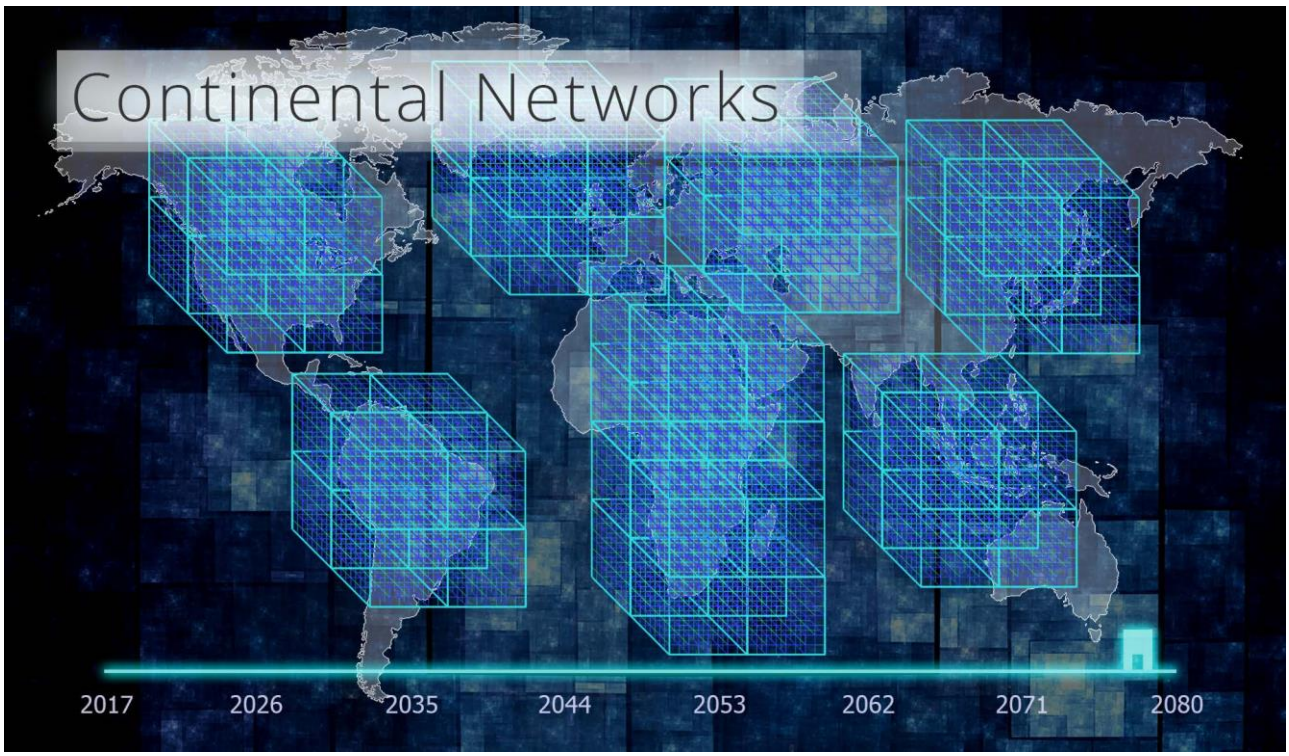
Continental Networks 2012 (American Butterfly)

Two cubes in the USA, two in Europe, two in Asia, one in Latin America, and only one in Africa.



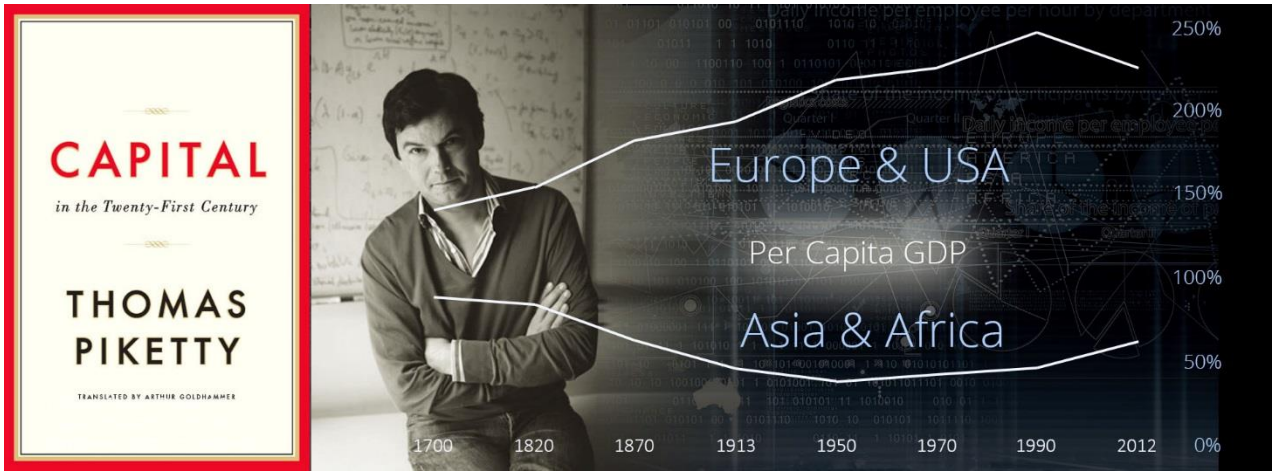
Since 2018, I have doubled the allocation of Continental Cubes, Grand Śpin Networks, and cash flow in Africa and the Middle East from one to two. And I am considering a Satellite network, (not geographical). The equivalent to one continental cube starting with the UK and including some of the following; Malawi, South Africa, India, Ireland, New Zealand, Canada, and maybe Greece, Spain, Italy, France or Portugal.

Continental Networks **2020**



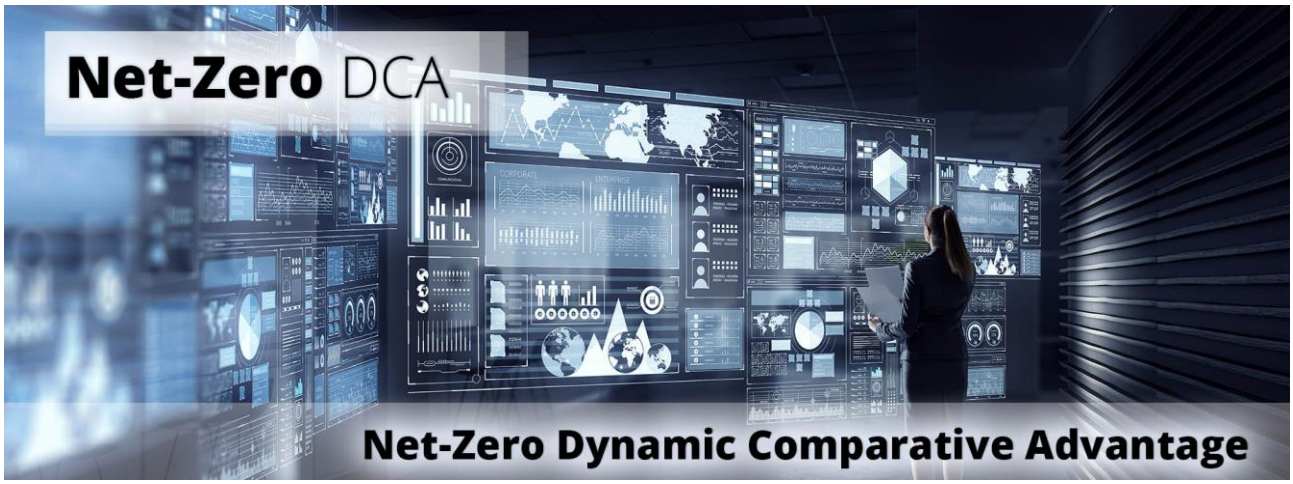
In general, I expect most Grand Śpin Networks to be created in poor countries, maybe twice as many in poor countries than rich ones; maybe more, maybe a lot more. The reason for this is because of the economics from Thomas Piketty's book; 'Capital in the Twenty-First Century' which suggests that because there are already many productive cities in rich countries, there is less demand; whereas the long-term demand for cities, industry, and business in poor countries is significant.

Piketty also presents a self-explanatory graph (see below) on convergence, which shows that since 1950, Asia and Africa have been catching up with Europe and the USA. Albeit most of this convergence is from Asia and the Middle East, not Africa.



I later noted from the books: 'Poor Economics' by Esther Duflo and Abhijit V. Banerjee, 'Why Nations Fail' by Daron Acemoglu and James A. Robinson, and 'The Bottom Billion by Paul Collier - That whilst there is room for Africa to converge further and faster, this was not guaranteed. African countries could not simply follow the China and India, low wage models, because that market is already saturated.

Because of this, a dynamic comparative advantage strategy is necessary to find out what goods and service each country in Africa should specialize in to compete for the convergence.



POP – Financial Gravity

Cubic **Dimensions (**Đ1 to Đ21**)**

1 x 8 = 8

8 x 8 = 64

64 x 64 = 512

512 x 512 = 4096

POP is a simple but evolving mathematics with applications in economics, which is in part explained in chapter 18. POP Cubes – Financial Gravity. The original version of Angel POP from The Network on a String in 2012 created 8 Continental Networks, and would only allow entry to the next tranche (financial dimension) once all continental networks including Africa had reached their POP target/point. (A predetermined financial target.)

The math is simple and cubic, by multiplying each dimension by 8 to get to the next dimension. Below, we see a complete picture, from financial dimension 1 (Đ1) $0.0001 cents up to $32,768 in Đ10a for an individual person, then at Đ17 we see the first Grand Śpin Network, and finally, in Đ21, we see 4096 Grand Śpin Networks with 8.5 billion personnel, 268 million companies, and not seen would be about 12 billion Paid**2**Learn places. (education and welfare).

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

I'm not looking for perfection currently, just a good direction, and a double-check for other calculations.
About a double-check, please note the following.
In D17, we see 8 Grand Śpin Networks and not 4 as was used in the 'ŠÉŠv5 Jobs and Education' spreadsheet. I used 8 because it was the midway point between History 2 and 3; where History 2 had 16 GŚN and History 3 had 4. Another point is that at Đ1, I doubled the number of quanta suggested.

Considering Cubic Dimensions (Đ1 to Đ20)

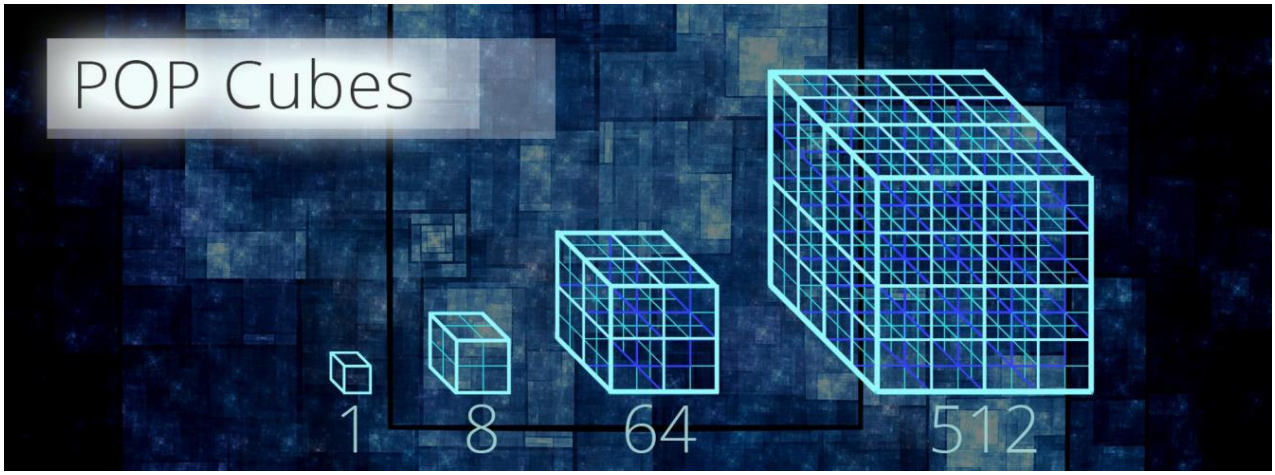
In Đ20, we see that 8,589,934,592 jobs have been allocated, which is more than is necessary given that there are also over 10 billion Paid**2**Learn positions. To simplify this, I just considered that we only need about 2,500 GŚNs. (Grand Śpin Networks)

And so, we see that starting at Đ1 and multiplying up in cubic math (8, 64, 512, 4096), we have a clear path from the quanta of Network Credits (money) to the wage of $32,768 in Đ10b, which becomes a single person in Đ10a. And after, we multiply by single dimensions from quality circles to single companies, to specialization, to the industry niche; and then 64 different industries, which brings us to the top section and Đ17, a single Grand Śpin Network.

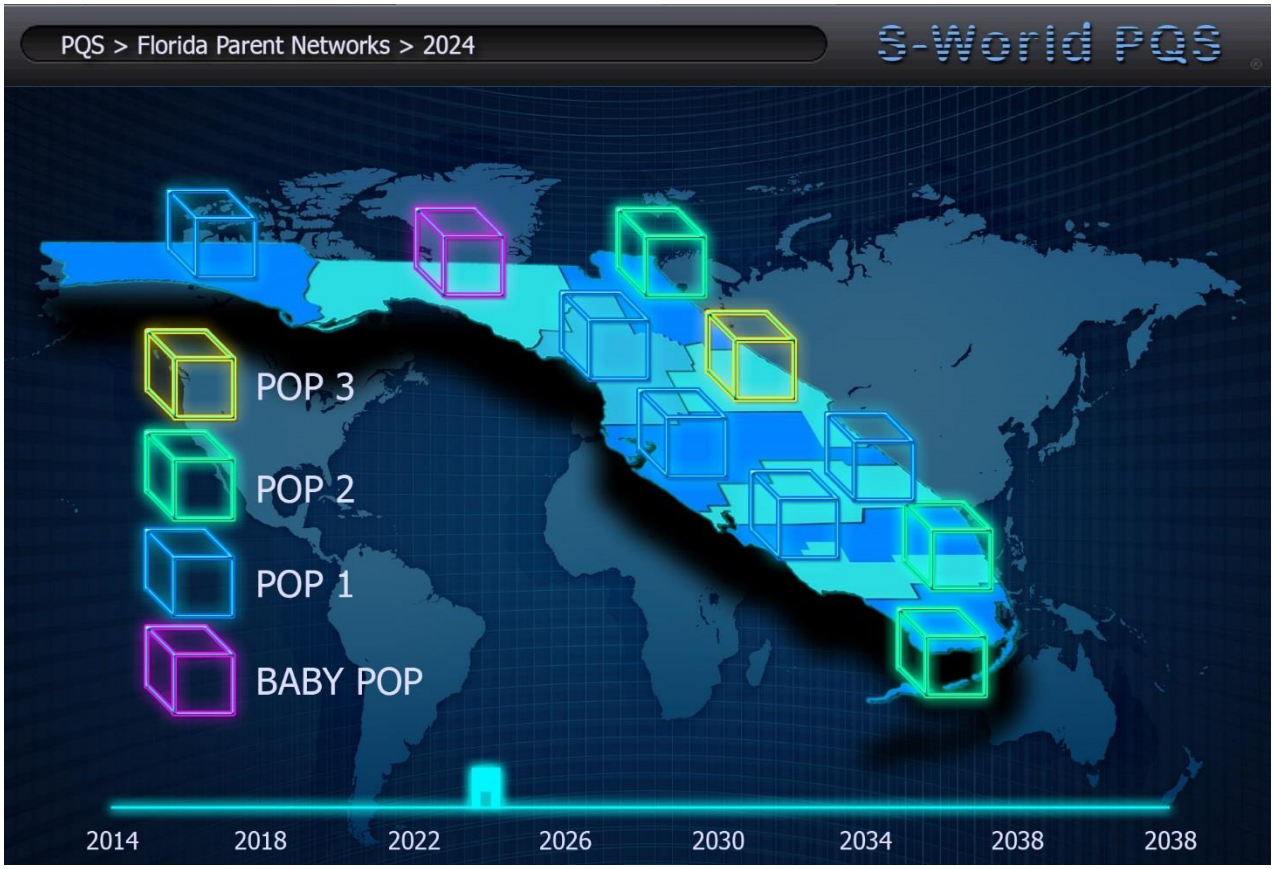
Then, in the top section, we see 8 GŚNs in Malawi, then two rounds of 8 CSPs (Country State Province), then the 8 Continental Cubes add up to the Global Cube.

The POP INTERPHASE

Soon after I started working on POP, I visualised it as a set of cubes and cubes within cubes.

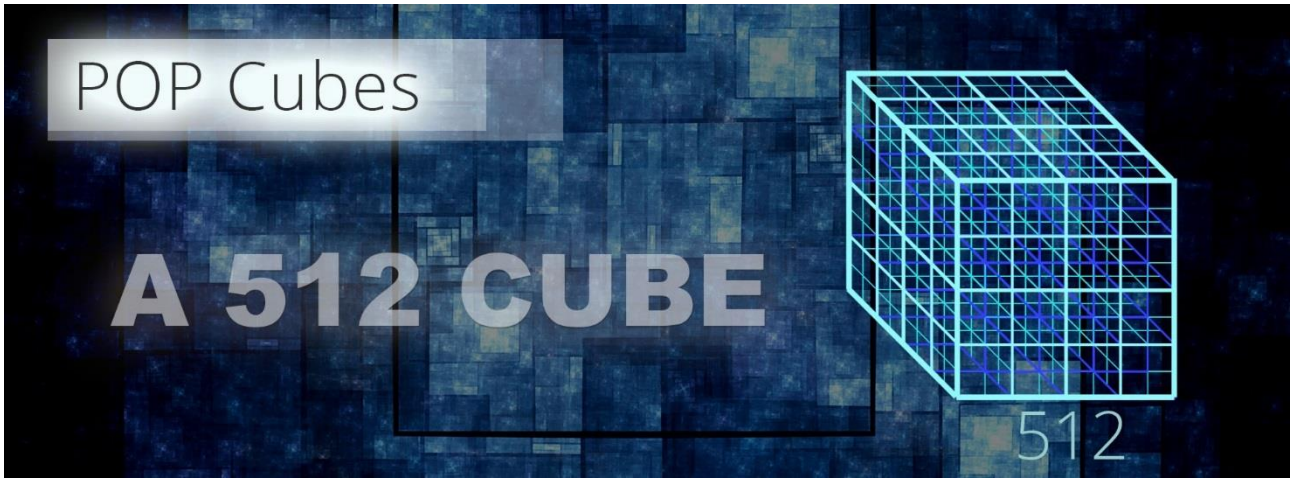


The graphic we see below, also from American Butterfly in 2012, looks at the Network at the Country/State/Province level; in which we see the 10 states in Florida each with at least a Grand Śpin Network, a Baby POP (in purple) Network (created as the launch for a Grand Śpin Network), (in blue) a single GŚN, (in green) two GŚNs, and (in gold) three or more GŚNs (or the equivalent in cash flow).



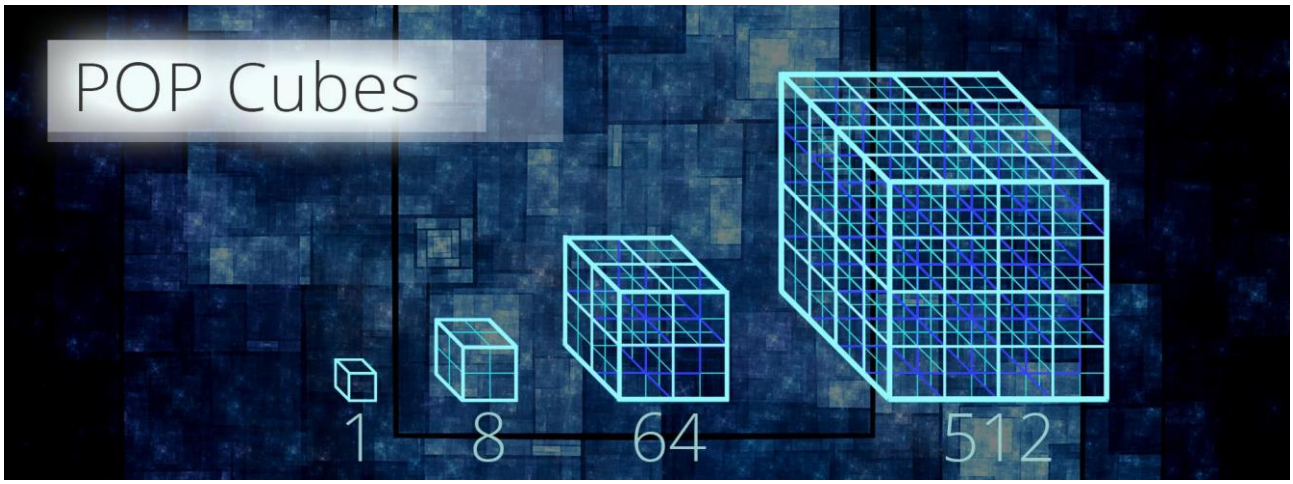
Relative to our Global Cube spreadsheet, at this level, we are at Đ18. We have started at the Global Cube, then to a Continental Cube (in this case the USA); and on the map, we will see up to 64 Cubes.

Another way to look at the data is to go inside the cube. Below, we see a 512 cube which is essentially the same as what we see above; the 8 Continental Networks, and within, up to 64 cubes representing the Đ18 level.



The idea behind the graphic we see below is hard to draw. So, for now, I need to describe the journey. A general principle I apply to make the system, in its basic form, is to make the choice architecture so easy that children can easily go from the global economy, choose a continent,

then choose a country or state and then the Grand Śpin network within; and from there down, to each company and individual staff member, and data on them (such as how much they earn).



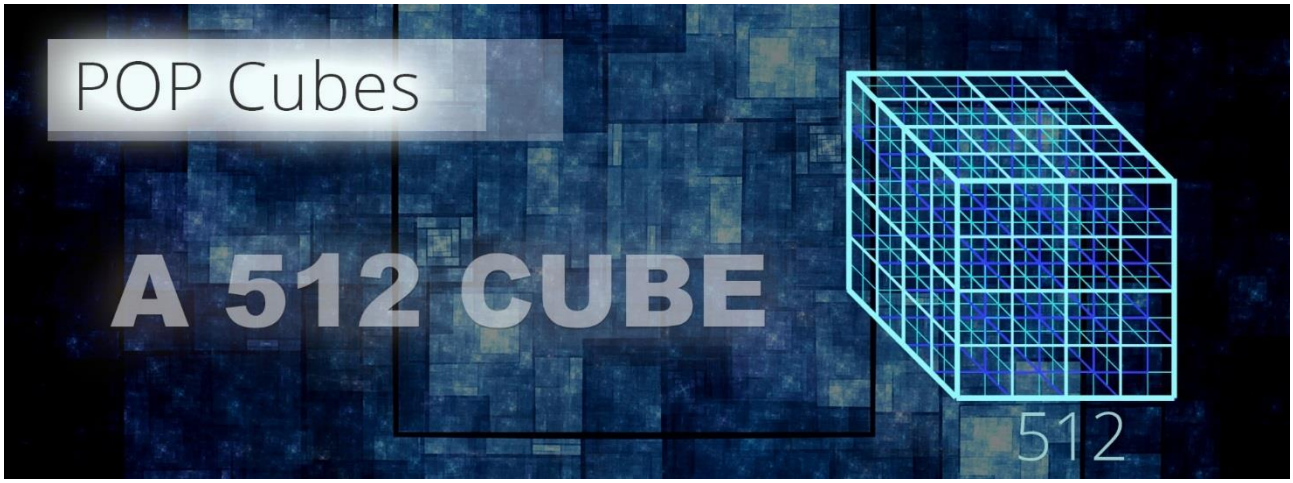
In the following example, we wish our 10-year-old student to go from the Global Cube to how much her/his mother makes in a year.

Please imagine the following graphical journey…

1. The 8 Continental Networks > Choose USA
2. Next, instead of seeing the Map View, we see a 64 cube.
   Now, we need to use our imagination.
3. Within the USA (and Canada) cube, if we zoom in, we see that the cubes within have different values, or colours, or degrees of opacity.
4. We ask our 10-year-old student to click on a small red cube seen within the 64 cube and we arrive at a specific state such as Florida.
5. Once the red Florida cube is clicked, a new cube appears, representing Florida.
   This could be an 8 cube, a 64 or 512. To save time, let's consider a 512 cube.
6. And again, within, this time requiring some zooming in, we have another red cube.
   We are now in Đ18 and choosing the 512 cube means that we are now seeing three Đimensions, so choosing a cube moves us to Đ15.
7. Repeating the exercise brings us from Đ15 to Đ12, by which time, our student has zoomed down to two companies.
8. Once at the company level, we can see a 32 cube (half a 64 cube) that represents each member of personnel; and again, one inner cube is red, or reddest, and our student clicks on the reddest cube and there is Mommy at Đ10.
   Click on Mommy to see how much she earns.

Consider a company in a POP cube needs attention, and in the adult version, there are lots of red cubes, but the brightness or solidness of the cube depicts the urgency of the problem.

When it comes to programming, we can easily make a 512 cube by having 8 database tables each with 8 x 8 cells. So, we have a kind of checkerboard of 8 x 8. And then, like slices of bread in a loaf, we see 7 chessboards behind the first, making the 512 cells in the 512 cubes.



The POP HOLOGRAM

Now that we have the basics, my preferred way to navigate the Global Cube is to be inside it. So that one can be submerged within the cube and navigate by waves of the hand, pinches, prods and thumps. This can be done using the Oculus Rift headset and touch controllers. But in QuESC Mission Control, I wish to create this as a hologram.

VR or hologram, or 3-D model seen in 2-D, one navigates through the cube more efficiently when submerged within it. And when within, one may travel from the complete macroeconomic picture of Global GDP in Đ21, down through 16 cubic dimensions to the microeconomics of every single dollar spent by each member of personnel at Đ5, and then the quanta within each cent at Đ1.

This type of view must be presented within the many S-World UCS™ games so that the game player can easily run the global economy; **as-if** one were playing a type of football management sim within Sid Meier's Civilization, with the research tree as the road to the S-World Angelwing software, and the ultimate destination and purpose - MARS Resort One - which can be built using an advanced version of The SIMS and SimCity.

And in general, I'd like to get the age of the game down to 12, plus a younger kid's version. There are thousands of ways to run a better business, but to learn them all would take a

lifetime. So, S-World takes care of that by building all the lessons into the software; most to be left on autopilot, some to be handled manually.

Displaying those 1000 advantages needs to be done in a way that is simple and easy for anyone, no matter their speciality, age, language, or experience.

This interface can show every detail of every network. For example, an investor can track the networks they have equity in. So, for example, after 10 years, creating one new company via POP each year; and each company created then follows suit. The investor will have equity in hundreds of business all over the world. So, one could show a 4096 cube, then ask to only show cubes that the investor owns parts of and how much each has contributed in Network Credit dividends that year.

Whatever one wants to see, people in Paid**2**Learn, where aid money has been received, and where it went after (a part of S-World AE Aid Efficiency). We can see how much carbon versus oxygen is being emitted from each company or Grand Śpin Network. We can track every special project per network. Whatever one can think of that can be measured, we will measure it, and add it to the cube. (Note that Palantir may be a good home for this system)

> This idea that one can simply and easily see the micro of each individual company to the macro of the global network economy (in either direction), quickly and easily, is at the heart of the S-World UCS™ gameplay; and because gameplay creates the simulations/histories that become the future of the network, this system, this cubic hologram of economics and business theory determines the future of the network.

Financial Gravity

If one is used to the Newtonian mechanics of gravity, this infrastructure of cubes within cubes within cubes will sound like gravity. And for that reason, some time ago, **POP also became known as the network's Financial Gravity.**

But what about Einstein's theory of General Relativity that is most often theorised as a cappuccino foam of bubbles within bubbles?

I can see a relative design, and this may help to encompass PPP and inflation by adding curvature, making some cubes smaller, and maybe some twisting one way and some another. But I'm years away from understanding General Relativity in a way that creates solid rules to add to the system. It would be nice, but it may not be necessary. Sometimes pure simplicity is best. They did not use general relativity to put a rocket on the moon. It would have made a slight difference, but would have been very complicated, and would have taken a lot more time

and cost more money, so they used Newtonian physics instead. But with this said, note that without General Relativity, one's GPS would become inaccurate at a rate of about 10 miles each day.

It may prove that a quantum loop gravity is a good approach, where time and space are created from the looping of the matter at the Planck scale. Or, as was desired for so long, a string theory-based hologram, or some other form of mathematics. I am starting to experiment with calculus, which is interesting because at the heart of calculus is the idea of breaking apart a problem into many smaller pieces; which is similar to this Angelwing POP system, where the bigger problem of the global economy is better managed by splitting the economy into individual sectors, then companies, than personnel, then the money the personnel earn. So that if one fixed all the small problems, such as each person's income, we would in so doing dictate and fix the long-term global economy from whatever disaster is eventually going to come.

Sticking for now with the Newtonian system, this simple cubic approach makes the overall management of the network much simpler, as we swop and change company types and niches to perfect the net-zero dynamic comparative advantage strategy; to see the effects of the internalities, and (of course) from where to oversee the effects on special projects, on the network and each other.

The Original Purpose of POP (Nov 2011)

Rounding Errors in Financial Systems

From the first S-World website, S-World.biz, which in terms of presentation, correctness and grammar are just awful. But for every nine ideas thrown away, one idea would endure, and at just under 500,000 words that left 50,000 words of stuff that did work, on which S-World is now based.

Extract from S-World.biz – November 2011
www.s-world.biz/New-Sparta-2011

"A Note on Lorentzian "Chaos Theory": The first paper on "Chaos Theory" was written by Edward Lorenz in 1972 to the American Association for the Advancement of Science, it was titled "Butterfly Effect", which is covered extensively in previous chapters.

One day in 1961, Edward Lorenz, mathematician and meteorologist, was working on a weather sequence. To save time, on one run of the program, he started in the middle of the sequence instead of the beginning. When he came back an hour later, the sequence had evolved differently, ending up wildly different from the original. Eventually, he figured out what happened. The computer stored the numbers to six decimal places in its memory. To save paper, he only had it print out three decimal places. It should have worked, he should have gotten a sequence very close to the original sequence, but it presented a very different pattern.

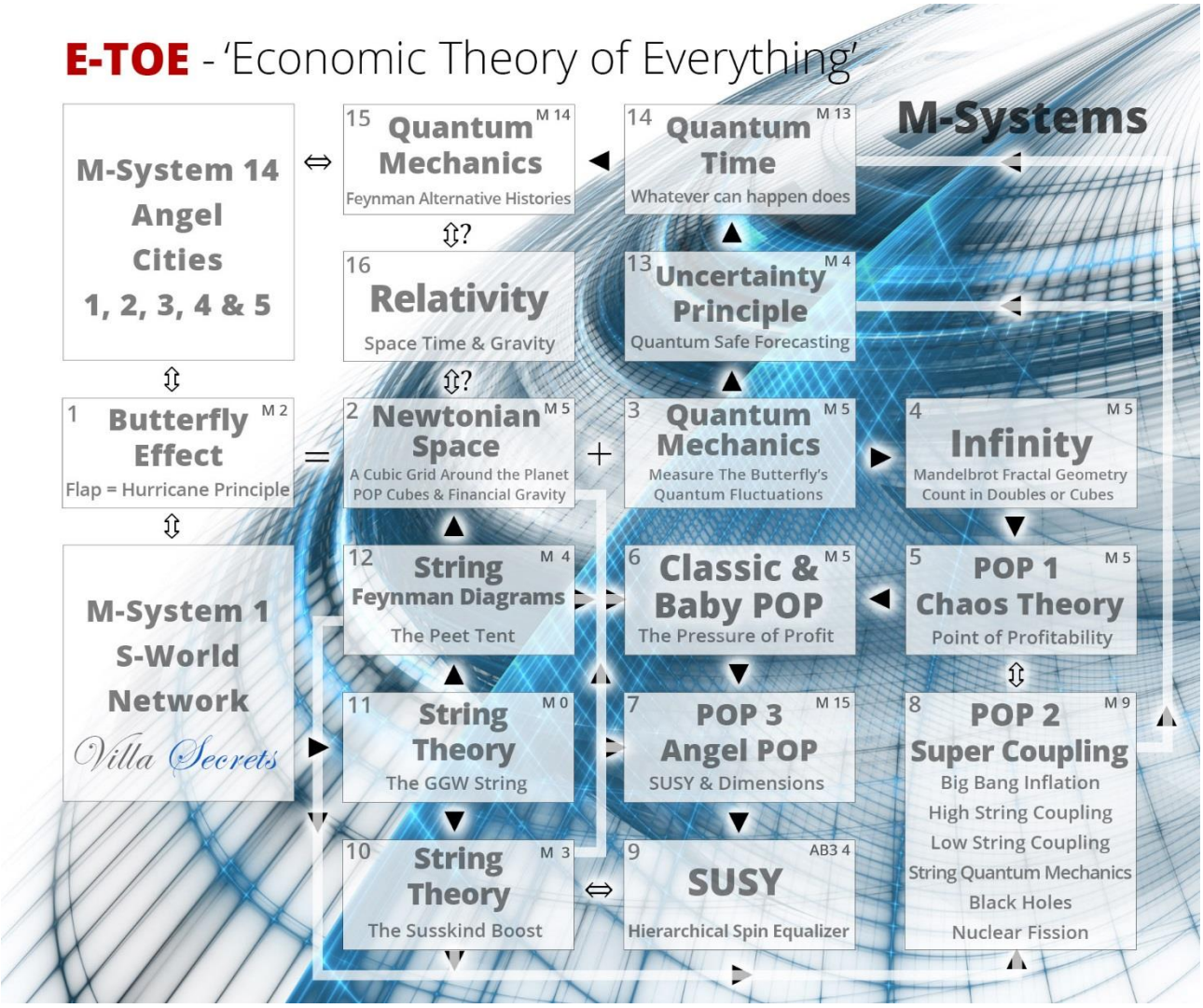
Wikipedia says: Small differences in initial conditions (such as those due to rounding errors in numerical computation) yield widely diverging outcomes for chaotic systems, rendering long-term prediction impossible in general"

This was the problem that POP attempted to solve. I am very tempted to now drop in the chapter from Angel Theory on the 13th December 2017:

The Flap of a Butterfly's Wings

www.angeltheory.org/book/2-2/the-flap-of-a-butterflys-wings

This chapter, from the short book The E-TOE, describes the discovery of POP in 'Part 2. The Flap of a Butterfly's Wings'. The complete chapter breakdown follows the E-TOE graphic we see below, in which we can see that POP is described in the first 7 points.



The E-TOE

The Economic Theory of Everything

www.angeltheory.org/An-Economic-Theory-of-Everything

Chapter 1: M-Theory & The E-TOE
Chapter 2: The flap of A Butterfly's Wings
Chapter 3: The Network on a String
Chapter 4: POP Super Coupling
Chapter 5: Quantum Time
Chapter 6: Relative Equality
Chapter 7: M-Theory an Economic Science?

POP – The Point of Profit

This is a long conversation, so I will summarize it as best can.

To solve the problem of rounding errors, the POP idea was to remove the infinite numbers from the calculations. This may now be helped by calculus and renormalization of the 87

Quintillion Histories, but I did not know those tools back in 2011. So instead of trying to calculate the cash flow or profit of every single company and every member of personnel, which to a degree could now be done by the TBS™ - Total Business Systems and S-World Angelwing, (but we should move that aside for now) and imagine many standard companies trading. In terms of getting the data to neatly fit within a set of rules that eliminated infinite numbers such as 33.333… or Pi 3.14159265359… there was no way, every single company would each create many infinite numbers, and each one causes chaos.

Then I developed the idea of instead of trying to count the many companies' many numbers and optimise, I would just count one number. The POP number/point would sit within a cubic framework, and the idea was for companies to either be at this point, or not, there is no in-between; a company was either in POP and making more than their POP point, or not in POP below its POP point.

The POP framework was then revealed as a cubic grid, where sets of 8 companies with identical POP points increase the framework by one cubic dimension. And now, eight years later, we now see this cubic framework from Đ1 to Đ21.

Starting now at $0.0001, then multiply by eight, and eight again created the cubic dimensions.

Increase by 11 orders of magnitude (0.0001 x 8 x 8 x 8 x 8 x 8 x 8 x 8 x 8 x 8 x 8) and we get to Đ11 and POP point of $107,374.1824, and a POP point for eight companies Đ12 is $858,993.45.

At this point, I imagined the POP Game Interphase – the set of results seen within an 8 cube and only the companies (or networks of companies) that were in POP were visible as solid cubes within. If the collective networks of companies and its inner network were collectively in POP, a set of 8 companies POP maybe Đ12 $858,993.4592, a set of 64 companies might have a POP point of Đ13 $6,871,947.6736, and a 512 cube might be Đ14 $54,975,581.3888, and on up to a D:17 $28,147,497,67 which may be the cost of an entire new Grand Śpin Network.

Then the idea of making 512 cubes, then 4096 cubes, displaying all cubes in POP, creating clusters within the larger cube, and it is those clusters and the bright and dim areas that should be the focus of economics.

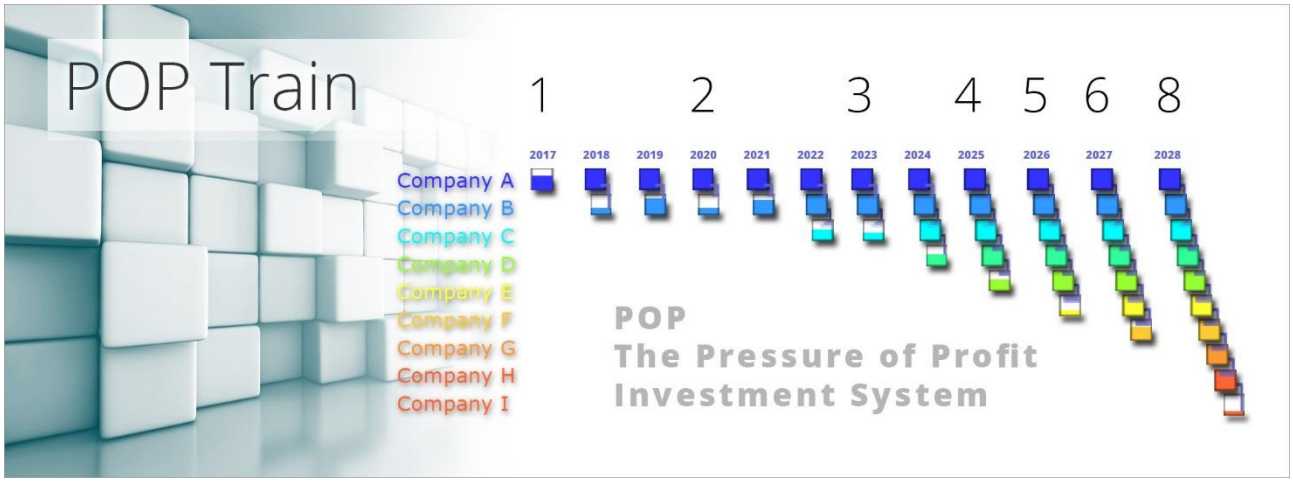
This was the original idea which most probably occurred to me, because from age 17 to 29, my hobby and then career was to program music, always at 4-4 tempo, always with 8s inside of eights, some 32s, some 64s, and then more eights, and the occasional 4, 2 and 1. This was originally done on a W30 then using Cubase, which needed to network via midi to about 15 different machines together to make the song and then add analogues, such as vocals or guitar. This was a good introduction to POP and Newtonian gravity.

Each company or solo contractor has a POP Point - a point which, when reached, the cube (as seen within the hologram) turns to a solid. It is no longer translucent like the other cubes. Indeed, all other cubes will be completely translucent if the company has yet to start trading, then getting less translucent the more money it makes until it reaches the POP point and it becomes a solid block. This would probably be the default view.

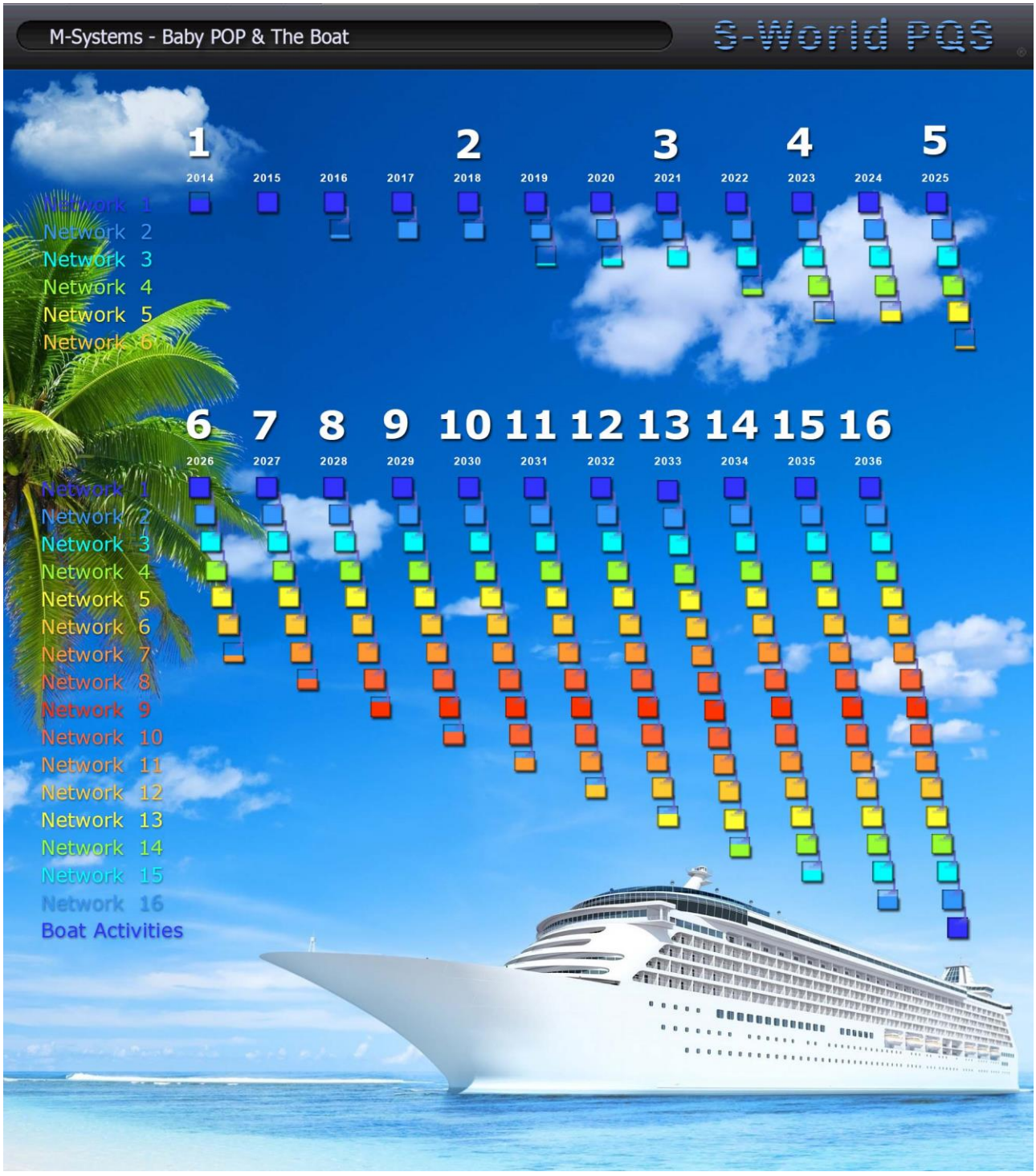
However, the reason I pursued the system at the time was when I saw the POP Train.

THE POP **Train**

Below, we see the POP Train, which occurs when a Śpin Network (large or small) reaches its POP point and is investing into a new company until the new Śpin Network company reaches its POP point; and after, both the original and new Śpin Network companies pull both their POP investments into a third Śpin Network company,



When this third Śpin Network company reaches its POP point, Śpin Networks one, two, and three invest into a fourth. And at this point, the reinforcing feedback loops start to create new Śpin Networks faster and faster, as can be seen in the graphic whereby in the creation of the eighth Śpin Network, more than one Śpin Network is created each year. And not long after this, we would see the exponential growth that Kate Raworth referred to earlier. In the original script, on reaching the end of the train POP investment pours into; The Boat' to sail to a new investment destination.


M-Systems - Baby POP & The Boat
S-World PQS
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2014
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2016
2017
2018
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2020
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Network 1
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Network 3
Network 4
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Network 6
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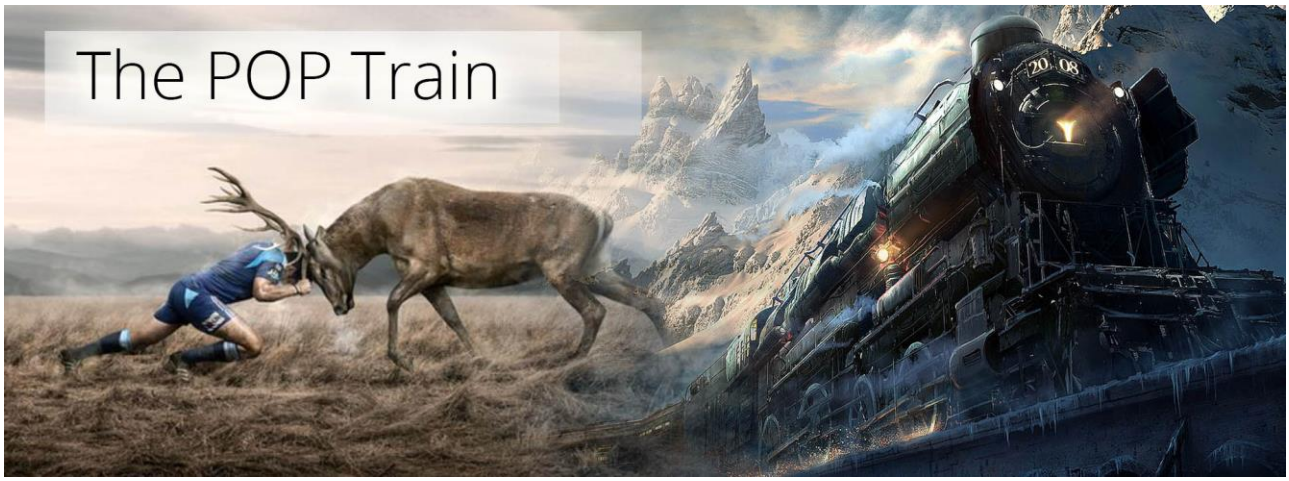
Network 1
Network 2
Network 3
Network 4
Network 5
Network 6
Network 7
Network 8
Network 9
Network 10
Network 11
Network 12
Network 13
Network 14
Network 15
Network 16
Boat Activities


The POP Train

Equality, POP and Give Half Back

Give Half Back was the first network legal law, written in March 2011. This principle now sits within POP and is the product of Net-Zero CDA Soft. Because when each new Śpin Network company is created, half its equity will be owned by the original Śpin Network company, and the other half by its new personnel, who themselves become a new Śpin Network company. If you go macro on this, we see that the continual halving of equality for each new company keeps the network honest. No one can ever make too much money because they must POP invest; and each time, lose half the equity. One needs a reinforcing loop to make sure the new equity owners are spread throughout the network, not all in one place, or all in one family, and some other safeguards. But, in general, POP is the primary equality system within the network.

There is a circulatory here because, in 2011, Give Half Back was that I would try to retain 50% of the network equality and give it all to good causes; so the net effect of the network was to give half its profits and dividends to good causes and use the other half to incentivize the market. **Nearly nine years later and I have improved the model to half of the cash flow which is almost always more than profit.**

Angel POP

Relative to Give Half Back, Angel POP is reinforcing…
See: www.angeltheory.org/book/2-3/the-network-on-a-string#Angel-POP-2012-to-2017

The original principle started when Africa had only one Continental Cube, and Angel POP stated that we would create Grand Networks in 7 richer locations, but would halt POP and other investment at a specific POP Point, say $439,804,651; at which point, POP investment must go to the least popular investment location (presumably Africa), and that with 7 different Continental Grand Śpin Networks pouring all their POP and other investments into Africa so they can open a new tranche of the US or other S-World investment, Africa would soon have a POP Grand Śpin Network of its own.

This principle was greatly simplified in 2016 into just one phrase: 'Grand Networks in locations of Extreme Poverty are Special Projects.' And so, in place of seeking to create the first Grand Śpin Network in the US, I would start with a location in Africa, and in terms of per capita GDP, I chose the poorest country in the world Malawi. This was reinforced when the MARS Resort 1 hypothesis was created, as to find the country closest to MARS in terms of GDP (where Mars currently has zero GDP) was to choose the country with the least per capita GDP and so Malawi.

POP – A Good Model

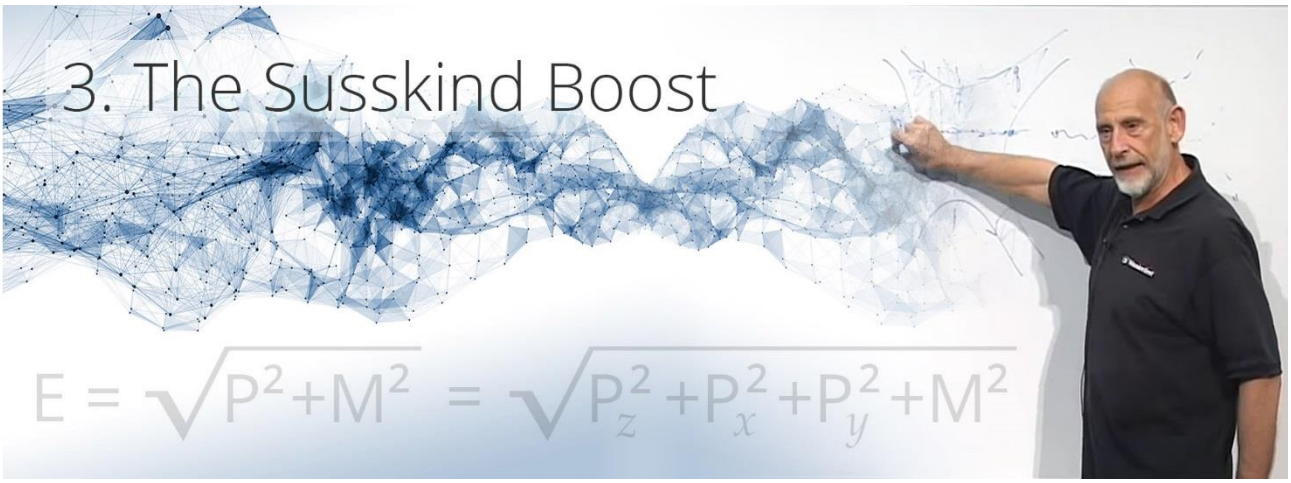
Moving forward to 2080 (Angel City 5), in most situations, we would like to see that within a 512 cube, we see 512 solid cubes indicating that all 512 Śpin Network companies are all at

their POP point (are making more money than their POP Point).

But what when the herd is strong, and say we have 500 of 512 cubes solid, and the last few cubes are transparent and lagging behind?
To assist in this process, and to assist companies that had reached their POP point but had since fallen backwards, we enter the realm of M-Systems 3 and 4; The Susskind Boost and the Peet Tent.

M-System 3. The Susskind Boost

www.angeltheory.org/m-systems/3/the-susskind-boost-_-quick-summary
www.angeltheory.org/book/2-3/the-network-on-a-string



Above we see Professor Leonard Susskind, arguably the first-string theorist, and an equation for boosting strings taken from his Stanford University video 'Lecture 1. String Theory and M-Theory. In which at 34 minutes Susskind tells us:

'We boost the hell out of the system along the Z-axis, (gross profit) until every single particle (company) has a huge momentum, if there is any particle that is going backwards along the Z access, you just have not boosted it enough. Just boost it more until it's going forward with a large momentum.'

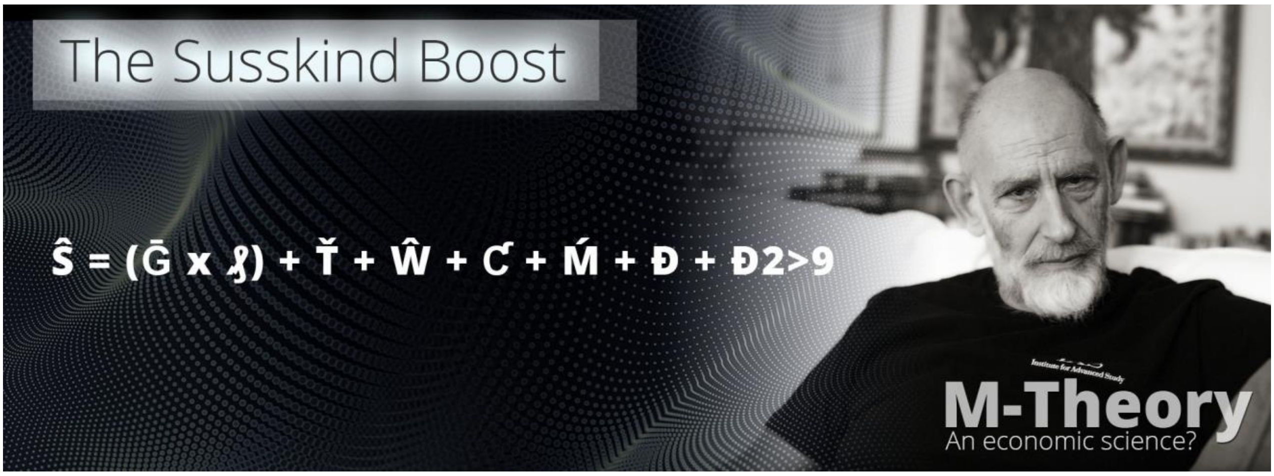
To 'as-if' apply this to the network we change a particle for a company and the Z-axis to gross profit.

The Susskind Boost affects and boosts the financial output of all network companies.
www.supereconomics.ai/m-systems/research/v4-03-the-susskind-boost#susskind-boost-part-1.05

The Susskind Boost is anything that will boost the income, cash flow, or other desired metric. The most important lesson within is that most of the best ways to boost network companies

are not direct financial inputs, often we can boost for free. Well not for free because when you drill down most boosts have a financial element somewhere but in general it's more efficient to boost cash flow via the elements of the Susskind Boost than from a direct financial input. If one part of the company needs a boost, we can often use a Susskind boost in place of a bailout.

Ŝ = (Ḡ x ꞩ) Ť + Ŵ + Ƈ + Ḿ + (Ř + Ƴ) + Đ + Đ2>9 (Plus new – Ã for Anchored)



Ŝ = Susskind Boost

Ŝ = (Ḡ x ꞩ) Ť + Ŵ + Ƈ + Ḿ + (Ř + Ƴ) + Đ + Đ2>9

Where Ḡ = Gross Profit and the (electric s) ꞩ = is the TBS™ (Total Business Systems), which so far (for Villa Secrets) creates 81 different ways to make money, save money, or avoid landmines, many of which are unique.

Where after, we add different boosting opportunities: Ť = Tenders or agency contracts, Ŵ = Additional S-Web web-franchise options, Ƈ = Contracts &/or Mandates, Ḿ = the Marketing Multiplier,

Then, from M-System 2, we add the dimension 'Đ' representing the A^{st}⇔B^{st} which calculates the ripple effects from other businesses in the local network. And after, in Đ2 to Đ9, we calculate the effects from other companies in the other seven continental networks.

Plus, there are newer factors unseen in the above graphic such as Ř = higher ROI advertising opportunities and Ƴ = which accounts for Network Credits being pushed a company's way (which is looking to be a major player and part of the Network Credits' exchange mechanism).

The Ŝ (S-Hat Symbol) we attribute to the Susskind Boost is later seen within the basic version of **M-System 9. Super Coupling**
N x g_s x Ŝ x Ѧ = Ѫ

Where N equals the number of companies, g_s equals the amount of incentivized personnel (equity partners). and Ⱥ is M-System 4. The Peet Tent.

But the point I wish to focus on for now is the Susskind Boost Đ2 to Đ9 values, which create/track/uncover ripple effects between different Grand Networks at the continental level

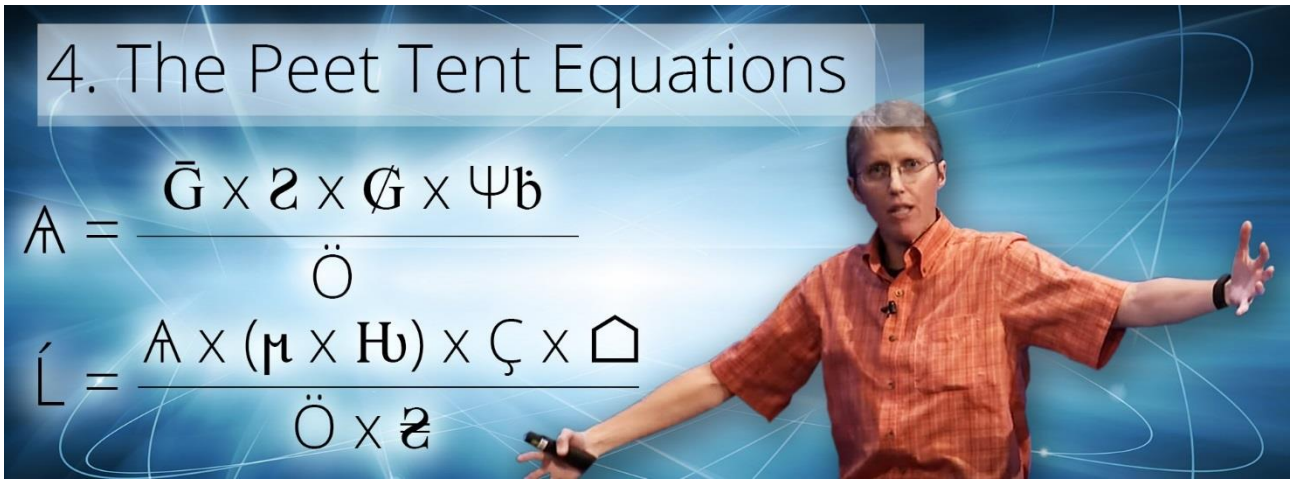
Đ2 to Đ9 is the macro version of **A^{st}⇔B^{st} spread across the 8 continental networks.**

M-System 4. The Peet Tent

http://www.supereconomics.ai/the-peet-tent-2016-2017

The reason for choosing A. W. Peet was the two lectures that helped me to understand (in a very basic way) how string theory works to unite general relativity and quantum mechanics. I can only explain this in network terms, from my 'as-if' it was string theory network design. And it's really simple, the network must have enough liquidity to be able to boost any weak elements back to health. So, if the Network of companies 'A' has a liability of $1 billion US dollars, the rest of the network must have 1 billion dollars on demand and be able to afford to lose it. In other words, the network can't use what I call the RRT (The Reserve Rate Technique) method of banking. In place, we use Š-ŔÉŚ™ because in Š-ŔÉŚ™ the money is always in the bank.

As for the Peet Tent algorithm, it was not as sexy as the Susskind Boost, because it's a limiting variable, it is everything that could go wrong, so the M-System journey was for a company to be created from S-Web™ and the TBS™ in M-System 1, then improved by the network effects in M-System 2, to then be boosted by M-System 3 The Susskind Boost. But then to move onto M-System 5 (and on to M-Systems 6 to 16) it must pass a test, the test being the limiting variables, which need updating but in 2016 were;



Ⱥ = The Peet Tent

Ḡ = Gross Profit ($270,000)
Ƨ = 80% (First Year Jitters) (QSF)
₲ = 60% (Limiting Variable, made to increase probability of each forecast) (QSF)
Ψƀ = 85% (Disasters and ELEs Renormalized) (QSF)
Ö = Operational Costs, which is $117,000

Ⱥ = $270,000 x 80% x 60% x 85% = $110,160
($270,000 x 80% = $216,000.00 x 60% = $129,600.00 x 85% = $110,160.00)
Ⱥ / Ö = $110,160 / $117,000 = 94.1% A good score, as I have used very high limiting variables.

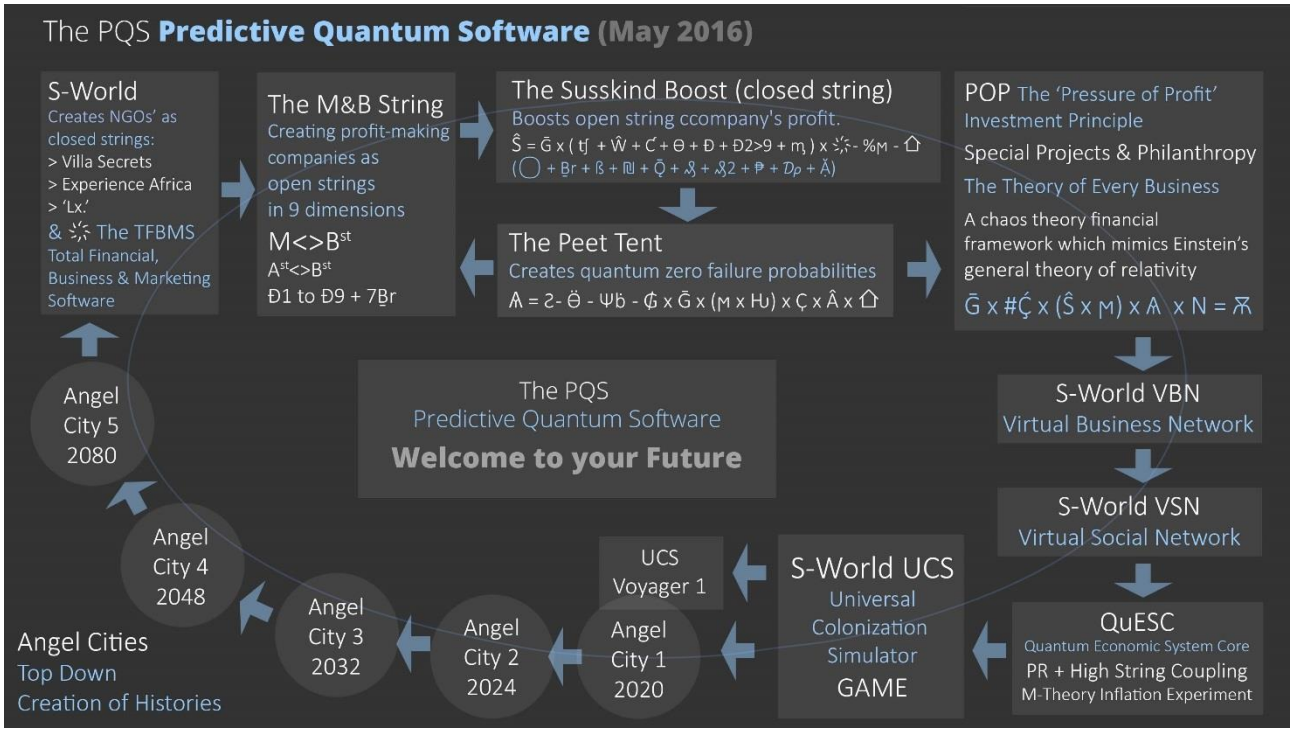
Ĺ = The Location	Hawaii
Ⱥ = The Amanda Stretch	94.1% and $110,160
ɱ = Market share	1000% (As the market is 10 times bigger)
Ⱨ = Manual Override Limit	50% (Added as caution due to large market)
Ç = Competition	200% (As there is less competition)
⌂ = Accessible Stock	25% (As access to the bulk of stock is uncertain)

!!! Note this house symbol is now The Suburb Sale) I must find a new character for Accessible stock, but with this said I guess access to property portfolios and selling city suburbs is both the same thing, from the right perspective)

Ö = Operational Cost	$117,000
₴ = Operational Cost Variable	200% (Increase if operational cost more in richer locations)

Ĺ = $110,160 x (1000% x 50%) x 200% x 25% = $275,400 / (117,000 x 2 = $234,000)
$275,000 / 234,000 = 117.5% (An excellent score)
Ideally, if we have 1000 applicants, the 100 best performers move forward, and the rest start again.

We see this journey pictured below.



Above we see a very early version of the M-Systems architecture graphic. But in this version, we see a new equation in POP The 'Pressure of Profit' which includes both the Susskind Boost and Peet Tent figures. This equation ended up becoming the 'distribution' equation (everything needed to make a sale; marketing, advertising, etc.), rebranded as M-System 9 and POP Super Coupling.

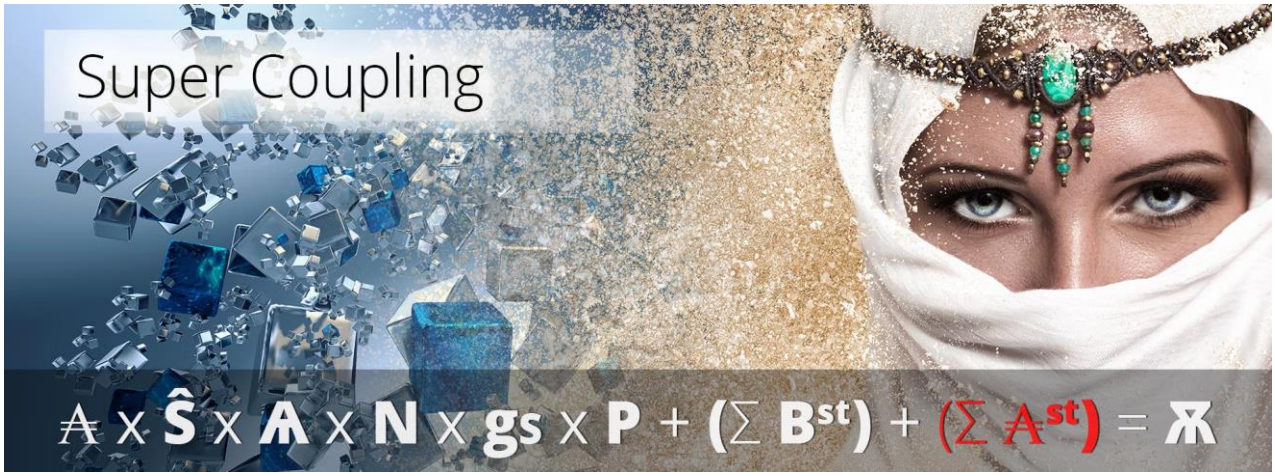
Chapter 5.12

POP Super Coupling

The Distribution Equation

$$\cancel{A} \times \hat{S} \times \cancel{A} \times N \times g_S \times P + (\Sigma B^{st}) + (\Sigma \cancel{A}^{st}) = \cancel{R}$$

www.supereconomics.ai/book/2-4/super-coupling



This exciting equation started its journey from another A. W. Peet presentation, this time the lecture;
A.W. Peet Public Lecture: String Theory Legos for Black Holes
https://www.youtube.com/watch?v=MlDd2HtFfPU. You will need to watch the last quarter of this video to really get the origin influences, which are pretty cool as they are how to build black holes.

In this case, I have created an interesting essay, www.supereconomics.ai/book/2-4/super-coupling which was a part of the E-TOE (Economic Theory of Everything) paper seen under the tab E-TOE on www.supereconomics.ai. It started with the very basic 'As-If' the network was M-theory N x gs = Ɍ, then the 'N' changes from M-theory 'branes' to S-World 'companies,' the 'gs' changes from string coupling strength to the amount of motivated vs. unmotivated personnel, where a high amount of unmotivated personnel equals a high 'gs.' And finally, the network character 'Ɍ' equals POP investment in the network. (which creates even more companies and pre answers the monopoly economics from Joseph Stiglitz that says when monopolies are mature, they often sit on their laurels, and no longer contribute. But are forced to by the POP law - companies must invest in new companies after a pre-agreed profit or cash flow target is attained.

So, for example, a company that is completely comprised of profit share personnel may have a 'gs' of 1/10; and if so we might increase a projected 3-year forecast by 20%. Then a company

with a 50/50 ratio of profit share personnel would have a 'gs' of 2/10 and no difference, whereas a company of 25% motivated staff vs 75% unmotivated may have a 'gs' of 3/10 and so we decrease the projected 3-year profit forecast by 20%. Where after the higher the percentage of unmotivated staff, the higher the 'gs' and the higher the penalty we would apply to a 3-year profits forecast.

At this point, we were only interested in creating companies with a 'gs' of 3 or less. This makes a lot of sense, and it is the backbone of why we expect to outperform other business. And it becomes a very compelling answer to the question: 'How can we advance human potential and promote equal opportunity?' (as both are served by this system).

This is why we are approaching the Chan Zuckerberg Foundation, alongside The Bill and Melinda Gates Foundation and Sir Richard Branson's Virgin Unite.

Thus, we are simply saying that 'N' the amount of company's 'gs' (the company's low amount of unmotivated staff) equals their POP investment (or cash flow). However, the equation is not complete as each companies' POP point needs to be calculated or estimated individually; but as a quick way to make an approximation and see how big this thing can be, the simple 'N x gs = Ѫ' (network POP investment) will suffice at this time.

Next, we add the as-if string theory and the M-Systems that maintain the structural integrity of the POP generated financial gravity:

The Susskind Boost affects and boosts the financial output of all M-System 1's companies. This is its algebraic variable equation.

Then from M-System 2, we add the dimension 'Ð' and the $A^{st} \Leftrightarrow B^{st}$ which calculates the ripple effects from other businesses in the local network, and after in Ð2 to Ð9 and beyond we calculate the effects from other continental networks.

We then see the Susskind Boost as the gross profit of each company multiplied by whatever boosting is applied to it, so adding the 'x Ŝ' (S-Hat Symbol) to the basic super coupling equation.

Making 'N' for the number of companies, multiplied by 'g_s' for the amount of incentivized personnel, multiplied by 'Ŝ' the Susskind Boost boosting profits, equals ⩛ POP investment in the network and special projects. (or cash flow)

$$N \times g_s \times \hat{S} \times = \text{⩛ (\&/or cash flow)}$$

Next, we apply M-System 4. The Peet Tent

In general, Ŝ the Susskind Boost is good as an overall multiplier, and ⩓ the Peet Tent is good as a good overall limiting variable, for finding areas where the law of diminishing returns applies and other negative factors.

Above we have represented it as a division, albeit in practice one can have a very good Peet Tent, and the ⩓ Peet Tent character jumps up to the top line of the equation so…

$$N \times g_s \times \hat{S} \times \text{Ⱥ} = \text{Ⱦ}$$

The Sum Over B-Strings

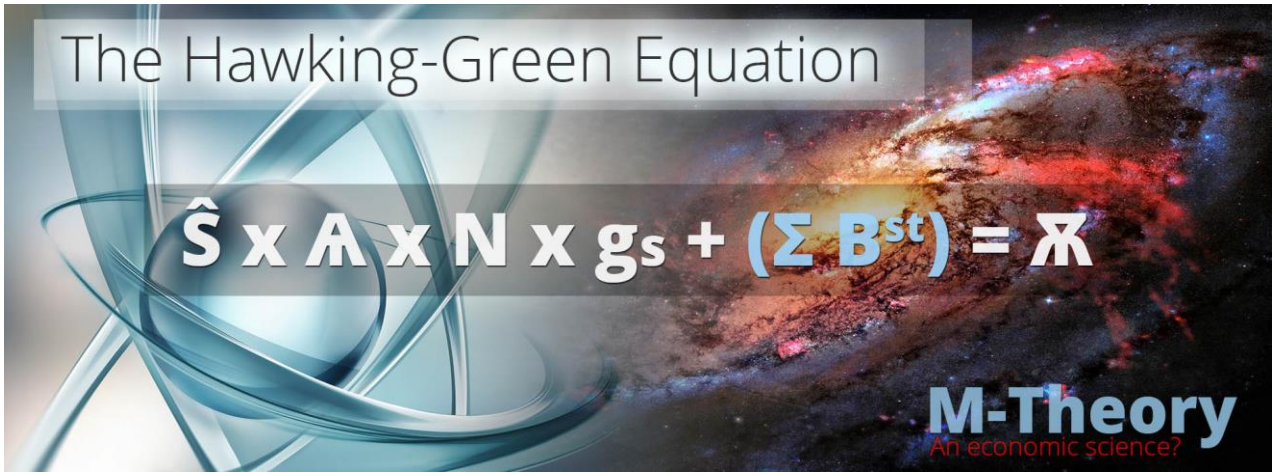
Next comes the sum of POP profit created by all the new companies created by the POP process.

For this, we present new companies created as 'B^{st}' from my simple 'Mother and Baby String' equation M<>B^{st} '(pronounced 'the M and B string,') which was practically adapted to A^{st}<>B^{st} (A string B string) which seeks to calculate the advantageous ripple effects of one company on another, and after on all companies on each other.

$$\hat{S} \times \text{Ⱥ} \times N \times g_s + (\Sigma\ B^{st}) = \text{Ⱦ}$$

The Susskind Boost x The Peet Tent x the number of companies x the number of incentivised personnel vs unincentivized personnel + the sum of the output of all companies created by the POP process = Network POP investment.

Again, much like the other variables, there are different ways to apply the benefits of new companies contributing POP (and/or cash flow) and the '$\Sigma\ B^{st}$' (sum over B-Strings) is again an approximation.



$$\hat{S} \times A \times N \times g_s + (\Sigma B^{st}) = R$$

The above equation was influenced by Stephen Hawking and Michael Green. One day at the end of my Epsom and Ashtead woods walk I was thinking about a conundrum by String Theorist Michael Green whilst listening to The Grand Design by Stephen Hawking, Leonard Mlodinow.

This equation created the first S-World History – History 1. See tab 'Super Coupling 1.03 (History 1)' near the begging of the spreadsheet.

The conundrum by String Theorist Michael Green is as follows.

"The notion that this (a string) is the smallest constituent is paradoxically not at odds with the statement that it may also be the whole universe."

This confused me for four years until, in the end, I created a POP system that could see www.VillaSecrets.com which was making no money, hence the smallest of the small, go on to account for more than half of global GDP before 2080. Thus, the quote changed to

"The notion that this is the smallest constituent is paradoxically not at odds with the statement that **it may also be the whole economy**."

The idea – mathematically was that in its third year Villa Secrets could raise $167,772 in profit and that was enough to create two new companies that would go on to do the same after two years. So, every two years we double the number of companies in the networks. We can see this best on the spreadsheet and on the video www.Supereconomics.ai/video/7

An important part of the lesson is that the first company, and all companies after always POP invest, making new companies once every two years. Another important note is this was a

math exercise, not a realistic prediction, there may be enough countries and niches for tens of thousands of companies, in villa rentals, luxury travel and real estate. But not tens of millions of companies. To reach tens of millions one needed to create companies in many different industries.

Soon after making this video came the first RES simulation see tabs 'ŔÉŚ-Śpin-24 V1.32d (Cautious)' & 'ŔÉŚ-Śpin-8 V1.32d (Cautious).' And not long after came History 2 which is the many industries model and so has the potential to scale per History 1 acceleration.

'P' for Momentum (Branding)

Next, we need to include 'P' for momentum, being the effects of PR, Branding, Brand associations, S-World Film, the Famous Concierge, and other exercises that increase demand for S-World products due to the public's love of the brand; which considering S-World is, in essence, a progressive charity bent of changing the future of the human race to a more desired outcome, can be significant.

$$\hat{S} \times \not{A} \times N \times g_s \times P + (\Sigma B^{st}) = \not{R}$$

Our decision to include branding expert Sir Richard Branson in our first round of company approaches (Tesla, Virgin, Microsoft, Facebook, Google and SpaceX) is a testament to the respect we have for the branding opportunity that S-World can seize.

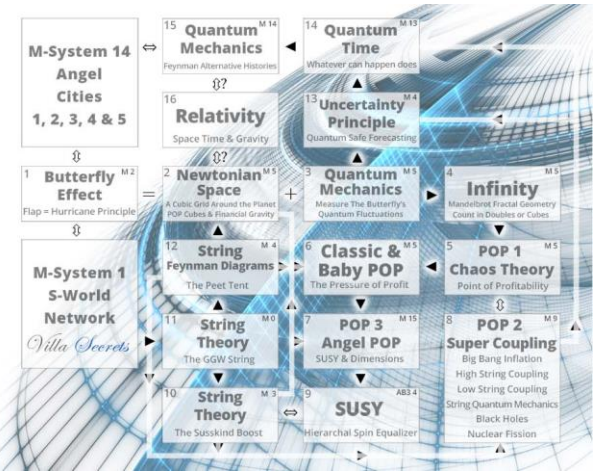
From Peter Thiel's Zero to One we appreciate;

Branson is; "The Undisputed King of PR," "The King of Branding."

If the product and company are very popular, it will, of course, increase the momentum of the network. This is basic supply and demand; the more popular the product, the greater the demand.

The Angelverse Operating System (Now S-World Angelwing)

M-System 16.



The Angelverse Operating System is big companies & foundations that have been licenced to create S-World companies. For instance, business pages on Facebook, Twitter and LinkedIn, can use the S-World Angelwing systems and in particular S-Web™ and the TBS™ to change a Facebook page business into a business with multiple websites in their niche, similar to the following in travel and real estate www.ExperienceAfrica.com, www.CapeVillas.com, www.VillasinCampsBay.com connected to the TBS software which is not far from completion enabling the businesses to stop look like a million dollars and have the systems to match. Add

this service to any company that is currently making a little profit and start making a lot of profit. In exchange for 2.5% of their turnover.

S-World provides Angelwing Operating System licences for big companies & foundations to recruit their member's &/or clients to S-Worlds' Systems.

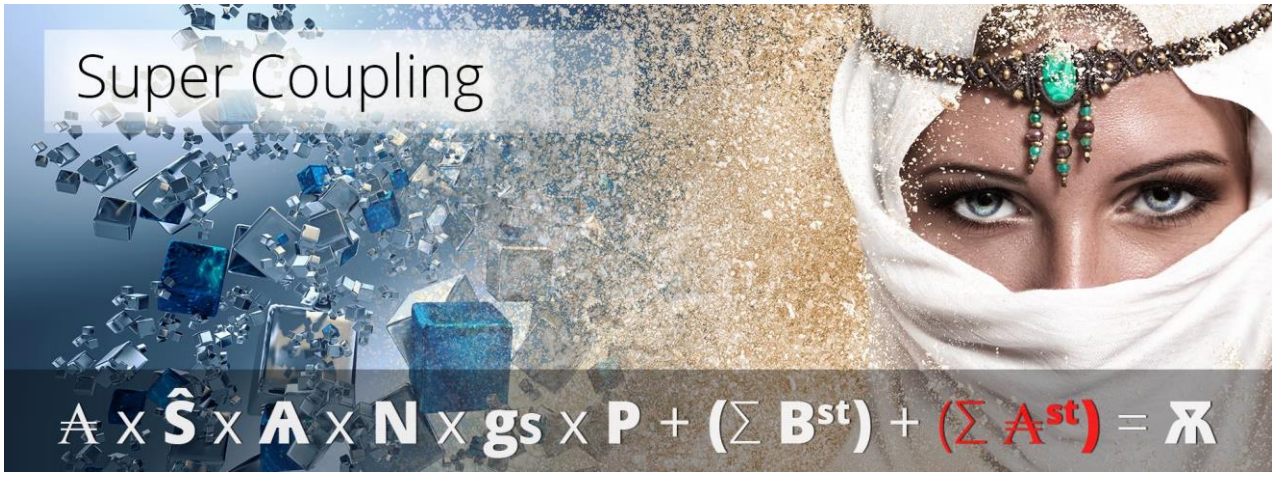
This then becomes the beginning of the equation... $\cancel{A}$

First-hand partnerships with Facebook, Twitter and Linked-in can change the demand for an S-World licence to hundreds of millions of people, maybe even billions.
And whilst until now, I have not included Apple as I can't see anything they have done that is a special project, I have recently had a spiritual moment considering Steve Jobs and feel that maybe Apple should be included, which could help to increase the $\cancel{A}$ score.

$$\cancel{A} \times \hat{S} \times \cancel{A} \times N \times g_s \times P + (\sum B^{st}) = \cancel{\Xi}$$

Angelverses

Lastly, again within M-System 16, we have Angelverses which are medium and big companies wishing to create S-World companies and/ or adapt their existing companies to the network and the E-TOE, so creating another Sum over addition. Sum over all Angelverses.



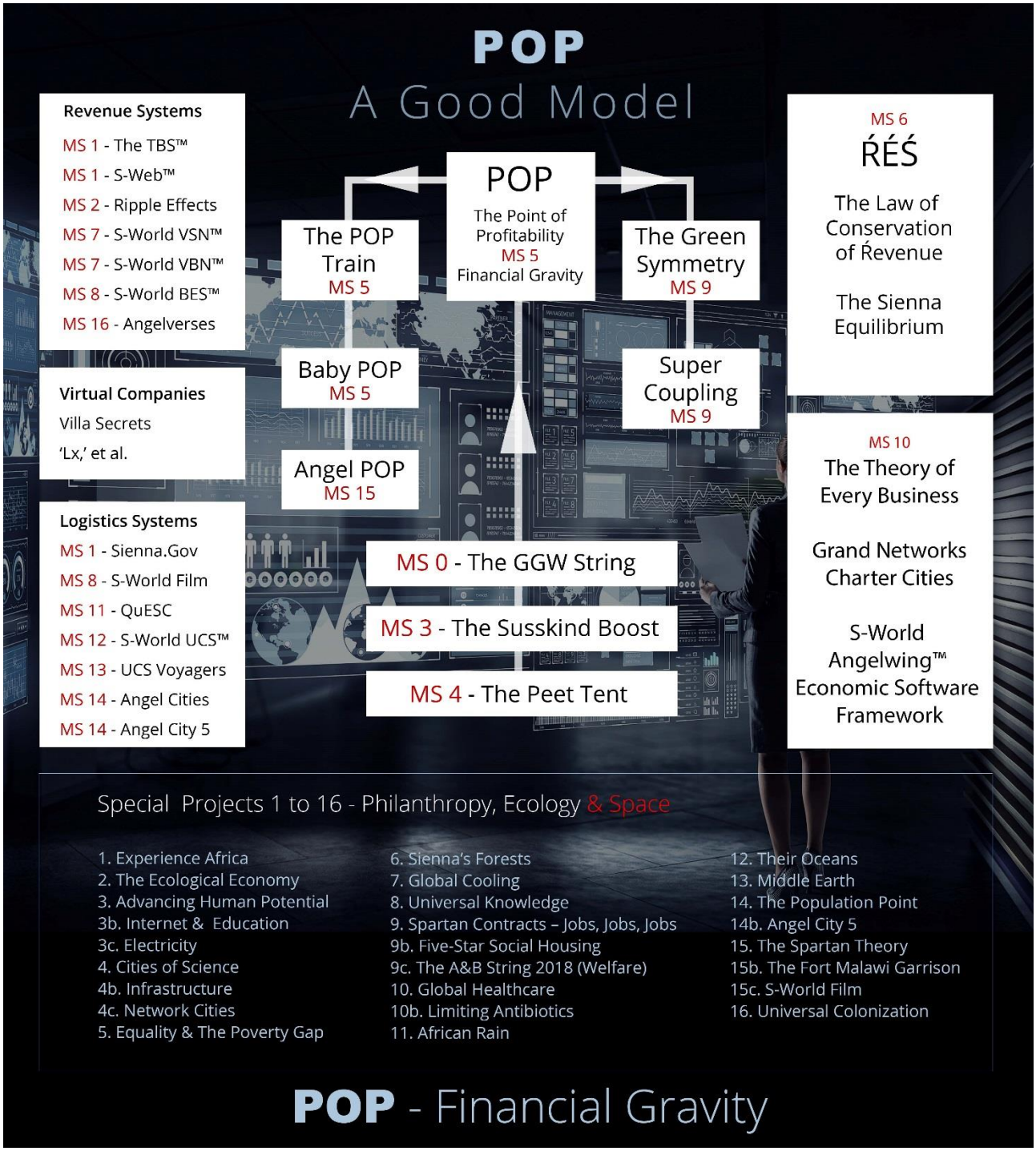
$$\text{₳} \times \hat{S} \times \text{Ⱥ} \times N \times g_S \times P + (\Sigma\, B^{st}) + (\Sigma\, \text{₳}^{st}) = \text{Ⱦ}$$

Angelverse Operating System Recruitment x The Susskind Boost x The Peet Tent x Number of Companies x Number of Incentivised personnel + the sum of the output of all companies created by the POP process + The sum of all Angelverses = Network POP investment. (or Cash Flow)

POP – A Good Model

Below, we see a graphic that places POP at the centre of S-World, regulated by the GGW String, the Susskind Boost, and the Peet Tent.

With the Angelwing software and M-Systems to the left, and Š-ŔÉŚ™ Financial Engineering plus Grand Śpin Networks to the right, with the original 16 Special Project at the bottom of the illustration.



Chapter 7.13

QuESC & COMMANDERS INTENT

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."

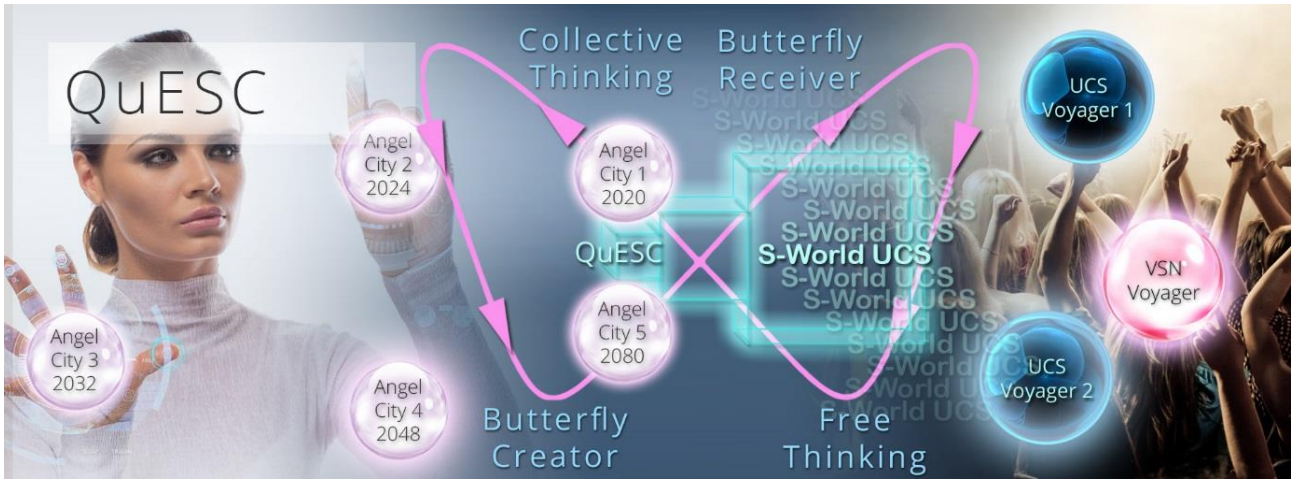
From 'The Challenger Sale' by Matthew Dixon, Brent Adamson

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.

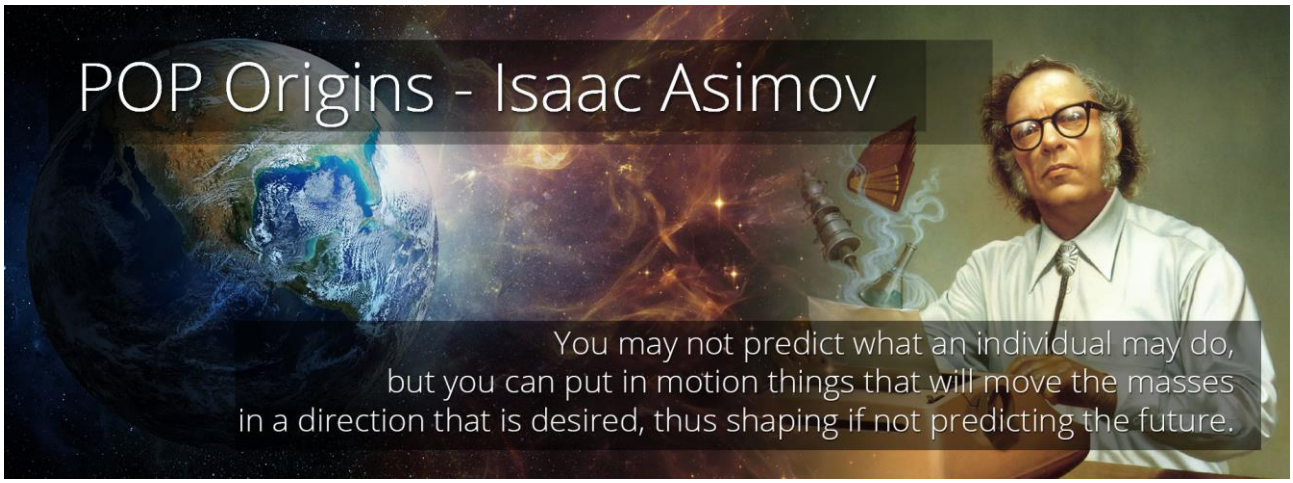
The general idea is that QuESC is us, humans, at the heart of the AI, at the heart of the system core – The Angelwing system core. For sure, most of the 87 quintillion histories and beyond are made by the supercomputer that sits below the Angelwing AI. But when it comes to how to navigate the unknown 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, I had written the film treatment of The Sienna Project; in which my Angel Sienna communicates the idea of Supereconomics to me from across the spiritual plane. A month later, I adapted the script to focus on time travel and to Battlestar Galactica and posted it on the Battlestar Galactica Facebook page. It was liked and started some conversations. And in conversations with Anthony Rauba about predicting the future, he suggested I look at string theory - The Theory of Everything, a suggestion I followed to The Network on a String in 2012, then M-Systems in 2017, and The E-TOE also in 2017, including the Peet Tent and Susskind Boost and Super Coupling.

But Rauba's single most significant contribution is now the S-World Mantra.



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

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

Chapter 7.14

MARS Resort 1: Š-ŔÉŚ™ Found

Welcome to the thought experiment turned ultimate objective of the UCS game this century; MARS Resort 1. There is a lot that can be said, and a lot of people talking about it, making movies and making plans. I'm not going to get into specifics, what is the greater truth, what has become pivotal in the development of S-World and S-RES and Grand Śpin Networks is that if we throw away S-RES and the Suburb Sale, we have to rewrite then book and expect to lose a few magnitudes of cash, we may still have an argument for a trillion, but no way more than one thousand trillion.

Lucky then that near the end of 2017 I started the MARS Resort 1 thought experiment with the idea that a MARS colony could be like a Grand Network.

The final result changed everything, and become one of the best pieces of circular logic I have ever seen. For Elon Musk and SpaceX, Richard Branson and Virgin Orbit and Galactic, and others The Malawi or any other Grand Śpin Network can be the prototype for the eventual creation of a MARS Colony a City on MARS, and if created by this network it shall be named MARS Resort 1.

The circular logic is that without doubt, in reading the original project spec below from 2017 you will see the unmistakable test of S-RES (or just RES then) on a zero tax society, the begging of Tax Symmetry, and the rise of S-RES, alongside ⌂ ≥ ÉL. The Suburb Sale must equal more than É leakage.

So it was MARS Resort 1 that created S-RES, and ⌂ ≥ ÉL.

MARS Resort 1 was the prototype for S-RES and ⌂ ≥ ÉL upon which since 2017 the network has been formulated. And now every real-work network created is a prototype for what I hope can be Angel City 4. In 2048 (or before) and the foundation of MARS RESORT 1.

This point is so important, that it is all I shall say right now.
And instead, I'm going to drop in the first MARS Resort Plan, which led to the renewed interest in S-RES and inspired the suburb sale ⌂ ≥ ÉL.

"What I find amazing here is the pre res model still relied on selling real estate in phases to make a profit, how far we have come since this early plan."

Mars Resort 1 & Sienna Crater 6.68e (26th Oct 2017) - 1.05 (Edited 26th March 2020)

MARS Resort One - The Return of ŔÉŚ

In Retrospect:

Nick Ray Ball, 25th March 2020

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

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

Also remember, whilst this is a real-world project in the making, it's also the current final destination in the S-World UCS™ Game based on Sid Meier Civilization, The SIMS and SIM City. **With this clarified, welcome to MARS Resort 1.**

Inspired by Elon Musk and Richard Branson

Stellar Grand Networks - **Mars Resort 1**

By Nick Ray Ball 23rd Oct 2017

M-System 6. The Theory of Every Business

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

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

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

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

M-System 12. S-World UCS™ is set to become a mass online multiplayer game, build upon M-System 7. S-World virtual networks, which extends and becomes the quantum systems M-Systems 13. S-World UCS™ Voyagers, and M-System 14. Angel Cities, which in turn are designed to shape our future.
www.angeltheory.org/m-systems/part-2/the-s-world-ucs-m-systems

M-System 13. S-World UCS Voyagers

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

Welcome to S-World UCS

Welcome to your future

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

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

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

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

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

Special Project 16. **Universal Colonization**

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

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

Hence 'Universal Colonization,' and the saving of our complexity and sentience became the main priority, and whist the original idea was a massive arc-like space ship destined for another star which was itself fraught with uncertainty. Creating a colony on Mars (given the finance to do so) is a sold banker and a winning solution to the problem.

Branding…

Going back further, whilst researching branding for my pitch to VIRGIN back in 2008 and 2009, I took my Cape Villas team (from management to domestics) to 'Enlighten' branding lectures and boot camps.

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

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

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

'We are helping build a colony on Mars'

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

Basic Concept

Like all grand networks, we wish to create a resort development that is fun and full of entertainment, such as the various location improving initiatives from American Butterfly, 'The Theory of Every Business' Chapter 4. 'The Locations Butterfly.'
http://americanbutterfly.org/pt1/the-theory-of-every-business/ch4-the-locations-butterfly

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

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

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

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

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

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

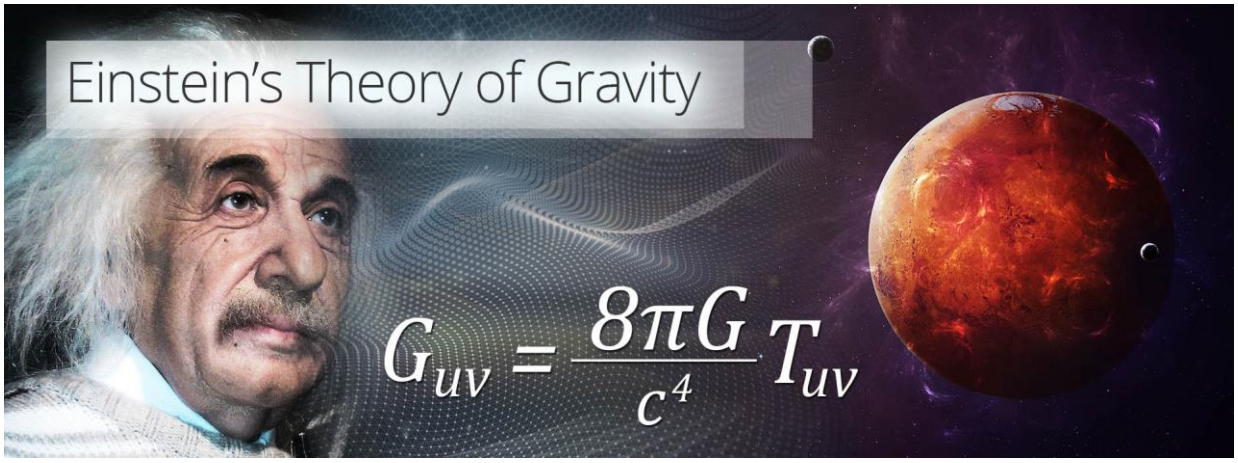
The Grand Networks in areas of Abject Poverty idea is to build the infrastructure and popularise the resort in the first few phases at a loss, then make a profit in the later stages.

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

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

Mars Facts…

Elon Musk and the SpaceX team are now focused on Mars, which makes a lot of sense, as whilst the gravity is under half that of earth 3.711 m/s² vs. 9.807 m/s², it is double that of our Moon (1.622 m/s²) or any other Moon in the Solar System. So, if you are going to have the second habitat in this solar system, Mars is by far the best from a gravitational perspective (discounting Neptune and Uranus which are far too cold).



Mars is just outside the Goldilocks zone, on the equator, it can reach C20° in the day but well below freezing at night, as such all habitats need to be enclosed and heated.

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

Big Win!

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

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

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

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

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

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

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

Enter S-World…

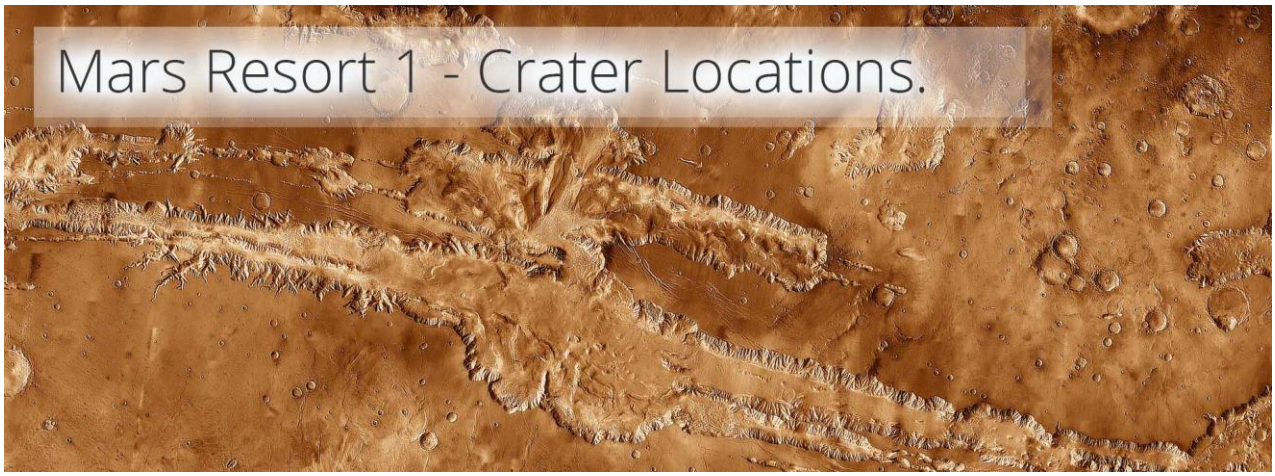
Mars Resort 1

Geography

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

section by section.

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



The Population

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

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

The Theory of Every Business - Grand Networks

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

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

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

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

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

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

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

One logistical challenge is the height, getting a crane to Mars could cost hundreds of millions of

dollars. And to build at the speed, we would need a lot of them if each section of the roof needed one. So in general scaffolding and manpower, and lower rooves. Plus a plan to create a crane factory on Mars, but allowing at least 20 years for such industry to develop. Once complete, Mars Resort 1 rooves will go much higher.

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

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

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

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

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

Mars Resort 1 ECONOMICS

The RES Equation (Revenue x Efficiency x Spin)

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

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

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

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

The lower the tax the greater the effect, and if no tax was taken at all, the amount of GDP that could be created is infinite.

If salary, income, corporation, VAT/Sales, tax at was at 6.25%, made possible by POP and 'special project funding.' If we think about the year 2048 and there was $100 billion in initial revenue and it was spun 10 times, at the end of the year that $100 billion would create a GDP of $760 billion.

	Revenue / Budget	QE Score (now É)	Spin
	100,000,000.00	93.75%	93,750,000.00
1	93,750,000.00	93.75%	87,890,625.00
2	87,890,625.00	93.75%	82,397,460.94
3	82,397,460.94	93.75%	77,247,619.63
4	77,247,619.63	93.75%	72,419,643.40
5	72,419,643.40	93.75%	67,893,415.69
6	67,893,415.69	93.75%	63,650,077.21
7	63,650,077.21	93.75%	59,671,947.38
8	59,671,947.38	93.75%	55,942,450.67
9	55,942,450.67	93.75%	52,446,047.50
10	52,446,047.50	93.75%	49,168,169.54
		GDP=	762,477,456.96

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

Retrospective note, now we apply a Cash Flow to GDP variable (CFV) inspired by Harvard Economics professor David A. Moss so that in general GDP is 50% of cash flow, so that would be USD 2 trillion in cash flow = $ 1 trillion in GDP. A further note on this point, to avoid inflation would be the real-world Grand Śpin Network we now use USD as the currency. Still in Network credits, but 1 Network Credit would equal 1 US dollar. And the cash is always stored in a Network Bank.

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

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

New and Potentially Massive

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

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

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

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

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

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

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

Jobs, Jobs, Jobs

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

Here are some different job types.

1. *Spartans & Small Companies*
    a. Construction
    b. Agriculture
    c. Industry
    d. Nursing
    e. Education
    f. Other
2. *Angel City 5 and QuESC*
3. *Billionaires doing what they do*
4. *Scientists*
5. *Municipal*

1. *Spartans & S-World Companies*

Special Project 9. Spartan Contracts originated in 'The Theory of Every Business,' from chapter 3. "The Theory of, just a little bit more, than we know now" http://americanbutterfly.org/pt1/the-theory-of-every-business/ch3-the-theory-of-just-a-little-bit-more-than-we-know-now

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

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

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

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

prospective purchasers.

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

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

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

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

2. Angel City 5 and QuESC

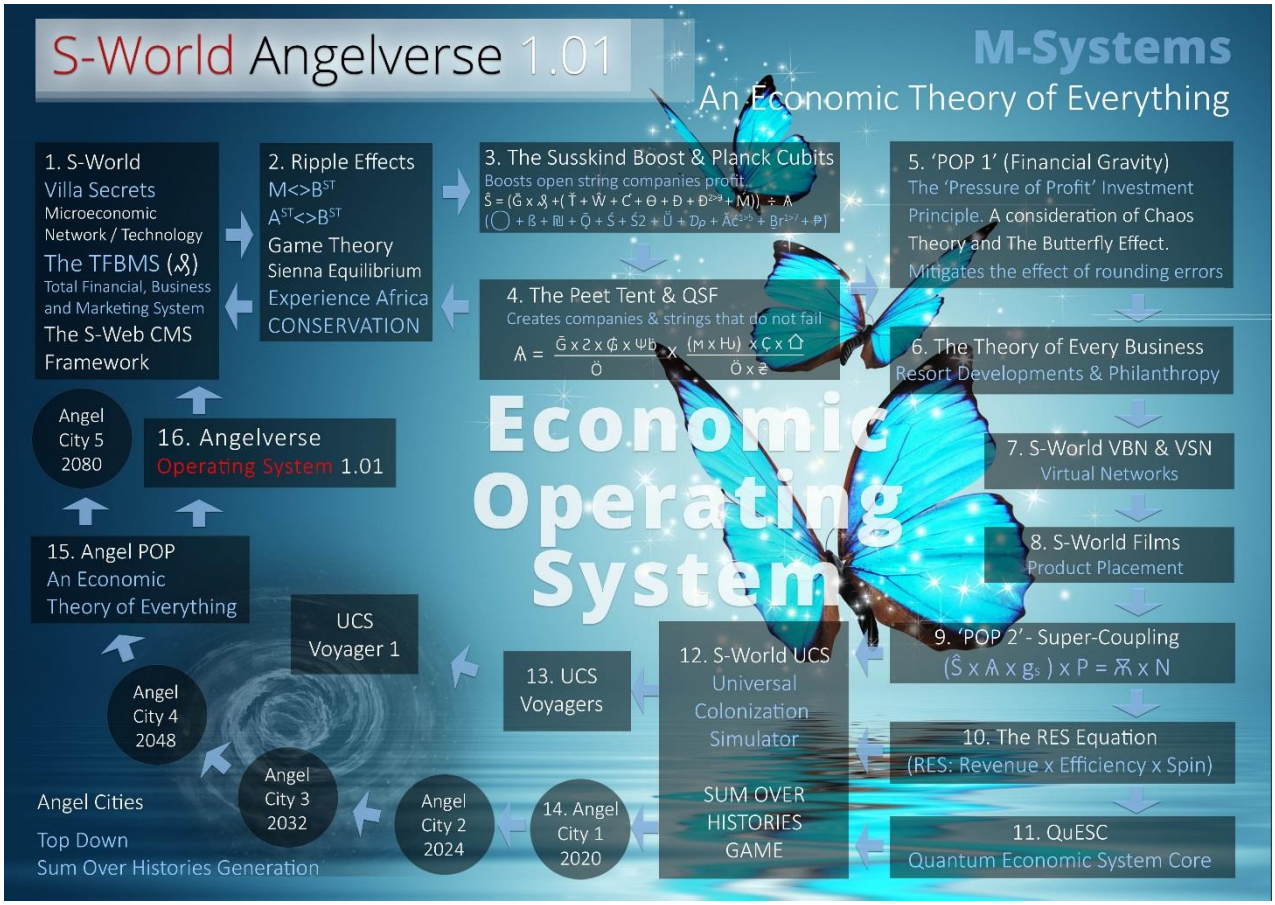
As for the first and cardinal rule of 'location, location, locations,' good jobs and plenty of them, in addition to the Spartans & S-World Companies, Mars Resort 1 can be the base for Angel City 5 & a significant contributor to QuESC.

Angel City 5

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

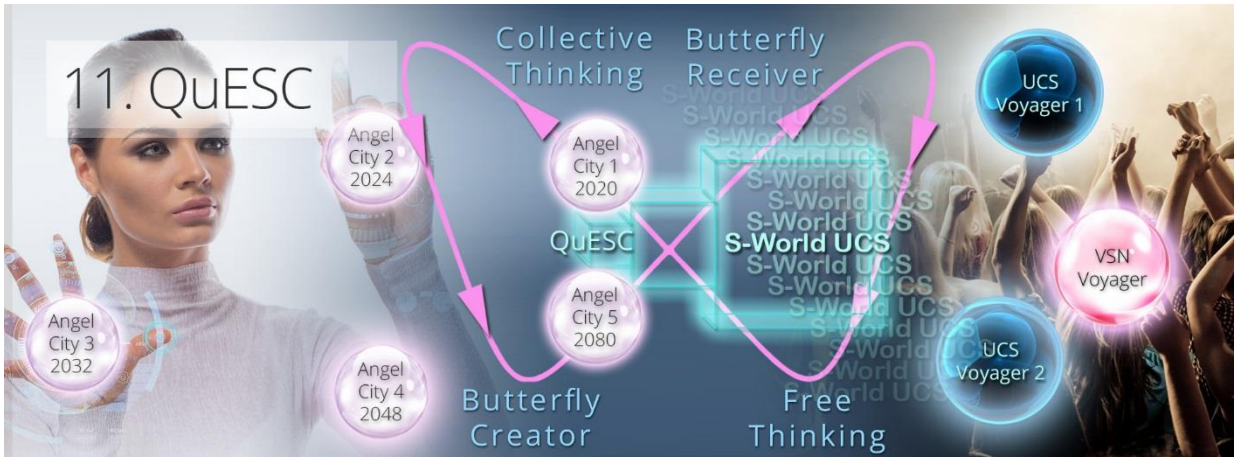
I have had real problems trying to plan the locations for Angel City 5, primarily because it's such a big deal that basing it in any country will have the effect of pissing off every other country. But placing it on Mars with other countries all invited (at their own expense) to set up their own Angel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

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



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

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



3. *Billionaires doing what they do*

Another source of significant revenue into the Mars Resort 1 economy are the billionaires who have been attracted to live and buy property in the resort proper. In this case, certainly at first property sales will be relative to cost.
Seeking to make the properties as good value as possible, because we wish to attract as many billionaires as we can, as once on Mars they will do what they do and in so doing increase the cash flow and value of the economy. And will likely import a lot so increasing the value of the resort in general, making the resort more attractive.

4. *Scientists*

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

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

But on Mars…

5. *Municipal*

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

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

Economic Conclusion

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

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

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

Angelverse Profit

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

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

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

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

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

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

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

Making a Profit

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

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

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

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

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

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

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

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

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

How much is that worth to China?

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

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

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

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

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

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

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

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

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

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

1. The Theory of Every Business (Grand Networks)

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

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

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

We shall conclude with a Version 1.01 timetable of development

Preparations

1. Planning (2018 to 2024)

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

2. Robots & Supplies (2020 to 2028)

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

a. Send thousands of Swarm (ant-like) robots www.facebook.com/SwampWorksKSC who will fetch materials and other useful materials, and depots them back at base (2025? ongoing).

b. Send other robots (2025? ongoing).

c. Before the first human rocket takes off, the supply ships need to have successfully delivered their cargo, which is all that is needed for the first team of 100 (if this is the capacity available).

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

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

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

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

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

b. The next 100 will specialise in basic infrastructure, seeking power, water, and air. For energy, with a low max wind of 60MPH, we hope a cross between solar film and solar would be feasible, as it would be lightweight and we would lay acres of it and get as much power as needed (2028 to ongoing).

   (In Retrospect, we need Nuclear Power generators.)

c. With power set up, one can start creating water from electrolyzing the Mars Regolith (soil / crushed rock) which contains hydrated minerals which can produce water. Plus, it also produces hydrogen which can be used as an explosive, a propellent, or as is most needed - added to oxygen to make water within our rainforests, which over time will become the suppliers of oxygen and water for the development (2028 ongoing).

d. Continuing with 1 launch every 2 months, creating a population of 2400 by the end of 2 years (2028 to 2030); each set of arrivals will have different tasks and will have

been delivered the parts and material they need to do the job (2028 ongoing).

e. Create the essential industry, too much to list.

f. Create spacious accommodation and entrainment for the workers who will all be on 'Spartan Contracts.'

Mars Resort 1 – Development Timetable

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

a. Create Superstructure for first commercial development, 1000m by 250m, must be transparent (2034 to 2036).

b. Create the 18th Hole under the 1000m by 250m transparent superstructure and create an atmosphere (2036 to 2038).

c. Create a small lake with a beach and a river to decorate the 18th Hole (2036 to 2040).

d. Build Super Villas and Estates on 18th Hole (2036 to 2040).

e. Industry needs to try and find quality granite, and make quality furniture and other items, this is mixed with ships full of imports, from Miele and Guggenheim kitchens to quality silk linen and electrics (2040 onwards).

f. Sell Real Estate which may include land rights for later developments (2020 to 2040).

g. Occupy 18th Hole Vilas and Hotel (2040).

h. Build the rest of 17 holes on the golf course, each is compartmented, so if there is a leak in one, the occupiers can just move to the next compartment (2038 to 2042).

i. Follow the 'Theory of Every Business' location enhancing exercises, creating other entertainment (2036 to 2044) http://americanbutterfly.org/pt1/the-theory-of-every-business/ch4-the-locations-butterfly/location-location-location.

5. *The Grand Super Structure (2034)*

a. Preparing to build the industry needed for the transparent roof over the crater (2034 to 2036).

b. Find a deposit of iron or other metal string enough to reinforce the pillars that would support the roof (2032 ongoing).

c. Create the first compartment of 1 square mile, heated with an oxygen atmosphere, ready for development (2034 to 2042).

d. Create a 2nd compartment (2038 to 2046).

e. Create a 3rd compartment (2042 to 2048).

f. And after another compartment, every 2 years until the crater development is completely covered.

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

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

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

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

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

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

   Cost to build??? (in 2 years)
   800 people on $50,000 (no tax) = 80million
   2 Cranes Hired & 50 million each = 100million

   Cost to produce the glass panels on the roof? At 4m x 4m a tile, we would need 160,000, which need to be tough enough to be bullet resident to a much higher degree than usual bullet resident materials.

   That's 4.6 per hour, for 4 years.

   (If placed via scaffold, not crane, will be much cheaper.)

   The cost for one tile including foraging for raw materials maybe $2,000, so the full cost could be close to $320million.

   Add a touch more for the creation of the supports and superstructure at $200million.

   Where after the internals, such as the lake is easy as we can dig a hole for it. This task and creating a mountain maybe $10,000,000.

   Lastly, the building of the estate would cost 10million…

   A total of $720 Million…

   Plus as $280 as a contingency and we can call it an even billion.

   And then add another 9 Billion; part contingency, part for building the resort.

   Which when MR1 has become very popular could be sold for ten times that.

   The more we do things, the cheaper things become. The cost to create such networks become cheaper to build, but more expensive to buy.

   And with 1600 Square miles to sell, for tens of billions at a time, it's going to make tens of trillions.

7. *Spreading our Angel Wings*

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

8. *Give Half Back*

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

Chapter 7.15

Network Credits
The Currency of the Network.

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

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

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

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

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

Because of these factors, it would make good financial sense for Malawi (both its government, its opposition, and its people) to create the necessary economic zones to facilitate the network.
From this starting point, Tax Symmetry was born.

Tax Symmetry

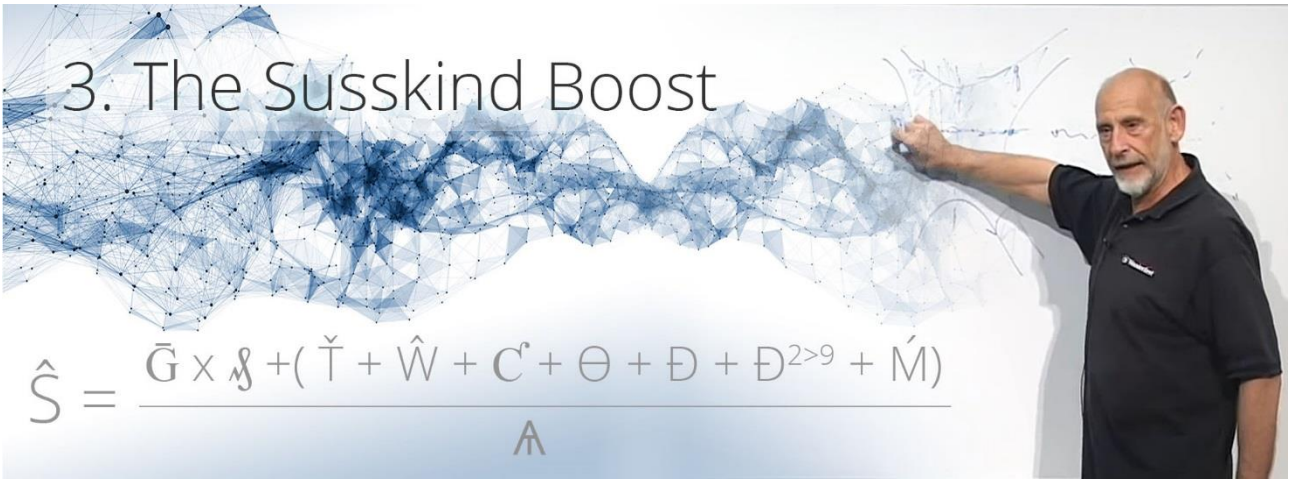
The idea for tax symmetry is as follows: Tax (all taxes) are not paid directly; instead, Network Credits are given. In phase 1, the government gets 18.75% of all cash flow to spend on anything the network can deliver, infrastructure, hospitals, virtual education, solar arrays, internet connectivity and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

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

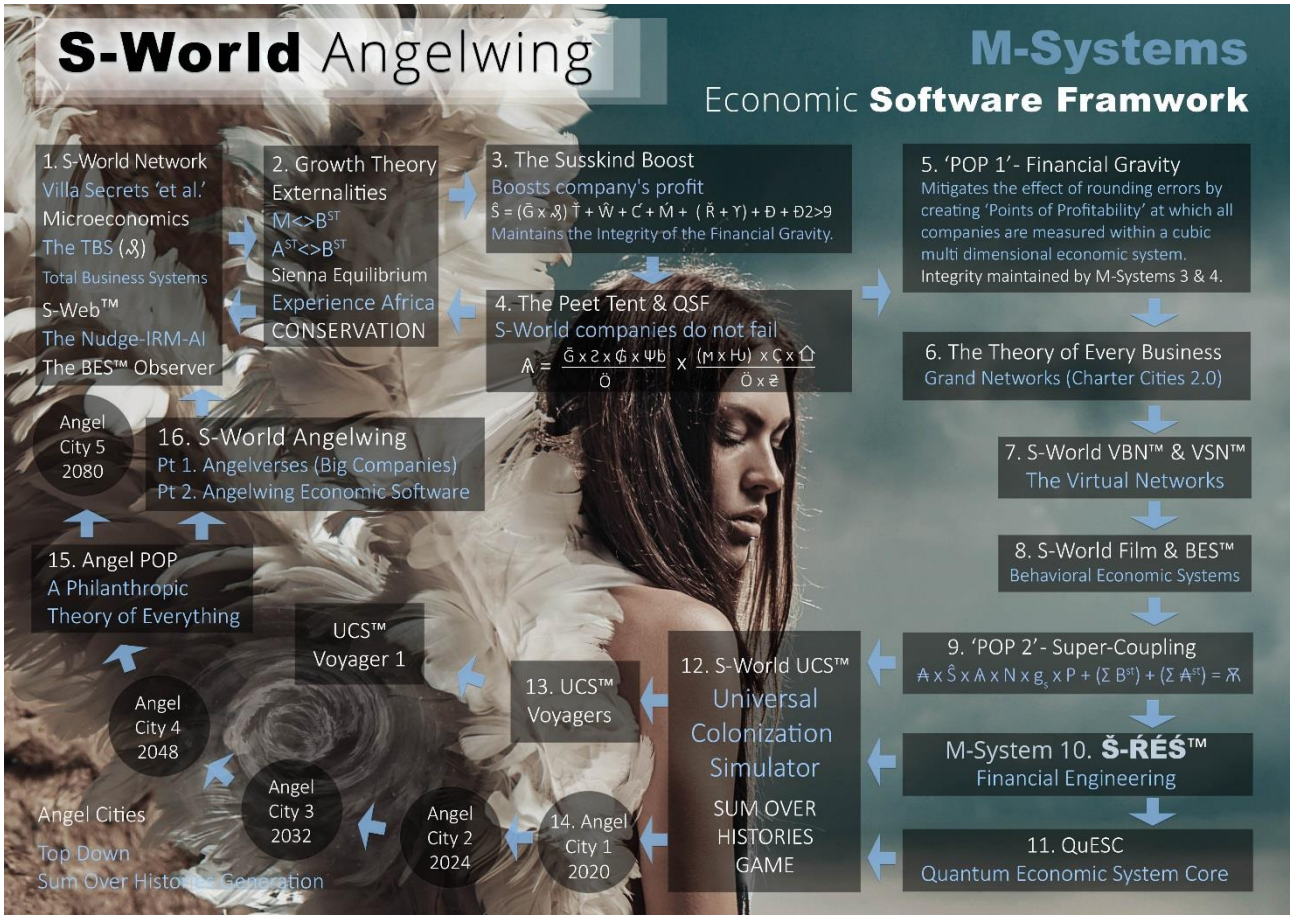
The Network Credit Exchange

The fundamental thing about network credits is that they can only be spent with network companies or personnel. And often/sometimes only a subsection of all possible companies. Let's imagine that, due to bad luck of some kind the restaurant hospitality sector has seen a noticeable drop in numbers, there seems no reason why there are no consistent complaints, it's just a dry month, which happens.

The Peet Tent law tells us we must help this sector, and before the Susskind Boost came along this help was imagined as financial, each would receive some money.
The Susskind Boost is a fundamental piece of mathematics from M-Systems development and it has many ways to boost the fortune of this or that company.



See Below System 3



I'll not get into the variables but note that in a more recent version, that I do not have to hand, a new variable has been included which is pushing companies or personnel to spend their Network Credits in specific places.
So for all personnel say, we could change the allocation of Network Credit spending options from goods like TV's and videogames, to Hospitality and restaurants that month, not unlike the 'Eat out to help out' scheme, the UK government adopted after UK Lockdown 1.
But in this case, no money is lost in creating the initiative, we are just changing the allocations of where Network Credits can be spent.

Of course, this may seem overly restrictive, and for a long time I had no good answer, but over the years what has developed is a powerful balancing rod for the direction of Network Credits, here or there and that system is that Network Credit exchange, which is as it sounds, people can swop their Network Credit allocations for other peoples, allocations, or other companies allocations, in a multi-hop action. It will mean that the least popular lose their value and the most popular gain, but that is traditional market economics and it has its place within the Network Credit Exchange System.

Of course in the early days of a Grand Śpin Network when there are not enough businesses to provide everything personnel would need, so a different plan is required, at that also simple, about haft of overall ÉL (recycle-Éfficiency Leakage) will be to personal and this puts real to

god dollars in the hands of personnel, in year 1 for example in 2024 about 40% of personnel disposable income (before non-network export bonuses) will be in USD.

Chapter 7.16

Why Malawi?

1. The Day Max Roared

One day in 2010, I organized a Cape Villas.com interoffice beach football match on Clifton Beach, about 12 guys made the event, girls weren't allowed to play – kidding, but they weren't invited either, in terms of racial diversity however we were a mixed bunch.

Unfortunately, I got Syatica just running after the ball before kick-off and spent the event goal hugging the opposing teams quarter, and managed to score 4 goals, of course, I was the boss so no real challenges.

What I did notice was my sales secret weapon Pierre, who I had always thought of as fit, was as in as bad a shape as me physically, but it was at the other end of the pitch where the magic was happening, Max our (my) informal head of housekeeping was making a mockery out of everyone, it was quite a thing to see, and remedied by of my team Chelaes' Michael Essien. Max was ripping it up on the sand, turning this way and that, running around people and setting up this person or that or going on to score himself.

This was the day Max Raored.
His growl was all the more noticeable because of the stark contrast to the Max we all knew and loved. The mild-mannered

2. Maddona

3. Very Low GDP

Repeated from the last paragraph

what made Malawi perfect for Š-ŔÉŚ was its low GDP, the GDP of 5.5 billion in 2016. So low that if the government welcomed S-World Grand Networks, per Histories 2 and 3, the government would double, triple, or quadruple its cash flow assigned to meaningful projects in year 1, and after a decade we see more than tenfold their taxable income in Network Credits. And in History 3, by 2080, Malawi would enjoy one percent of global GDP, and see all its population housed, in luxury, plus maybe water for 60 million.
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The idea for tax symmetry is as follows: Tax (all taxes) are not paid directly; instead, Network Credits are given. In phase 1, the government gets 18.75% of all cash flow to spend on anything the network can deliver, infrastructure, hospitals, virtual education, solar arrays, internet connectivity and so on.
Added to this 18.75%, we add tax symmetry, which is where we design the business economy around output that the government would like to deliver itself.

4. Big Lake
5. Deforestation
6. The Peaceful Nature of Malawians

THE MALAWI **Grand Śpin Network** 2025

64 Cube – Industries Map

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

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

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

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

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

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

The Malawi Network Spartan Contract criteria is that staff pay no tax, but 50% of their salary is

used to pay for their rather nice social housing, electronic car, and money to support their rural villages; and when relevant, their extended families in the said villages.
And 50% of salary is disposable income, of which, in year 1, about 60% of income is in Network Credits, and about 40% (which is about 20% of salary) is convertible cash, which in 2024 is about 5% of É so that when we show a 90% É for the network, about half of that É leakage is to personnel.

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

Chapter 7.17

The Malawi Network Cube

Š-RÉŠ™ Makes the Network Powerful, and Net-Zero DCA™ Makes it Beautiful – For 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.**"

The thing about Š-ŔÉŚ™ and Net-Zero DCA™ is that in its basic form, Š-ŔÉŚ creates a strict supply and demand mechanism, which can increase and decrease cash flow (and so GDP) simply by increasing or decreasing either É or Ś. So long as The Sienna Equilibrium is in effect, Š-ŔÉŚ itself does not seem to care about which type of company supplies or demands, so long as some companies supply or demand. So, to a degree, we can, at our pleasure, choose the companies that best suit our net-zero special project ambitions. **And we can make S-World Malawi's Dynamic Comparative Advantage; in net-zero products and industry.**

THE MALAWI **Grand Śpin Network** 2025

64 Cube – Industries Map

Government Net-Zero Infrastructure	Government Electronic Cars	Government Family Planning	Government Healthcare	Tesla Gigafactory Network City	Tesla Gigafactory Network City	Tesla S-World UCS™ Angel City 1	Marketing Services City 1 & 2
Government Solar Energy Arrays	Government Solar Energy Infrastructure	Government Net-Zero Infrastructure	Government Properties Developed	Tesla Gigafactory Network City	Tesla Gigafactory Network City	Virgin Angel City 1	Retail Services City 1 & 2
Government S-World Food	Government S-World Water	University Suburbs	FIFA WC Bid Infrastructure & Stadiums	Tesla Gigafactory Network City	Villa Secrets Berkshire Hathaway	Virgin Network City	Travel Services City 1 & 2
Investor's Sienna's Forests	Microsoft S-World TBS™ Angel City 1	Facebook S-World VSN™ Angel City 1	Google VSN™ Tesla GT AC 1	Soft Dev. Angel City 1	Soft Dev. Angel City 1	Peet Tent	Peet Tent
Investor's Sienna's Forests	Microsoft Net-Zero DCA™ Angel City 1	Facebook S-Web™ Angel City 1	SpaceX S-World UCS™ Angel City 1	Healthcare City 1 & 2	Waste Disposal City 1 & 2	The Arts City 1 & 2	Entertainment City 1 & 2

Sienna's Paid2Learn Forests	Spartan Contract Paid2Learn	Spartan Contract Paid2Learn	Spartan Contract Paid2Learn	Spartan Electronic Cars	Spartan Electronic Cars	Solar or Nuclear Power	S-World Film City 1 & 2
Spartan Housing Forests	Net-Zero Spartan Housing	Net-Zero Spartan Housing	Net-Zero Spartan Housing	S-World VSN™ Virtual Education	Advancing Human Potential	S-World Water	S-World Water
Sienna's Forests Network City	Network City Infrastructure	Network City Real Estate	Network City Industry	Net-Zero Machinery Network City	Their Oceans Net-Zero Plastics (AC1)	Experience Africa Conservation	Experience Africa Conservation

Above we see how the different networks of companies in the Malawi Grand Śpin Network in 2025 may look. The view presents 4,096 specialize and scale companies, (see Supereconomics book 2). Each cube represents 64 companies in a network and receives 1.5625% of Š-ŔÉŠ™ cash flow.

Below we see the general distribution and note that in addition to Governments 18.5% direct allocation is tax symmetry where close to 70% of all cash flow is spent on one or another project the government would like to see for its people, if only they had more money.

Gov	Government's - 18.5%	City Industry	6.25% on City Development
Investor	Investors - 12.5%	Was Other	25% on Other
Spartan Contract Paid2Learn	Labours 6.25% on Edu. and Training	Labours 12.5% Spending	12.5% Spent by Labour
Spartan Contract Housing	Labours 6.25% on Housing	Special Projects	12.5% on Special Projects

The UK Butterfly 64 Cube

For some continuity here is the most recent version as of 20th Jan 2021; The UK Butterfly 64 Cube, from Part 4.

Split into 4 quarters 1) Government, 2) Infrastructure, 3) Labour, and 4) Technology, 5 Entertainment, VSN and S-World Film

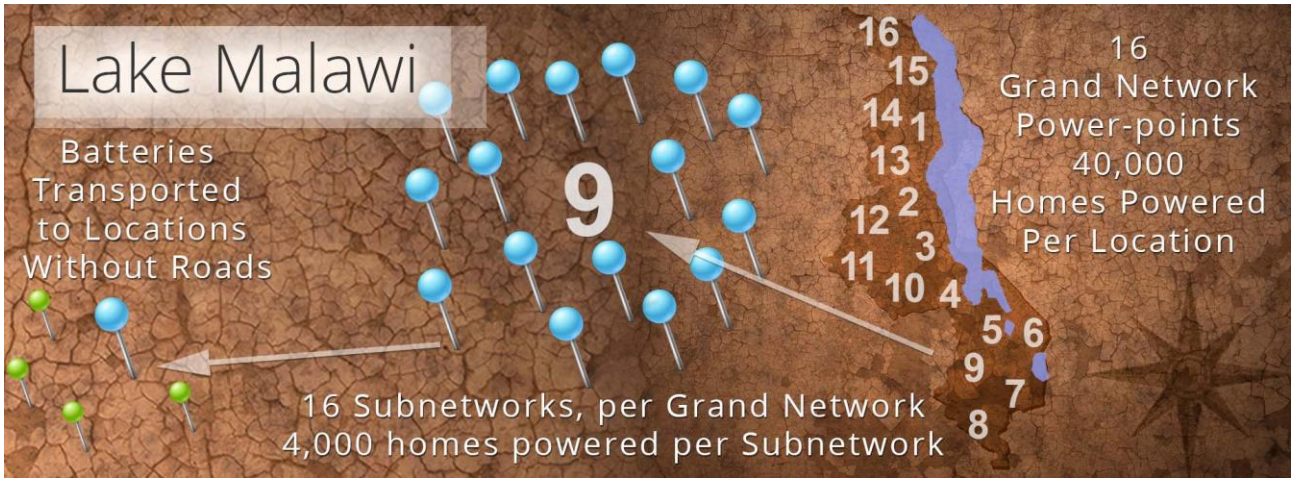
	1	2	3	4	5	6	7	8	
A	**SURH's** Universities and **Hospitals**	**SURH's** Universities and **Hospitals**	**SURH's** Universities and **Hospitals**	**SURH's** Universities and **Hospitals**	**HS2** High-Speed Railway	**HS2** High-Speed Railway	**HS2** High-Speed Railway	**HS2** High-Speed Railway	A
B	Government Net-Zero **Infrastructure**	Government Net-Zero **Infrastructure**	Government Net-Zero **Infrastructure**	Government Net-Zero **Infrastructure**	Unglamorous Special Projects	**ISP**	Net-Zero Machinery	Net-Zero Machinery	B
C	Government **Education**	Government **Education**	**Gov: Tesla** Electronic Cars and Vehicles	**Gov: Tesla** Electronic Cars and Vehicles	**Tesla Factory**	**Tesla Factory**	**Tesla Gigafactory**	**Tesla Gigafactory**	C
D	S-World **Water**	S-World **Food**	Their Oceans **Net-Zero Plastics**	**Waste** Disposal	Gates Tech Nuclear Power Station	Gates Tech Nuclear Power Station	Gates Tech Nuclear Power Station	Gates Tech Nuclear Power Station	D
E	**National Assistance** (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	**S-World AngelWing** & QuESC	**S-World AngelWing** & QuESC	Internet, VSN™ UCS™ Mobile, Laptop & VR	Susskind Boost & The **Peet Tent**	E
F	**Net-Zero** Spartan **Housing**	**Net-Zero** Spartan **Housing**	**Net-Zero** Spartan **Housing**	**Net-Zero** Spartan **Housing**	**Microsoft TBS™** & Network City	**SpaceX: UCS™** & Network City	**Facebook VSN™** & Network City	**Google VSN™** & Network City	F
G	Spartan Spending on **Tesla Car**	Spartan Spending on **Tesla Car**	Spartan Spending **Healthcare**	Spartan Spending on **Food**	**Entertainment** The Arts Culture	**Retail** Fashion, Hair & Make-Up	**Eating-Out** Bars, Night Clubs	**Sports**	G
H	Spartan Spending on Entertainment	Spartan Spending on **Apparel**	Spartan Spending on **Electronics**	Spartan Spending on **Other**	S-World **VSN™** Virtual Education	S-World **VSN™** Virtual Education	**S-World Film**	**S-World Film**	H
	1	2	3	4	5	6	7	8	

Chapter 7.18
S-World VSN Virtual Construction

By Nick Ray Ball 29th October 2020

S-World VSN Virtual Construction is the Virtual World/Real World Virtual Reality experience.

1. **Basic Villa Architectural Designs**
   Let us say we have dozen or so basic villa designs. From 2 to 7 bedrooms.
   We have a large plot of land, and another operation has already taken place as pipelines are laid and connections are made to water, power and Internet etc. (Power is from a Net-Zero force)
2. **Numbers on bricks**
   Each Brick needs a barcode and id number and must be stacked in a specific order.
   At the sight, the bricks are delivered to a specific point relative to the villa.
3. **Virtual / Real World Goggles**
   Each construction worker (hereafter called 'Spartan') has goggles that show the part completed villa, and the fully completed. The Spartan can flick between fully virtual, semi-virtual (seeing both the 3D world and the real world, and of course not virtual (which can be created by taking off the goggles.
4. **Tutorial NPCs (Non-player characters)**
   We need to create the body of an NPC that can virtually move to and add a brick, or a tile, or a window or other part of the villa. So, the Spartan can, at any point call up the tutorial to see what she should do next. The entire order of each piece of the house is then added one piece at a time, or if there are 10 people, it will show the order of each person should add each brick, tile, other.
5. **The Barcodes on the Bricks.**
   It would be useful if the barcodes on the bricks give a sound or make a display on the VR set when two bricks that are supposed to be next to each other are placed next to each other.
6. Same for all other parts of the villa


Lake Malawi
Batteries Transported to Locations Without Roads
9
16 Subnetworks, per Grand Network
4,000 homes powered per Subnetwork
16
15
14
1
13
2
12
3
11
10
4
5
6
9
7
8
16 Grand Network Power-points
40,000 Homes Powered Per Location

PART 8:

Š-ŔÉŚ™ Financial Engineering

Software Design Stage One

Ready for coding

5. Š-ŔÉŚ™ FE – Software Design Specifications – Stage 1

It's Not That Complicated

1. **It's Not That Complicated**

   If this was a complex programming design, I would not be wasting my time working with interns, but as it is simple, I am. Sure its complex and the systems that will interface with it (the ten technologies) add to its complexity, but in the right now, to make the software that allows us to optimise and display Š-ŔÉŚ™ and create histories far quicker (minutes not hours) than can be done on the spreadsheet we are 'READY PLAYER ONE.'

2. Basic Layout and Functions
3. MySQL database mirrors the spreadsheet.
4. Initial Inputs
5. Š-ŔÉŚ™ Calculator
6. Many Śpins Visualized
7. CMS – The Š-ŔÉŚ™ User Interphase
8. History 4
9. Many Histories
10. 87 Quintillion Histories

    87,714,630,433,327,500,000 Histories x 1,000,000,000 Observations
11. The Supereconomics AI

PART 9:

Š-ŔÉŚ™

Fintech and a thousand other

PATENTS, PATENTS, PATENTS

6. Patents, Patents, Patents

1. Patent Š-ŔÉŚ™ in tandem with everything else in the network within a thousand or more different relationships that embody the theory.
2. Get enough useful patents on the bard and other tech companies will be more lenient with their patents.
3. Patents for each system inside each of the Ten Technologies
4. On the RI lecture by David Sumpter author of The Ten Equations that Rule the World (13th Oct 2020) at 57 minutes (on my video of it) on the subject of Googles Page Rank equation and patents, the RI introducer was told by someone in the audience that It's the embodiment of the equation that is patentable. David Sumpter had previously said the math may not be patentable but the use of the math in social networks is. Or in search, or in...

Chapter 2.3

Š-ŔÉŚ™ Addendum 3

Is Śpun Cash Flow the same as Normal Cash Flow?

Addendum 3: **But is Spun Cash Flow the same as normal cash flow?**

This question is answered with another question: Given a working operation and the capital can the 2,048 companies produce the goods demanded. Let's consider TWF, our token building supply company. This company has a Ťender for its goods. It buys the parts it needs and pays labour, just like tens of millions of other businesses. Unlike most businesses TWF has many advantages over the market, seen the addendums for detail, not least the Ťender contract that covers all costs, and allows TWF to produce at scale, and that it is a monopoly.

So long as the parts and materials are available to buy within the network for the price agreed at the beginning, a Spun dollar is no different to a standard dollar. One can, of course, use unspun dollars to buy goods on the open market, but then lose all the monopoly benefits. So, it is critical that the 2048 companies (increasing each year) can satisfy most of the demand and that the companies make their goods on time.

If these two criteria are met, then a spun dollar is worth the same as an unspun dollar. Labour is the best example, more than any other broad category, education, training, work placement and recruiting receive the most cash flow. With a selection of talent available, $100,000 in spun dollars is just the same $100,000 in the bank, just that the dollars can only be redeemed at network stories, but as network stores have almost everything one would wish to buy, and the salary is more than 10 times the average Malawian wage. It's not a problem.

ADDENDUM 4B: **Śpun Cash Flow vs. Normal Cash Flow**

One key incite is the dates which help to visualise the spinning. Remember all we are doing is the same thing, but quicker each time. There is nothing extraordinary here, this is the mark of most successful companies. Just it may only be one in 10 or one in 100 that is this successful. S-RES the monopoly equation, and the software needed to facilitate take the guesswork out of the equation, each of the companies involved will follow the same trajectory, their fates are pre-determined. In the case of a VC like Founders Fund or Andreessen Horowitz who are only interested in companies that follow the power law of venture capital and can 10x. S-RES takes out the overwhelming degree of chance in this process. And more so if investing in the 10 technologies needed to facilitate.

PART 4

SUPERECONOMICS BOOK ONE

64 Reasons Why

The following was originally created for the introduction section for part 4, but there were too many points for a summary section, so for now, I am dropping them off here.
Note that in the early points I was quite selective, but in the latter points, I copied every headline, for over 150 points.
Note that after about 20 or so points we start to follow every point, note that this is a summary of the complete book, not the print-ready summary.

<< - >

Part **Three**

A GOOD MODEL **By Stephen Hawking**

Part 3: A Good Model & The Feynman Sum Over Histories

5. A Good Model by Stephen Hawking

"A model is a good model if it:

1. Is Elegant

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

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

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

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

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

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

Part **Four**

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

Dynamic Comparative Advantage Software

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

8. It is looking very much like about 75 percent of cash flow can be spent by the 64 Special Projects, go back two years and had you asked me how much of the 'A More Creative Capitalism' (Supereconomics) cash flow could be used for Special Projects (the reasons why) I would have said 12.5% or less, which may end at 6.125%.

   If we got an average of all businesses, we would probably see figures of just a few percent or less.

Part 4: Internalities & Net-Zero DCA (Dynamic Comparative Advantage Software)

The Sienna Equilibrium 2020

1. Ripple Effects and Elephants for Paul G. Allen

"Grand Networks (Net-Zero Cities) in locations of extreme poverty are special projects; "each special project was caused and paid for by the ripple effects of creating a Grand Network, a Metropolis with a trithing business and industrial community.

In economics, ripple effects are called externalities.

But for each bad externality, there can be a good one within a network, especially if starting from almost scratch, one can build a network city around good externalities.

From 2019 Nobel Prize winners Abhijit V. Banerjee and Esther Duflo from their book Poor Economics: Paul Romer and Charter Cities

Before we explore internalities, we need a quick lesson in dynamic comparative advantage by 2001 economic Nobel prize winner - Joseph Stiglitz, who magically teaches this lesson in a single short paragraph from his book - Creating a Learning Society with Bruce C. Greenwald.

Begging of Extract:

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

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

Chapter 6.17

Sports Leagues

Angel Theory - Paradigm Shift

Book 6. S-World BES™

Behavioural Economic Systems

By Nick Ray Ball 20th July 2018

Now, let us quickly explore some of my favourite insights from the current book in progress, 'A More Creative Capitalism.'

S-World BES™ Malawi

'The Behavioral Economics of Football Leagues and Paying Women More.'

To get an overview of S-World Malawi, the accompanying Chapter 4. The ŔÉŚ Equation gives a good overview and introduces my current burning issue, can we use the ŔÉŚ Equation as prescribed? The basics of the chapter are contained within 3 videos.'

The Law of Conservation of Revenue

Additional Revenue

The S in The RES Equation

And after, the concluding points from part 6 onwards provide more details.

I hope to soon create Chapter 1 as a chapter summary of 'A More Creative Capitalism.' But for now, the ŔÉŚ Equation is the best source.

The text from 'Part 7. Tax, Labour, and Interest on debt,' from the ŔÉŚ Equation specific to the behavioural economics follows.

S-World FC - Malawi Football League

One idea that I am particularly fond of is the behavioural economics idea than in these 256 locations, long before 2024, S-World emerges simply as a football league, paying about $1,000 a year per man/woman for maybe 50 people per location, which would cost $12,800,000.00 plus maybe the same again for facilities that are, in fact, paving the way for a Charter Town.

Such a set up creates a team that will be motivated to win their league, as half their income will be prize money for winning their games.

a. The salary allows full-time training, both men and women teams; which might be half football and half training for future Malawi Network jobs.

   Having the strongest and the fittest and (in many cases) the most ambitious men and women in a specific catchment area is, in my opinion, the best base to grow from; as it is starting with what many do for fun, and can be performed with almost zero infrastructure, just a field, of which there are millions in rural Malawi, some posts, and maybe some grass.

   Men and women from the local team will have opportunities at network positions and could lead the way to a company being created in their area; which would (on average) employ about 80 personnel, who from their salary deduction for welfare see maybe an additional 250 people join the football club, but mostly in education

roles.

And with a twist, the women's team would win more money than the men's, which has too many positive externalities (ripple effects) to mention.

1. See my article to Richard Thaler's Nudge team on 'The Behavioral Economics of Football Leagues and Paying Women More.

ii. In (Y:36), we see education and technology, which can only come after solar arrays have been installed; and the technology, tablets, and VR goggles are delivered. Where after, the S-World football club takes on more members and most spend their time learning in very different ways to what has been tried in the past. This is, however, a very long conversation and is the domain of S-World VSN™ Virtual Social Network.

iii. In (Y:37), we see health care, which features a medical centre at the football club which is now growing into a small town.

1. Albeit in truth, in 2024, I would prefer health care to come from aid, not investment; which progressively migrates to a Malawi Network liability over a handful or maybe ten years.

iv. In (Y:38 & Y:39), we go back to a 2012 American Butterfly idea and Spartan Contracts for most or all personnel; which essentially commit to 16-year contracts that when completed, see the Spartans owning their own home. In some cases, this may be in rural villages; but as is more likely most profitable for the Spartans is that their homes be built in the suburbs of Charter Cities.

1. If say Harvard Business Management see the wisdom in building a Charter City, they may have 40 square miles, half nature reserve, and a half following an updated version of The Locations Butterfly including a manufacturing sector, artificial lake, and even mountains (well at least big hills).
2. Where after, the surrounding 200 miles or so will be half nature-reserve and half suburbs, and new towns that will become very affluent neighbourhoods in the decades that follow.

a. Spartans can live in these neighbourhoods or sell their homes and move back to their villages and live like kings.
    i. Note, however, that there are many safety measures in place to make sure a new breed of elites is not created. Currently, this is set to be described in the final chapter of 'A More Creative Capitalism.'

v. Lastly, in (Y:40, Y:41, & Y:42), we see items that our Spartans might like to buy with their Network Credits.
    1. These are the Spartans disposal income and as mentioned earlier, some of this spending can be in cash dollars
    2. Note, however, as business increase labours share of profits, all additional income will be in Network Credits, which allows the 5% of É assigned to personnel to get smaller as the network income grows.

1. Investment in both virtual networks like Villa Secrets Cape Town or grand network such as the plan for Malawi always sees at least 50 of the company owned by their that work for it.
2. In general Malawians are the nicest, most peaceful people that I have met in Africa, who have strong work ethics, but have been limited by a lack of education and economic opportunities. If choosing one's location based on the attributes of its population is not good behavioural economics what is?
3. Further, the ecologic policies will gain global recognition, as when it comes down to it, it is countries like Malawi that will be the mid-century carbon emitters
4. One does not need to do a lot of reading before working out that in locations like Malawi Education is the key to a more prosperous, and less overpopulated future
5. S-World will have several online education systems; indeed, this book is written as a part of one such system S-World UCS. But it's not much use without electricity ☹
6. See the electricity plan
7. Staring in 2020 with 64 of the 256 local networks, the ones that have access to power, choosing 32 men and 32 women to become the first Malawi citizens in full-time education.
8. But where does one start? Do we build a school, or a medical centre or…? All of this costs money and requires at least a morsel of infrastructure.
   Or does it?

9. There is a lot one can learn from reading the right books and Google, if one has the time, I was fortunate, my company www.CapeVillas.com allowed for my full-time education since 2011, but only a few have this opportunity. It is of course awesome that the under 21's can access the VNS and UCS educational software and in many cases be given the equipment.

But what about the over 21's who in any case may be a bit more serious about their career and have more life experience. These adults need to work, to live, and can't take a few years off to study. So, we need to create this opportunity.

10. But how would that work logistically? Well for a start, given we have electricity and internet access, education would start as a combination of playing tutorial games, and virtual education, not too dissimilar from how Ernest Cline's book 'Ready Player One' presents. Basically, fun and often virtual. More on this to come in Chapter 5. S-World VSN™ Virtual Social Network.

11. For example, which is not virtual, maybe an S-World Malawi Football League addition to the game 'Football Manager.' Which teaches basic computer skills, language, math, tactics, statistics, accounting and of course Football. Whilst football management games are not for everything, if one is one of the footballers in the game, with everything from their strength, creativity and decision-making being monitored and updated regularly, most or even all will enjoy playing the game. And as at the very least, the rest of the players across the country are also playing and seeing everything else's stats and scores, this game becomes a highly advanced version of the BES™ Observer.

12. In addition to the Football Manager game, S-World UCS™ will create 'profession simulations' that teach whoever is playing what is involved in this or that profession for this or that S-World company. Then in the years that follow S-World UCS™ turns the whole Malawi Football League and education concept into a recruiting ground for then Network.

13. And where excellence is found in abundance, if the logistics are right a stranded Malawi Network company can be created in the area, adding another 250 or so 'paid to play and learn' personnel. And as the company grows, infrastructure is built, and more companies arrive, this small football club turns into a small town.

14. My last point in this summary is that the 'can only have 3 males' soccer team will win more money and opportunities than the 'must have 3 girls' team.

    100 million women are missing from this planet, as they are not seen as economically viable to some parents. By giving girls and women slightly more opportunities and slightly higher salaries, we can break this cycle. This may not be in line with the efficient markets hypothesis, rather with ŔÉŚ increasing the money supply, (or an alternate method for doing the same is crafted), the software and systems more than making up for this, this initiative is another ingredient in: 'A More Creative Capitalism.'

Following on from Books 2. Part 2. 'A More Creative Capitalism' and Book 3. 'The GDP Game,' the first objective of these books is to create a 'Grand Network,' industry, company's assets, and real estate, both commercial and residential.

The ripple effects created from this endeavour are extremely significant and are the reason why I hope technology philanthropists such as Mark Zuckerberg, Bill Gates, Elon Musk, Paul G Allen, Larry Page and Sergey Brin will assist us in the prior stage of developing the software to support the prediction. See Book 3. Chapter 14. Ripple Effects and Elephants to see 26 different significant special projects on either ecology, philanthropy, equality, or the conquest of space; all are created because of the Grand Network. The project is seen at the bottom of the system architecture on page 2.

The current hypothesis is to create a Grand Network in Malawi. And after, to create many more in other locations in abject poverty.

We know from Thomas Piketty, the author of 'Capital in the Twenty-First Century,' that Africa and especially Asia have been catching up with the West for over 30 years. But the countries that can catch up the quickest via good trade opportunities, education, and social taxation, trade routes and taxation have competent chapters on the way. ADD too…

For this exercise on BES™ Behavioural Economics System 2. S-World FC, we focus on education. The method of education that I am pursuing is web-based and often virtual. This is, in part, is the job of

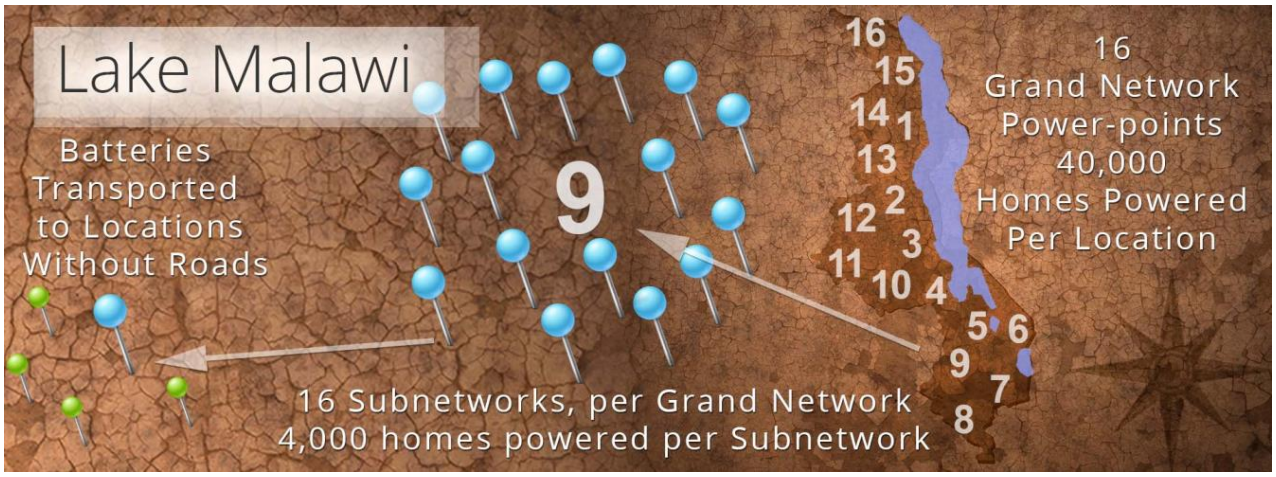
Book 7. S-World UCS™. But we need not get into the method right now, just the logistical problems associated with such a mission.

The equipment, typically a hard-wearing tablet and virtual goggles, can be a priority item for Malawi's new industry, or the Malawi Grand network can make other items and trade for the hardware. This is not what BES™ 2 is about, that is the comparative advantage chapter.

What's the point of making all the gear when there is no internet access in most rural areas? And more to the point, there's not only any internet, but there's also no electricity; and in some parts, no roads.

On the series of spreadsheets that accompany the books, we find (quite a way to the right) the tab 'Solar in Malawi' and on it using US prices for solar panels (which, under PPP, are possibly 3 times more expensive than the same product made in Malawi), I created first a set of 16 individual 'Network Cities.'

We can see the locations below right, all of which get modest power for 40,000 homes near to the supply.



Where after, from each main location, 16 satellite locations are identified, each with modest power for 4,000 homes

Albeit the object is not to power the homes but to power the S-World VSN Virtual education system. So in place of 4000 homes, we could see 40,000 pieces of education technology powered, and enough for S-World and aid projects to grow.

For a total of 256 locations that can power 20,480,000 new solar arrays, and where after one can go further into locations that have no roads with batteries, from the Elon Musk School of the Gigafactory, which is currently the first big investment considered in Lake Malawi.

With this spread, almost all of the population that wanted to learn could get to one or another

power source to charge their tablets and goggles.

I cannot talk about the installation costs, but the solar arrays in US prices based on small projects would be just over $1 billion which may be reduced by a quarter. This again is not the BES™ Behavioural Economics System 2. S-World FC.

BES™ System 2. S-World FC comes into play in terms of 'how do you encourage a community not to liberate the solar arrays once constructed,' and how (in general) does one go about encouraging the population to learn.

One may consider that a good idea in these 256 smaller sites is to create a medical centre. But such places can be mistrusted, such examples like this are seen in Zero Dark 30, where the doctors were CIA. And I believe the Bill and Melinda Gates Foundation has had trouble eradicating smallpox in Taliban controlled Pakistan and Afghanistan due to mistrust of medical facilities.

If one reads President Obama's 'Dreams from My Father,' we see that in Kenya, colonialist initiatives are often mistrusted, and sometimes just going to a support centre can see members of a tribe or community ostracized from the rest. And I have seen similar things in my 10 years in Africa.

It's not as simple as erecting a hospital.

Food would be better. And as a part of S-World Foods, there are plans to get cheap food to the public. But that's a lot of infrastructure to build and would take years to fully implement.

So, what does one do?

And of course, the solution is in the title of the project, S-World FC; as the best way to integrate into remote and popular locations alike is simply to sponsor a local football club.

PART 8

Š-ŔÉŚ™

FINTECH AND A THOUSAND OTHER

Patents, Patents, Patents

7. Patents, Patents, Patents

1. Patents for each system inside each of the Ten Technologies
2. On the RI lecture by David Sumpter author of The Ten Equations that Rule the World (13th Oct 2020) at 57 minutes (on my video of it) on the subject of Googles Page Rank equation and patents, the RI introducer was told by someone in the audience that It's the embodiment of the equation that is patentable. David Sumpter had previously said the math may not be patentable but the use of the math in social networks is. Or in search, or in...
3. Get enough useful patents on the bard and other tech companies will be more lenient with their patents.

Before we leave it may be useful to look at the two Jobs and Education Spreadsheet tabs, which tell us stats on employment and introducing Paid**2**Learn the training and recruiting and de facto social security booster. The spreadsheet is now seen in two parts, to see the complete sheet including some hidden columns go to the tab: H3) ŠÉŚv5 **Jobs and Education3**

B	C	D	E	F	H	J
Š-ŔÉŠ™	Financial Engineering					
	Network Credits Ťender Cash Flow	Network Credits Ťender Number of Companies	Network Credits Ťender Cash Flow Per Company	Labour % Cash Flow	Labour Per Company	Network Credits Ťender Spartan Labour Basic + Bonus1
2024	$ 5,685,975,000	2,048	$ 2,776,355	25%	32	$ 21,690
2025	$ 14,894,843,486	4,096	$ 3,636,436	25%	32	$ 28,410
2028	$ 53,185,830,818	15,565	$ 3,417,058	25%	32	$ 26,696
2032	$ 106,194,771,025	**24,576**	$ 4,321,076	**25%**	**32**	**$ 33,758**
2040	$ 431,185,712,853	94,208	$ 4,576,954	25%	32	$ 35,757
2048	$ 867,395,313,639	131,072	$ 6,617,701	25%	32	$ 51,701
2050	$ 1,283,942,425,681	163,840	$ 7,836,563	25%	32	$ 61,223
2060	$ 2,892,474,879,905	245,760	$ 11,769,510	25%	32	$ 91,949
2070	$ 5,028,641,551,041	294,912	$ 17,051,329	25%	32	$ 133,214
2080	$ 8,204,082,483,521	327,680	$ 25,036,873	25%	32	$ 195,601
B	C	D	E	F	H	J

B	H	I	M	N	O	P	Q
			I * P	Paid **2** Lean	L * M	Div. By	O * P
	Labour Per Company	Number of Personnel Labour	Number of Paid 2 Learn Trainees	Trainee % of Cash F.	% of Labour Income	Trainees Per 1 Labour	Paid**2**Learn Trainees Income
2024	32	65,536	262,144	25%	$ 5,423	4	$ 1,356
2025	32	131,072	458,752	25%	$ 6,929	3.5	$ 1,980
2028	32	498,074	1,494,221	25%	$ 6,046	3	$ 2,015
2032	32	786,432	2,359,296	25%	$ 6,927	3	$ 2,309
2040	32	3,014,656	7,536,640	25%	$ 6,022	2.5	$ 2,409
2048	32	4,194,304	10,485,760	25%	$ 6,802	2.5	$ 2,721
2050	32	5,242,880	10,485,760	25%	$ 8,054	2	$ 4,027
2060	32	7,864,320	15,728,640	25%	$ 9,450	2	$ 4,725
2070	32	9,437,184	16,515,072	25%	$ 10,695	1.75	$ 6,112
2080	32	10,485,760	15,728,640	25%	$ 12,268	1.5	$ 8,179
B	H	I	M	N	O	P	Q

http://www.angeltheory.org/A-More-Creative-Capitalism

QE SCORES THE 'E' IN THE RES EQUATION

Alongside EEE Score comes the QE Score, (Quantum Economic Score) which was created due to economic black holes where one has no idea where the money has gone.

We shall look first at the spreadsheet.

	The Window Factory	2018		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)	**30.8%**	n	Sub Total	$775 584		Total QE Efficiency
	Suppliers		o	Payroll + Income Tax	$193 896	y	**58.9%**
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)	**21.6%**	s	Profit vs. Revenue (r/a)	**2.1%**		(estimated)
	Media			Miscellaneous			Total QE Tracking
h	Spent	$300 000	t	Spent	$350 000	aa	**83.9%**
i	QE **E**fficiency	54%	u	QE **E**fficiency	54%		(x+y)
j	Profit from Media	**$162 000**	v	Profit from Miscellaneous	**$189 000**		Economic Black Hole
k	Profit vs. Revenue (j/a)	**2.0%**	w	Profit vs. Revenue (v/a)	**2.4%**	ab	**16.1%**

The object is to keep track of the spending of money. It starts with a profit vs revenue QE score of 30.8%, which is added to by 21% from the spending of TWF's suppliers. Then other expenses are considered and arrive at a QE Score of 58.9%. Add tax for QE tracking of 83.9%.

If we remember the RES equation is Initial Revenue x E for efficiency (QE Score) x spin, the rotations per year.

11 Reasons Why **S-World Companies** are more Efficient and Profitable

1. **Sales and Marketing – Cost ZERO**
   This can easily cost 50% of cash flow, for my company Cape Villas, my AdWords spend so far is close to half a million dollars.

   But at the Ťender level, there is no sales or marketing, the market is in the distribution of the $8,569,612,500 between 01-Jan-25 and 11-Jul-25. In Ťenders

   Each company, will be able to do sales and marketing to sell to non-Network Malawi and the rest of the world, and we're going to put a lot into that, but at the Ťender stage, we don't need sales or marketing because the Net-Zero DCA software works out the optimum supply/demand and the cost. And TWF need only concentrate on making its products and they get paid.
   Note also that because supply shocks can ripple and cause chaos before TWF are only allowed to sell outside the network after they have a stock of windows that would

supply the network for six months or a year.

2. **Warehousing – Cost ZERO or LOW**
   As part of the setup of TWF, it will own its own warehousing, either at the site or a communal warehouse nearby its factory.
3. **Rent - Zero**
   As part of the setup of TWF, it will own its own offices and industrial buildings.
4. **Business Rates and Property Taxes – Cost Zero**
   All Business Rates and Property Taxes are Zero because of Tax Symmetry
5. **VAT – Cost Zero**
   This is a big one, where competitors would pay 16.5%, TWF pays nothing on inner network sales because of Tax Symmetry
6. **All Other taxes – Cost Zero**
   Because of Tax Symmetry

7. **CFO – Chief Financial Officer, Accounting, Auditing, Tax Accounting – Cost Zero**
   The TBS™ – Total Business Systems handles most accounting needs
   I can tell you for sure that a junior accountant following a well-designed system can beat a CFO with 40 years' experience but no system - hands down, every day of the week. All that is needed is one junior accountant for several companies.
8. **Other C-Suite Personnel – Less needed**
   Again because of the TBS ™ (which in this chapter presents about 70 ways to make money, save money or avoid landmines) For the same reasons as above and in particular the S-World CRM Nudge AI, Company Controller and S-World UCS Hawthorn, there is far less need for C Suite and managerial staff.
9. **Economies of scale**
   A competitor to TWF will not nearly have the number of orders TWF has, and with limited product types available TWF has demand for tens of thousands, then a few years later hundreds of thousands, and a decade on millions of orders, lowering manufacturing costs, and in some or many cases lowering costs by a lot.
10. **Efficient Suppliers**
    At least 90% (relative to recycle-Éfficiency) of the time, all suppliers and service companies will be from the Network, all of whom have the same advantages, lowing cost, increasing quality and providing clear clean Carbon Traffic Light (CTL) scores
11. **Carbon Traffic Light Scores**
    We come to Carbon Traffic Light Scores in a few pages, the point here is that we have the intention to create a global industry standard for Carbon emissions, biodegradable plastics, rare resource use and contributions to special projects.
    By placing all companies seeking very good scores, network goods and serves will be trusted on the global markets as Green, which will be increased demand.


Tesla Carbon Traffic Lights
Carbon in Product Use
Carbon in Product
Resource Rarity
Not Recyclable Plastics
Special Projects

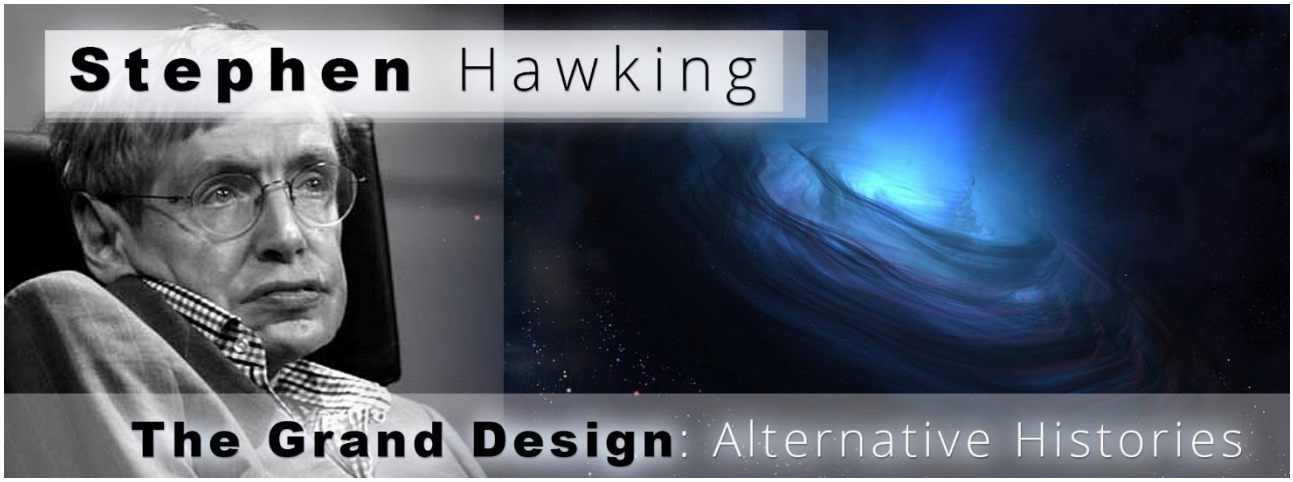
From

Page 53

43c-4) 64 Reasons Why + Zero to One - 1.15 (22nd May 2020)

Chapter 8

87 Quintillion Histories



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

Jumping back to the 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.

FROM

CHAPTER 4 NOW 5

"As-**if**"**Alternate Histories**

(The Sum Over Histories)

"As-If"

If memory serves, I first heard of **As-If** from 2017 Nobel winner Richard H. Thaler, who was not a fan but needed to acknowledge **As-If** arguments were valid. Many of the S-World Systems were created in **As-If** this or that system from particle physics, the most obvious is the M-Systems created **as-if** M-Theory could be used to create or improve economic models, and the catchphrase we see on many early graphics **"M-Theory an Economic Science?"** but we need not get into this here.

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

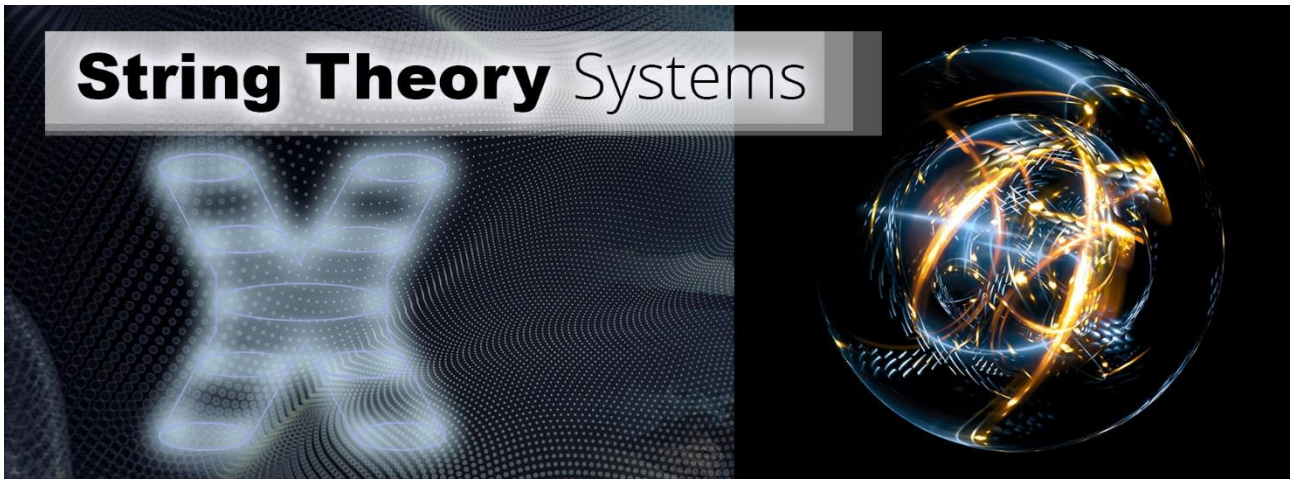
In the following sections from **the Grand Design** by Professors Stephen Hawking and Leonard Mlodinow, we will hear about Alternate Histories (The Feynman Sum Over Path/Histories) and Renormalization. Where renormalization removes the infinities and offers a coherent data set that is used to create accurate predictions.

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

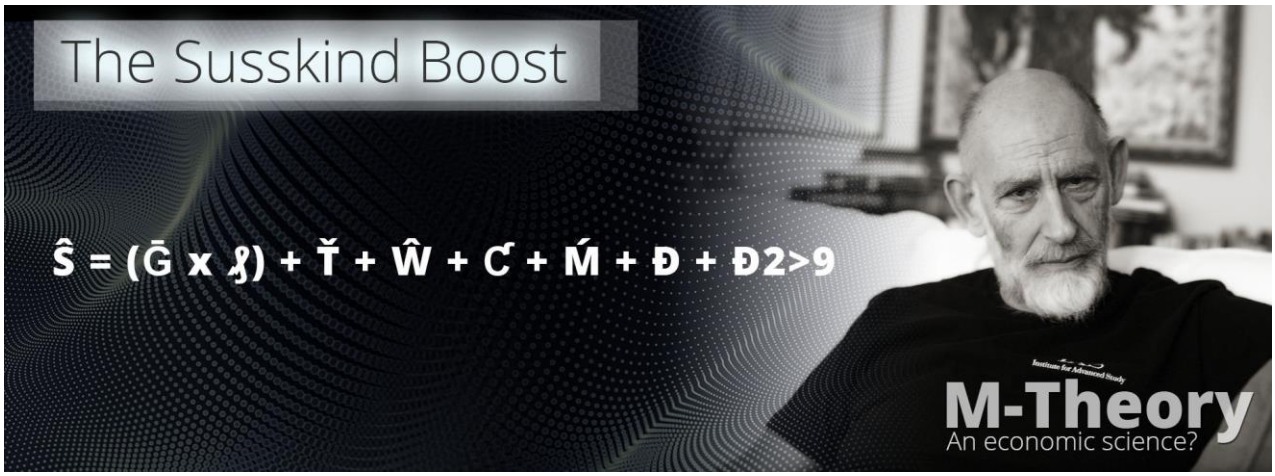
The advantages are massive if we can use renormalization **As-If** it S-World was quantum mechanics. And whilst I am miles away from performing such a calculation, I have reinforced my earlier idea of POP Đimensions, which started at $0.01 cent and multiplied up through cubic dimensions of 8, so $0.001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

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

String Theory Systems



Four M-Systems were inspired by string theory, M-Systems Zero that simply says in Supereconomics money is the String, M-System 3. The Susskind Boost and 4 The Peet, an M-System 9. Super Coupling work **As-If** the network was made from string theory.



Ŝ = (Ḡ x ß) Ť + Ŵ + Ć + Ḿ + (Ř + Y) + Đ + Đ2>9

Where Ḡ = Gross Profit and the (electric s) ß = is the S-World TBS™ (Total Business Systems), which so far (for Villa Secrets) creates 81 different ways to make money, save money, or avoid landmines, many of which are unique.

Where after, we add different boosting opportunities: Ť = Tenders or agency contracts, Ŵ = Additional web franchise options, Ć = Contracts &/or Mandates, Ḿ = the Marketing Multiplier,

Then, from M-System 2, we add the dimension 'Đ' representing the $A^{st} \Leftrightarrow B^{st}$ which calculates the ripple effects from other businesses in the local network. And after, in Đ2 to Đ9, we calculate the effects from other companies in the eight continental networks.

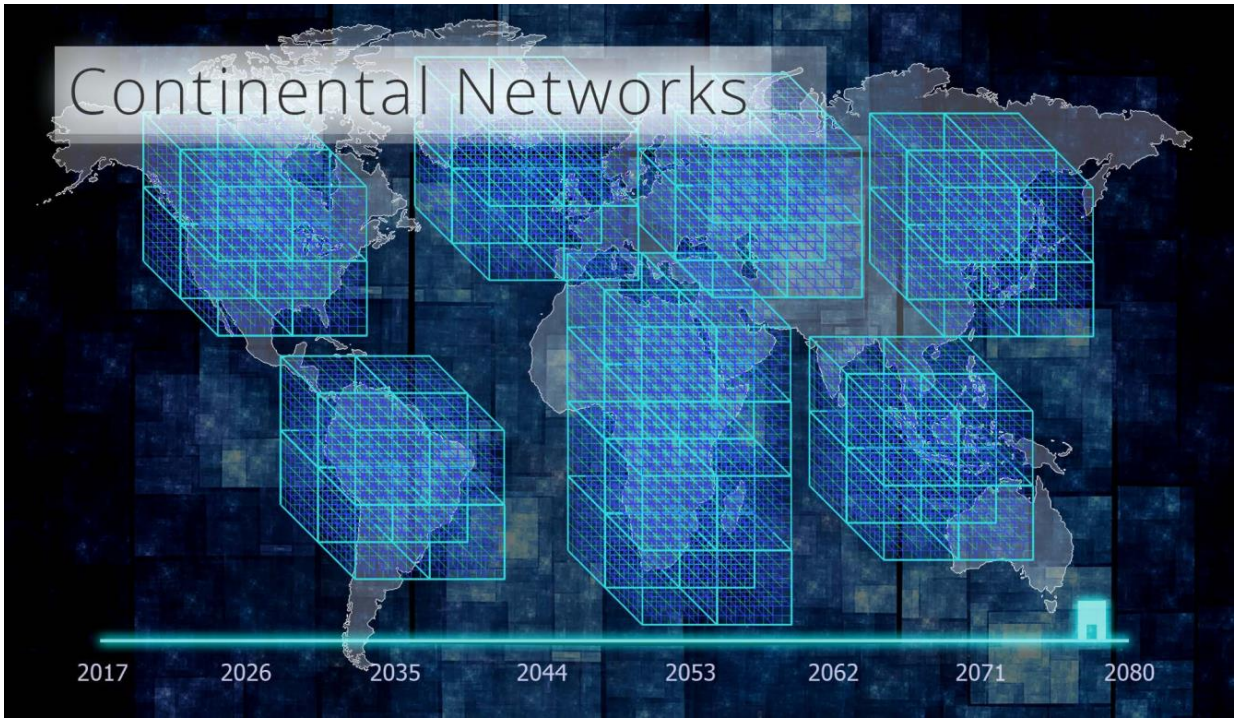
Plus, there are newer factors unseen in the above graphic such as Ř = higher ROI advertising opportunities and Y = which accounts for Network Credits being pushed a company's way (which is looking to be a major player and part of the Network Credits' exchange mechanism)

The Ŝ (S-Hat Symbol) we attribute to the Susskind Boost is later seen within the basic version of M-**System 9. Super Coupling**
$N \times g_{s\,X} \hat{S} \times \text{Ѧ} = \text{Ѫ}$

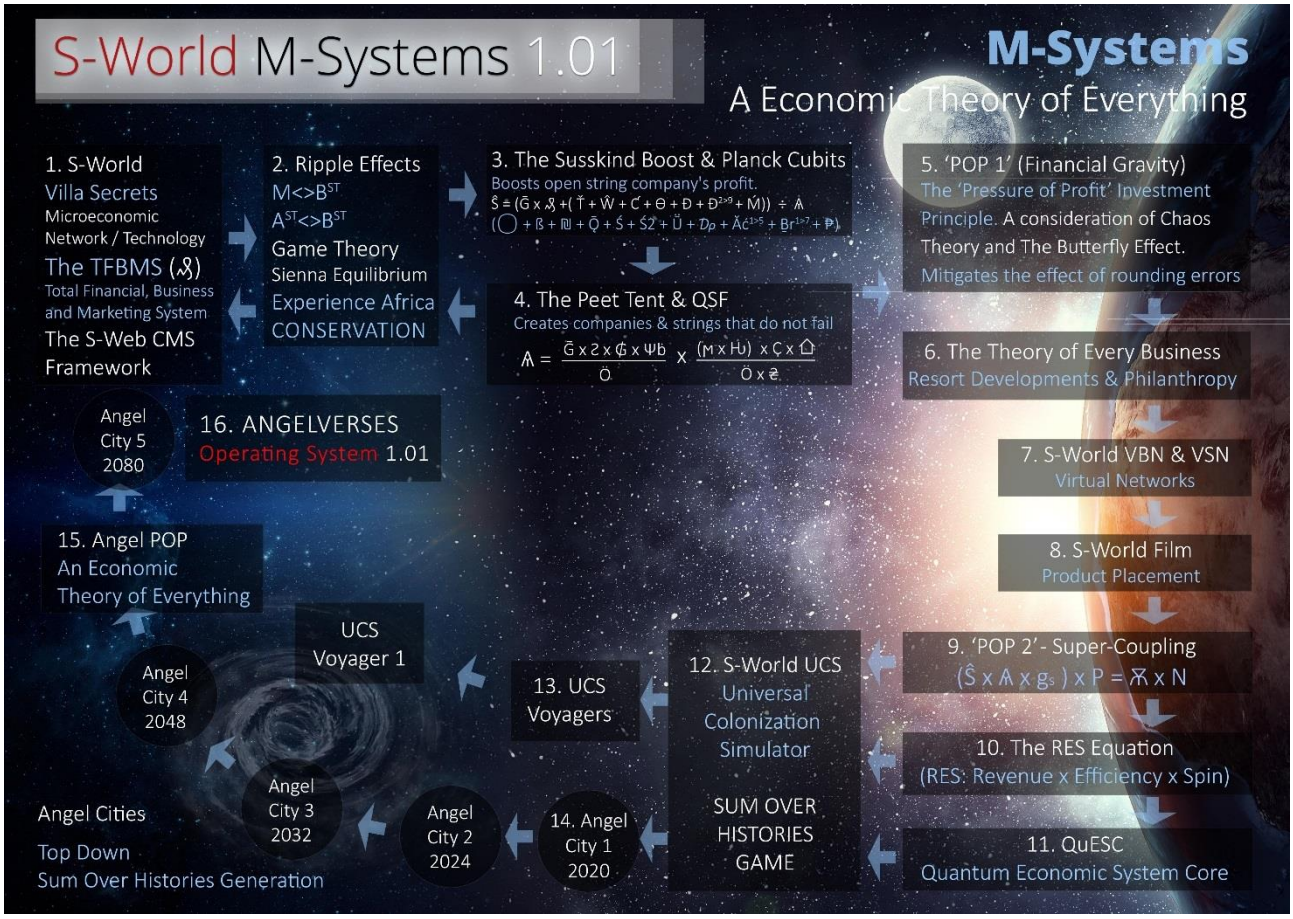
Where N equals the number of companies, g_s equals the amount of incentivized personnel (equity partners) and an Ѧ is M-System 4. The Peet Tent.

But the point I wish to focus on for now is the Susskind Boost Đ2 to Đ9 values, which create/track/uncover ripple effects between different Grand Networks at the continental level

Đ2 to Đ9 is the macro version of **A^{st}⇔B^{st} spread across the 8 continental networks.**



But as we will see later in this chapter Đ2 to Đ9 are Now Đ10 to Đ20



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

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

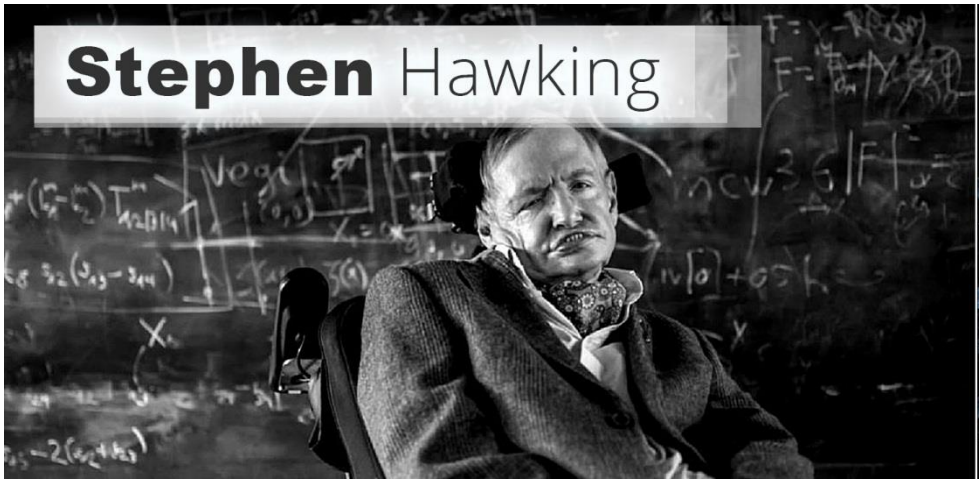
Š-ŔÉŠ™ High-Octane Financial Engineering increases the money supply **as if** the network was like a country's economy where after a year, most of the money spent will belong to most of the people in the country.

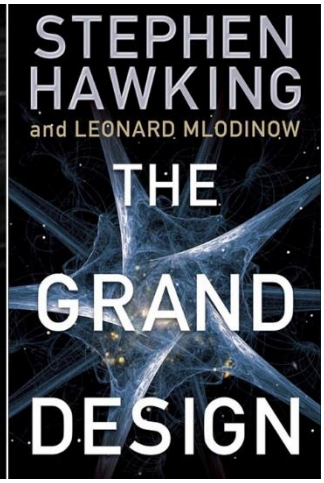
POP works **as if** the economy is like Newtonian Gravity

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

The Grand Design

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



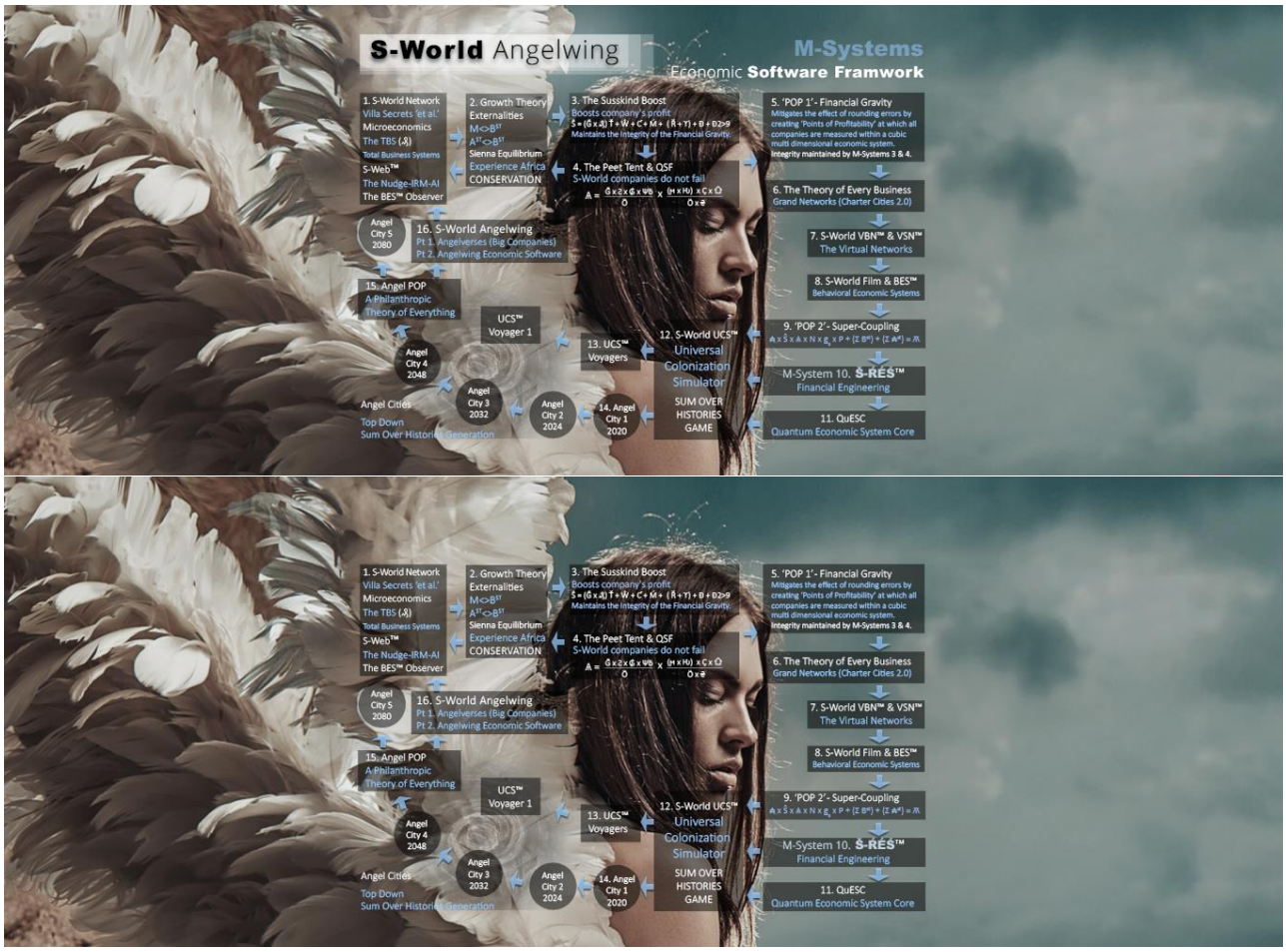


In terms of the 87 quintillion histories, immense credit must be paid to Stephen Hawking and Leonard Mlodinow's book The Grand Design. Chapter 4; **'Alternate Histories'** which had a big impact, and helped me to see Angel City 3 and 4 as the present, Angel Cities 1 and 2 as the past and Angel City 5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

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

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

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

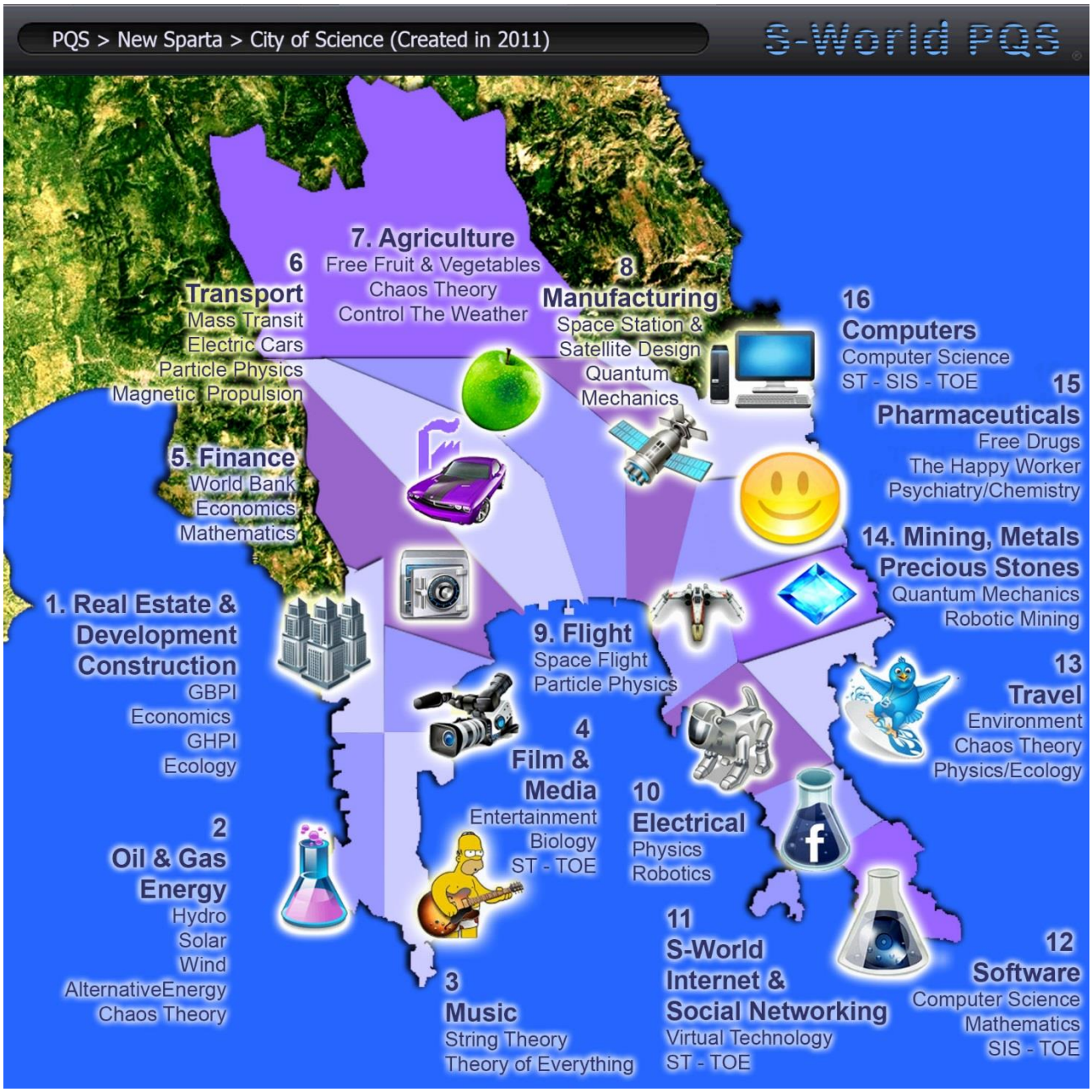

S-World Angelwing
M-Systems
Economic Software Framwork
1. S-World Network
Villa Secrets 'et al.'
Microeconomics
The TBS (δ)
Total Business Systems
S-Web™
The Nudge-IRM-AI
The BES™ Observer
2. Growth Theory
Externalities
M<>B^ST
A^ST<>B^ST
Sienna Equilibrium
Experience Africa
CONSERVATION
3. The Susskind Boost
Boosts company's profit
Maintains the integrity of the Financial Gravity.
4. The Peet Tent & QSF
S-World companies do not fail.
5. 'POP 1'- Financial Gravity
Mitigates the effect of rounding errors by creating 'Points of Profitability' at which all companies are measured within a cubic multi dimensional economic system.
Integrity maintained by M-Systems 3 & 4.
6. The Theory of Every Business
Grand Networks (Charter Cities 2.0)
7. S-World VBN™ & VSN™
The Virtual Networks
8. S-World Film & BES™
Behavioral Economic Systems
9. 'POP 2'- Super-Coupling
M-System 10. S-RES™
Financial Engineering
11. QuESC
Quantum Economic System Core
12. S-World UCS™
Universal Colonization Simulator
SUM OVER HISTORIES GAME
13. UCS™ Voyagers
UCS™ Voyager 1
14. Angel City 1 2020
Angel City 2 2024
Angel City 3 2032
Angel City 4 2048
Angel City 5 2080
Angel Cities
Top Down
Sum Over Histories Generation
15. Angel POP
A Philanthropic Theory of Everything
16. S-World Angelwing
Pt 1. Angelverses (Big Companies)
Pt 2. Angelwing Economic Software

Grand Śpin Network v1. 2011

New Sparta – Net-Zero City of Science

The Spartan Theory

New Sparta (Net-Zero) City of Science **(2011)**



The Spartan Theory

New Sparta (Net-Zero) City of Science **(2011)**