SUPERECONOMICS BOOK II

THE HOW

The Magic Beans

Š-RÉŚ™ & The City

The Secret of a Booming Economy

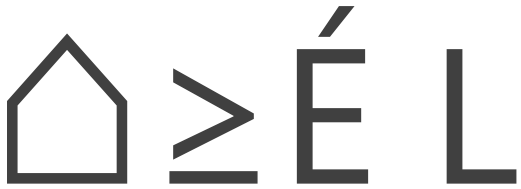
let us call it; 'Supereconomics'

For Barack and Michelle Obama

Elon Musk, Melinda Gates, Paul Romer, Priscilla Zuckerberg & Zoe Branson.

By Nick Ray Ball: 20th January 2021 (63,940 Words)

A Time for Trust



Š-RÉŚ

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 Estate, 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 and others.

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Part 5.

QuESC

and Commanders Intent

Part 6.

DETERMINED CASH FLOWS

⌂ ≥ ÉL.

The Suburb Sale must make the same or more than É Leakage

MARS RESORT 1 (MAYBE)

Fourteen Reasons Why

S-World companies will outperform classical companies.

Part 7.

BOOK 3. 64 REASONS WHY

Special Projects in Philanthropy, Ecology, Science

Net–Zero DCA (Dynamic Comparative Advantage)

Part 7.

MONOPOLY

From Theodore Roosevelt & Antitrust

To Peter Thiel & Zero To One

Part 8.

Š-ŔÉŠ™ FINANCIAL ENGINEERING

Software Design Stage One
IN PRODUCTION

Chapter 9.

Š-ŔÉŚ™

PATENTS, PATENTS, PATENTS

Part 2

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

Part 1

Š-ŔÉŚ™

FINANCIAL Engineering

"A good scientist is someone who works hard enough to make every possible mistake, before coming to the right answer."

Quote by Richard Feynman discovered in
Three Roads to Quantum Gravity by Lee Smolin.

Chapter 1

Š-ŔÉŚ™

FINANCIAL ENGINEERING

The Perfect Monopoly

Supereconomics defined:

Supereconomics is any method, system or theory that allows the Š-ŔÉŚ™ equation to flourish in the real world.

This is the subject of

SUPERECONOMICS PART 2

S-RES and The City

Chapter 1 Index

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.**"

The Future of Capitalism – Paul Collier

Chapter 1.1

SpreadSHEETS

We have started the task of turning this presentation into cloud-based software; see www.s-res.com but it's a few months, and ultimately years away from completion.
The following Š-ŔÉŚ™ presentation is best consumed alongside the History 3 spreadsheet. This is quite a full spreadsheet with many tabs dating back several years. It will ask you to update, just say no to this.

Please do not underestimate the power of a spreadsheet and the limitations of the software.

It's relativity easy to write a complex system software on a spreadsheet, over many tabs. Creating the same online takes time and effort, relative to using a spreadsheet. The software will greatly improve upon a spreadsheet, but one generally must have a spreadsheet to be improved upon, especially when most actions are adding, multiplying and dividing simple sets of numbers.

A few weeks back the UK government test and trace system were ridiculed because it relied on a spreadsheet, and whilst that's kind of right, it should have been made as software, maybe using Palantir's security framework and an army of programmers, but at the end of the day any system must have a designer, and it was probably best for that the designer, at that time, to use a spreadsheet because writing it in new software would be difficult for people who are not software engineers.

In fact, what we found is that it is difficult for newly qualified software engineers to write a simple website on which to add the content. This was very surprising and meant the first two months work, were not on s-res but were on S-Web (Technology 1). Which creates the framework. We had tried bootstrap, but it messed with the CSS of basic headers and other problems. So, in the end, we grabbed the menu from VillaSecrets.com and have found that the limitations villa rental companies have in creating complex website applies to just about anyone building a website, there is no simple menu system that one can use, which is absurd, cos it's not a lot of work. Maybe there are many examples but they are buried within the internet, never to be found.

The point is spreadsheets are just like software, any system made on a spreadsheet could be turned into software after the spreadsheet shows the way, shows the designers plan.

Eventually, certainly for the Š-ŔÉŚ™ spreadsheet system that we are looking at now, one does get a point where a spreadsheet is no longer the best way, no better example is the Śpin in Š-ŔÉŚ™. On the main history, 3 spreadsheet tabs; H3) ŠÉŚ-v5 | S-World History 3b. This

spreadsheet tab has 2877 rows, so many because for each year I have used 32 different rows to show the Śpin of 1 in year 1 (2024) to Śpin 32 by 2080.
Changing the Śpin of each year is an essential tool for maximizing the efficiency of the equation, but on the spreadsheet, this would take an hour or so. Whereas the new software that we are making on www.s-res.com can change Śpin very quickly in the master CMS display.

To Download Spreadsheet (as it was then) click here: www.supereconomics.ai/8.40.xlsx
There are many tabs, but it opens and begins as follows;

TAB 1: Š-ŔÉŚ™ Bathtub Graphics + DB
This is the tab that directly corresponds to this presentation

TAB 2: H3) ŠÉŚ-v5 | S-World History 3b
Knows as UCS History 3, applies the Š-ŔÉŚ™ equation to Malawi between 2024 and 2080. Starting with a Śpin of 1 and increasing by 1 each year up to 32 Śpins in 2055, it then sticks at Śpin 32 up to 2080. É starts at 90% and increases quickly and after 2032 is mostly at 99.5%.

TAB 3: H3) ŠÉŚ-v5 | S-World History 3d
A condensed version of History 3b used for videos 43a2 & 43a3

TAB 4: H3) Total Cash Flow & GDP
This tab captures the total cash flow from each year; 2024 to 2080, adds it up and discounts it, before multiplying by 100, for 100 countries using the system, and a figure of One Thousand, One Hundred and Sixty-Six Trillion US dollars.

TAB 5: H3) ŠÉŚv5 Jobs and Education 3
In this tab we look at the number of companies in the network, how much each earns, how much labour is paid, how many personnel there are, how many Paid**2**Learn places and how much each Paid**2**Learn member is paid.

TAB 6: Not That Complicated-Śpin 100
A theoretical example of one year at É 99 and Śpin 100. Turning $1 billion in cash flow into $62 billion in cash flow spent. (62x)

TAB 7: ŔÉŚ-v4 Man. 2024>80 Display
Presents the History 2 Simulation which includes trade. In this powerful History, Malawi goes from Zero to One per cent of GDP 29 years earlier. (By 2051, not 2080) and battles 15 years of hard recessions, but by adjusting É and Ś, this history increases cash flow every year. It also stops at 1 per cent of GDP, it could go on and on, but to put it simply, this would be greedy, it is unnecessary, and it would greatly affect the 100 countries plan if each of those hundred made money for sport. As Donella Meadows and Kate Raworth say; 'There has to be enough!'

TAB 8 & 9: The Sienna Equilibrium 1.06 and 1.07
Going back in time a few years, The Sienna Equilibrium spreadsheets were the system of working out the CFV (The David. A. Moss Cash Flow to GDP Variable). Which currently halves Cash Flow to work out GDP.

In the future, this system will work out how best to spend the B**2**B (Business to Business) cash flow, across the network, so that, after all the cash flow is spent it ends up there or thereabouts distributed evenly across the network, so everyone has pretty much what they started with minus ÉL (recycle-Éfficiency Leakage) plus ⌂ (The Suburb Sale) income x S-RES.

Chapter 1.2

Š-ŔÉŚ™ Financial Engineering

The Secret of a Booming Economy

In this chapter, we tell the Š-ŔÉŚ™ Financial Engineering story, which ends up with a network of 100 Grand Śpin Networks spending **$1,166 trillion between 2024 and 2080**. This is very powerful economics and not least because most of this growth occurs in poor countries like Malawi, on which this prototype is created. And as a part of this process, Grand Śpin Networks (which are; Cities, Industry, Businesses and Education) are created in less than Net-Zero, and in the case of Malawi, its dynamic comparative advantage is to create Net-Zero industry and goods, to assist Africa in it's Net-Zero ambitions, which right now are limited.

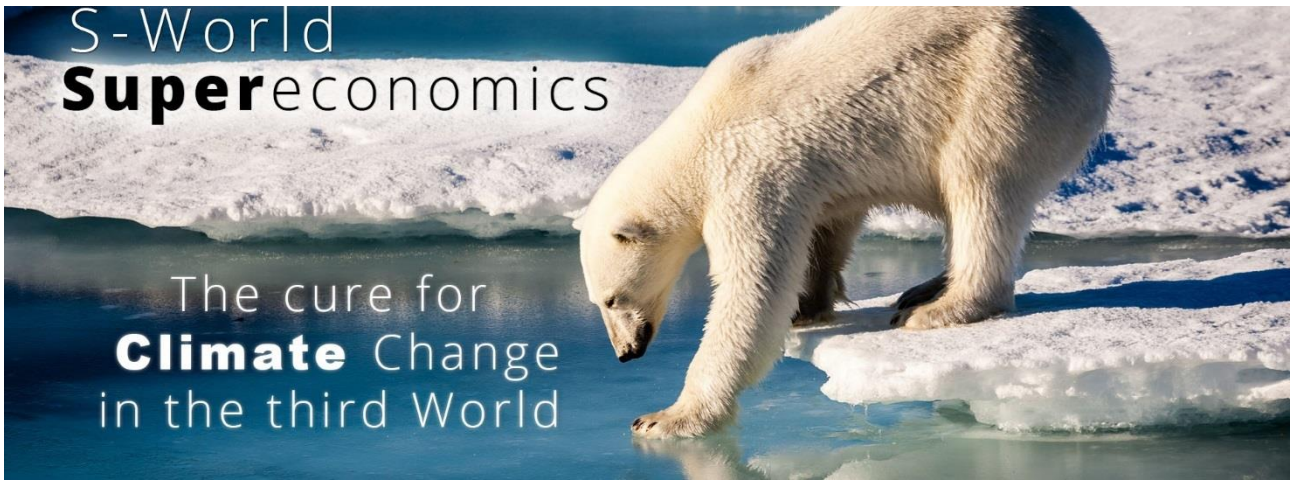
With Net-Zero in mind, Supereconomics Book 3: Sixty-Four Reasons Why presents; The Elephant in The Room: **Will the poorest 100 countries burn more and more carbon as they catch up with the West?** The market says yes unless something can be done about it. So, the Malawi Network seeks to make Net Zero options for the African market that are less expensive than fossil fuel methods.

This will be Malawi's dynamic comparative advantage, but it's important to note that the Malawi Networks biggest market by far is the Malawi Network itself. The S-World Network in Malawi needs not sell a single item outside the Malawi network for it to be successful.

In addition to the Net-Zero (or less than zero) ambitions, this plan is 'super' because we see the monopoly rents accrued are ingeniously spent in such a way that about 75% to 100% of all that money affords one or other Special Project.

There are 64 (Now 74) special projects so far in ecology, philanthropy, education, science and other areas. Hence the name of Supereconomic book 3; Sixty-Four Reasons Why. Each special project is a reason why this is a good thing.

Lastly, for every poor person who dreams of escaping to the West or other rich countries, S-World Grand Śpin Networks have all that one should want, and will create jobs, housing, education for billions of people, and will put a stop to economic immigration, indeed we may even reverse it, as Westerners wish to work and live in the new African, European, Asian and Latin America based Grand Śpin Network economies.



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

Chapter 1.3

Š-ŔÉŚ™ SUPERECONOMICS

In One Page. (The Monopoly Equation)

- Starting with; $1 billion, a network of businesses spends that $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 Śpin) 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 billion. 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 million equals $2,439 million in cash flow, and Śpin 4 adds $656.1 million equals $3.090 million in cash flow.
- Hypothetically; with careful planning, it is possible to increase É to 99% and Śpin to 100. (See Tab 6. 'Not That Complicated-Śpin 100'). This time starting in year one with $1 billion, we can generate $62.76 billion in cash flow using these settings.

To facilitate we need 4 actions;

1. Businesses mostly buy from other business in the network, this is marshalled by the TBS™ (Total Business Systems) controlling the pricing, supply and demand of all business transactions.
2. Companies must make goods and provide services on time - Well Before Time Production (facilitated by the ten technologies.)
3. Labour are mostly paid in Network Credits so most of labours spending is with one network vendor or another.
4. The government are to be paid in output; in place of standard tax, we propose Tax Symmetry. In the beginning, the government chooses 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.

The most sophisticated scenarios we have so far are 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.

Chapter 1.4

The Š-ŔÉŠ™ Calculator

(2024)

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 what we call; the Š-ŔÉŠ™ Calculator.

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 2024, of which 90% of cash flow is spent with companies in the same network and remains in the network as Šavings the following year.

Ŕevenue + Šavings	É	Cash Flow	Śpin	Days	Spend By
$ 6,317,750,000	90.00%	$ 5,685,975,000	1	366	31 Dec 2024

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			

In the previous spreadsheet, 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

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 leakage, and 90% remains in the network bank, spread among 2,048 different companies.

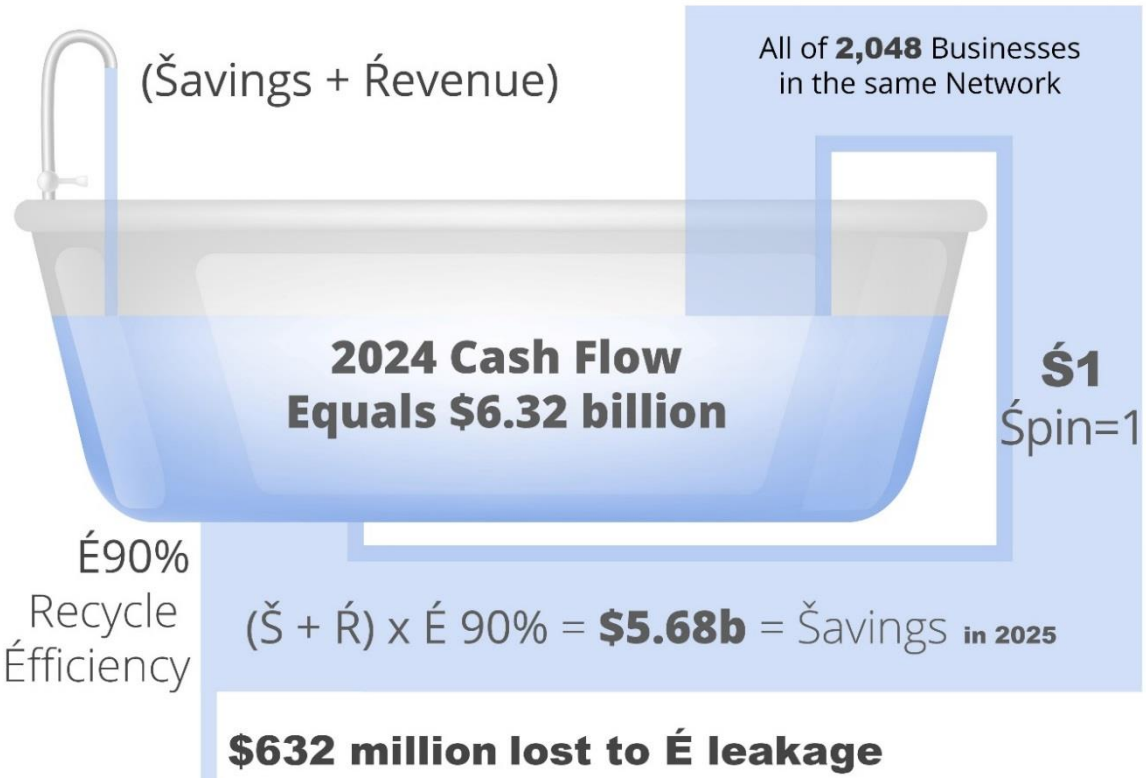
Key principle 2

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 on the next page in the 'bathtub system graphic' 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 – written; '⌂≥ÉL ', then the system is in profit. This profit at the end of 2024 becomes Šavings which turns into cash flow in 2025 shared by the now 4096 different companies. (Double the amount of complies from 2024)

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



(2025)

Š-ŔÉŚ™ Malawi GŚN - History 3

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 has appeared below it, this is a new row of Śpin - Śpin 2. This becomes more and more obvious as we continue. This new row is, the 91% of cash flow, that was recycled from the initial spending, it starts on 11th July 2025 and is spent by the end of the year.

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	31 Dec 2026
Year's Cash Flow	YCF:	$ 14,894,843,486			
	CFV:	50%		In Discounted GDP	
Year's GDP		$ 7,447,421,743	98%	$ 7,298,473,308	
	GS:	75.00%			
Gov Spending		$ 11,171,132,615			
	LR:	25%			
Labour Receives		$ 3,723,710,872			
Social Housing Villas Built:		6,238			
		174%			

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

Increase to money supply

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

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.

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

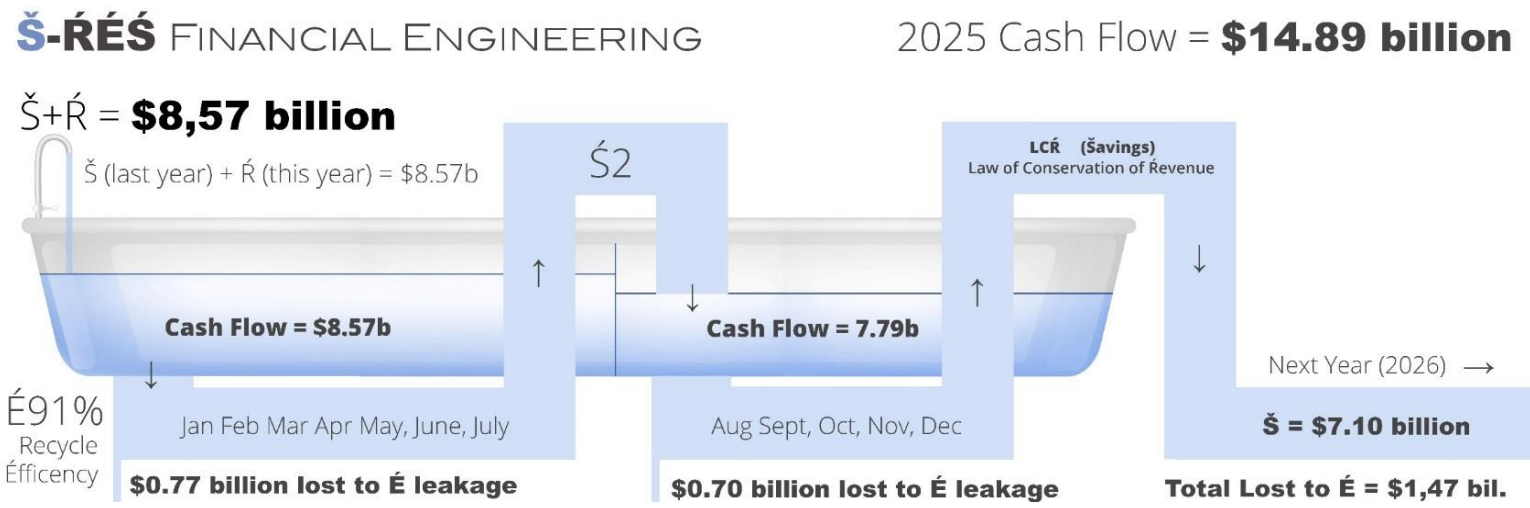
This time when we calculate the Year's Cash Flow, we count the cash flow from both Śpin 1 ($7.80 billion) and Śpin 2 ($7.10 billion) which equals $14.90 billion.

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).

Further, note that we can increase cash flow per company by making fewer new companies.

Š-ŔÉŠ™ Bathroom Graphic 2 – 2025

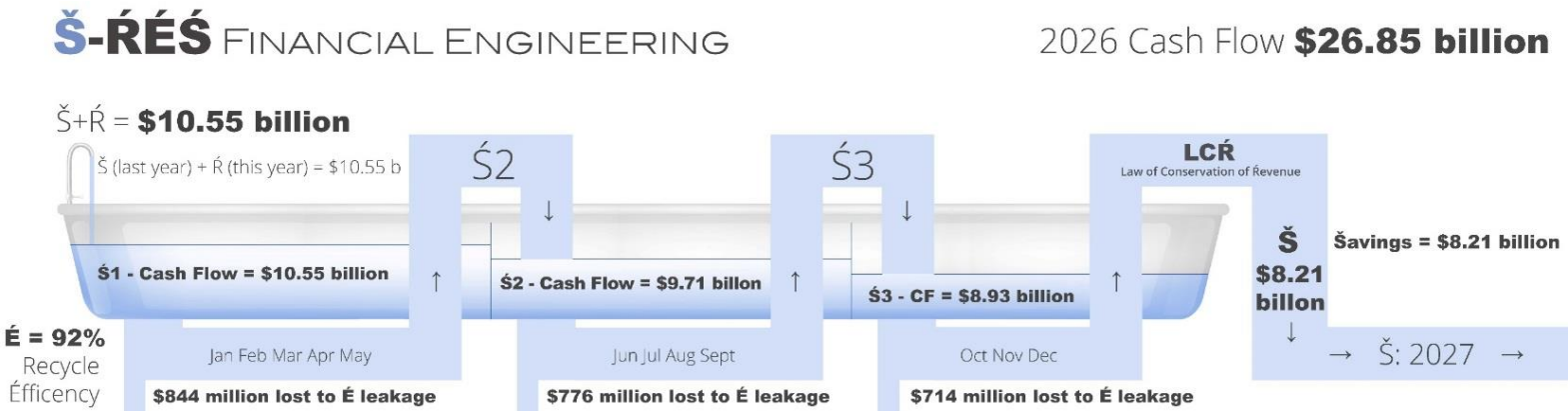
Below we see this magic as we increase from Śpin 1 to Śpin 2, so by the 11th of July, all the cash flow from all 4096 companies has been spent. We see this phenomenon below as the money starting with $8.57 billion which splits 9% to leakage and 91% back in the network bank. Then at Ś2 (Śpin2), it's doing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

Bathroom Graphic 3 **(2026)**

This year we move to Śpin 3 and the cash flow is 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 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 of businesses that year.



Below we see this on the spreadsheet. In 2026 we start with Ŕevenue + Šavings (in Red) at $10.55 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 Špin 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	Špin	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

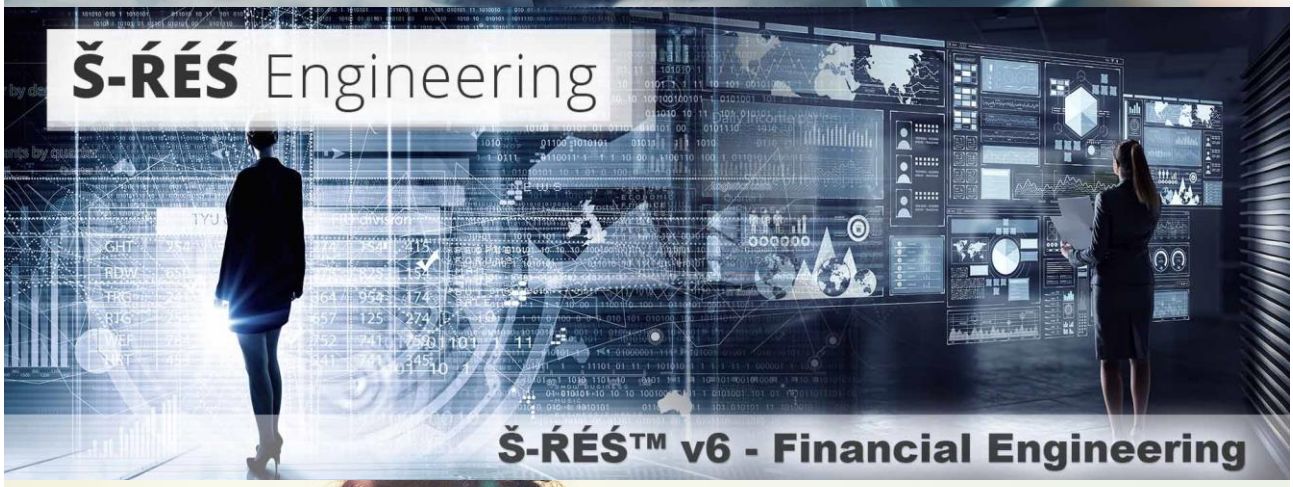
LCŔ - Šavings	$ 8,214,625,377	Becomes Next Year's	Cash Flow (2027)
LCŔ - The Law of Conservation of Revenue			

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


S-World Angelwing
Supereconomics ai
Combinatorial Explosion
High Complexity Science


Š-ŔÉŠ Engineering
Š-ŔÉŠ™ v6 - Financial Engineering


Š-ŔÉŠ™
Financial Engineering
How we do
The Most good


Tax Symmetry
SUPERECONOMICS: Tax Symmetry & S-World DCA™ Soft

Š-ŔÉŚ™ Calculator (2032)

In 2032 we have moved forward 8 years, each year adding a Śpin.

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-ŔÉŚ™ 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%		In Discounted GDP
Year's GDP		$ 53,097,385,513	70%	$ 37,168,169,859
	GS:	75.00%		
Gov Spending		$ 79,646,078,269		
	LR:	25%		
Labour Receives		$ 26,548,692,756		
Social Housing Villas Built:		100,288		
		856%	Increase to money supply	

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			

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 to 97.5% we change the 'Years Cash Flow' to $98.57 billion, and at 95% we change years cash flow to $87.14 billion which is still respectable considering we started with just $6.32 in 2024. 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
Paid**2**Learn: 15,728,640
Social Housing Villas Built: 10,134,947

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

In 2080 (also known as Angel City 5) 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. Which we then divide in half to account for what has become known as 'the David A. Moss Cash Flow to GDP Variable', written 'CFV' leaving $4,102,041,241,761. ***(If we don't need to add the CFV, we double everything. So, in place of 10 million villas we have 20 million.)***

Even so, for this number '$4,102,041,241,761' to have any meaning we need to discount it to today's value. We do this by going back to tab; *H3) ŠÉŚ-v5 | S-World History 3b* and changing the 4 growth settings on row 8; columns E, F, G & M to 100%. This changes the inflated growth back to zero growth and today's money.

Discounting	
Go to: H3) ŠÉŚ-v5 | S-World History 3b	
And set 4 Growth Settings to 100%	
GDP Usual Growth	$ 4,102,041,241,761
GDP No Growth	$ 323,410,960,392
	7.88%

What is important, is not only the GDP, it is the 10 million villas built, the 10 million good jobs, and 15 million Paid**2**Learn positions.

These figures allowed me to see that this system could work in South Africa. Because any system that can provide quality housing to 30 or 40 million SA citizens, 10 million jobs, and 15 million educational positions is worth the potential push back from business about Tax Symmetry.

Chapter 1.5

Cash Flow and GDP FROM 2024 TO 2080

Now please look at 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 we turn the 4 growth variables to 100% (for zero growth) and get the result of $23.32 trillion.
16.6% of the $140.4 trillion US dollars equals $23.32 trillion in Š-ŔÉŚ™ discounted cash flow.

	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.
The Cost of all Home's Method

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

And the World Bank Method

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

Both are given more detail in Chapter 2. Addendums.

Chapter 1.6

The 100 Club 2024 to 2080

100 Countries, States, Provinces and Counties

COPIED NEXT Page

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 100 Countries 2024 to 2080

100 Countries, States, Provinces and Counties

Theoretically, we are allowed to create 100 Grand Śpin Networks in 100 countries because there are only token trade figures 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.

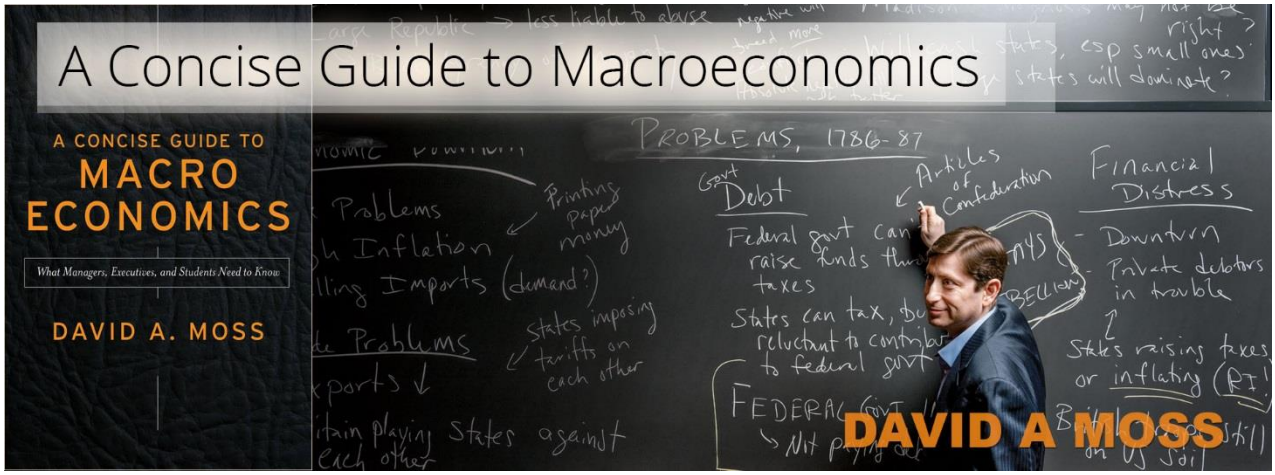
If each country, state, province can attract 3 Suburb Sale buyers (in 2024, 2032, and 2048), they can have a result similar to the one shown before. Trillions not billions.

100 Suburb sales this decade, may sound like a lot at $1 billion a year plus 5% annual growth, but given the returns, 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 such an investment exceeds 300.

(Technical note, growth should lower to the global growth of 2.5% for the City Suburbs after 2048).

Once the theory has been modelled and then shown to work, everyone will want to get in on it, every country, every company, every financial expert, hedge fund, VC, Sovereign Wealth Fund, and banks in general, all are going to want in on the deal

This phenomenon was also introduced by David A Moss in; A Concise Guide to Economics in chapter 3: Expectations.



"A final topic of great importance in macroeconomics is expectations. Expectations about the future play a pivotal role in every market economy, influencing, in one way or another, nearly every economic transaction and decision. As we have seen expectations can drive an entire economy in one direction or another and can even become self-fulfilling."

The primary systems for leveraging expectations in S-World are S-World Film and the S-World UCS™ 87 Quintillion Histories, see tab '87 Quintillion Histories.' This is the story for Supereconomics book 4. 10x Our Future which drills down the details for technologies five; S-World VSN™ which creates the visual framework and virtual world, and six; S-World UCS™ which creates tutorials, educates and most importantly gamify the network. The most advanced system so far is the 87 Quintillion Histories, you can see the begging of the software in a very basic form at http://www.supereconomics.ai/UCS.

Chapter 1.7

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 Supereconomic 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-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	16.6%	$ 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

Part 2

Š-ŔÉŚ™

ADDENDUMS AND

Key Features

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10. The TBS™ AE (Aid Efficiency)

11 Discounting (Correct place?)

12. What cities need right now are big plans, and Big Plans Must be Simple

11. Paid**2**Learn

Chapter 2.1

Inflation AND CURRENCY

At a glance, anyone, with some knowledge of economics or trade will immediately scream, no-no-no this will cause massive inflation for Malawi, like Zimbabwe in 2007.

This would be a very good reason why Š-ŔÉŚ™ could not work if we were spending money in Malawian Kwacha. However, we are not using the Malawian Kwacha, instead, we work in foreign currencies and for now the US dollar, some physical cash but mostly US bonds, on display in some way for everyone to see we have the money and bonds in reserve that we say we do. We have to consider the US and global inflation may rise a few percent, but much of that inflation will be counterbalanced by the bond yield.

In tandem with the use of USD relative to inflation, because of the Ten Technologies (see book 1) we have complete control over the network's finances and will target a 1% cheaper price per year. This point cannot be underestimated, technology 2 the S-World TBS™ – Total Business Systems, component the TFS – Total Financial Systems, creates 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 during the first decade.

Given all the tools available, on top of what governments already use today, such as Fractional Reserve Lending (otherwise known within S-World as the RRT Rate), MMT, Seigniorage, Quantitative Easing, Derivative Trading and Manipulation of Interest Rates, **by using Š-ŔÉŚ™ S-World can be last great mover in the world of financial engineering and economics.** Ready to smash all growth records, done responsibly, **creating mostly inner-Malawi Constructive GDP**, and as a whole will be Net-Zero. (Constructive GDP is GDP that does not harm the planet or its people)

So, when it comes to inflation, for the first decade Malawi Network goods are targeted to decrease in price at about 1% a year relative to western countries, while at the same time, more and more money floods into the network economy. Usually, such floods themselves are the reason for inflation – too many dollars chasing ever fewer goods, tends to increase prices, but not when the prices and cost of labour are controlled by the Angelwing software, and the combinatorial explosion of the ten technologies.

As for the currency appreciation, the Malawian kwacha is set to rise, even if only a small percentage of Éfficiency Leakage (ÉL) enters the Malawian non-network economy, the long term prospects are just so well presented so that after Nobel winners in economics and physics

have failed to debunk the hypothesis, then, at that point, the Malawi kwacha will become an asset worth collecting. At this point, I must respect Paul Romer's advice and just save this is one for the experts; however, having had some time to consider I believe that this is an opportunity for Malawi to build significant monetary sovereignty for itself. When considered in tandem with Net-Zero-DCA software basic, Š-ŔÉŚ™ and ⌂≥É L I'm sure a sophisticated model can be made to make sure Malawi itself benefits. We need to take this opportunity to come up with a strong and successful appreciation of the Malawian kwacha, if nothing else this will greatly lower the interest Malawi pays on borrowing and open up more capital.

This is now in the land of pure economics and I must defer to the experts.

And the first names on the team sheet are Stephanie Kelton, Paul Romer, Joseph Stiglitz, and Richard H. Thaler.

Chapter 2.2

Power in the lands without Facebook

Behavioural Economics, Infrastructure, Solar Arrays, The 100 Million Missing Women, The Malawi World Cup Bid 2034 and Girl Power.

In 2017, within an early version of the book you are now reading called; A More Creative Capitalism, which was inspired by Bill Gates's 2007 Harvard Commencement Speech, I explored the costs of supplying enough electricity to Malawi so everyone could power a tablet computer, and we would also make and distribute the tablets, all paid for by the education budget, which is the largest of all departments at $4,88 trillion US dollars over 60 years. (See the last page of Book 3. 64 Reasons Why Basic - special project allocations). This budget includes the Piad**2**Learn initiative which enjoys 6.25% of all cash flow, and it includes the infrastructure necessary to provide, electricity, tablets – computers, and the Internet to all of Malawi's citizens. This is quite a challenge, but it's essential to the timeframe that we train the people we need. If we stick to the timeframe, that's more than 10 million job's and 15 million Paid**2**Learn trainee positions by 2080 (or 2051 if use History 2), all assisted greatly by S-World VSN™ Construct and VSN™ for Business.

Electricity

We can't do anything without the lights on, so putting power at the top of the list makes sense. Electricity accounts for about 75% of all GDP. Looking at Malawi right now, there's almost zero GDP being created. Malawi has the lowest GDP per capita in the world at between $250 to $500 per person, per year.

But in UCS History 3 we see Malawi go from zero to one per cent of GDP, and it starts with electricity. Look for the spreadsheet tab; **Solar in Malawi** on spreadsheet 8.44-(14thDec20)

On the graphic above, we see 16 large solar arrays (the numbers on the right 1 to 16 on the right), then each of those numbers is surrounded by 16 small arrays. Seen as the blue pins, (256 in all 16 x 16 = 256, so 256 small solar arrays, and from the 256 small arrays, each supplies power to Tesla Gigafactory lithium-ion battery seen as the green pins, 16 batteries per small array, for 4096 rural villages that can charge a laptop, tablet or phone. Distributed fairly evenly across the country.

Would cost about $1 billion for the arrays, plus batteries, plus infrastructure, plus sites ready and installation. But this page is not about such costs, we have Š-ŔÉŚ™, Net-Zero DCA, VSN™ Construct, UCS™ Hawthorne, The TBS™ and Tax Symmetry so whatever the price is, we just add it to the expenditure list, push Éfficiency and Śpin it.

Second-guessing a question on security, it is not enough for me to say that high on the list of reasons why I chose Malawi is the integrity of its people, however, because there will be 4096 batteries each worth far more than the average person receives in a year it's just too tempting a target. So I needed to make a plan for this, which unravelled as follows; The cost of long security would be high and it would create us and them culture, it would be like saying S-World would be saying; we don't trust the people.'

Of course, the central bank needs an initiative like special project 49. The Spartan Theory – Fort Malawi Garrison, which is a desire for about 10,000 special forces and airpower troops, tasked to fight against the ivory poachers, who would be based out of Fort Malawi, and in the middle of the garrison we find the bank, but as far as the lithium-ion batteries are conserved, we desire the local community to secure them. And this starts, quite simply by making a bunch of semi-professional football teams and end up with a bid to hold the World Cup in Malawi 2034. (or 2038)

It's not like we can go into Malawi and build and staff 4096 medical facilities, in the UK right now it looks like only half the people will take the COVID virus, due to fake news. And now we get to the title of this essay; 'Power in lands without Facebook'. On supplying power or just the internet to a land where they don't have roads in many palaces, Mark Zuckerberg has said that providing internet to the last 1 billion people on earth who do not have suitable infrastructure, is a very hard problem.

So what's the magic answer? Whatever it is, it would be a masterstroke of behavioral economics. And for this, we need to go back to the very, very beginning and The Spartan Theory, https://www.s-world.biz/TST/The_Spartan_Theory_in_retorospect.htm from 6th April 2011. And its component:

"The New 21st Century Economic Football Theory"

You can read the complete theory on the link, it's only 3 paragraphs, but what it boils down to is the big clubs and their owners creating Grand Śpin Networks, starting with their brand, and using the money for good. Like it's a PR exercise. Pretty much exactly what we have planned in Supereconomics 1 to 4.

Back to 2017 and the power, security and installation problem, I thought; why not make a soccer league, but instead of starting with 256 small arrays, and 4096 batteries, start with 64 small arrays, that would each become a football club in a 4 league structure similar to England. And below that 'National League' will be leagues organized around the (up to) 1024 Lithium-Ion battery locations. And over time we would create the structure for 64 professional established league cubs, 256 pro feeder league clubs, and 4096 semi-pro and other sports leagues, and over time upgrade Lithium-Ion battery locations to small solar array locations and small solar array locations to big solar array locations, and over the century, each of the 64 original football club towns become small and sometimes large Cities, all Grand Śpin Networks. The Grand Śpin Network is not an isolated development, a specific city, it is in essence, what they say in quantum theory; a superposition. But in place of many quantum states and thousands of trillions of particles at different energies, the S-World Supereconomics

superposition is thousands of trillions of dollars, many developments, many people, and many planetary improving special projects. That a Grand Śpin Network.

This story is being written as Part 7. The City.

In continuing the theme, I wish to present special projects 28. Behavioural Economics Systems, 52. Youth Projects, 53. The Malawi Football and other Sports Leagues, 54. The Malawi 2034 FIFA World Cup Bid to Richard H. Thaler, and additionally Special Project 76. Girl Power (Girls Win More) to Melinda Gates, Paul Collier, Esther Duflo, Abhijit Banerjee, Daron Acemoglu and James A. Robinson, and also Special Projects 40. S World Power, and 65. Going Nuclear to Bill Gates and lastly Special Project 70. Tesla Gigafactory to Elon Musk and Leonardo DiCaprio.

All the projects above are particular to this chapter, so what's it about? First, let's have a look at the Malawi Grand Śpin Network graphic:

Working from right to left, at the far right we see a map of Malawi and 16 different evenly spread locations identified and numbered. Each location was then assigned a $25 million solar array which lightly powered 40,000 homes x 16 locations = 640,000 x 4 people per home equals electricity for 2,560,000 people. In addition, indicted by the blue pins, around each location we find 16 smaller solar arrays for $40 million each powering 64,000 homes x 16 x 4 for a total of 4,096,000 people with power, add the two totals for 6,656,000 people with power,

16	Locations	16	
640,000		1,024,000	
4	People	4	
2,560,000		4,096,000	6,656,000

Then on the left of the graphic, we zoom into each of the green marker power arrays which are Tesla lithium-ion batteries that are transported from the green pin locations to the smaller rural villages across the country, sometimes delivered by the many hands of the team, so at least everyone has a way to power a laptop or mobile phone. So, if there are 4096 batteries, each must power 5000 devices and essential services like medical centres and schools, for another 20,480,000 people with basic energy. The total population of Malawi in 2018 was 18.14 million and maybe 25 million in ten years.

Below we see this idea ran out over seven years, increasing rightly in line with S-RES History 3, doubling each year for a full 4096 teams in 2030.

# of Teams		Cost of Team In One Year	Cost of Teams x # of Teams	Year
64	Teams	$ 2,500,000	160,000,000	2024
128	Teams	$ 2,500,000	320,000,000	2025
256	Teams	$ 2,500,000	640,000,000	2026
512	Teams	$ 2,500,000	1,280,000,000	2027
1,024	Teams	$ 2,500,000	2,560,000,000	2028
2,048	Teams	$ 2,500,000	5,120,000,000	2029
4,096	Teams	$ 2,500,000	10,240,000,000	2030

Ten billion a year in 2030, may sound rich, but in fact, it's really not, this is the exact sort of expense sheet we want to be offering to the Malawian government. All this money is in essence jobs, welfare and education, there is no profit for S-World here, S-World merely facilitates the exchange. All the money is spent on things that the government and people won't, so it's 100% Tax Symmetry. That's what we look for in special projects for them to be Tax Symmetrical.

This then becomes the base of the network, for every power-point, there will be an S-World presence, but not in the usual way, in place of medical centres, or schools, or services, village halls, or other each power-point begins its life as a football (soccer) club, that simply pays $1,000 (that's 3 times the average Malawians income) to 100 people, does not have to be soccer, can be martial arts, rugby, American football, baseball, cycling… but for now, I'll just say soccer clubs, and let's say 30 people per team, 30 women and 30 men, and 40 coaches, and other off-pitch personnel. For $100,000 a year, plus as much again for running costs and half as much again for youth teams. So, $250,000. And maybe a 2028 target might be 1024 teams, for $256,000,000 a year, which is allocated as Paid**2**Leran and is also added to by various special projects.

# of Teams		Cost of Team In One Year	Cost of Teams x # of Teams	Year
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128	Teams	$ 2,500,000	320,000,000	2025
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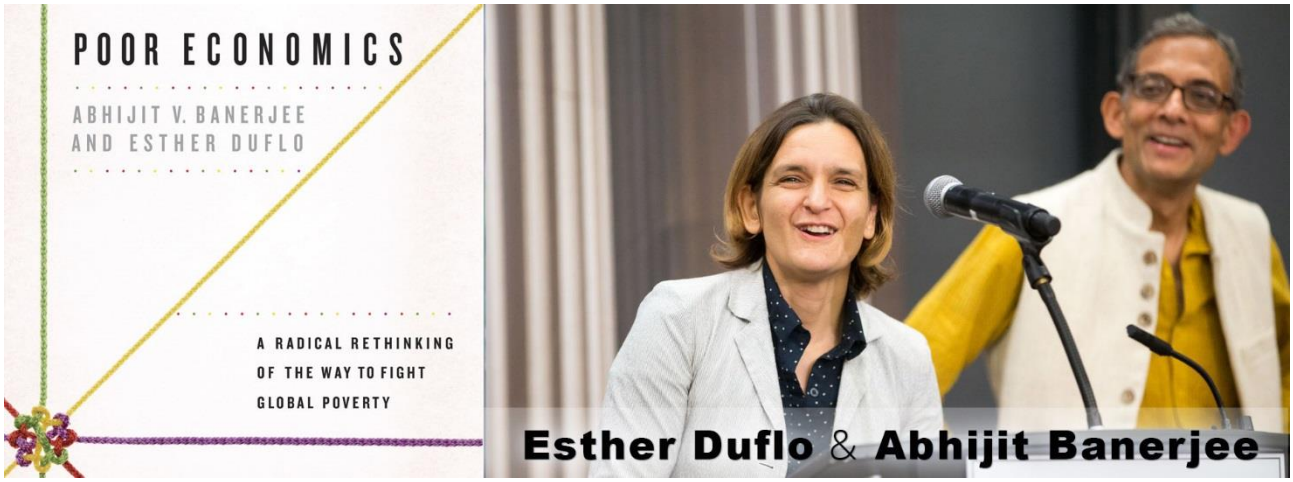
2,048	Teams	$ 2,500,000	5,120,000,000	2029
4,096	Teams	$ 2,500,000	10,240,000,000	2030

Creating soccer leagues is about distributing the Paid**2**Leran income, which is the equivalent of social security and education. This process will be like turning entropy into complexity, it's going to be messy in places, particularly at the begging, but what better way to start the Malawi Grand Śpin Network? And the infrastructure is easy enough, If it's a case of making the goalposts from a tree branch or playing beach soccer, that's ok, if there's a couple of Rhino sharing the field, that's ok too.

What is however important is the data on the players and the games, which we shall return to shortly.

Now we get to the magic, well at least I thought it was magic when I first thought of it. To set the screen let's go to the book Poor Economics whose authors by Abhijit Banerjee and Esther Duflo who won their Nobel Prizes in 2019. And this was the book they were known for. One relevant point;



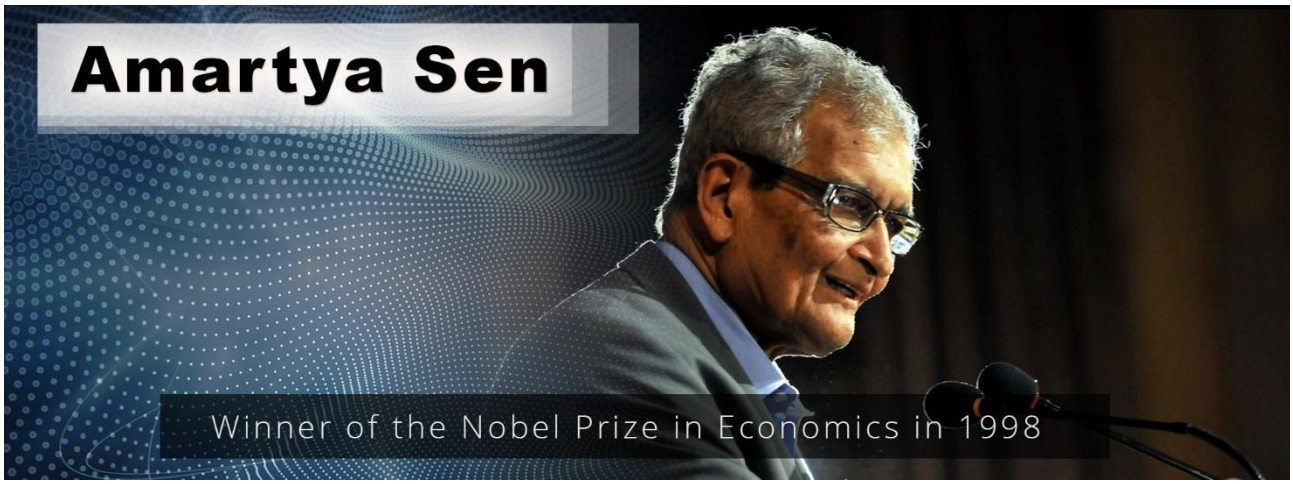
"Studies in India have made it clear that women leaders almost always make a difference. Furthermore, over time, women also appear to be doing more than men with the same limited budget and are reported to be less inclined to take bribes."

Esther and Abhijit's' book led me to the following by Indian economist Amartya Sen who was awarded his Nobel Memorial Prize in Economics in 1998:
https://www.nybooks.com/articles/1990/12/20/more-than-100-million-women-are-missing

> "It is often said that women make up a majority of the world's population. They do not. This mistaken belief is based on generalizing from the contemporary situation in Europe and North America, where the ratio of women to men is typically around 1.05 or 1.06, or higher. In South Asia, West Asia, and China, the ratio of women to men can be as low as 0.94, or

even lower, and it varies widely elsewhere in Asia, in Africa, and in Latin America. How can we understand and explain these differences, and react to them?"
Women outnumber men substantially in Europe, the US, and Japan, where, despite the persistence of various types of bias against women (men having distinct advantages in higher education, job specialization, and promotion to senior executive positions, for example), women suffer little discrimination in basic nutrition and health care.

To get an idea of the numbers of people involved, this amounts to 50 million "missing women," taking 1.05 as the benchmark ratio. When that number is added to those in South Asia, West Asia, and North Africa, a great many more than 100 million women are "missing." These numbers tell us, quietly, a terrible story of inequality and neglect leading to the excess mortality of women.



In Poor Economics we hear that the girls and women are missing from this earth because the economics of the rural village says girls are less valuable than men. At this point, (in 2017) I picked aside and started to look at how women and even more so girls' lives can be valued in the rural villages, and the answer was simple enough. I was already excited by the Paid**2**Learn initiative on soccer, and the best way to make the network ~~work for girls~~ was to get the 100 most fit and charismatic men and women from each village and create a local soccer league, continuing from the 2011 "The New 21st Century Economic Football Theory" https://www.s-world.biz/TST/The_Spartan_Theory_in_retorospect.htm but at the grassroots.

And the simple switch was to include a women's team and to pay the female players more than their male counterparts, and each win by a women's team to be pegged to prize money for this or that project in the village that was more than was won in the men's matches, and so, it is hoped that given the steaks, that the rural village will attend and support the match, we may even give Network Credits to the supporters, for sure, if we wanted, we can make

watching the matches count towards, the network credits paid to Paid**2**Learn trainees.

Why so much effort on a football match? This is because **I wish to develop a core and very popular base, in each location**. Same for S-World Film in a way, I learned the value of this in 1991, by choosing 100 or so charismatic attractive girls and guys and putting them on the guestlist for a new club, and within a few weeks caused the new club to be full to the rafters.

We will see more special projects focused on women, but by adding a law's, at this stage, that girls must win more than the boys, is a massive step, were going to pure economics here, girls don't make as much money as boys so their mothers kill them, quickly or slowly through forced miscarriage or malnutrition. But if the girls now are likely to make more than boys, then it's down to Adam Smith's invisible hand, congratulating the girls. Of course, we don't want the boys to be malnourished, and they won't have to be as the little spoken special project 44. S-World Food will address this.

In seeking a name for this new 'girls earn more than boys project,' I've had to go with the Spice Girls 'Girl Power.' So Special Project 76. Girl Power.

So we chose 16 teams in the same location, each has 100 personnel; players, coaches, doctors, and on and on and each member of personnel get $1,000 a year, which is 3 times more than average Malawian earns. For training, playing competitive football and attending to some tasks around the villages. So, in the first year (2024 or before), we pay $100,000 to the team, and maybe add the same for facilities, pitches, transport so $200,000 per rural village. Plus, (and this one is cute) the team will, as a part of the training, run or fast walk the S-World Tesla super batteries to the local villages that have no power. $200,000 x 64 districts are $12,800,000 a year, a drop in the ocean relative to the types of money we are discussing in Š-ŔÉŠ™ and The City ⌂.

So, there we have the funding for the soccer league, and we have 64 x 1,000 64,000 people enrolled in the Paid**2**Learn in year 1.

Football Manager

Another cute idea is in education and training for Malawians, is adapting the game Football Manager to include Malawi Network Leagues (which is easy) and adding different languages, not so easy but not that hard either.

The system teaches statistical analysis, math, team building, logistics, it focuses on the stats of each player, and these stats are adjusted every week, or so. The teams will become locally famous, like the Dillon Panthers in the movie and series Friday Night Lights. The same system could also teach English and other languages. It would not take an awful lot to create a new wing to the game to include Š-ŔÉŚ™ managed cash flows, that increase the financial status of all clubs. And back in the real world, this could be how clubs like Chelsea make money, as they are no longer allowed to accept financial gifts from owners.

This idea, the football leagues structure will sound new to most readers, but it's actually a founding principle, written in the first-ever S-World essay.

Go to Suburb Sale to Football Clubs and go back to The Spartan Theory on this.

This immediately rolled out to 64,000 people, and by 2080 we see about 10 million employed on much higher salaries and about 15 million people in Paid**2**Learn trainees, in many different industries.

FOOTNOTE:
When calculating the power per household, I've used about one-eighth of the average US consumer, houses will be the state of the art net-zero, there is less need for heating, but there is need for cooling which I guess balances out, but mainly were only powered in the first phase a tenth of the power that is currently used in the west. Unless, and here's the 'what do we

want' question thrown in at the end, just like the challenger sale recommends.

In the US typical household power consumption is about 11,700 kWh each year, in France, it is 6,400 kWh, in the UK it is 4,600 kWh and in China around 1,300 kWh.
The global average electricity consumption for households with electricity was roughly 3,500 kWh in 2012

And this question is also Special Project 65. Going Nuclear? (For Bill Gates and William Nordhaus)

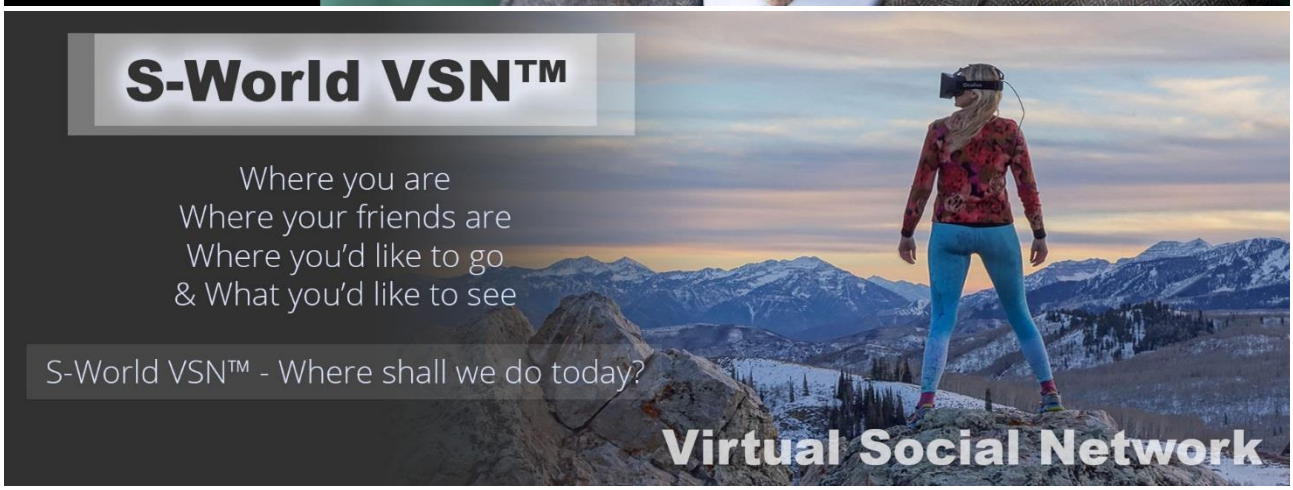
End of footnote.

Add Bill Nordhaus is my chosen approver of the basic idea
Add Girls to Boys stat is incorrect in sub-Saharan Africa.


William D. Nordhaus


The Gates Foundation
The Bill and Melinda Gates Foundation


JOSEPH E. STIGLITZ AND
BRUCE C. GREENWALD
CREATING
A LEARNING
SOCIETY
A New Approach to Growth,
Development, and Social Progress
Joseph Stiglitz


S-World VSN™
Where you are
Where your friends are
Where you'd like to go
& What you'd like to see
S-World VSN™ - Where shall we do today?
Virtual Social Network


Special Projects


Internet & the Training of Nations
S-World VSN
S-World VBN
S-World UCS


Network Cities


Infrastructure


5 Star Social Housing

Chapter 2.3

Is Śpun Cash Flow the same as Normal Cash Flow?

We come to a second part to this point later in The Sienna Eqialibrium later in part 3 of this book, for now;

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: in the year 2024 Given a working operation and the capital, can the 2,048 companies 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 later).

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.

Let's consider S-World UCS History 2, and further back the Paul Collier trade model, in which the network trades, like for like goods, so at the end of the year it has a trade balance of zero, the exports were exactly equal to the imports. In this case, the network can trade for the goods and materials etcetera, so it sells say lithium batteries at $10 million and buys the raw materials and services it needs for $10 million. Traditional comparative advantage is already advocating this. But the point is Śpun Cash Flow is used to produce the lithium batteries which are essentially swopped for the parts, materials and goods we need across the whole network. In this case, Śpun Cash Flow is the same as Normal Cash Flow? This then accounts for the highest factor of building a Grand Śpin Network, parts and raw materials.

Same for the second most expensive factor of building a Grand Śpin Network labour, who receive 25% of cash flow, which makes the lowest-paid work pay 10 and in some models 80 times the average Malawian Salary, sure you can only spend your Network Credits with network companies or personnel, but with 10 or 80 times the spending power, it's certainly a

deal I would take, indeed I'd bite your hand off for it.

The Basic Equity Structure

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.

POP

POP is cubic mathematics, described in several places, for now, relative to this page, POP is a rule/law that when the company reaches 'x' cash flow or gross profit, then all additional profits or cash flow fund the making of a new company (that is half or quarter owned by the company that made it.) This simple rule created S-World History 1, which took a prototype network company 'Villa Secrets' from zero to all of GDP by 2078. A big liberty is taken that lets Villa Secrets adapt its model to all industries (as we are doing) and we assume a three year take up before each company can create new ones each year, thereafter. See the video:

Śpun 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™ can 30x every single company in the network.

Far higher multiples apply to those who invest in the 10 technologies alongside the 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.

Chapter 2.4

Tax Symmetry and

Net-Zero DCA Software basic

In place of standard taxes, the government are paid in output, we do not pay $2 billion for the infrastructure we build $2 billion 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% to 100% of all cash flow is spent on creating special projects from Book 3. 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 generating more cash flow to be spent on projects on the government's list, such as 5-star social housing and infrastructure, solar arrays, schools, hospitals and so on.

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 3. 64 Reasons Why.

But paramount is the creation of the software that will allow us to allocate 75% to 100% of all cash flow on government (and the 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, maybe 100%. 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.' But in economics.

Chapter 2.5

Monetary Policy:

Š-ŔÉŠ™ versus FRL

(Fractional Reserve Lending).

At the heart of the matter; Š-ŔÉŠ™ 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 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.

But remember the deficit is also the income gained by whoever received it and their contribution to the economy. 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.
(Note both methods in the last paragraph may be the same method worded differently)

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 spend first then tax, 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-ŔÉŠ™** 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 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. We have seen S-World UCS™ History 3. Š-ŔÉŚ™ makes a similar achievement, a 2949% Increase to the money supply, and it is theoretically possible to 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-ŔÉŚ™ 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-ŔÉŚ™ 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.

Find and 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. 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, we address the Holy Grail of the republican party in an end to economic 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 pure 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.

Chapter 2.6

Monetary Policy 2:

MMT versus **LQG**

The frontier, this may be a wild goose chase, but we have tried this method many times before and most times eventually, found something of value.

The Sequencing of events in LQG creates what we experience as Time
until I listened to this I never really thought about the question; "What is time?"

The sequences of events in MMT state clearly that we should spend then tax
In Š-ŔÉŚ™ we spend then tax, labour is paid on 1st Jan and after spend, and after spends and pays tax, the difference here is that there are a fixed number of companies who trade in Network Credits, but it's rare not to find what you want within the 2048 companies in year 1, and even more so in 2025 with 4096 companies in the network all producing this or that, happily and well compenetrated.
Exactly where were going to end up with this line of enquiry is not certain at this time, all we have are two models that are in one way similar. But what is certain is that this line of enquiry has worked for us in the past, RES, for example, was first written about in relation to string theory, which is the better-known theory of quantum gravity. Albeit not as easy to follow.
See essay Chaos theory in Quantum Gravity, American butterfly A<>Bst

Part 3

Well before time
Production
(& UK Butterfly)

The TBS™
Total **Business Systems**
The TBS is how we achieve a high É
and the Ripple is Well Before Time Production

Featuring:
S-World TBS™ CC
The Company Controller

And introducing:
S-World VSN™ Construct
Virtual **Social Network**

+ S-World UCS™ Hawthorne
Gamifies and incentivises a standard office

+ QuESC
and Commanders Intent

Chapter 3.1

S-World VSN™ Virtual Social Network

WELL BEFORE TIME PRODUCTION

Includes UK Butterfly

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.

In my opinion, this part of the book is the biggest single hurdle, sure, one may say that there maybe be some hard political hurdle's in the future, but as of now (9th Dec 2020), in terms of creating the supply train for the 2,048 companies in year one; 2024 (within the UCS™ simulation), I'd say that some companies are going to be late, and the ripple effect of that lateness is tantamount to the butterfly in Brazil causing a tornado in Texas.

The Butterfly Effect:

"Small differences in initial conditions can yield wildly different results in deterministic systems."

We discuss deterministic systems in Part 4 Determined Cash Flows.

I've always had this problem at the back of my mind, within my Malawi Network thought experiment, at high Śpin, but equally in the early years no matter what the Śpin. Especially with most companies being newly formed. Not all 2,048 companies are going to make everything on time, let alone be 'well before time'.

There are some obvious safeguards, to counteract this problem. In year one we shall work out the expected time it will take to make things and then double that time, so if we need the goods in 12 months (after the 1st Śpin), we will make them in 6 months, and deliver them early or store in the warehouses. Another initiative will be to see two or more different companies making the same goods, so if one falls behind, the others can take up the slack.

S-World UCS™ History 2. The Trade Model

Because of potential arguments about estimates of trade for History 3, there is no trade in History 3, save some token figures (less than 1% of the expected trade figures). Before History 3, came History 2 which did include trade. And as a result, plus a higher Śpin in years 1 to 10 history 2 increased cash flow every year including 15 years of 2 big recessions and one depression in which all trade stopped for a year, but just by adjusting É and Ś cash flow increased every single year, and we arrive at our target of 1% of Global GDP 29 years earlier in 2051.

A big incentive to every company and every staff member of any company is that if we include trade, and follow UCS History 2, in this environment we can add a rule that no company can trade (outside the network) until there are 6 months of stock ready for delivery in the warehouse. Once that is achieved the company can trade outside the Malawi Network. (remembering companies do not need to trade outside the network, because they share in the monopoly Ťender system rents.) More on this in Part 4. Determined Cash Flows.

Outside network trade (exports) is a massive advantage, each company is already in profit, all new money from exports (or sales to non-network Malawi add to the profit, most of which is reinvested in new subsidiary companies that will further increase the value of the investment, and each year after a new wave of new companies is created, each returning a dividend, this continues forever, this is the POP law, see complete book 3. Sixty-Four Reasons Why and https://www.angeltheory.org/book/2-2/the-flap-of-a-butterflys-wings.

Coordination is critical in our mission to deliver products and raw materials 'well before time.' At its heart, this coordination is managed by The TBS – Total Business Systems. And in this part of the book, we will be looking at the TBS before continuing the Well Before Time Production theme in Part 4. S-World VSN, which teaches and trains personnel in a completely unique way that may be a 10x improvement in recruitment and training.

But first, we need to cover some of the fundamentals of the TBS, in particular, the S-World CRM Nudge-AI, The TBS CC – Company Controller, and UCS Hawthorne, which turns it all into a game, upon which those that perform well will see a greater income.

Quite by chance In the first draft of this chapter at this point, we jumped from Malawi to the UK, and then the USA. Because these countries are set up to be able to apply S-RES to capital as soon as the software is written. In the UK there are no problems with infrastructure, there is a steady supply of electricity and you can buy almost anything you want to at a reasonable price. This is the perfect environment for the TBS that was initially created for the real estate and travel industries but works for most industries.

Chapter 3.2

WELL BEFORE TIME PRODUCTION

The S-World TBS™ PART 1 (set up)

In 2017 the TBS presented 90 software and personnel systems, that either make money, saved money, or avoided landmines. We can see these 90 systems near the end of this article; network.villasecrets.com/the-secret/ch1/s-web-cms-framework-step-6-our-solution

Previously between 2014 & 2016 fifty or so different systems, from live chat operator/copywriter working US hours (a personnel system), to the live chat system they use (a software system), and originally the plan was to connect them all to each other and run the business that way, mostly connected by a truckload of API programming. But, it turned out that we could not do that, each individual piece of 3rd party software could cause a conflict with any another piece of 3rd party software, and even if you fixed everything, it could all fall apart by a software update, and customization was completely out the window. And adding more 3rd party software to S-World in the future would just mirror those problems all over again, every time we added new 3rd party software.

At the end of the day, this, many software systems idea was not the best way, not by far, and if I did not have 20 years experience (off and on) writing software system I would have probably just picked one system/company such as Salesforce, Zoho or maybe Microsoft Dynamics.

All this happened around the same time as I was learning that we needed to work mobile-first. And at some point, it just clicked that we must write the software and the web framework as one single system, and code each one of the 90 or (now in 2021) closer to 200 features/systems that I wanted to add, from scratch. And so, began the five-year journey to the

system we have today. This is still not complete, but if you wanted to start a business in vacation rentals, real estate or travel, the system at least ensures that if you do a Google Ads campaign, or other high ROI marketing, an inexperienced CEO or sales star can make a profit. That's what none of the other systems can do, in fact, they don't even get close to ensuring a profit, they have no stock for you to sell, and they are not going to buy from you. S-World and S-Web have at least got the profit right. Where we are right now witting the essential TBS admin systems, needs work, but what's the point in having a system with good admin, if you not making sales for it to process? So we went for making sure the users were profitable first.

Most of what we see on http://network.villasecrets.com is work in the development queue, but none of it is challenging, apart from patents. It looks like almost every possible thing that can be made in CRM's has been patented at one point or another, competitor, entrepreneurs, and patent factories, where people just patent stuff, to litigate with. I really can't say if the most obvious ways of doing things are blocked by this or that patent. We hope to be working with Microsoft, Facebook and Google, and adapt their products, and plenty of equity has been put aside in exchange for patent use, in the standard model patent owning companies get 25% of equity, in exchange for patent and technical assistance (on-site training).

Chapter 3.3

Well before time Production

UK Butterfly (TBS UK™)

The TBS™ is how we achieve a high É (recycle-Éfficiency) And the ripple is Well Before Time production.

The TBS™ is a much easier thing to contemplate if one thinks about a UK model, where we start with a country with infrastructure, and many experienced and highly educated personnel available, particularly at this time (it's the 1st Jan 2021 today), with 1.7 million now jobless as a result of the COVID chaos. I can easily see a way to a UK Butterfly. The hard part is land, but if the UK can gain popular support for this program first from Sir Keir Starmer (because he is a good Stateman and typically it is the lest that champion Antitrust) Labour then Rishi Sunak The Chancellor of the Exchequer (Because the government recently created $850 billion from quantitative easing, which was exactly the right things to do). The Greens, of course, got my vote last time around, and indeed all the other parties in the UK seeking broad support across the political landscape, then some rezoning of farmland, or other would help, but it's possible to go up and down. Given 1 square mile, 30 stories below the earth and 20 stories above, gives 50 square miles, more than enough space. This would create a genuine 'wonder.'

A UK Grand Śpin Network could spring up in a matter of 6 months, and be spread across the UK but, ideally, as much as we can, developed in the poorer regions of the UK. We would quickly develop S-RES and if we can get the É right at about 97.5% we could apply a Śpin of 10 in just a few years and reach Śpin 32 before 2030. And that's all the UK needs. We have already heard the figures from the Malawi Grand Śpin Network; indeed, this entire book is about those figures. But in case one has jumped straight into part 3 of the book, from 100 third world (developing) countries(like Malawi) between now and 2080 the figure is $1,166 trillion (discounted)

However, the simplest comparison is the percentage of GDP, the Malawi History 2 got from Zero to One per cent by 2051. For the UK an additional 1 per cent of GDP added to Global GDP figures. Actually, I'd better explain this; because the GDP created in the location of the network (in this example the UK) is creating new abundance, we are not following the Pareto efficient zero-sum-game where the UK gains 1 per cent of GDP, and another country loses 1 per cent, rather we are increasing global GDP by one per cent. 101%

Before we look at the how of things, a little further explanation on the act of adding 1 per cent of GDP, and the notion from Kate Raworth and Donella Meadows' **'There has to be enough,'** a subject that I recently discussed with my father, who can on occasion be rather pessimistic. If Global GDP in 2020 was ninety trillion USD, one per cent is 0.9 trillion USD. So, UK Butterfly would be created around increasing UK output by 0.9 trillion USD. Within a handful or maybe a dozen years. With construction being a major factor.

The 10 million homes achieved in the Malawi simulation were a good excuse for a South African butterfly and are equally desired (by some) in the UK. But no way says Dad, that would turn every town in the UK into Croydon, which is very built up, with little regard to good architecture or aesthetics. In reply, I said, no it would be much more like Bantry Bay (in Cape Town). To which Dad said No way, the new developments are going to look like Bantry Bay!

Then I explained the advantage of S-RES increasing the money supply by as much as 3000%. In this world, in place of say $100,000 being spent on each property, (which would buy you the cheapest house you can construct), the build cost would be closer to $750,000 per house. Note that in the Malawi Model the build costs are $250,000 but PPP is about 3:1 so $250,000 in Malawi cost per home is $750,000. And $750,000 is enough to build a Stefan Antoni class villa. And when we have also used the VSN construct technology, and all the advantages of the network, including of course the TBS, then that $750,000 is going to seem more like an average build cost of $1.5 million, per home.

At which point the conversion turned away from the Croydon problem of architecture, to the cost to the environment of making the villas. So, I explained that in all likelihood of the $1.5 million cost per home, half of that cost will be in making the town Net-Zero and only extracting things that are not scarce recourses. Maybe the materials in a standard brick cost $1 per brick, but for $2 per brick, one can be made from a material in abundance. That does not harm the environment. So now we much halve our build cost to afford only materials that are in abundance, so we're back at $750,000 build cost (all materials are green, all projects are Net-Zero.

In the next part of this book, Part 4. S-World VSN we will present the way the Suburbs are designed, in perfect detail, so creating a Bantry Bay, in place of a Croydon for sure.

A previous round on this had seen my notion that we don't need any affordable homes in the UK, not one, we need the highest quality housing we can create. The logic here is that if we build very expensive suburbs, people will move out of current cities and town's into the new 'Bantry Bay' like suburbs, leaving their houses behind, and those left behind houses are used to accommodate whoever was on the list for the affordable housing.

In addition, all the S-World personnel get the new homes, and this would roll out over 30 years, and maybe 10 million is far more than is needed in the Malawi and South Africa model. Maybe 3 million in 10 years is a more palatable figure and is in line with the labour

government desired policy of 300,000 a year for 10 years https://www.theguardian.com/politics/2019/nov/20/labour-to-unveil-75bn-social-housing-plan-to-build-for-the-many which is budgeted at 75 billion pounds which is 102 billion US dollars.

The objective or at least one important objective is community and culture, making complete towns with no economic component (no jobs in or near the suburb) and filling them with the poorest people in the UK and immigrants, will create a very them-and-us culture. We want to see people from the currently rich areas moving into the new suburbs. We would see all immigrants employed at S-World and will be starting the paid**2**learn education/apprentice system applied to others.

But key in all this, these new towns and suburbs must be Net-Zero.

Remember over the next 10 or 20 years someone is going to build these 3 million homes, if not us then the alternative will not care so much about aesthetics or the environment, and the build cost will be substantially lower.

In Malawi for every square km of development, must be a square mile of poorly tended farmland, turned back into nature reserve in special project 6. Sienna's Forests. This is a good rule not only for the environment, but it's also good for the desirability of the S-World suburbs.

Of course, there's limited land in the UK, but quite possibly when we talk of a Suburb, as we do often in Malawi, a suburb could be, a sky scrapper. Or as mentioned earlier a one square mile plot dug 30 stories deep and 20 stories high, full of parks and golf courses. Where some floors are 50 meters high, with a giant stadium on the roof. Or one of a million other designs made by people using S-World VSN City.

Another model sees the suburb not at the centre of business, with business initially chosen to work from their existing facilities, this would roll out far quicker, and give a lot more choice in supply. It would be the Malawi Plan, but starting 10 or 20 years into it. Becoming productive straight away. Of course, there is the politics, but for now, we need to assume that somehow the government and opposition find a way to introduce Tax Symmetry.

~~With this introduction into UK Butterfly, lets now get back on point and describe what the TBS does to create 'Well Before Time Production;~~

Chapter 3.3b

Well before time Production

UK Butterfly (TBS UK)

I have just returned from a splendid walk to Ashtead Woods, these sessions are where ideas are incubated.
2nd January 2021

Ok, so in a less formal tone, I'm quite excited, I have been applying the Malawi Grand Śpin Network plan (Histories 2 and 3) to the UK. For those who have jumped into this section see Part 2. 'Tax Symmetry.' To summarize the government are paid in output. Instead of receiving $100 million in tax to build HS2 in Net-Zero, (which probably would not be enough), the Network builds HS2 in Net Zero for the government, and by extension for the people.

Let's add 3.5 million Villa Secrets 5.5-star grade villas, in place of the 3 million social housing projects. And let's jump to the end of Angel Theory/Supereconomics book 3. Sixty-Four Reasons Why, and the Special Project Allocations.
www.supereconomics.ai/supereconomics-3-part-5a-special-projects-1-to-33
www.supereconomics.ai/supereconomics-3-part-5b-special-projects-34-to-71
[NRB Make Special Project Allocations Page]
And say we're going to fund all of the above.
So HS2, 3.5 million villas, all of the special projects seen above and as many new projects again. Let's say the cost/value of all that is $300 billion, (but it could as easily be $500 billion.)

What happens next is we apply the Sienna Equilibrium, teamed with many physicists, mathematician and economist, who cleverly plot the spending of that 300 billion across all the companies so that at the end between 90% to 97.5% of all companies are buying from each other, and at the end of a round, the money in the network is roughly where it was when we started. Where after we apply Śpin and heat the economy up to 3000%. Where one has $1 billion, we now have $30 billion. This is what this whole book is about, see part 1.

Technology 8. Net Zero DCA Soft, (Dynamic Comparative Advantage Software) then creates a chessboard of sorts but much bigger, starting with 2,048 places to move to. Each of these places is a company, that receives a monopoly Ťender, and each supply costs and production data for Sienna Equilibrium and Net Zero DCA Soft then presents the government, and the people with an exact map of cash flow, and what is created.

Here we need to acknowledge and borrow a key idea behind MMT (Modern Monetary Theory) (See The Deficit Myth by Stephanie Kelton), because critical at this point is that we Spend First and Tax After. Even though our tax model will be complex, we do manage to Spend First and effectively tax after. Let's use the well-worn example of TWF, The Window Factory, our made-up/improvised building supply industry company. In the case of TWF, if we're accounting for 2022, TWF would know that in that year, they will receive about $3 million (using Malawi History 3) in cash flow. It's actually paid in Network Credits, but each credits a real dollar (or pound) stored in the central bank. See Chapter 2.3; Is Śpun Cash Flow the same as Normal Cash Flow?

The important point is that because the money is spent first, or maybe a better word is provided first, this economy can exist, without spending first, there is no cash flow for S-RES to increase.

The Sienna Equilibrium then mixes and matches and presents the government with the chessboard of 2048 companies all of which assist one project or another, that just by doing what they do create HS2, 2.5 million villas, and so far 76 different Special Projects, all operating at less than Net-Zero. Creating an improved version of what would have cost the government £300 billion.

The Windows Factory knows it has a Ťender for $3 million, its pays suppliers, per the best Sienna Equilibrium(which is itself very dynamic) and that's that. It pays labour (25% of cash flow in the Malawi History 3 model) and makes its goods well before time. They are delivered and TWF gets ready for the next payment of $3 million from S-World. Which is made at the end of a Śpin, which in History 3 was one year for the first session to supply 'x' windows. The following year this timetable was doubled and the Śpin cycle is half a year, to produce 'x' goods, and by 2050 were looking at increasing supply to 'x' every 11 days. But, in those 30 years, the company will have expanded, have a state-of-the-art factory, highly skilled labour, and is competitive in the outside network market, if this is allowed.

TWF is approximately owned 25% by the initial capital contributor (the Suburb Sale recipient), 25% by the patent owner, 25% by the initial staff and management, and 25% to be owned by future personnel. So, all the personnel are incentivised to do as good a job as possible.

But, without the TBS, this is just going to be like The Rebel Alliance, a ragtag bunch of mercenaries. But add the TBS and these rebels can form alliances and literally rewrite economics, and flourish like never before.

The TBS then is the software we have seen and will see more of, but also it applies the Sienna Equilibrium to the ten technologies and is a major factor in POP.

The TBS is the system that sets the prices for the entire network.

Before I elaborate let's consider how a company might be recruited, because, in this model, It will make sense, maybe half the time to choose existing companies to supply the materials, let's say it was RGW Windows in Cheltenham (made-up example) and after some vetting, they are one of a handful of companies who could do the job well. Let us also add that all the Nobel winning economists and other people in financial services, could not fault the project and it's being promoted as the next great change in economics. And because of the 64 Reasons Why many celebrities have signed up to S-World film and are promoting the venture.

Let's also say all main political parties agree in principle, you can pay tax in output and we will not bring any antitrust cases.

So, the opportunity of a lifetime, and all 5 companies we approach for TWF, will put a lot into bidding for the opportunity, and one of the main conditions is that the TBS must set the prices, within a pre-agreed scale.

So that's the main job of the TBS, to set prices. To do so the software the TFS Total Financial System must sync with a designated bank and the TWF must use that bank account.

Whether RGW Windows turns completely into a network company is not cemented but preferably all future operations of the company including the pre network business are absorbed into the network. However, I have first-hand experience of this becoming a game-changer, and deal-breaker, the pre network business of the company may still carry on. In which case a new company would be made, 25% owned by RGB Windows, in exchange for their patents and technical assistance (training)

Below we see this chessboard in its cubic environment that we call financial gravity;

THE MALAWI **Grand Śpin Network** 2025

64 Cube – Industries Map

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

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 1 THE WHAT). Each cube represents 64 companies in a network and receives 1.5625% of Š-ŔÉŚ™ cash flow.

Sunday, 3rd of January 2021

I reviewed the last two days work, and for what was essentially a rant, I am pleased, and spent today's walk and exercise session incubating the idea and I have two new ideas for UK Butterfly; National Assistance and the Street Sale.

So, I will present the train of thought (the thought experiment).
I was thinking about my oldest friend Davin Meer, who was in the RAF and my cycling friend from when I was eleven who is in the police. And my mind drifted to how useful it would be to have the army assist the process; in the same way, they now assist the COVID measures. But then I thought this is not what the Army or RAF personnel signed up for, and so it was a bad idea. But then I thought about Spartan Contracts and Paid**2**Learn and combined them into the

idea of National Assistance, which was initially National Service, where recruits sign up for a 4-year contract to provide National Assistance and to train for an S-World position. Maybe 2 days National Assistance and 3 Days Paid**2**Learn, with increased income for working evenings and weekends.

Paid**2**Learn is reasonably well presented in books 2 and 3 and will feature further in books 1 and 4. But the secret is in the name, as students are paid during their education, most of which will come from S-World VSN and can be learned from home.

For the National Service, I was thinking about the armed services, the police, firefighters, nurse's ambulance drivers and paramedics. Exactly how this will be facilitated is for others to work out, like many other projects, at this time S-World main contribution is the cash flow. Which is mostly paid out in Network Credits, so it's very important to provide 90% of what recruits want to spend their money on.

How many National Assistance places should we create?
Maybe 1 million, but at what salary? £29,762 a year says https://www.payscale.com/research/UK/Job=Police_Officer/Salary. So, the cost would be £29.7 billion a year. Plus, maybe £20,000 to facilitate so £50 billion a year.
But starting in year one with only a tenth of that so £5 billion in 2022, which as we have said must first be spent. ~~So, no S-RES increased cash flow. Thus this $5 billion must come from investment. And must be plotted of a UK version of the Malawi 64 Cube – Industries Map. Alongside all the other spending.~~

~~I will do this now but note this will change.~~
See Spreadsheet:
8.51--The UK-64-Cube--Industries-Map--(3rd-Jan-2021)
Tab: UK-64-Cube--Industries-Map

The UK 64 Cube – INDUSTRIES MAP.

Starting Conditions.
I have started to think about the initial investment needed and who will provide it, in Malawi Network History 3, we essentially start with about $6 billion in year 1. This is on top of set up costs, which I thought would be about 20 to 25 billion. Mostly spent on infrastructure and clean energy, which in the UK might well be a Bill Gates Nuclear power station, which ingeniously uses waste from standard nuclear reactors as its fuel. So, it is essentially cleaning making power from cleaning the world's nuclear waste. With this said I am asking Bill Melinda and William Nordhaus to verify this.

How much we need depends on how many times we spin (Ś) the money in 2022, and what is

the systems recycle efficiency (É). In History 3 Ś was one, and É was 90%. If we can push É to 97.5% and set Ś at 8 and start with a physical cash flow of £10 billion then we would create £71.5 billion in cash flow in the year 2022. And create savings of $8,166,518,037, so we need only find $2.1 billion in sales, aid or 'other' to answer ⌂≥É L. and start again in 2023 with more than £10 billion the following year, which may push itself up to Ś 12 or 14 even 16, and so creating more like £100 billion is cash flow in 2023.

Ŕevenue + Šavings	É	Cash Flow	Śpin	Days	Spend By
£ 10,000,000,000	97.50%	£ 9,750,000,000	1	50	19 February 2022
£ 9,750,000,000	97.50%	£ 9,506,250,000	2	49	09 April 2022
£ 9,506,250,000	97.50%	£ 9,268,593,750	3	47	26 May 2022
£ 9,268,593,750	97.50%	£ 9,036,878,906	4	46	11 July 2022
£ 9,036,878,906	97.50%	£ 8,810,956,934	5	45	25 August 2022
£ 8,810,956,934	97.50%	£ 8,590,683,010	6	44	08 October 2022
£ 8,590,683,010	97.50%	£ 8,375,915,935	7	43	20 November 2022
£ 8,375,915,935	97.50%	£ 8,166,518,037	8	42	01 January 2023
				365	
Year's Cash Flow		£ 71,505,796,572			365 Days in a Year
	CFV:	50%			
Year's GDP		£ 35,752,898,286			
	GS:	75%			
Gov Spending		£ 53,629,347,429			
	LR:	25%			
Labour Receives		£ 17,876,449,143			
		715%	Increase to money supply		
LCŔ		$ 8,166,518,037	ADDs TO NEXT YEAR		
The Law of Conservation of Revenue					

Now lest see how that 100 billion may be spent, with 64 different allocations of cash flow, each box worth £1.56 billion.
So, let's first add the National Assistance / Spartan Contracts / Paid2Learn, and give them 8 cubes, which is more than I suggested earlier.

Add The UK Butterfly 64 Cube
HS2 Emerges from the system, like time emerges in Quantum Mechanics (Everett Many Worlds Formulation) and in Loop Theory care of Carlo Rovelli

The UK 64 Cube – Industries Map.

Government Net-Zero Infrastructure	Government Net-Zero Infrastructure	Government Electronic Cars	Government Healthcare	HS2 High-Speed Railway	HS2 High-Speed Railway	HS2 High-Speed Railway	New Supermassive Aircraft Carrier
Gates Tech Nuclear Power Station	Gates Tech Nuclear Power Station	Government Properties Developed	Government Properties Developed	HS2 High-Speed Railway	HS2 High-Speed Railway	HS2 High-Speed Railway	New Supermassive Aircraft Carrier
Government Other	Government Other	Government University Suburbs	Government University Suburbs	**Tesla Gigafactory**	**Tesla Gigafactory**	**Tesla Factory**	**Tesla Factory**
Microsoft TBS™ & Network City	SpaceX: UCS™ & Network City	Facebook VSN™ & Network City	Google VSN™ & Driverless Cars	Angelwing Software Development	Angelwing Software Development	Susskind Boost & The Peet Tent	Susskind Boost & The Peet Tent
National Assistance (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	Healthcare Food and Fitness	Utilities Water, Electricity	The Arts Culture Apparel	Entertainment Fashion Sports Recreation
National Assistance (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	**National Assistance** (Paid**2**Learn)	Tesla Electronic Cars	Tesla Electronic Cars	Eating-Out Bars, Night Clubs	Internet, VSN™ UCS™ Mobile, Laptop & VR
Net-Zero Spartan Housing	Net-Zero Spartan Housing	The Street Sale	The Street Sale	VSN™ Virtual Education	Advancing Human Potential	S-World Water	Waste Disposal
Network City Infrastructure	Network City Infrastructure	Network City Real Estate	Network City Industry	Net-Zero Machinery Network City	Net-Zero Machinery Network City	Their Oceans Net-Zero Plastics	Their Oceans Net-Zero Plastics

Add some text on the UK 64 Cube…

Bouts of MMT Deficit Spending

My second walk of the day was in the dark, and I thought about inflations and currency appreciation, whatever we do will not have a big impact on inflation, relative to all GDP of more than a trillion an extra 100 billion would heat the economy, but as we have strict price controls the target is to improve the cost of living by 1% each year, so prices reduce by about 1% each year. What that will do to current inflation in the UK is a matter best left in the hands of economist. What I can say is that it is likely that the pound will strengthen, and that we could apply some bouts of MMT Deficit Spending, in the form of quantitative easing. And that that could be used to pay back the COVID debt. So, when I arrived home I did so with the words 'bouts of MMT Deficit Spending' repeated in my head. And hence this new session.
I looked to see how much the government had borrowed and came across
https://www.bbc.co.uk/news/business-50504151

In this article, it tells us that the UK gov has already performed quantitative easing to the tune

of £875bn, which is very cool of them. Read The Deficit Myth by Stephanie Kelton for the complete reason why this was a good idea, but the bottom line is this because the UK has monetary sovereignty, it can create its own money. Italy, Germany, France, Spain and most of the rest of Europe can't do this. This is why the Euro is a poverty trap for countries like Spain who can't lower their countries currency to be more competitive and can't perform quantitative easing to pay for the aftermath of COVID.

One can't do too much quantitative easing because the currency will devalue, and exports will increase in price. But you can do it in emergencies it seems. Because as far as I remember this did not even make the daily news cycle in the UK. (Probably did but was not a feature they repeated. And it's good they did not.)

But, if you include the S-World strategy at the price we presented, and do all the S-World Film stuff, plus VSN, UCS and family all increasing distribution and spreading the news positively then the pound is going to appreciate as investors see that in the future GDP per capita is going to increase, and so buy UK bonds, not US bonds. This will cause the UK currency to inflate, and the perfect measure to bring it back to today's value is bouts of MMT Deficit spending. (or more accurately put; more of MMT deficit spending.) And paying off the borrowed money deficit over the decade. Remember the key rule to MMT Deficit Spending is that it's ok, as long as inflation does not increase. And taking a look at inflation, it is actually lower than the bank of England wants it to be, so there really is no good argument for a lot more of it, S-World or no S-World we could make another £1 trillion and spend it on the recovery. Or (maybe) use that £1 trillion within the S-RES system and within a decade put a zero on the end of UK GDP figures, and afford all that everyone wants in a Net-Zero framework that as we know creates many special projects in science, technology, philanthropy, ecology and social systems, as internalities of the creation of a Grand Śpin Network.

The TBS™ is how we achieve a high É (recycle-Éfficiency) And the ripple is Well Before Time production.

It can be a government monopoly, so antitrust would not apply.

The TBS™ is how we achieve a high É (recycle-Éfficiency) And the ripple is Well Before Time production.

Chapter 3.4

WELL BEFORE TIME PRODUCTION

UK Butterfly – THE SIENNA EQUILIBRIUM

The TBS™ is how we achieve a high É

Labour moves to 50%

4th January 2021

Today began with a run-through of part 3 so far, not bad, but I realised that what is most likely the single most important point, once the basic math of S-RES is appreciated, is The Sienna Equilibrium. I believe this was first theorised in the middle of 2019; I will know for sure if I go through the older 51 versions of the main spreadsheet. Which yesterday was version 51 (8.51--The UK-64-Cube--Industries-Map--(3rd-Jan-2021).xlsx) and today is version 52 (8.52--Sienna-Equilibrium-Basic--(4th-Jan-2021).

So today I created a new version of the spreadsheet (#52) on the tab; Sienna Equilibrium Basic, which started with a refresh of the ~~original~~ fundamental Sienna Equilibrium tabs:
The Sienna Equilibrium 1.06
The Sienna Equilibrium 1.07

More on this tomorrow, something has just come up, for quite some time I have been interested in loop theory, and how it is emergent, and how it is causal.

This is important as it goes to the heart of the matter in the early days of writing with the set of 3 books in the American Butterfly story;
www.americanbutterfly.org

1. The Theory of Every Business
   www.americanbutterfly.org/pt1/The-Theory-of-Every-Business
2. Spiritually Inspired Software
   www.americanbutterfly.org/pt2/Spiritually-Inspired-Software
3. The Network on a String
   www.americanbutterfly.org/pt3/The-Network-on-a-String

   The ripple effects from a Successful S-World Grand Śpin Network simulation in Orlando Florida 2012, used to benefit the world. For more recent work see the complete Supereconomics book 3. Sixty-Four Reasons Why on Internalities and the $A^{st} <> B^{st}$

The name American Butterfly was for the USA (because they had the biggest economy and would create the biggest butterfly) and an economic butterfly effect was meant to convey a causal system.
And that's what it is today, except we started in Malawi and now have included this UK model and we are at the Sienna Equilibrium stage, which I believe will be the final stage of solo production, it's more causal than ever, so let's hear some of the scientific influences – Loop Quantum Gravity (LQG) systems that paint a deterministic picture of the universe at the quantum scale. (In other words, there are only so many particles, and whilst their complexity and number are unfathomably large, it is not infinite, there is a finite amount of stuff in the universe, which in technical terms is called quanta, and the quanta's arena is the Planck scale which is 0.000,000,000,000,000,000,000,000,000,000,016 meters.
Note that our 87 Quintillion simulates x a billion recorded points is
8,771,463,043,332,750,000,000,000,000,000
Which is not as big but is also an unfathomably large number, unless you are a particle physicist.

So for some time, I have had this picture of causality in my head at the heart of S-World, and over time the following books have assisted the causal process.

1. The Grand Design by Leonard Mlodinow and Stephen Hawking
2. A Brief History of Time
3. Seven Brief Lessons on Physics by Carlo Rovelli
4. Reality Is Not What It Seems by Carlo Rovelli
5. Quantum Space by Jim Baggott
6. Zero to One by Peter Thiel with Blake Masters
7. Something Deeply Hidden: by Sean Carroll
8. Complexity by M. Mitchel Waldrop
9. The Deficit Myth by Stephanie Kelton
10. The Order of Time by Carlo Rovelli
11. Three Roads to Quantum Gravity Lee Smolin

When I thought to make this list I was looking for the books exclusive to loop theory, and or the Many Worlds formulation of Quantum Mechanics, but as I went through the book names, and thought about them, they were all books on causality, even if this was not meant to have been by the ambition of the author.

An action that is designed to make a change in something else causes causality.

Anyway, the point I was trying to make was that I had wanted to go back through Carlo Rovelli and Sean Carroll's books looking specifically for the extracts on causality that I remember but did not make note of. Why I did not make a note is odd, because I took a lot of notes. However, as expected I found just the material, I was looking for in Lee Smolin's; Three Roads to Quantum Gravity. This was kind of ironic as he was originally my first physics anti-hero, to

James Gates whose tale of finding browser code in supersymmetry (the fabric of the universe) was exactly what I wanted to hear back then. In The 10th Isaac Asimov Annual Memorial Debate on The Theory of Everything, which caused me to look at Supersymmetry and super-string theory that ultimately helped lead to the name Supereconomics, and the idea of Tax Symmetry

So from Three Roads to Quantum Gravity by Lee Smolin here is a page or two on causality, which is the most approximate subject to link to creating a Sienna Equilibrium.

5th January 2021

Them and us, I have just been on a second run, in the freezing rain, because after, like now, I am very productive. But I have broken the law, new lockdown rules say one 1 exercise a day. Considering the Kay Burley and Dominic Cummings trips on the 'us-and-them' concept, I am classing myself as us, and everyone else on this planet is an us, but slowly as people read and muse over the theory us will get bigger and it will be very elite, the best of the best only thank you.
Further, the websites www.angeltheory.org and www.Supereconomics.ai have been online for a while now, if by the luck of Google someone reads them and wants to join in, I say hell year, I'm keen to talk with anyone, even if only a sounding board. If one reads this in the future and wonders if the offer is still there, just use the code word 'Good Hunting' (Katee Sackhoff - BSG). It will be good for the first 10 who use it.

I have today decided to continue this diarised style of writing, because it helps me stay on point, which is a massive accomplishment. Better than CC, should become a part of CC (TBS Company Controller) New feature, THE DIARY, which can use our S-Web Content Distribution System to share across the entire network.

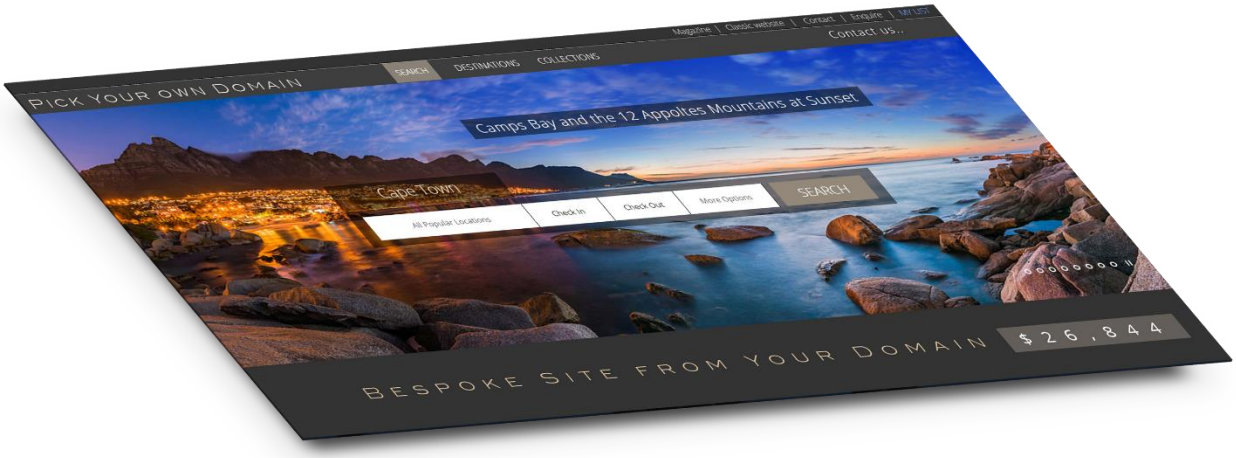
OK, so back to the Loop Quantum Gravity, and how General Relativity can adapt itself to changes … (Add the full quote)

I have to transcribe about 5 pages now, not fun, but someone has to do it. Maybe there's a PDF online. Nope, ☹. Ok, this is going to take a while.

Actually, before I do, I've wanted to add the most recent presentation to the micro-businesses and their personnel.

The Ten TECHNOLOGIES

1. **S-Web™**
   Makes websites that are better looking than most, with full CMSs for the owners to customize the website, performs social network (web 2.0) marketing and critically in testing, which goes back to 2004, with a spend of over $4000,000 created high ROI AdWords campaigns, where the website is made to make ads cheaper and appear at the top of searches.



   The first S-Web website www.CapeVillas.com was tested at the end of 2019 until COVID in March and for every R10,000 we spend, we made an income of about R40,000, not as good as the 6:1 ROI enjoyed 2004 to 2016, but 4:1 is still worth betting on.

2. **The TBS™ - Total Business Systems**
   Creates business software and logic systems. We don't see a lot of these systems as many are in development, but we can see, hidden in plain sight is the method for agents to find villas (via Nitro) and in the My-List My-Website function is a unique super-fast way of presenting villas to clients, especially useful if the client is using mobile.
   The TBS™ allows an inexperienced but good salesperson to sell like a pro, moving that 4:1 ROI higher still.

   The full plan as of 2017 was to create 90 different software and staffing systems all running at the same time, this meant writing every system from scratch, and is a process that will take years to complete, including networking to many portfolios of properties for vacation rentals and similar connections to luxury travel and accommodations across the globe. For more on these 90 systems see http://network.villasecrets.com/the-secret/ch1/s-web-cms-framework-step-6-our-solution

Since 2017 there has been a lot more work on TBS system designs and in particular the Company Controller, and specialization and scale economics. More on this in Supereconomics book 1. S-World, due in the Spring of 2021.

3. **S-World Villa Secrets** - The Real Estate Network

   Started in 2002, dominated the market from 2005 to 2011, Villa Secrets and its website www.CapeVillas.com has been strengthened by the 2017 book The Villa Secrets' Secret. See here http://network.villasecrets.com.

   Two years on the 2019 new mobile-first web framework www.CapeVillas.com was created and in 2020 several copies were made, ready for new businesses to adopt. Including www.capeluxuryvillas.com, www.luxuryvillasafrica.com, www.experienceafrica.com, and 12 others.

   In 2021 we will see the above and many other websites sold or given to high traffic producing companies under a commission share agreement. In particular, we are targeting the top real estate companies, presenting both the mandates section from the Villa Secrets' Secret http://network.villasecrets.com/the-secret/ch3/mandates-mandates-mandates plus the new 2021 Book Specialize and Scale, part of a significant venture capital project seen on www.supereconomics.ai and www.angeltheory.org

4. **S-World Film**

Pro videos and stills of villas and local experiences, artistic films, shown on our websites, YouTube and other mediums. Production of glossy magazines and hardcover books, particularly useful for mandate recruitment strategy, that sees key personnel hand-delivering books to the villas they want mandates on, with prizes of immediate website homepage placement and guaranteed entry in the next book, and for Stefan Antoni class villas the cover of books and magazines. Alongside the books come cheaper to post magazines, that are sent to villa rental clients.

The cost of our 2009 production was about $100,000. But thanks to a more targeted distribution strategy and quality short-run specialized printed in the UK the entire strategy both books and magazines can be run out from three thousand dollars.

Where after variations of the product but with a different order of villas and a different villa on the cover are made, to satisfy all the mandates recruited since the last magazine. At which point we are working with runs of only a dozen copies per villa mandate.

Who's does not know this? The client who may buy the villa, who may see a handful of different publications, in what we call the real estate agents pack, which is why real estate companies will want to work with us. This initiative is called Prestige Marketing, marketing the villa for sale, encouraging purchasers into thinking that this was a famous villa, when in fact it is only a famous marketing strategy.

Over time S-World Film is to be staffed by people in the film industry; director, editor, cameraman, presenters and models, all of whom become the hospitality and Super-Concierge. Super because in this case, the concierge department would be able to get a table in a booked restaurants and who would get invites to the villa and yacht parties and who would take clients mountain climbing to find the perfect spot for Yoga and who would put clients on guests lists, because of their 'locally famous' status.

Of course, this is too high an expense for any single vacation rental or real estate company to spend in one location, but our entire story is based on many different companies sharing resources and in this case, each company might afford one individual member of S-World Film and The Famous Concierge. So, with about 10 different companies involved from CapeVillas.com to Experience Africa will see a 10-woman strong film and concierge company. This can grow as the network does, it will not take long for there to be 100 companies and 100 personnel, most working from home or on location organized by the TBS CC (Company Controller).

5. **S-World VSN™**

   The creation of a Virtual Tour (3D photo enhanced animation, not a traditional virtual tour). For this, we are initially approaching Will Wright the creator of the games The SIMS and SimCity for the technology and the world's greatest modern architect Stefan Antoni to provide architectural features and interiors for the game/3D virtual tour; S-World VSN. Virtual Social Network.

6. S-World UCS™

S-World UCS™ is the gamification of the network, the simplest example of this is called S-Word UCS™ Hathorne. In which for all members of the team, from sales stars to video stars, see all their daily tasked given a score via their TBS CC The Company Controller.

And then – dum tee dum – half of the staff's income is paid out to the winners of the game, each day. Or maybe the top half of the team, as is illustrated in the graphic below.

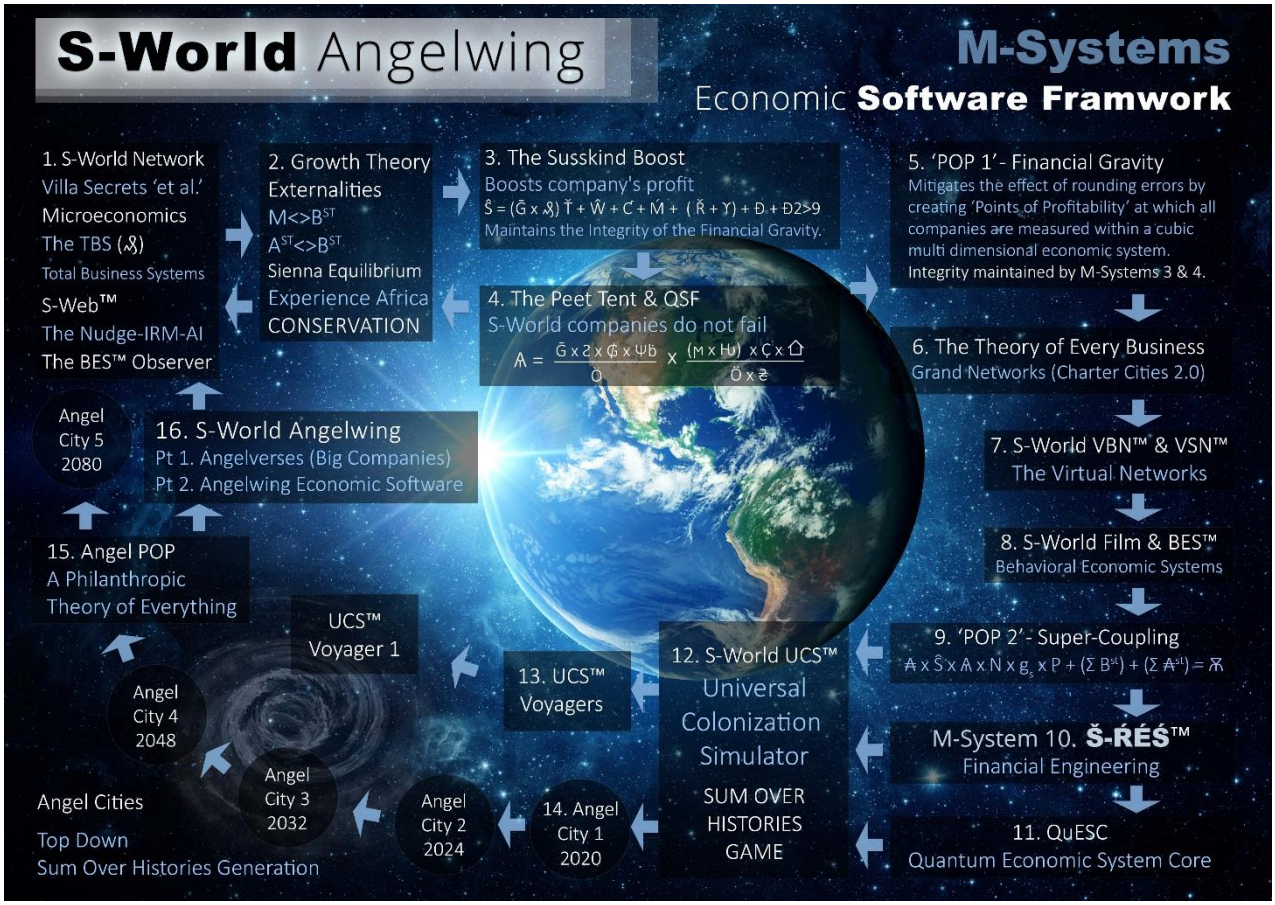
7. **S-RES**
   S-RES is economic software.
   www.Supereconomics.ai

8. **Net-Zero DCA Soft** is more economic software
   Net-Zero Dynamic Comparative Advantage Software

9. **Grand Śpin Networks**
   Large Scale Net-Zero Property Development Software and Systems

10. S-World Angelwing and the Supereconomics AI

The combination (The Combinatorial Explosion) of technologies 1 to 9



End of extract from the doc: About Cape Villas and Mandates for Ryan Condon - 1.04 (30th Dec 2020)

I may bring this in at the beginning or after Chapter 1 at least. I'm starting to think now of the summary S-RES Basic. 40 pages max to compliment Book 3 64 Reasons Why Basic

Now back to Three Roads to Quantum Gravity by Lee Smolin

10.10 London Time 7th January 2021

It took a while to write it up, and as usual, the act of writing it up helps crystalized the key points. I'm going to from it all in and summarize later.

Three Roads to Quantum Gravity

by Lee Smolin

Chapter 4.
The Universe is made of processes

What makes a story a story is the connections between the events, these may be made explicit but they often do not need to be, because we fill them in almost unconsciously, we can do that because we all believe that events in the past are to some extent the causes of events in the future.
We can debate to what extent a person is shaped by what happens to them, but we do not need to be devout determinists to have a practical and almost instinctive understanding of the importance of causality. It is this understanding of causality that makes stories so useful. 'Who did what to whom and when and why' is interesting because of what we know about the consequences of actions and events. Imagine what life would be like without causality – suppose that the history of the world were no more than random sets of events with no causal connections at all between them, things would just happen. Nothing would remain in place; furniture, houses, everything would just come into being and disappear, could you imagine what that would really be like? I can't, it is far too different from the world we live in. It is causality that gives our world its structure, that explains why this morning our chairs and tables are in the same place as we left them last night. And it is because of the overwhelming importance of causal relations in shaping our world, that stories are much more informative than descriptions.

So, it seems, there are two kinds of things in the world; there are objects like rocks and can openers, that simply are, that may be explained completely by a list of their properties. And then… there are things that can only be comprehended as processes that can only be explained by telling stories. For things of this second kind, a simple description never suffices, a story is the only adequate description of them because entities like people and cultures are not really things, they're processes, unfolding in time. (end at -25.28)

(return at -23.52
So what happens in a movie is that the real world of motion and change is recreated from a sequence of illusions, not the reverse.

We, humans, seem to be fascinated by our ability to hold back change for long periods of time,

this may be why painting and sculpture are so fascinating, and so valuable, for they offer the illusion of time stopped. But time cannot be stopped, a marble sculpture may look the same from day to day, but it is not, each day the surface becomes a little different as the marble interacts with the air. As the Florentines have learned only too well from the damage wrought to their heritage by pollution, marble is not an inert thing, it is a process, all the skill of the artist, cannot turn a process into a thing, for there are no things only processes that appear to change slowly on our human time scale. Even objects that seem not to change like rocks and can openers have stories, it is just that the time scale over which they change significantly is longer than for most other things. Geologists and cultural historians are very interested in narrating the story of ricks and can openers,

So there are not really two categories of things in the world; objects and processes, there are only relatively fast processes and relatively slow processes, and whether it is a short story, or a long story, the only kind of explanation of a process that is truly adequate is a story.

The illusion that the world consist of objects is behind many of the constructs of classical science. Supposing one wants to describe a particular elementary particle, say a proton. In Newtonian mode of description, one would describe what it is at a particular moment in time – where it is located in space, what its mass and electric charge are and so forth, **this is called describing the state of the particle**. Time is nowhere in this description; it is indeed an optional part of the Newtonian world. Once one has adequately described how something is, one then turns on time, and describes how it changes, to test a theory one makes a series of measurements, each measurement is supposed to reveal the state of the particle frozen at some moment of time, a series of measurements is like a series of movie stills, there all frozen moments. The idea of a state in Newtonian physics shares with classical sculpture and painting the illusion of the frozen moment, this gives rise to the illusion that the world is composed of objects. If this were really the way the world is, then the primary description of something would be how it is, and change in it would be secondary, change would be nothing but alterations, in how something is. But relativity and quantum theory each tell us that this is not how the world is – **they tell us, no better, they scream at us, that our world is a history of processes,** motion and change are primary, nothing is, except in a very approximate and temporary sense. How something is, or, what its state is, is an illusion, it may be a useful illusion for some purposes, but if we want to think fundamentally, we must not lose sight of the essential fact that 'is…' is an illusion. So, to speak the language of the new physics we must learn a vocabulary in which process is more important than and prior to stasis.

Actually, there is already available a suitable and very simple language which you will have no trouble understanding. From this new point of view, the universe consists of a large number of events - An event may be thought of as the smallest part of a process, a smallest unit of change. But do not think of an event as a change happening to an otherwise static object it is just a change, no more than that.

The universe of events is a relational universe, that is, all its properties are described in terms of relationships between the events. The most important relationship that two events can have is

causality, this is the same notion of causality that we found was essential to make sense of stories, we say that an event - let's call it; 'a,' is in part the cause of another event; 'b'. If 'a' was necessary for 'b' to occur. If 'a' had not occurred 'b' could not have. In this case, we can say that 'a' was a contributing cause of the event 'b.' An event may have more than one contributing cause, and an event may also contribute to causing more than one future event. Given any two events 'a' & 'b' there are only three possibilities. Either 'a' is the cause of 'b', or 'b' is a cause of 'a', or neither is the cause of the other. We say that in the first case, 'a' is in the causal past of 'b.' In the second; 'b' is in the causal path of 'a', and in the third case neither is in the causal past of the other.

Such a universe has time built into it from the beginning, time and change are not optional, for the universe is a story, and it is composed of processes. In such a world time and causality are synonymous, there is no meaning to the past of an event except the set of events that caused it. And there is no meaning to the future of an event except the set of events it will influence. When we are dealing with a causal universe, we can therefore shorten causal past, and causal future, to simply; past and future. A causal universe is not a series of stills following on, one after the other, there is time but there is not really any notion of a moment of time, there are only processes that follow one another by causal necessity, it makes no sense to say what such a universe is, if one wants to talk about it one has no alternative but to tell its story.

One way to think of such a causal universe is in terms of the transfer of information, each event is then something like a transistor that takes in information from events in its past, makes a simple computation and send the result to the events in its future. A computation is then a kind of story in which information comes in, is sent from transistor to transistor and is occasionally sent to the output. If we were to remove the inputs and outputs from modern computers most of them would continue to run indefinitely. The flow of information around the circuits of a computer constitutes a story in which events or computations and causal processes are just the flow of bits of information from one computation to the next. **This leads to a very useful metaphor; the universe as a kind of computer.**

But it is a computer in which the circuitry is not fixed but can evolve in time as a consequence of the information flowing through it.

Is our universe such a causal universe, general relativity tells us that it is. The description of the universe given by general relativity is exactly that of a causal universe, because of the basic lesson of relativity theory – that nothing can travel faster than light. In particular, no causal effect and no information can travel faster than light. Keep this in mind a consider two events in the history of our universe. Let the first be the invention of rock and roll, which took place somewhere in Nashville in the 1950s, let the second be the fall of the Berlin wall, in 1989, did the first causality influence the second? One may argue about the political and cultural influence of rock and roll, but what is important is only that the invention of rock and roll certainly had some effect on the events leading to the fall of the Berlin Wall, the people who first climbed the wall in triumph had rock and roll songs in their heads, and so did the functionaries who made the decisions that led to the reunification of Germany. So, there was certainly a transfer of information from Nashville in the 1950s to Berlin in 1989.

So, in our universe, we define the causal future of some event to consist of all the events that

it could send information to, using light or any other medium. Since nothing can travel faster than light, the paths of light rays leaving the event define the outer limits of the causal future of an event. They form what we call; 'the future light cone of an event.' (-14.15) (17.04)
We call it a cone because if we draw the picture, so that space has only two dimensions, it looks like a cone. The causal past of an event consists of all the events that could have influenced it. The influence must travel from some event in the past, at the speed of light or less.
So, the light rays arriving at an event form the outer boundary of the past of an event and make up what we call the past light cone of an event. We can see that the structure of the causal relations around any event can be pictured in terms of both the past and future light cones, these are events that took place so far from our event that light could not have reached it, for example, the birth of the worse poet in the universe, on a planet in a galaxy 30 billion light-years away from us is, fortunately, outside both our future and past light cones. So, in our universe specifying the paths of all the light rays, or equivalently, drawing the light cones around every event is a way to describe the structure of all causal relations. Together these relations comprise what we call; the causal structure of a universe.

Many popular accounts of general relativity contain a lot of talk about the geometry of space-time, but actually, most of that has to do with the causal structure. Almost all of the information needed to construct the geometry of space-time consists of the story of the causal structure. So not only do we live in a causal universe, but most of the story of our universe is the story of the causal relations among its events. The metaphor in which space and time have a geometry – called – the space-time geometry, is not actually very helpful among understanding the physical meaning of general relativity, that metaphor is based on a mathematical coincidence, that is helpful only to those who know enough mathematics to make use of it. **The fundamental idea in general relativity is that the causal structure of events, can itself be influenced by those events**, the causal structure is not fixed for all time, it is dynamical, it evolves subject to laws. **The laws that determine how the causal structure of the universe grows in time are called The Einstein Equations, they're very complicated.** But when there are big slow-moving [clutches?] of matter around – like stars and planets, they become much simpler. Basically, what happens then is that the light comes tilt towards the matter, this is what is often described as the curvature, or distortion of the geometry of space and time. As a result, matter tends to fall toward massive objects, that is, of course, another way of talking about the gravitational force – if matter moves around, then waves travel through the causal structure and the light comes to oscillate back and forth – these are the gravitational waves. (-.10.56 +20.33)

So Einstein's theory of gravity is a theory of causal structure, it tells us that the essence of spacetime is causal structure and that the motion of matter is a consequence of alterations in the network of causal relations.

What is left out from the notion of causal structure is any measure of quantity or scale, how

many events are in the passage of a signal from you to me when we talk on the telephone? How many events have there been in the whole history of the universe in the past of this particular moment, as you finish reading this sentence? If we knew the answers to these questions and we also knew the structure of causal relations among the events in the history of the universe then we would know all that there is to know about the history of the universe. (21.16)

There are two kinds of answer we could give to the question of how many events there are in a particular process. One kind of answer assumes that space and time are continuous, in this case, time can be divided arbitrarily finely. And there is no smallest unit of time, no matter what we think of, say the passage of an electron across an atom, we can think of things that happen a hundred times faster. Newtonian physics assumes that space and time are continuous, but the world is not necessarily like that.

The other possibility is that time comes in deceit bits which can be counted. The answer to the question of how many events are required to transfer a bit of information over a telephone line will then be a finite number, it may be a very large number, but it still will be a finite number. But if space and time consist of events and the events, are discrete entities that can be counted then space and time themselves are not continuous. If this is true, one cannot divide time indefinitely, eventually, we shall come to the elementary events, one which cannot be further divided and are thus the simplest possible things that can happen. (-08.41 22.38)

Just as matter is composed of atoms that can be counted the history of the universe is constructed from a huge number of elementary events. What we already know about quantum gravity suggests that the second possibility is right. The apparent smoothness of space and time are illusions, behind them is a world composed of discrete sets of events that can be counted, different approaches give us different pieces of evidence for this conclusion, but they all agree that if we look finely enough at our world the continuity of time will dissolve as surely as the smoothness of material gives way to the discrete world of molecules and atoms.

The different approaches also agree upon how far down we have to probe the world before we come to the elementary events. The scales of time and distance on which the discrete structure of the world becomes manifest is called the Planck scale. It is defined as the scale at which the effects of gravity and quantum phenomena will be equally important, for larger things we can happily forget about quantum theory and relativity, but when we get down to the Planck scale we have no choice but to take it all into account. To describe the universe at this scale we need the quantum theory of gravity. The Planck scale can be established with known fundamental principles, it is calculated by putting together in appropriate combinations, the constants that come into the fundamental laws; these are Planck's constant from quantum theory, the speed of light from special relativity, and the gravitational constant from Newton's law of gravitation. In terms of the Planck scale, we are absolutely huge, the Planck length is 10^{-33} cm which is twenty orders of magnitude smaller than an atomic nucleus. On the scale of the fundamental time, everything we experience is incredibly slow, the Planck time, which must be roughly the time it takes something truly fundamental to happen is 10^{-43rd} of a second, that is, the quickest

thing we can experience still takes more than 10^{-40th} fundamental moments. A blink of an eye has more fundamental moments than there are atoms in mount Everest, even the fastest collision ever observed between two elementary particles fills more elementary moments than there are neurons in the brains of all the people now alive. It is hard to avoid the conclusion that everything that we observe may still be incredibly complicated on the fundamental Planck scale (25.65 – 05.43)

End of Excerpt from
Three Roads to Quantum Gravity
by Lee Smolin

The Causal Structure OF ECONOMICS.

12.15 London Time 7th January 2021

I wish to point out again that in terms of keeping me on point, this diarised way of writing is winning, as we go back to the Sienna Equilibrium. But before we do, in the passage above the idea of causality was the main point and now I'm going to try to apply/bring/shine a light on the emergent causality, The Sienna Equilibrium and associated spreadsheets and add it to the S-RES software in development right now. Because that's the key idea in the TBS and associated spreadsheets. But my take on this is that causality is that it's only as good as its data, Smolin describes the unfathomably complex universe, and yet it is finite and with enough computers you could make good models, remembering the computer is the metaphor for the universe, in Smolin's text.

Seen from the dizzy heights of the entire universe down to the super tiny plank scale, each significant change in every single atom must be predicted or recorded.

A much easier system to try and solve would be just our planet or more specifically everything on our planet that has been affected/caused by humans. The effects on earth caused by man, such as the first the Atom Bombs that hit Japan and man's ecological malpractice these past few centuries.

This is convenient as it is what we have been working towards, the solution for carbon and other environmental catastrophes, afforded by what money can do. So, we have the environment and money, and that's kind of all we need, improving the environment can be accomplished if one has enough money. The single most expensive initiative right now might be Space X and the last of **the original 8 Special Projects created in 2011**. The idea that we need a backup plan, and that backup plan is currently MARS Resort 1.


MARS Resort 1
Š-ŔÉŚ™ ⌂ ≥ ÉL


Elon Musk
MARS Resort One


From Villa Mogul to S-World UCS™


MARS Resort 1
SPACEX

Whilst a lot smaller than a map of all data in the universe, trying to make a complete map of the world, and its economy is still a big task, but it is possible, as this set of books described.

So, then the TBS (Total Business Systems) (Technology 2 of 10), must record everything is can, which should be 100% of all transactions minus ÉL. (ÉL = recycle-Éfficiency Leakage), which is the cash flow that did not go to another company or person in the same S-World Network. É Leakage aside, we must know almost everything there is to know. And it is the job of the TBS to gather that data, every last cent, and to make the companies trading more profit by applying, one, two, ten, or a hundred of the two hindered or so actions (both personnel and software) it can do. Remembering we see the first 90 such actions seen in the 2017 system http://network.villasecrets.com/the-secret/ch1/s-web-cms-framework-step-6-our-solution.

This is made possible by the use of Network Credits in place of currency, this does not mean that you can't go into a restaurant and can't pay with USD or local currency, it just means that b2b (business to business) spending and payments to personnel are made in network credits. Once you make that distinction, and you are storing the data of every purchase, then you can start to draw out the causal structure of economics. Which I guess by now really is looking like an economic theory of everything, as was boasted in 2017 on the website: www.angeltheory.org/paradigm-shift-quick-summary-v1.

We have come so far since 2017, what with the MARS Resort 1 thought experiment which reintroduced S-RES, then Angel POP telling is the Grand Śpin Network in locations in abject poverty are special projects and the Malawi Network, and since more than two years work specifically on S-RES in Malawi giving us determined networks, and the causal structure of cash flow in S-World. Not to mention the idea of mapping the internalities and externalities as we see in Book 3. Sixty-Four Reasons Why. And now, new in 2021 UK Butterfly, which seems to be the best example for the US rollout, before those guys tear themselves apart.

And with that said it's back to the Sienna Equilibrium spreadsheet, this may take a few days.

14.31 London Time **7th January 2021**

I'm very glad I started this exercise, on tab Sienna Equilibrium Basic 1.01 I have immediately seen a problem, a problem that would have brought on panic if I was in a room with the potential project co-founders.

The problem is in the housing, I was working on the currently 4/64 'National Assistance 1 (Paid2Learn)' cubes from the UK-64-Cube--Industries-Map. But I'm going to first now think of the Spartans (being people on Spartan Contracts. Who automatically pay 25% of income into the housing fund, for houses they will eventually earn.

The problem is where do the Spartan live before their homes are built? This problem is bigger

in the UK model than in Malawi, but both are problems that demand an answer.

I recall a long time ago, I think back in 2011 and New Sparta, but maybe it was the Orlando Network in 2011, but one idea was that the Spartans could get a mortgage which would pay for the property to occupy now if built. But I'd like to avoid this if possible.

In Malawi, I had thought about this some more so let's first discuss the Malawi Model then the UK and US. The first idea is that maybe at first the Suburb should be dub divided with all the houses plots marked out, before almost anything else if laid down, and after the first thing would be the pluming. I'm hoping for a 300 sq. meter plot per person with 10 sq. meters of the border. And three times the size of the average UK plot. And in the beginning, once the roads are made and the plumbing is in, we lower in place temporary accommodation, a reusable trailer. But with great pluming. We could if on a large scale make these prefabricated homes for a few thousand dollars each.

It's not like a trailer park, because of the large plots (gardens) and the utilities.

And as time goes by all the prefabs will make way for new villas and be cleaned and used for another tier of Spartans.

Ok, I can see that that would work, but I still have the problem of the mortgage, thinking now about the new villas, that cost $150,000 to build and outfit, while the initial contribution is about $6,000 per year (being 25% of their salary).

We get the $6000 per year by multiplying the $6,000 by 25 = $150,000
This does not account for interest because there is no interest, the money immediately goes towards development costs, and when the properties are completed the Spartans move in, albeit not all at once.

In the long-term we have a target of just over 10 million villas, let's call in 10,000,000 we must multiply the house cost $150,000 by the 10 million targets for

Here are some sums

Build Cost x 20 Million Villas		
$	23,321,291,435,916	Cash Flow from 2024 to 2080
	6.25%	
$	1,457,580,714,745	Budget for Spartan Villas
$	150,000	Build + Interior Cost $150,000
	20,000,000	Villas
$	3,000,000,000,000	Villas built and fitted out
$	1,457,580,714,745	Budget

First, we see the cash flow (not GDP) budget of Malawi History 3 2024 to 2080 at 23.3 trillion then 6.25% (being 25% of labours 25% of all cash flow) gives us a $1,45 trillion budget. But this is just under half the total discounted budget.

There are many ways to mitigate this, and I expect different nations and different situations would call for different applications.

With that said, there are three major ways, first,

1. **Increase the per cent of cash flow to labour**
   An idea that has been thought about a lot these past few months is simply to change the percentage of money assigned to labour to 50% instead of 25% as it is in History 3 so far. Change labour from 25% to 50% and they very nearly have the cash flow needed for the 20 million villas. However, we must see if we can do this within the Sienna Equilibrium and appreciate that different sectors will have more use for labour than others. In such a model we would include more labour-intensive jobs like police and healthcare.

2. **Include Trade and other aspects from History 2**
   History 2 was paused so that a non-trade model could be created (which became History 3). Put trade back in and increase the number of Cities more than doubles the forecast.

3. **Increase the number of Suburbs sold from one in 2024 to four (quadrupling cash flow**

18.04 London Time **8th January 2021**

4. **Change recycle-Éfficiency (É), and Śpin (Ś) in 2024**
   a. Start with a higher recycle-Éfficiency (É), in place of starting with É of 90% in the UK at least we could attempt to start at 97.5%.
   b. This can increase Šavings or can facilitate a higher Śpin of maybe Śpin ten in place of Śpin one.
      Such a higher Śpin can increase cash flow in year one by as much as 8 times. Almost a magnitude.

5. **Decrease the number of companies made by the POP law**
   This can double cash flow, each time it is applied.
   let's see the spreadsheet;

Theory of Every Business – Malawi Personnel & Paid**2**Learn

1. Spreadsheet Tab: H3) ŠÉŠv5 Jobs and Education 1

To Decrease the number of companies made by the POP law we simply half the value of the number of companies in column D. If we change 2025 to 2,048 this can double the salary of all.

And we can do this again, changing 2028 down from 15,465 to 4,096, now we can quadruple salary, or maybe more. For now, however, I prefer to create the most jobs, and prefer a high POP. (For 50 pages on POP see complete book 3 or follow this link: https://www.angeltheory.org/book/2-2/the-flap-of-a-butterflys-wings form M-System 2017.

Š-ŘÉŠ™	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,)

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.

So, we have shown that in the macro model the cash flow for Spartan housing would be correct if we followed one of the above five ways to increase income.

Now I need to consider a model for the UK…

	Financial Engineering	Š-ŘÉŠ™						
	Ťender	Ťender	Ťender	Labour	Labour	Staff per	# of Labour	Personnel
	Cash Flow	Companies	Cash Flow	Per cent	Cash Flow	Company	# Personnel	Basic + Bonus1
2024	$ 22,743,900,000	2,048	$ 11,105,420	25%	$ 2,776,355	32	65,536	$ 86,761
2025	$ 59,579,373,945	4,096	$ 14,545,746	25%	$ 3,636,436	32	131,072	$ 113,639
2028	$ 212,743,323,274	15,565	$ 13,668,234	25%	$ 3,417,058	32	498,074	$ 106,783
2032	$ 424,779,084,101	**24,576**	$ 17,284,305	**25%**	$ 4,321,076	**32**	786,432	**$ 135,034**
2040	$ 1,724,742,851,411	94,208	$ 18,307,817	25%	$ 4,576,954	32	3,014,656	$ 143,030
2048	$ 3,469,581,254,555	131,072	$ 26,470,804	25%	$ 6,617,701	32	4,194,304	$ 206,803
2050	$ 5,135,769,702,723	163,840	$ 31,346,251	25%	$ 7,836,563	32	5,242,880	$ 244,893
2060	$ 11,569,899,519,620	245,760	$ 47,078,042	25%	$ 11,769,510	32	7,864,320	$ 367,797
2070	$ 20,114,566,204,164	294,912	$ 68,205,316	25%	$ 17,051,329	32	9,437,184	$ 532,854
2080	$ 32,816,329,934,085	327,680	$ 100,147,491	25%	$ 25,036,873	32	10,485,760	$ 782,402
B	C	D	E	F	G	H	I	J

Simple Enough

I have increased the cash flow by a factor of four, which could have come from any of the 5 pre-mentioned methods, or simply investing more in the first place.

Max-Now Model

14.39 London Time **9th January 2021**

Yesterday we saw how the cash flow can be increased in 5 different ways, before returning to the Sienna Equilibrium I'm enticed to make a Max-Now S-RES Model, and extension of History 4. The UK Butterfly. Tab[History 4 - UK Butterfly (2)]

To start I copied tab 4. The UK Butterfly, next I change the expected growth of figures to all be at 2.5% (whereas in History 3 all three Malawi Growth figures were at 5% because it's a developing nation and catching up is quicker than making GDP anew).
I will stick with 2022 as the start date.
I will start with an 8-year simulation. (each history is a new UCS simulation)
Now I need to add the initial year's starting cash flow, (in red cell N:20), but in GBP. And we can start with 20 billion, maybe a quarter from UK Gov (national and at the country level) Making a place perhaps for Andy Burnham.) 20% from the technology companies (including Microsoft, Facebook, Twitter and Google), 20% from Foundations like the Bill and Melinda Foundation, VIRGIN Unite, The Obama Foundation, The Chan Zuckerberg Initiative, Warren Buffet et al. 20%

from companies who have essential patents, and 20% from university endowments like Yale, Harvard, Texas, Oxford, Cambridge, Stanford, MIT, Princeton, LSE, NYU, Maryland et al.

Ok, so recycle-Éfficiency (É) in year one. I won't go over the current speed limit of 97.5% for É (like the speed of light in GR). It is a lot easier in the UK than in Malawi because all the companies exist or can be easily created as S-World extensions to current businesses, which can reap the monopoly rewards. So, I shall start with É at 94% and go up half a per cent each year till it hits the speed limit (É=97.5%). And I'm going to stick with 8 Śpins.

How many Suburbs?
So how many suburbs, starting in which years?

I'm thinking maybe 8, staggered one new suburb per year for the first 8 years, all stating a £1 billion, minimum commitment 16 years, but recession holidays are permitted.

What about Trade?
We can leave Trade to the side, for now, there is the Antitrust Trade Deal to be considered and as in History 3, leaving out trade and showing all income is from Suburb sales, removes a lot of areas of argument.

And what about Śpin?

I will stick to what the sheet started with, starting at 8 and increasing by 1 a year until 17 Śpins in 2031 by which point we are spending £353,783,858,916 a year.

That enough to pay for the NHS twice over.
The NHS has grown from a budget of less than £500m to £145bn in its 70 years.
https://news.sky.com/nhs-in-numbers

I'm not going to write out the next years to 2080 yet, instead, we can compare History 3 and 4.

In 2031 History 3 cash flow was £79,448,245,354, about 22% of History 4, meaning we can multiply a corresponding figure by 4.45% to get a rough idea of a total. Total in 2080 for History 3 was £23,321,291,435,916 (Tab: H3) Total Cash Flow & GDP) and so we might expect a figure of about 4.45 times that, so about £103,779,746,889,826.00 just over £100 trillion over 58 years spent on special projects in the UK, and maybe the UK and Ireland. The British Isles Butterfly. Albeit this means working with the EU.

What needs to be understood is that this cash flow must be constructive,

See Book 3. Sixty-Four Reasons Why Basic

Ok, now I really must work on The Sienna Equilibrium.

21.38 London Time **9th January 2021**

Quick note, we need to add a percentage of GDP speed limit to the UK, what is UK GDP? 2018 = £2.855 Trillion
Global GDP is $86.439 = £63.72 Trillion
= 4.48% of Global GDP.
That sounds rather high, check this again. So maybe the speed limit is 6.25% exactly one 16th (Explain, give max speed/Max UK can make in GDP, What does this mean?? – It means the UK cant make more than 6.25% of Global GDP)

That is a good benchmark, to begin with.
But remember this is not taking a percentage from another country, this is a non-zero-sum game, we are adding to Global GDP, and UK has old GDP and the new, so Global GDP rises by the exact amount that the UK increases.
See you tomorrow.

11.24 London Time **10th January 2021**

Today is Sienna Equilibrium day and I started by changing tab; History 4 - UK Butterfly (2) to UK Pound, not USD, and a look at the 2031 total of £353,783,858,916. Is this a better figure to use on Sienna Equilibrium Basic 1.01?

It's better as it has some meaning, it is worse because it makes the math less symmetrical, I will work with the simple £80 billion figure and change it after to suit. The Sienna Equilibrium Basic 1.01 is coming on well, but there is some repetitive work to do, after my run, and arms exercise.

Now we go back to the Sienna Equilibrium Spreadsheet.

19.45 London Time **12th January 2021**

It's been two days on the Sienna Equilibrium spreadsheet, it's coming along well, albeit it is a mirror of Hitchcock's North by North West, in which Hitchcock had a rough idea of where he wanted to go but no precise method of how to get there, rather he made it up as he went along.

Right now, I've created 34 spending columns and I'm about to add number 35, about providing the internet, after just adding a column for providing the infrastructure for the Internet Service Provider. I was nicely at 32, which would be half a 64 cube, but when I realized I had not added the internet service provider, I needed to allow the disorder of not working in exact cubic dimensions. It's not necessary, just was neat is all.

Yesterday I continued Three Roads to Quantum Gravity by Lee Smolin, that we heard from just now, and I had a new idea, when I have completed the spreadsheet I'm now on, which separates the 64 Cube, into so far 32 different spending categories what I'm going to attempt is to add a loop to each spending column. So, for example, if we look at column 1. Construction 1: Infrastructure Roads, Sewers, Hills, Islands so far with only a few expenses placed it has cash flow of £4,562,500,000. The challenge now is to assign spending to other companies, and then the spending of those other companies, and on again seeking to create a loop that sees that money paid to its original suppliers. And the max amount of turns in that loop might be 4.

So, I must now think about the suppliers to; Construction 1: Infrastructure Roads, Sewers, Hills, Islands. And the biggest suppliers on the board so far, which include Raw Materials, Completed Parts, and Industry, Machinery, Engineering.

And I must also think about the suppliers to these two subcategories and their supplier 4 levels deep. It's not the same as Loop Theory, but for sure it would not be in evidence of not for Smolin book, so it is inspired by loop theory. But like a half-made film, I have no idea whether this will be significant or if it's a good idea until I've completed the current spreadsheet. But just quickly in reverse

4. Construction 1 is paid 1 billion USD by Gates Tech Nuclear Power Station
3. Gates Tech Nuclear Power Station is paid 500 million USD by the mandatory spending categories Green Electricity Solar, Wind, Hydroelectric and Other and Gates Green Nuclear Power *(where Green Electricity Solar, Wind, Hydroelectric and Other spending goes to Green Electricity Solar, Wind, Hydroelectric and Other if we can build the and Gates Green Nuclear Power plant)*
2. Mandatory spending categories; Solar, Wind, Hydroelectric and Gates Green Nuclear Power is paid 250 million from all spending seen, a little from every operation.

1. Each of the 'every operation.' Category spends with other Mandatory spending categories

A Mandatory spending category is a category where there is a minimum spend for each spending type/row. Usually, 1% but the two electricity making columns have a minimum spend of 2.5% each making 5% on clean electricity.

I still need the Nordhaus approval, but from what I have heard about the Gates Nuclear plant is that it feeds off older nuclear plants waist. If this is environmentally friendly per the Nordhaus approval it makes perfect sense to go for the Gates Green Nuclear option over solar or wind because it created a lot of energy and energy is said to contribute 75% to western economies GDP.

Ok, so we have our first loop, it is the last step**. Each of the 'every operation.' Category spends with other Mandatory spending categories.** Is not particularly satisfying, but it does fit the framework. I have been thinking along the lines of the key in music and how some keys can be turned into other keys if you have enough steps, four would usually do it.

My recent thoughts on this are to start with a Major and Minor for all keys, where major was money flowing in and minor was money flowing out so one could see that Major payments made say 100 and Minor payments made say 120, and we needed to adjust one part of the loop or the money input to create the equilibrium.

However, this may be completely the wrong approach, we will see what happens over the next few days. I am very keen to solve this, the last of the big hurdles towards a working model.

One thing that is for sure and that is that I will be writing the software speaks, and this will be presented alongside the ongoing S-RES website, currently seen at http://www.supereconomics.ai/UCS which will in time move to www.S-RES.com

Another point gleaned from Three Roads to Quantum Gravity by Lee Smolin is the idea that in place of data I should present a story and the best way to do that right now is to keep this new subtext of my diarized days going. I have started a new audiobook; A Promised Land by Barack Obama which at 17 hours nearly fell off the radar, but yesterday I started listening and I got into it, and today I walked to it and ended up with a possible new name for this book. Being 'The Magic Beans' that I hope will draw Michelle Obama and maybe even the girls into this conversion. I read Michelle's book about a year ago and realized that it was a titanic effort on her part, and I pretty sure she's said no about running for the presidency of the USA a few times. So, if you want Michele to do something you, it needs to be more than massive, which S-World is, I'm toying with renaming the book from; Supereconomics Book2. THE HOW – S-RES & The City. To just 'The Magic Beans.' And making two volumes; 'S-RES' and 'The City.'

We shall see, I believe it to be the best description, because that's what we have Magic Beans (S-RES) that increase the money supply by 3000% or more, which unless you look at the detail sure sounds like 'magic beans'.

We shall see, I can see there being a few versions of the book, we already have two, so maybe the first one can be 'The Magic Beans' and if it flops, we can revert.

My primary method of introduction may be Sir Keir Starmer or Sir Richard Branson who is a good friend of the Obamas. However, I think it will be easier to get to Sir Keir Starmer than it will be to get to Sir Richard Branson. Elon Musk and the Gates Foundation are also ways to get this theory seen by The Obamas.

Getting back to The Sienna Equilibrium Spreadsheet, whilst it is for the UK, I am still partly plugged into the Malawi model, the point today way about the Internet Service Provider. In Malawi, this infrastructure is massive, whereas the UK has already got good infrastructure, but not perfect. So, I have added the cost of infrastructure which for the UK model can be for the places that don't have good coverage, and for Malawi it will be for mainstream coverage.

Lastly, another small problem is whether to cost for the installation or the ongoing operations. For example, a SURH (Super University Resort Hospital) may cost £x billion to build and £y billion to run after, and the income providers will be very different.

14.00 London Time **13th January 2021**

I've not read yesterday's notes, but during my daily 80-minute slog across the common, (a slog cos I'm always lifting or punching all the way), I got to my, how do I say, maybe 'a lucid place' where the questions are no longer asked and what comes out is pure inspiration.

And I concluded that I got the Sienna Equilibrium backwards, well not backwards but my current version is wrong. What I have is not the preparation of different spending categories ready to apply to the Sienna Equilibrium too, maybe via loops.

No, what I have created so far is not a preparation for the Sienna Equilibrium, it is the first Śpin of Sienna Equilibrium.

Let's first give some history to the initial cash flow of £80,000,000,000 and make this relative to the spreadsheet tab; History 4 - UK Butterfly (v2) Cell P:54 £122,335,065,924. Which in turn is the amount of cash flow spent in UK Network year 1 (2022), created from £20 billion cash, from the only round of investment and £1 billion from the first Suburb Sale.

Yes $20 billion is a lot of money, but now is not the time to be concerned by the initial investment. We're working on the Sienna Equilibrium. This is now an S-World UCS™ History 4 write up.

So, in year one total cash flow equals £122,335,065,924 as seen below:

Ŕevenue + Šavings		É	Cash Flow		Śpin	Days	Spend By
£	20,000,000,000	94.00%	£	18,800,000,000	1	56	26 February 2022
£	18,800,000,000	94.00%	£	17,672,000,000	2	53	19 April 2022
£	17,672,000,000	94.00%	£	16,611,680,000	3	50	08 June 2022
£	16,611,680,000	94.00%	£	15,614,979,200	4	47	24 July 2022
£	15,614,979,200	94.00%	£	14,678,080,448	5	44	06 September 2022
£	14,678,080,448	94.00%	£	13,797,395,621	6	41	17 October 2022
£	13,797,395,621	94.00%	£	12,969,551,884	7	39	25 November 2022
£	12,969,551,884	94.00%	£	12,191,378,771	8	36	01 January 2023
						365	
Year's Cash Flow			£	122,335,065,924			365 Days in a Year
		CFV:		50%			
Year's GDP			£	61,167,532,962			
		GS:		75%			
Gov Spending			£	91,751,299,443			
		LR:		25%			
Labour Receives			£	30,583,766,481			
				612%	Increase to money supply		
LCŔ			$	12,191,378,771	ADDs TO NEXT YEAR		
The Law of Conservation of Revenue							

From Tab: History 4 - UK Butterfly (v2.1)

As we can see the first Śpin is 2£0,000,000,000 of which 94% is spent on other companies or personnel in the same network plus government contribution. Creating £ 18,800,000,000 in cash flow that must be spent before 26th February.

This is the figure that needs to go into the 2nd row of the new Sienna Equilibrium Basic 2.01 tab, in the top left (down one)

Looking in detail at Sienna Equilibrium Basic 2.01 we can already see lots of must spend columns, in the dark grey columns. So far there are 23 such column's, most a 1%, the biggest is Special Projects at 10%, the idea here is that whilst Net-Zero DCA and Tax Symmetry start the procedure by choosing only special projects, so effectively all options are special projects, there will be projects, maybe less popular projects, or just projects that don't fit the standard model that we wish to boost, and this is a 10% fund to do so.

Given Sienna Equilibrium Basic 2.0 on my run, I zoomed in on the government spending and in particular HS2. There did not seem to be a way to pay for this symmetrically, it does not help that it is taking up 6 whole squares, of the 64 cube

Let's look at that: on the tab; Sienna Equilibrium Cube 2.01
Below top right A5, A6, A7, A8, B5 & B6

	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**	**HS2** High-Speed Railway	**HS2** High-Speed Railway	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**	The Arts Culture Apparel	Entertainment Fashion Sports Recreation	Eating-Out Bars, Night Clubs	Sports	G
H	Spartan Spending on Entertainment	Spartan Spending on **Apparel**	Spartan Spending on **Electronics**	Spartan Spending on **Other**	VSN™ Virtual Education	VSN™ Virtual Education	S-World Film	S-World Film	H
	1	2	3	4	5	6	7	8	

The problem with HS2 is that as a business model, it spends lots at the begging and sees returns (or at least cash flow in) for the next 1000 years. Maybe Rail Franchises can bid for future options, and that franchise needed to update every x years. Sir Richard Branson's is the man to talk to about that. But I've differed from my earlier inspiration, which was that we need to re-add the 18.25% allocated to the government to the equation (as a new mandatory spending column) and from that 18.25% some or even most of the HS2 cash flow can be created, indeed at 6 squares, This is precisely the allocation for HS2. Equal to £293,750,000 x 6 = £1,762,500,000 in the first year and all future years spend more unless an allocation to the 64 cube is created.

Let's see what the 2030 figures would be; £29,117,388,578 spend on HS2 in 2030 if HS2 is 6 cubes. *(change Sienna Equilibrium Basic 2.01 to 2:C initial Cash Flow to History 4 - UK Butterfly (v2.2) (P:447)*

Moving back to 2022 I think I need to cut down HS2 to four cubes, and maybe in time only 2,

maybe 4 cubes for 10 years and after we have to spend as much as the current budget, (about £90 billion) then we can drop to 2 cubes, for further extensions to the rail track.

So, here's a good question, can we make an 18.25% government allocation, and remove that obligation once projects are complete? Or lower to 6.25%

Looking at the current cube, it looks like all other cubes have an income, far from a symmetric income so far, but HS2 looks to be the only non-income cubes. I am going to change HS2 from 6 to either 2, 3, or 4 cubes. For now, I have changed 2 HS2 cubes to 'Special Projects,' intending to change HS2 from 4 cubes to 2 cubes in about 15 years (2037).

Ok, now it's time for another slog across the common, in the drizzle, including lifts and punches.

18.03 London Time **13th January 2021**

I changed my mind and went for the leisurely walk on the same route and listened to some more of Three Roads to Quantum Gravity by Lee Smolin.

It was cool and I made about 10 bookmarks, that I'm not going to write up yet, maybe one day they can be matched with a PDF or Word version of the book. I will however quickly write down the last two bookmarks.

1. **Chapter 10 (Audible Chapter 11) 23:35 or -10:09**
   "But as I had expected it was not easy to work with, along the way we learned the truth of something I once heard Richard Feynman say which is that; 'A good scientist is someone who works hard enough to make every possible mistake, before coming to the right answer.'"

   With 11 years into this theory, with 70 to 90 hour weeks, and more than 51 weeks a year, and now with 1.5 million words of detail, 'works hard enough to make every possible mistake' enough is applicable, but it has so far always felt immodest to talk of this work, this simple quote gives me comfort, so I think I will use it near the begging of the book, maybe on page 1.

   The quote should read:

   "A good scientist is someone who works hard enough to make every possible mistake, before coming to the right answer."

   Quote by Richard Feynman, discovered in

Three Roads to Quantum Gravity by Lee Smolin.

I have for now dropped it in on page 2, under the big bold Part 1 on the Part page.

The more I hear of QLG the more I feel that there can be some significant contribution to S-World from its protagonists Lee Smolin, Carlo Rovelli and Jim Baggott whose books I've read, plus from across the aisle in the Everettian 'Many Worlds' formulation of quantum mechanics.

What we can say for sure, is that the network is quantised, the current currency of the network is US dollars, to create a Network Credit one must vault a US dollar or more often a US security (a bond). The number of Network Credits then is just the amount of cash or bonds in the central bank, with one big difference and that difference being Š-ŔÉŚ™ Which speeds up the transfer of cash flow as is described throughout this book.

POP and its cubic structure have for over a decade been given the name; Financial gravity, and I'm pretty sure if we look at some areas such as different sectors having different É and Ś, and look at the currency itself which is akin to string theory in that a long time ago I started to say that in a metaphor from string theory, the string itself is money.
Maybe now is time to look for a magic currency and inflation to go with the magic beans. And most recent on this journey is the jump from string theory to QLG, which seems completely fair given that Lee's book is about to devote an entire chapter to string theory and it's one of the three ways to quantum gravity. However, up to date, I have found LQG a lot simpler to understand compared to string theory, which I do not have a fundamental grasp of yet.

Maybe I will after Lee's next chapter. Before we leave this point let me copy out the second previous bookmark I mentioned.

2. **Chapter 10 (Audible Chapter 11) 20:40 or -13:05**

> "One of the most beautiful results to come from Loop Quantum Gravity was the discovery that the loop states could be arranged in very beautiful pictures, which are called Spin Networks."

I first remember hearing of Spin Networks in Quantum Space by Jim Baggott, I probably first heard the term, in Reality, Is Not What It Seems by Carlo Rovelli, but I remember Spin Networks whilst on a burn through Jim's book, a burn because in this case, I could literally feel my neurons burning on every single page. It's not got the grace or Rovelli or the simplify of Smolin but it did make one big change and that was to change the name Grand Network –

"Gran Networks in locations in abject poverty are Special Projects, to Grand Śpin Networks – "Grand Śpin Network in locations of extreme poverty are Special Networks."

This was about a year ago, it's hard to tell as Audible no longer tells me when I bought my audiobooks, or maybe it does, and I can't find it. What I can say for sure is that it was only after the update in the definition of Angel POP (long story) that I started to correctly work the Grand Śpin Networks into S-RES.

10.22 London Time **14th January 2021**

Rain and Sleet predicted all day, and the afternoon will be 1-degree centigrade, I tell myself every year that this is the last English winter I will see, but now I'm doing it again.

I am hoping for a good day on the spreadsheet, but first I need to start the process of getting a new passport and look into the next iPage bill.

10.22 London Time **14th January 2021**

Back from another hard 3 miles of shuffling along, lifting and punching my litre of juice. For about an hour.

No massively new inspiration, but the next 8 hours are mapped out. Complete the 64 Cube's 1st Śpin, then assign all the results, then to fine-tune, I must just go down each column of figures lowing percentage in overfull places and increasing percentage in underfilled columns. And try to make another 64 cube that represents Śpin 2.

16.46 London Time **14th January 2021**

New adjustment, for Labour (25% of cash flow) compulsory purchases are not included, so labour has more to spend, much more. This had been a plan of sorts; in that, I was going to say that labour can use the Network Credits Exchange to swap for what they do want. But this new no compulsory purchases for Labour is a lot simpler, an easier sell.

Going to hit the trails again, nasty weather, but better than earlier, I think I may have another book session in place of slogging it out.

16.46 London Time **14th January 2021**

I continued Three Roads to Quantum Gravity by Lee Smolin, as he starts the string theory chapter, I'm made more bookmarks but again, I'll not write them down. I have two ideas from the chapter so far;

1. String Theory is a theory of angular momentum, which is called spin, **Spin** is one of two types of angular momentum in quantum mechanics, the other being orbital angular momentum. I'll say no more than the simple observation that S-RES is based on the Śpin of money within the network. So, it makes sense to look more closely at string theory and spin in physics.

   It does not have to be right in physics for it to be a perfectly good S-World economic construct. And as best I know, it's looking like string theory is very good math, so-called, super economic math (A. W. Peet paraphrased), but not physics.

   I care not if it helps the ten technologies bring it on.
2. The second idea from Lee is that as well as considering the music theory with fundamental behaviours being the major and the minor. This easily can adapt to string theory where fundamental particles are either a fermion or a boson.

   What I'm trying to find here with my major or minor, or fermion or a boson is the heart of the Sienna Equilibrium is between a company spending '1 million' Network Credits into the network and then later the Network spending '1 million' Network Credits into the company. Minus ÉL (É Leakage).

   From thought experimenting the idea of the musical notes, made from working out the correct order to create a mixtape (mix CD) with all songs in tune with each other. For example, A (A major) can mix into any another song in the following keys

   A minor (Minor key)

   C major (Relative Key)
   E minor (Dominant Key)
   A major (Parallel Key)
   D minor (Enharmonic Key)

   So 5 options.
   Where after one can create a path or loop through other keys back into A minor. There is an infinite number of paths unless you set a max change limit.

About 9.30 London Time **15th January 2021**

Here are some paths

Simple Out and In					
A minor	C major	E minor	A major		D minor
C major	A minor	G major	C minor	F major	
A minor	C major	E minor	A major		D minor

Simple Loop					
A minor	C major	E minor	A major		D minor
C major	A minor	G major	C minor	F major	
G major	E minor	D major	G minor	B minor	C major
E minor	G major	B minor	E major	A minor	
A minor	C major	E minor	A major		D minor

Complex Loop					
A minor	C major	E minor	A major		D minor
A major	F♯ minor	E major	A minor	D major	
F♯ minor	A major	C♯ minor	F♯ major		G♭ major
G♭ major	E♭ minor	D♭ major	G♭ minor		F♯ major
D♭ major	B♭ minor	A♭ major	D♭ minor		C# minor
B♭ miner	D♭ major	F minor	B♭ major		
F minor	A♭ major	C minor	F major	B♭ minor	
F major	D minor	C major	F minor		
C major	A minor	G major	C minor	F major	
A minor	C major	E minor	A major		D minor

So, the Music Key idea is to create this kind of model to create The Sienna Equilibrium.

And to make some equivalent rules for The Sienna Equilibrium, I'm sketchy on what these rules would be, there may be a very elegant set of rules or some symmetrical rules and if anyone can add to this, please do.

	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**
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
G	Spartan Spending on **Tesla Car**	Spartan Spending on **Tesla Car**	Spartan Spending **Healthcare**	Spartan Spending on **Food**	The Arts Culture Apparel	Entertainment Fashion Sports Recreation	Eating-Out Bars, Night Clubs	Sports
H	Spartan Spending on Entertainment	Spartan Spending on **Apparel**	Spartan Spending on **Electronics**	Spartan Spending on **Other**	VSN™ Virtual Education	VSN™ Virtual Education	S-World Film	S-World Film
	1	2	3	4	5	6	7	8

It would be good to build in some symmetries, within the 64 cube, identify 4 different recipients, such as

1st Quarter

A1 to D4 = Government and Unglamorous Special Projects (16)

2nd Quarter

A5 to D8 = Infrastructure (16)

3rd Quarter

E1 to H4 = Labour (16)

And the last 16 cubes as follows

4th Quarter

E5 to F8 = Software (8)

G5 to G8 = Entertainment (4)

H5 to H8 = S-World VSN and S-World Film (4)

And we create different paths such as Q1 to Q3, or half of Q1 to Q3 and half to Q4.

Alternatively, and more complexly, we can try and do the same thing but using an example from nature as described by physics, be that LQG, string theory, the standard model or…

Ok, I'm out for my first slog across Epsom Common and Ashtead Woods, although it's not such a slog today as it's dry out there. It's only 2 degrees, but that's fine, indeed when it comes to the final two parts of the course it's easier in the cold, with no overheating.

I appreciate its way off topic to talk about my diet, but I've gone from 10.12 (August 2020) to now 11.6, or 11.8 yesterday. Sure, I've put on a lot of muscle, but not 10 pounds. If I don't make this a priority, I'll slip further so I'm going to publicly shame myself and this is that public shame. Sorry for those on less successful diets, a tip is to record all your calories via a spreadsheet, don't use the apps, they don't consider the calories one would have burned

regardless. When they say 400 calories burned in an hour, 150 of those calories would be burned, just by one being awake. So, one needs to add 250 extra burned, not 400 burned.

About 12.30 London Time **15th January 2021**

Back from slog, was good, had new songs from Garbage, Paramore, The Cardigans and it's about to go into The Cranberries and I want to buy The Pixies.

2 ideas from the slog

Firstly I should add up the totals from all columns and try to assign them all to 4 slices of the 64 Cube: Government, Infrastructure, Labour or a combination of technology (software), Entertainment and VSN including S-World Film.

What about services?
I suppose all not labour slices each have a series component within them.?

And secondly, we should consider changing labour to 50% as was discussed not so long ago.

If we can change labour to 50% we have a perfect Symmetry and A minor to A major, or in physics a boson and a fermion.
About half of this massive gain for labour will be wiped out and the solution simplifies if like all other quarters labour contributed to government and other expenses, that I recently made exempt.

Also, I think we need to add a manufacturing sector to build the infrastructure, or, maybe better we can say that the HS2 high-speed railway includes manufacturing, and indeed most money is spent on it manufacturing its components. Same for Tesla, Gates Tech Nuclear Power Station and other specialist cubes. Same for services; included within the industry cubes.

As I look at the cube, we see all cells are making something. Be that SURH's Universities and Hospitals or S-World Film.

About 17.51 London Time **15th January 2021**

Completed the first V2 Sienna Equilibrium spreadsheet tab, I have saved it at the end of the master spreadsheet named; Sienna Equilibrium Cube 2.02 and Sienna Equilibrium Basic 2.02.

Sometimes, not mostly but sometimes everything just works out, I started with £18,800,000,000 and split it into input 37 rows and 43 Category columns, 1591 possible basic errors and was expected a long slog working out what went wrong and where, but to my surprise, I got it right the first time, and the output of the 43 categories added up was the same as the initial input £18,800,000,000.
There has been some adjustment to the 64 cube so here is version 2.2

	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	

About 21.42 London Time **15th January 2021**

Idea; Maybe this is for a later version, but ideally I want to be able to add say 10% to one spending column, and it does so in a kinda ~~Pareto efficient~~ non-zero-sum game way by deducting 10% from all the rest of the columns, so it always adds to 100%

Maybe these different keys idea can apply to this quality and the different keys are different ways to do this, like deduct from only the government quarter, or from only the infrastructure quarter. Simple.

But I don't think this is easy to programme for my current daily coder Kiran, (who does 4 hours a day for me 12.30 to 4.30 pm) rather it is for the programming spec.

Question for Google 'is Pareto efficient a non-zero-sum game?' **Answer**
Improving someone's situation without harming anyone else is called a **Pareto**-improvement. A system is **Pareto-efficient** if and only if there are **no** possible **Pareto**-improvements. **Zero-sum games** are always **Pareto-efficient**.

Oops, I think I have made the above mistake a few times, check on the final read-through.

Idea 2, The above job is easier because the system is quantized. I think I can write the rules, let's see what tomorrow brings. Back to Netflix Cobra Kai… (S3:E6)

17.28 London Time **16th January 2021**

Had good morning, looks like Caitlin is going to step up as CEO of Cape Villas.com, and Vineeth is very close to making the Homepage CMS. This has taken a long time, and it lets us remake the homepage or any page we want, by picking elements from a collection of elements, each a different section or row of the page, and one can move them up and down. This is the current test page that Vineeth might take down https://www.capevillas.com/WidgetThemeTest1 What we see here are all the different rows one may use. Each will have an identifier that may be just a number. So you can then make a webpage in about half a minute just by adding the row numbers. That's it, well actually not. The pages we see have generic content. But for the actual homepage, the content needs to change to be about the company, and this is done by following this link once one is logged in http://www.villasecrets.com/cms/HomePage.php?id=9 (or from the menu you see when logged in go to the Homepage drop-down navigation and choose 'Homepage' And what one sees is your exact homepage as it looks on the website, but all text fields are editable and most or all pictures can be edited.

This again is a very easy process, it was designed to make it as easy as possible to create a website for network users, now that we can combine that simple way to edit/update with the power of the homepage CMS to create the necessary pages in a website and S-Web really is something. One very useful component we are working on now is the simplest way to create the drop-down menus because as we found for ourselves there is no good open source way to make a menu like the one we have in www.CapeVillas.com, but now there is, and it's open-source to anyone in the network, one area that looks promising is S-Web websites for professors, students and authors of books is a collection of different websites for the pre-mentioned. Probably without cost, the idea being that as the professor and authors, and students start to use one of the S-Web websites as their main website, and as they get to use it are introduced to functionality can use the website to generate an income or increase an income, or … (Facebook are my current favourite for co-founding this endeavour). This endeavour is Technology 1.

The Sienna Equilibrium can be found in all technologies but is most obvious in **2. The TBS**


THE TEN 'X' FORECASTS
9. Grand Śpin Networks
Net-Zero Charter Cities
Malawi GDP
123,456x
10. S-World Angelwing
The Supereconomics AI
Investor Returns
11,660x
Ast< >Bst
7. Š-RÉŚ™
Financial Engineering
Increase to Money Supply
29.49x
8. Net-Zero DCA Soft.
Dynamic Comparative Advantage
Special Projects
30x
Ast< >Bst
5. S-World VSN
Virtual Social Network
VSN MLS
100x
6. S-World UCS™
87 Quintillion Histories
Recruitment
1000x
Ast< >Bst
3. S-World Villa Secrets
Real Estate Network
4x
4. S-World Film
Film, Media, Distribution
-4x
Ast< >Bst
1. S-Web™
S-World Online
2x
2. The TBS (ꝏ)
Total Business Systems
4x
Ast< >Bst

On the 64 Cube, I have now tallied up 43 columns,
Column 1. 'Construction 1: Infrastructure Roads, Sewers, Hills, Islands' is **£722,625,000**
Which is **3.84%** of all the cash flow in its Śpin (being **£18,800,000,000**)
I then multiply by 100% divided into 64 (quantized) parts which are **1.5625%**
Lastly (so far) I divide the **3.84%** by **1.5625%** which makes **2.46%**

I can now create a new 64 Cube, this time for Śpin which is **£17,672,000,000**

See in bold below, 2nd figure down the Cash Flow Colum

Ŕevenue + Šavings	É	Cash Flow	Śpin	Days	Spend By
£ 20,000,000,000	94.00%	£ 18,800,000,000	1	56	26 February 2022
£ 18,800,000,000	94.00%	**£ 17,672,000,000**	2	53	19 April 2022
£ 17,672,000,000	94.00%	£ 16,611,680,000	3	50	08 June 2022
£ 16,611,680,000	94.00%	£ 15,614,979,200	4	47	24 July 2022
£ 15,614,979,200	94.00%	£ 14,678,080,448	5	44	06 September 2022
£ 14,678,080,448	94.00%	£ 13,797,395,621	6	41	17 October 2022
£ 13,797,395,621	94.00%	£ 12,969,551,884	7	39	25 November 2022
£ 12,969,551,884	94.00%	£ 12,191,378,771	8	36	01 January 2023
				365	
Year's Cash Flow		£ 122,335,065,924			365 Days in a Year
	CFV:	50%			
Year's GDP		£ 61,167,532,962			
	GS:	75%			
Gov Spending		£ 91,751,299,443			
	LR:	25%			
Labour Receives		£ 30,583,766,481			
		612%	Increase to money supply		
LCŔ		$ 12,191,378,771	ADDs TO NEXT YEAR		
The Law of Conservation of Revenue					

Now I need to create a new 64 Cube, using the 43 different spending columns, this time from two different 64 cubes, both containing the company name and type as before, but this time with their percentage of the cube number we saw above.

Next, I need to multiply the cash flow in the spin **£17,672,000,000** and then dive it by **2.46%** to see how much money each company gets. We need a word for this computation that leads to **2.46%**, for now, 'Cash Flow in Cube Multiplier' CF-CM.

I have coped **Sienna Equilibrium Cube 2.03** and made **Sienna Equilibrium Ś2 Cube 2.04**

I have coped the Sienna Equilibrium Basic 2.03 and Sienna Equilibrium Basic 2.04 and sent Sienna Equilibrium Basic 2.03 to the end of the spreadsheet.

No, I need to make 4 cubes of 64, one for each sector;

1. Government,
2. Construction including Infrastructure,
3. Labour
4. Technology (software), Entertainment, VSN and Film

On each spreadsheet cube, I add the name, then the percentage of the 64-cube (ROW 52: Sienna Equilibrium Basic 2.04), and Śpin 1 Income and Śpin 2 Income based on that percentage.

19.28 London Time **16th January 2021**

This is going to take a while
One problem will be that some columns may fall into more than one of the 4 categories, like 'Villa Secrets Long Term Rentals & Vacation Rentals' is this in construction, or Labour, or Infrastructure? In a software version we could split them all up, but not on a spreadsheet. Not this spreadsheet anyway. So maybe right now we're looking at the process and seeing what it tells us and after adjusting for problems we create the spreadsheet for Spin 2

But for now, I'm signing off and I'm going to watch more from Cobra Kai. Nope, I'll watch Long Walk to Freedom again.

16.28 London Time **17th January 2021**

Not a good Sunday, was up late on Civ 6, so woke up late, but the day turned bad as we found the Portrait Sliders on Vineeth's Homepage CMS and CapeVillas.com had some bugs. Spent all day on it but now successful. And in the background the work on the Sienna Equilibrium turned as well, the latest double check showed an error, so I have to work differently. I've not been out for exercise and will do it now.

Actually, I just fixed the problem with Sienna Equilibrium Basic 2.04, Spin 2 is now reconciled. Now I must create the 4 new 64 Cubes, being 4 quarters of the original. Now I'm up for a night run.

19.40 London Time **17th January 2021**

Back from run and stared matching up the new spending to a broader category, was not going to work, so I am now making new categories, 1 to 8 are now 'Construction' and I have now added a new category of 'Manufacturing.' I don't see this a problem; in fact, I like it because I had not covered all industries in the first Spin.

That's all for today and this week, signing off in my S-World TBS CC spreadsheet for a total of 73.3 hours. This is a little light relative to the average but anything over 70 is ok in my book, and better a short more productive week than a long and unproductive one. Of course, not

everyone would agree that 73.3 hours is a little lazy, but then so would I if I was not working on something so important.

13.25 London Time **18th January 2021**

Happy Tuesday,
Slept well, up early and worked on the spreadsheet, slogged it over the common had lunch and now an update.

The second Śpin in 2022 (as seen on spreadsheet tabs; **Sienna Equilibrium Ś2 Cube 2.04** and **Sienna Equilibrium Basic 2.04**, with Š-ŔÉŚ™ figures from **History 4 - UK Butterfly (v2.2).** Has seen cash flow spending split into 6? major categories, plus two other categories.

1. Building / Construction / Real Estate
2. Manufacturing
3. Services (Includes Entertainment)
4. Technology
5. Government
6. Dualities (Goes two or more sectors relatively evenly)
7. Other 1
8. Other 2

I have made each its own spectrum of colour, like so

Construction 1: Infrastructure Roads, Sewers	Construction 2: Resorts, Villas Marinas, Golf…	Construction 3: Commercial and Industrial	Construction 4: **ISP** Infrastructure	Long Term & Vacation Rentals	Construction 5: Prefab's	Kitchens & Bathrooms	**Interiors &** Landscape Architecture
3.84%	2.26%	2.02%	1.75%	0.97%	1.06%	0.22%	0.58%
£722,625,000	£424,468,750	£380,406,250	£ 329,000,000	£182,125,000	£199,750,000	£41,125,000	£ 108,687,500
£ 679,267,500	£ 399,000,625	£ 357,581,875	£ 309,260,000	£ 171,197,500	£ 187,765,000	£ 38,657,500	£ 102,166,250

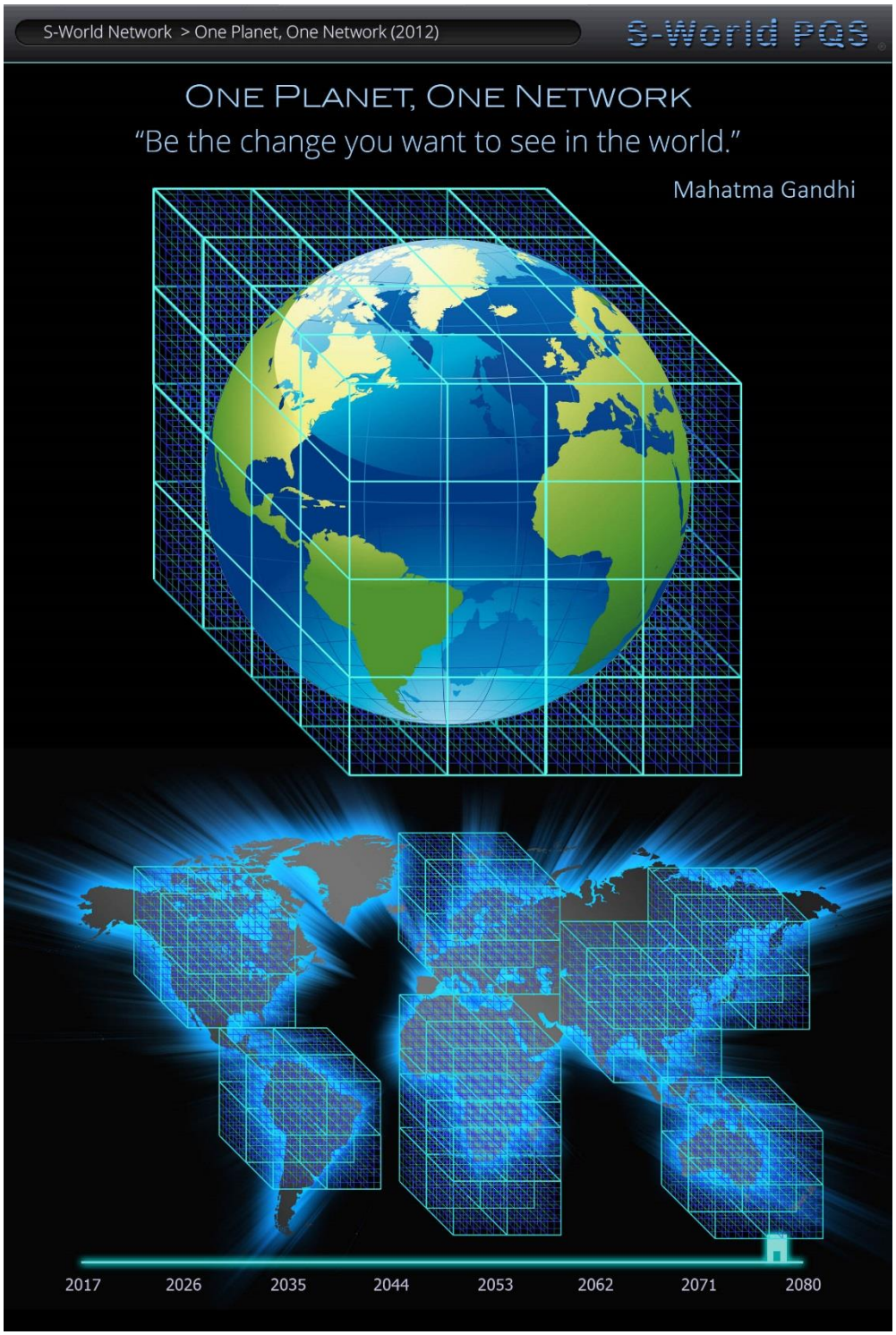
Row 1 is the industry,
Row 2 is the amount of 64 cubes on the original Śpin the cash flow occupied.
Row 3 is the cash flow from Śpin 1
Row 4 is the cash flow in Śpin 2, (this is what we are working out)

Important. Each '64 Cube' is a collection of 64 small businesses, and on Śpin 1 we divide total cash flow £18,800,000,000 by the amount of companies 64 each cube = 64 and divide that by the number of squares on the 64 cubes = 64. So, 64 x 64 = 4096, and after I adjust to my liking

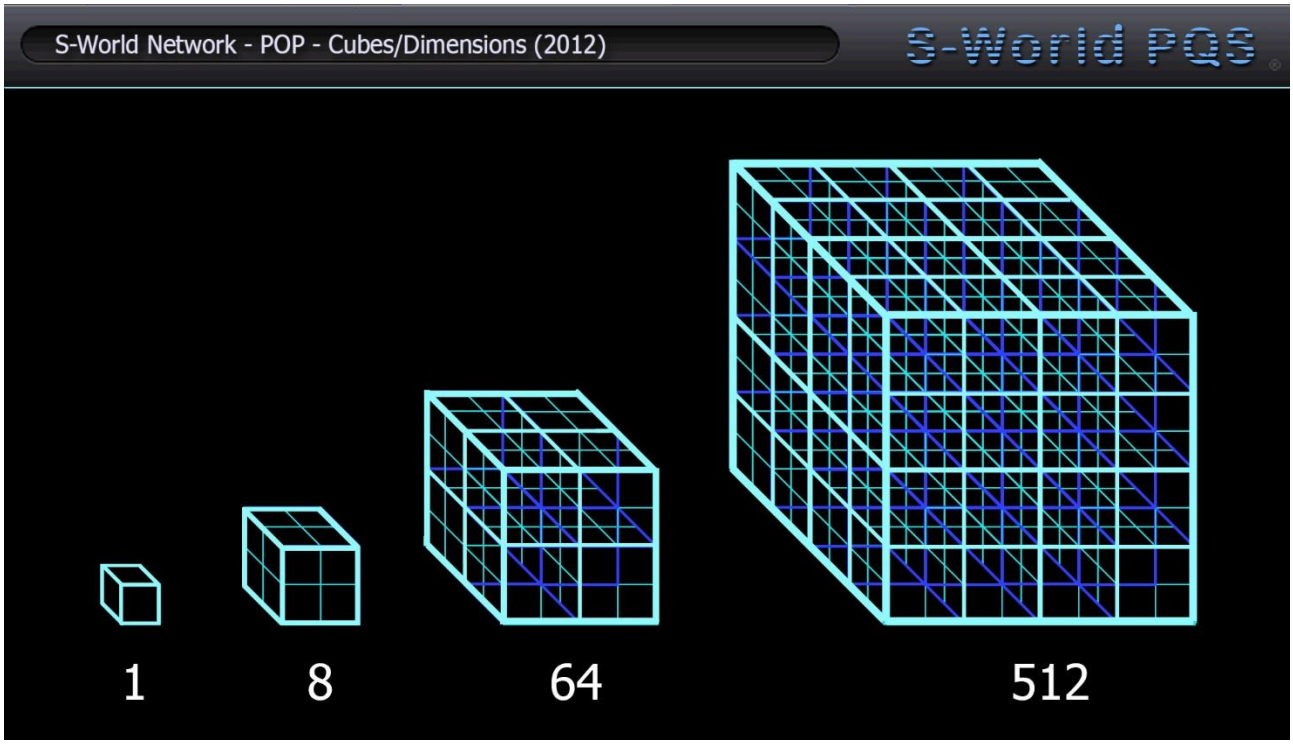
by multiplying the 4096 by 2. (or one could say there are (128 companies per cube x 64 cubes)

In the Malawi version, I aimed for full employment at about the same per capita as a western country. For now, I am looking at big salaries across the board, and remember there is no tax.

Mow we start to see the structure of the POP Financial Gravity which goes back to 2012 and American Butterfly



Above we see the global network of 8 sets of 4096 cubes, for a total of 32,768 cubes. This is the macro picture, and below we start to see the microeconomics, the information of each of those 32,768 cubes.



		Financial Engineering	Š-ŘÉŠ™						
1		Ťender	Ťender	Ťender	Labour	Labour	Staff per	# Labour	Personnel
2		Cash Flow	Companies	Cash Flow	Percent	Cash Flow	Company	Personnel	Basic + Bonus1
3	2022	£ 122,335,065,924	8,192	£ 14,933,480	25%	£ 3,733,370	32	262,144	£ 116,668
4	2023	£ 97,628,422,189	8,192	£ 11,917,532	25%	£ 2,979,383	32	262,144	£ 93,106
5	2024	£ 89,285,986,413	8,192	£ 10,899,168	25%	£ 2,724,792	32	262,144	£ 85,150
6	2025	£ 95,462,540,149	8,192	£ 11,653,142	**25%**	£ 2,913,286	**32**	262,144	**£ 91,040**
7	2026	£ 114,702,721,814	8,192	£ 14,001,797	25%	£ 3,500,449	32	262,144	£ 109,389
8	2027	£ 146,663,614,334	8,192	£ 17,903,273	25%	£ 4,475,818	32	262,144	£ 139,869
9	2028	£ 192,484,759,909	16,384	£ 11,748,337	25%	£ 2,937,084	32	524,288	£ 91,784
10	2029	£ 255,142,751,093	16,384	£ 15,572,678	25%	£ 3,893,169	32	524,288	£ 121,662
11	2030	£ 310,585,478,169	16,384	£ 18,956,633	25%	£ 4,739,158	32	524,288	£ 148,099
12	2031	£ 353,783,858,916	16,384	£ 21,593,253	25%	£ 5,398,313	32	524,288	£ 168,697
	B	C	D	E	F	G	H	I	J

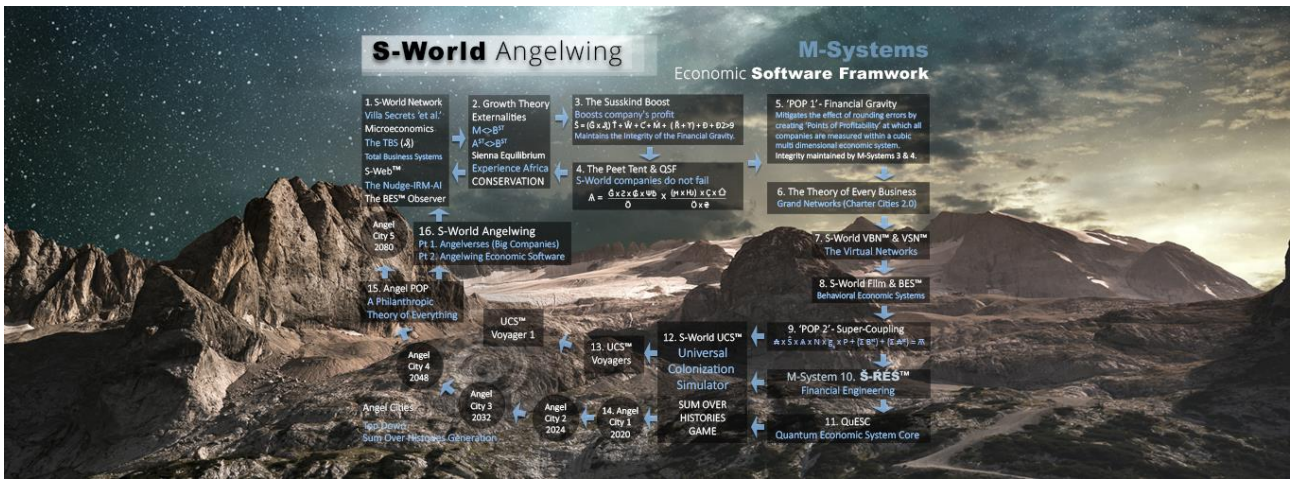
Next, we see the right-hand side of the spreadsheet, which gives us the number of Paid2Leran apprentices paid £14,538 is 524,288 in 2022 and double that in 2031. These spreadsheets are not discounted you will find some discounting formula in the actual spreadsheet in hidden cells, but this formula is wrong. However, as we are only looking 10 years ahead discounting can be abbreviated, to a percentage that we add, such as 70%, so when you look at Spartan Labour (in red) receives £168,697 in 2031, multiply by 70% gives £81,667.47 which is equivalent to £168,697 in 2031.
Where after we multiply £81,667.47 by 25% = £20,416.87 which funds Paid**2**Learn

	B	C	D	I	J	M	Q		
		Financial Engineering	Š-ŘÉŠ™						
1	The	Ťender	Ťender	# of Labour	Personnel	Paid **2**Learn	O * P	The	1
2	Year	Cash Flow	Companies	# Personnel	Basic + Bonus1	# Trainees	P**2**L Income	Year	2
3	2022	£ 122,335,065,924	8192	262,144	£ 116,668	524,288	£ 14,583	2022	3
4	2023	£ 97,628,422,189	8192	262,144	£ 93,106	524,288	£ 11,638	2023	4
5	2024	£ 89,285,986,413	8192	262,144	£ 85,150	524,288	£ 10,644	2024	5
6	2025	£ 95,462,540,149	8192	262,144	**£ 91,040**	524,288	£ 11,380	2025	6
7	2026	£ 114,702,721,814	8192	262,144	£ 109,389	524,288	£ 13,674	2026	7
8	2027	£ 146,663,614,334	8192	262,144	£ 139,869	524,288	£ 17,484	2027	8
9	2028	£ 192,484,759,909	16384	524,288	£ 91,784	1,048,576	£ 11,473	2028	9
10	2029	£ 255,142,751,093	16384	524,288	£ 121,662	1,048,576	£ 15,208	2029	10
11	2030	£ 310,585,478,169	16384	524,288	£ 148,099	1,048,576	£ 18,512	2030	11
12	2031	£ 353,783,858,916	16384	524,288	£ 168,697	1,048,576	£ 21,087	2031	12
	B	C	D	I	J	M	Q		

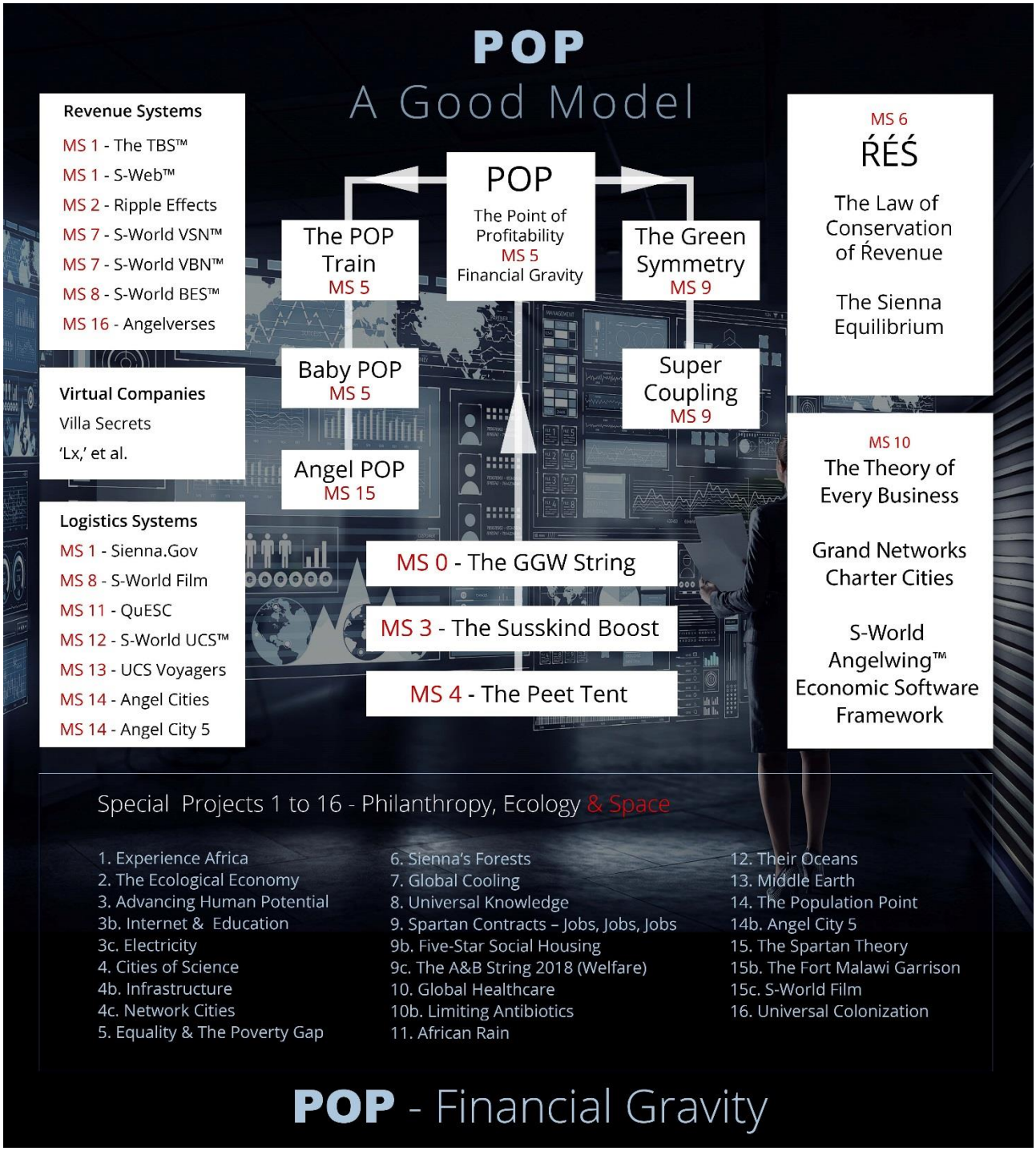
Using the not discounted figures Labour receive 25% of cash flow. There is some talk (gosh I literally am talking to myself), not some chatter in my head that changes this fundament law from 25% to 50% or somewhere in between. This would be easy enough to model, once I have turned all we see into software (Small and relatively inexpensive team, 6 to 12 months, Small but very select, like Bill Gates, Elon Musk, Paul Romer, Mark Zuckerberg, Richard Branson, Barack Obama, Stephany Kelton, a couple or a few from Google, and someone who is good at math, of which there are many candidates, most found at the top of the S-RES spreadsheets, but now adding to that list Lee Smolin.

I have just listened to (what I thought was) the final chapter of Lee's book, Three Roads to Quantum Gravity, and I said to myself, 'That's sounding a lot like S-World AngelWing' the combinatorial explosion of technologies 1 to 9 (Book 1). Not exactly, but defiantly similar, as was the objective in reading up on quantum gravity, to make something clever like quantum gravity research. For 9 years the background to S-World has been POP which goes by the name Financial Gravity because of its cubic structure, like the nodes, I guess. POP is seen as M-Systems 5, 9, and 15

Add Link



POP; A Good Model



Add some links and mention some papers, in particular, the one for Hanna Fry.

Before I get side-tracked so far I cannot return to the conversation I am going to copy the text from the pinnacle of Three Roads to Quantum Gravity by Lee Smolin. (From Master Zip Drive: Angel Theory > Physicists and their books > Three Roads to Quantum Gravity by Lee Smolin.

Three Roads to QUANTUM GRAVITY by Lee Smolin

Transcribed by Nick Ray Ball 18th January 2021

Audible Chapter 16. Book Chapter: Epilogue.
A Possible Future: (7.26) Minus -03m 33s

This chapter and the following section, which is copied up to the end of the book are about what Lee Smolin thought the future of Quantum Gravity will look like 20 years in the future. (Which is now.)

I copy it not for the physics but for the economic symmetries of which I have made some quickly written notes in the passage.

Lee's writing is in quotation marks, it is in the serif font. My writing is in non-serif and is usually bold. The boldness is not meant to convey any level of importance, it's just a lot easier to read Lee's narrative, his story summary with my sections identified by font or font and boldness.

"The basic of loop quantum gravity will provide the template for the fundamental theory," **(POP)**. "Quantum states and processes will be expressed in diagrammatic form **(the many diagrams)** like the spin networks, there will be no notion of a continuous geometry of space or spacetime except as an approximation. Geometrical qualities, including areas and volumes, will turn out to be quantized and to have minimum values."

Working on this right now, via the Sienna Equilibrium spreadsheets, which will then be able to account for every penny or cent as a quantised value that can be seen as the physical cash and bonds in the central bank. From the money in the bank, we can look at every situation and know exactly what processes created it, allowing us to answer any question about Network Credits we would wish to ask. And in the system, 87 Quintillion Histories is a set of simulations into the future from which we choose the futures we prefer.

"A few of the other approaches to quantum gravity will turn out to play significant roles in our final synthesis, among them will be Rodger Penrose's twister theory and Alain Connes noncommutative geometry. These will turn out to give essential insights into the nature of the quantum geometry of spacetime.
The present formulation of quantum theory will turn out to be not fundamental, the present quantum theory will first give way to a relational quantum theory of the kind I discussed in chapter 3. Which will be formulated in the language of Topas Theory, but after a while, this will be reformulated as a theory about the flow of information among events **(87 Quintillion Histories)**. The final theory will be non-local or better extra-local as space

itself will come to be seen only as an appropriate description for certain kinds of the universe (Grand Śpin Network), in the same way, that thermodynamic quantities such as heat and temperature are meaningful only as averaged descriptions of systems containing many atoms."

(Maybe here think of the many 1 cents, within an economy valued at about $1,166,064,571,795,800 x 2.5 – See spreadsheet tab H3) Total Cash Flow & GDP and note this figure is discounted. From +/- 250,000 trillion x 100 (for cents not dollars) Two-hundred-and-fifty-thousand-trillion-cents. (This is the quantised value)

At these sizes of quantities, we can use lessons from theoretical physics, but the magic trick as of now is that we will know exactly where every one of these two-hundred-and-fifty-thousand trillion cents is.

And that Š-ŔÉŚ™, a system that itself was inspired by string theory and quantum mechanics, sits in the middle like a supermassive black hole, (or sometimes just a small black hole decreasing time (the time it takes to complete a task) by Śpinning the money (which has been called the string) and increasing É recycle-Éfficiency which is done by The Sienna Equilibrium which this chapter is about.

"The idea of states will have no place in the final theory, which will be framed around the idea of processes and the information conveyed between them and modified within them."

Note that all two-hundred-and-fifty-thousand trillion cents and the processes that created it can be modified in real-time like I think it was mentioned for General Relativity being able to affect itself.)

"Causality will be a necessary component of the fundamental theory." **(Note that I think we can adjust the causality to suit our preferences.)** That theory will describe the quantum universe in terms of discrete events and their causal relations. The notion of causality will survive at a level in which space will no longer be a meaningful concept. **(hmm, ok then, this is good as I have no analogy for space, at all, especially one that is a cog in the wheel.)**

The Final Theory will not be able to predict unique values for the masses of the eliminatory particles. **(Maybe that we cannot accurately predict the values of non-network dollars, we may know how much É L (É Leakage) is but not where it is after it has been transferred and then re-spent.)** The theory will allow a set of possible values for these and other quantities in fundamental physics, but there will be a rational non-anthropic and falsifiable explanation for the values of the parameters we observe. **This is it, this is determined cash flows, which is a key, if not the key quality of the system.**

We shall have the basic framework of the quantum theory of gravity by 2010, 2015 at the outside. (10.05 -00.54) **This is it again, we don't have it in physics, but we do have it in economics, which considering money can buy you physics is more useful to us now than physics might have been anyway, not unless it solves the problem of fusion and gives us limitless clean energy or something like that.**

The last step will be the discovery of how to reformulate Newton's principle of inertia in the language of a quantum spacetime. It will take many more years to work out all the consequences **(See Book 3. Sixty-Four Reasons Why)**, but the basic framework will be so compelling and natural as to remain fixed once it is discovered. **like the unchangeable laws that must be cemented, such as Special Project 6 Sienna's Forrest's that says each development or industry must emit less carbon than was emitted before, in Malawi one sub-law says that for every 1 square mile of poor farmland developed must see a square mile of forest planted, irrigated and nurtured.**

This is the basis for the idea of reforesting the Sahara desert

Within ten years of having the theory new kinds of experiment will be invented which will be able to test it, and the quantum theory will make predictions about the early universe which will be tested by observations of radiation from the big bang. **We are now at the begging, the big bang of the life of this S-World universe and set of predictions and can observe it.** Including the cosmic microwave background radiation and gravitational radiation. By the end of the 21st Century, the quantum theory of gravity will be taught to high school students all around the world. **In some or maybe all cases, it will be easier for a high school student to understand S-World and then by association understand the physics.**

21.26 London Time **18th January 2021**

12.45 hours, not bad for a Monday

Very productive day 😊 Plus now 1 hour listening to the 'Postscript' and final chapter 'PostScript to the 2017 edition.'

Path idea: Lee Smolin > James Gates > Barack Obama >

Not that Lee necessarily knows James Gates well but because I know Lee via Games Gates and James Gates was President Obama, chief science officer.

Chapter 3.5

Well before time Production

UK Butterfly – The Sienna Equilibrium – Part 2

You're Describing This!

Is spun Cash Flow the same as Classical Cash Flow? (Revisited)

About 9.30 London Time **19th January 2021**

Ok, so today I need to

1. Complete the Sienna Equilibrium Ś2 Cube 2.04 spreadsheet tab
    a. Need to copy in the data from tab; Sienna Equilibrium Basic 2.04
    b. Need to order the tab; Sienna Equilibrium Basic 2.04 so that it follows the order set out on tab Sienna Equilibrium Ś2 Cube 2.04
    c. Make sure the math is correct, by adding all the inputs and comparing to the input (which in Ś2 is £17,672,000,000) (see History 4 - UK Butterfly (2.02) cell P:21)

2. Once complete it makes sense to plot Śpin 3, including adding in some new spending categories that have been missed so far. Ideally ending up with 64 different spending categories.

Again, this is going to take a while.

First thing is that I will save the spreadsheet tabs used so far, by copying them and sending the originals to the end of the spreadsheet.

Specifically

1. **Sienna Equilibrium Basic 2.04** is saved and moved to the end and a copy is made **Sienna Equilibrium Basic 2.05**

2. **Sienna Equilibrium Ś2 Cube 2.04** is saved and moved to the end and a copy is made **Sienna Equilibrium Ś2 Cube 2.05**
3. **History 4 - UK Butterfly (2.02)** is saved and moved to the end and a copy is made **History 4 - UK Butterfly 2.05**

4. **History 4 - Jobs and Education** is saved and moved to the end and a copy is made **History 4 - Jobs and Edu. 2.05**

I have given the four new '2.05' tabs an aquamarine tab colour (00ffff)

About 9.30 London Time **19th January 2021**

Back from my slog over Epsom Common and Ashtead woods

I had started the process of updating all the cells in the spreadsheet Sienna Equilibrium Ś2 Cube 2.05 to the new spreadsheet source Sienna Equilibrium Ś2 Cube 2.05 (Currently still fetching from Sienna Equilibrium Ś2 Cube 2.04).

I have more of this to do, but I have had an idea, and that is that I want to remake the new master tab' History 4 - UK Butterfly 2.05'

You see that the second (2023), third (2024), fourth (2025) and fifth years are less than first-year cash flow.

£	122,335,065,924	2022
£	97,628,422,189	2023
£	89,285,986,413	2024
£	95,462,540,149	2025
£	114,702,721,814	2026

		Financial Engineering	Š-ŔÉŠ™						
1		Ťender	Ťender	Ťender	Labour	Labour	Staff per	# Labour	Personnel
2		Cash Flow	Companies	Cash Flow	Percent	Cash Flow	Company	Personnel	Basic + Bonus1
3	2022	£ 122,335,065,924	8,192	£ 14,933,480	25%	£ 3,733,370	32	262,144	£ 116,668
4	2023	£ 97,628,422,189	8,192	£ 11,917,532	25%	£ 2,979,383	32	262,144	£ 93,106
5	2024	£ 89,285,986,413	8,192	£ 10,899,168	25%	£ 2,724,792	32	262,144	£ 85,150
6	2025	£ 95,462,540,149	8,192	£ 11,653,142	**25%**	£ 2,913,286	**32**	262,144	**£ 91,040**
7	2026	£ 114,702,721,814	8,192	£ 14,001,797	25%	£ 3,500,449	32	262,144	£ 109,389
8	2027	£ 146,663,614,334	8,192	£ 17,903,273	25%	£ 4,475,818	32	262,144	£ 139,869
9	2028	£ 192,484,759,909	16,384	£ 11,748,337	25%	£ 2,937,084	32	524,288	£ 91,784
10	2029	£ 255,142,751,093	16,384	£ 15,572,678	25%	£ 3,893,169	32	524,288	£ 121,662
11	2030	£ 310,585,478,169	16,384	£ 18,956,633	25%	£ 4,739,158	32	524,288	£ 148,099
12	2031	£ 353,783,858,916	16,384	£ 21,593,253	25%	£ 5,398,313	32	524,288	£ 168,697
	B	C	D	E	F	G	H	I	J

And the system only increases cash flow in 2027.

.

This is because I have either used too much Śpin or not a high enough recycle-Éfficiency
And because I start with only 1 Suburb Sale when we could start at 4 or higher.
Another big factor is because there is no trade/exports in this model, which copies History 3 and removes trade to remove possible argument about trade.

Ok, problem, how do I change the 'days' and 'date' indicator?
Right, let's look at the elements

1. We have the date: 01 January 2022 (S:17)
2. Days (R:20) are: =P20/V53
    a. =P20 £18,800,000,000 (Cash Flow to other businesses in the same network) /V53 $335,164,564.17 (Daily Spending)
    b. Daily Spending is: (=P53/S53) Years Cash Flow £122,335,065,924 (P:53) (/S53) Manually entered '365' days in a year (must remember to add the leap years)
    c. Equals Daily Spending of $335,164,564.17
3. Then in the S-RES calculator lets look at the first row

Ŕevenue + Šavings	É	Cash Flow	Śpin	Days	Spend By
£ 20,000,000,000	94.00%	£ 18,800,000,000	1	56	26 February 2022

We see that Days are 56 (R:20) and we're back to point 1.

a. 56 Days is =P20/V53

P20 £18,800,000,000 (Cash Flow to other businesses in the same network) /V53 $335,164,564.17 (Daily Spending)

Ok that's the trick we multiply cash flow by V54 the Daily Spending

Year's Cash Flow	£ 122,335,065,924		365	$ 335,164,564.17
CFV:	50%		Days in a Year	Daily Spending

4. And lastly, we work out the Spend By (S:20) =S17+R20
   =S17 (The Date 01 January 2022)
   +R20 (The Days '56')

So to change the Śpin from 8 down to 4 I need to delete the 5th Śpin at cell (N:24 – IN Yellow), and the ones below it, and by some miracle, the new dates are working out automatically.

So from

2022

Ŕevenue + Šavings	Ė	Cash Flow	Śpin	Days	Spend By
£ 20,000,000,000	94.00%	£ 18,800,000,000	1	56	26 February 2022
£ 18,800,000,000	94.00%	**£ 17,672,000,000**	2	53	19 April 2022
£ 17,672,000,000	94.00%	£ 16,611,680,000	3	50	08 June 2022
£ 16,611,680,000	94.00%	£ 15,614,979,200	4	47	24 July 2022
£ 15,614,979,200	94.00%	£ 14,678,080,448	5	44	06 September 2022
£ 14,678,080,448	94.00%	£ 13,797,395,621	6	41	17 October 2022
£ 13,797,395,621	94.00%	£ 12,969,551,884	7	39	25 November 2022
£ 12,969,551,884	94.00%	£ 12,191,378,771	8	36	01 January 2023
				365	
Year's Cash Flow		£ 122,335,065,924			365 Days in a Year
	CFV:	50%			
Year's GDP		£ 61,167,532,962			
	GS:	75%			
Gov Spending		£ 91,751,299,443			
	LR:	25%			
Labour Receives		£ 30,583,766,481			
		612%	Increase to money supply		
LCŔ		£ 12,191,378,771	ADDs TO NEXT YEAR		
The Law of Conservation of Revenue					

I also need to make LCR catch from the last spins cash flow, so
(P:63) was £ 12,191,378,771
Now it fetches (P:23) £15,614,979,200

As seen below at the bottom in light blue

2022

Ŕevenue + Šavings	Ė	Cash Flow	Śpin	Days	Spend By
£ 20,000,000,000	94.00%	£ 18,800,000,000	1	100	10 April 2022
£ 18,800,000,000	94.00%	**£ 17,672,000,000**	2	94	13 July 2022
£ 17,672,000,000	94.00%	£ 16,611,680,000	3	88	10 October 2022
£ 16,611,680,000	94.00%	£ 15,614,979,200	4	83	01 January 2023
				365	
Year's Cash Flow		£ 68,698,659,200			365 Days in a Year
	CFV:	50%			
Year's GDP		£ 34,349,329,600			
	GS:	75%			
Gov Spending		£ 51,523,994,400			
	LR:	25%			
Labour Receives		£ 17,174,664,800			
		343%	Increase to money supply		
LCŔ		£ 15,614,979,200	ADDs TO NEXT YEAR		

The Law of Conservation of Revenue

This figure of £15,614,979,200 is then added to the following year's cash flow in the year 2023

In 2023 I have done the same as we see above but changing from Śpin from 4 to 5

Ŕevenue + Šavings	É	Cash Flow	Śpin	Days	Spend By
£ 17,664,979,200	94.50%	£ 16,693,405,344	1	82	22 March 2032
£ 16,693,405,344	94.50%	£ 15,775,268,050	2	77	07 June 2032
£ 15,775,268,050	94.50%	£ 14,907,628,307	3	73	19 August 2032
£ 14,907,628,307	94.50%	£ 14,087,708,750	4	69	27 October 2032
£ 14,087,708,750	94.50%	£ 13,312,884,769	5	65	01 January 2033
Year's Cash Flow		£ 74,776,895,221			366
	CFV:	£ 1			Days in a Year
Year's GDP		£ 37,388,447,610			
	GS:	£ 0			
Gov Spending		£ 14,020,667,854			
	LR:	£ 0			
Labour Receives		£ 18,694,223,805			
		£ 4	Increase to money supply		
Šavings (LCŔ)		£ 13,312,884,769	Adds to Next Year	Šavings → → → ↓ ↓ ↓	
The Law of Conservation of Revenue					

And we end up with £74,776,895,221 as the year's cash flow, which is an improvement on 2022 which had a year cash flow of £68,698,659,200. Next, I will continue to increase Śpin once per year, and then go back to our 10-year cash flow forecast as seen below before the update.

I am now updating the name of the tab History 4 - UK Butterfly 2.05 to History 5 - UK Butterfly 2.05. We have in making this model stubbled into a new History (A History is a simulation and data)

We see that relative to the 8 History 4 model seen below at £ 122,335,065,924 in 2022 and £ 97,628,422,189 in 2023. History 4 makes a lot less in the early years. This is why I'm creating this as software (see so far www.Supereconomics.ai/UCS) so I can do many different simulations and make many new histories.

2022 to 2031 HISTORY 4 (History 4 - Jobs and Edu. 2.05)

	B	C	D	I	J	M	Q		
		Financial Engineering	Š-ŘÉŠ™						
1	The	Ťender	Ťender	# of Labour	Personnel	Paid **2**Learn	O * P	The	1
2	Year	Cash Flow	Companies	# Personnel	Basic + Bonus1	# Trainees	P**2**L Income	Year	2
3	2022	£ 122,335,065,924	8192	262,144	£ 116,668	524,288	£ 14,583	2022	3
4	2023	£ 97,628,422,189	8192	262,144	£ 93,106	524,288	£ 11,638	2023	4
5	2024	£ 89,285,986,413	8192	262,144	£ 85,150	524,288	£ 10,644	2024	5
6	2025	£ 95,462,540,149	8192	262,144	**£ 91,040**	524,288	£ 11,380	2025	6
7	2026	£ 114,702,721,814	8192	262,144	£ 109,389	524,288	£ 13,674	2026	7
8	2027	£ 146,663,614,334	8192	262,144	£ 139,869	524,288	£ 17,484	2027	8
9	2028	£ 192,484,759,909	16384	524,288	£ 91,784	1,048,576	£ 11,473	2028	9
10	2029	£ 255,142,751,093	16384	524,288	£ 121,662	1,048,576	£ 15,208	2029	10
11	2030	£ 310,585,478,169	16384	524,288	£ 148,099	1,048,576	£ 18,512	2030	11
12	2031	£ 353,783,858,916	16384	524,288	£ 168,697	1,048,576	£ 21,087	2031	12
13	22-31	£ 1,778,075,198,909							22-31
	B	C	D	I	J	M	Q		

Now I'm going to continue History 5 to 2031 and compare it with History 4.

2022 to 2031 HISTORY 5 (Tab History 5 - Jobs and Edu. 2.05b)

	B	C	D	I	J	M	Q		
		Financial Engineering	Š-ŘÉŠ™						
1	The	Ťender	Ťender	# of Labour	Personnel	Paid **2**Learn	O * P	The	1
2	Year	Cash Flow	Companies	# Personnel	Basic + Bonus1	# Trainees	P**2**L Income	Year	2
3	2022	£ 68,698,659,200	8192	262,144	£ 65,516	524,288	£ 8,190	2022	3
4	2023	£ 74,776,895,221	8192	262,144	£ 71,313	524,288	£ 8,914	2023	4
5	2024	£ 82,871,319,253	8192	262,144	£ 79,032	524,288	£ 9,879	2024	5
6	2025	£ 95,957,243,705	8192	262,144	**£ 91,512**	524,288	£ 11,439	2025	6
7	2026	£ 116,402,494,375	8192	262,144	£ 111,010	524,288	£ 13,876	2026	7
8	2027	£ 146,324,902,502	8192	262,144	£ 139,546	524,288	£ 17,443	2027	8
9	2028	£ 188,114,196,898	16384	524,288	£ 89,700	1,048,576	£ 11,212	2028	9
10	2029	£ 245,048,262,846	16384	524,288	£ 116,848	1,048,576	£ 14,606	2029	10
11	2030	£ 299,519,333,978	16384	524,288	£ 142,822	1,048,576	£ 17,853	2030	11
12	2031	£ 345,887,216,864	16384	524,288	£ 164,932	1,048,576	£ 20,616	2031	12
13		£ 1,663,600,524,841							13
	B	C	D	I	J	M	Q		

Both perform well in the long term and would continue to improve, but History 4 makes more money in the early years but drops from year 1 to 2 and 2 to 3 and 3 to 4.

Overall History 4 spends £1.77 trillion £1,778,075,198,909 (2022 to 2031) compared to History 5 £1.66 trillion £1,663,600,524,841 (2022 to 2031) so there's not a lot in it. So, for now, I will swap to History 5 as the main focus of this chapter, and indeed this book. Staring at a lower Śpin gives everyone more breathing room, and what's the name of this part of the book? Ideas for Well Before Time production, changing from Śpin 8 to Śpin 4 might be the biggest cog in

the Well Before Time production wheel.

A general point of wonder is that the original investment was only $20 billion, plus the Suburb Sales. So be it £1.66 trillion or £1.77 trillion it's still a mouth-watering return.

Now my concern about the income decreasing for the first few years in History 4 is addressed,

Now back to Sienna Equilibrium Basic 2.05 and Sienna Equilibrium Ś2 Cube 2.05. But first another leisurely walk to Lee Smolin's Three Roads to Quantum Gravity and the two postscripts.

Note my message to my software engineer Kiran, because I often say Good Hunting…

> *By the way*
>
> *If you did not know 'Good Hunting' is from the Battlestar Galactic series,*
> *as Apollo tells Starbuck, don't say good luck - say good hunting when sending out the viper squadrons, to fight the Cylon's raiders.*
>
> *I am very much against hunting in general, but in software design, it's open season, as we hunt down the conflicts.*
>
> *Reply*
> *That's something new for me as well. Thanks for sharing.*

16.46 London Time **19th January 2021**

Back from my walk, I've been toying with the idea of writing down all the analogies, of which there are probably 30, and ten of which would be particularly good analogies. So, I have added to my S-World TBS-CC diary a time to do this, maybe before I get to the 10 Technologies and Book 1. (Note the books were originally written 1, 2, and 3, but then book 3 started to stand out and a complete book was made last year, and since that book, in Feb 2020 I've been focusing on this book, Book 2. The Magic Beans (S-RES and The City). Once this book is done it's back to book one. S-World – The Ten Technologies. And whether I make an analogies tree for the theoretical physics to economics analogues before or after the 10 technologies.

For now, I made 3 important bookmarks from Lee's Book, two are simple, but one on scale and de-sitter space is long and will have to wait for now, the analogy is the question should we stick to the cubic universe made by POP (Financial Gravity) or is there a better framework.

Word Crashed, lost work ☹ It should have saved on One Drive.

I had transcribed some work from the 2nd Postscript, which has inspired the metaphor's list to its own document called

The Metaphors & Inspirations DICTIONARY

Going back to transcribe again.

Three Roads to QUANTUM GRAVITY by Lee Smolin

1 of 3 in reverse order

Given there has been a lot of talk about The Sienna Equilibrium flowing like the key in music, this following incite is well-timed, to say the least:

1. **Audible Chapter 18. 2nd Postscript 1.37 / -57.49**
   About String Theory and Loop Quantum Gravity
   "The two theories have complementary strengths and weaknesses, but so far only a handful of people have tried to achieve that unification.
   What has happened is that each of these two approaches has matured to the point where one could say that one sees a stable structure of ideas and results that could optimistically be called; the basic framework for a quantum theory of gravity."

   And it's not a stretch to suggest that some of these ideas can improve S-World Angelwing (The Combinatorial Explosion of Technologies 1 to 9.) into the basic framework for a quantum theory of economics or maybe just money.

2. Given there has been a lot of talk about The Sienna Equilibrium flowing like the key in music, this following incite is well-timed, to say the least:
   Audible Chapter 18. 2nd Postscript 14.24 / -45.02
   "More generally music consists of melodic lines at different scales harmonized together, you can change the bassline without altering the soprano, so phenomena at different scales co-exist, a lot like phenomena in different locations.
   Maldacena's idea was to make this analogy between scale and dimension explicit. He imagined that when you change scale (speeding up or slowing down some pattern) as if you move in an extra dimension."

   Dimensions are my weakest area, I have a good metaphor in the financial dimensions but I have some idea about the mathematics that create the 9 dimensions of string theory if I knew that it will lead somewhere.

   There is a lot that came the above point 2, linking it to the following:

3. **Audible Chapter 18. 2nd Postscript 17.03 / -42.23**
   "Maldacena's idea became known as the ADS-CFT correspondence, using this correspondence Maldacena and many others have constructed a kind of dictionary,

> or Rosetta Stone by means of which physical phenomena and the original flat and scale-invariant world are translated into an equivalent description in the saddle-shaped world with one additional dimension. Many entries in this dictionary are striking in their beauty and subtlety. **This is, without doubt, one of the great achievements in the history of mathematical physics."**

18.59 London Time **19th January 2021**

Not a lot of work on the spreadsheet today, and in case one missed it, the spreadsheet is used to work out how to design the software. Once I have added the S-RES software, this will become more apparent. Seeing one set of complex economics originating from a spreadsheet in a highly professional manner opens the door to adding the Sienna Equilibrium spreadsheets as extensions to the S-RES base programming.

I have plotted my next weeks work adding The Metaphors and Inspirations Dictionary neat the end of the month and up to ten starting on Friday I a going to jump back to the original book section chapter headlines
Ch 3.6 Well before time Production - American Butterfly
Ch 3.7 Well before time Production - S-World TBS ™ Nudge AI
Ch 3.8 Well before time Production - S-World TBS ™ CC
Ch 3.9 Well before time Production - S-World UCS ™ Hawthorne

This book has now become similar to the original book 3. Not polished but containing good stuff to summarise, but I feel the real winner out of this last 7 days work will be the Video that jumps from S-RES (as has been shot 10 times so I can be quick in its description and offer links to more info, then on to the different spins as is being developed as we speak.

Today, however, is now over, I will retire to a new strategy in CIV 6, which I am not doing well at. There must be some strategy I am missing in that game, that I would prefer to know before approaching the idea of an S-World bespoke version of the game.

16.34 London Time **21st January 2021**

Yesterday and today I have been tidying up the two versions of the book, creating two separate books

The Magic Beans (S-RES)
Grand Spin Networks (The City)

Once this is done I shall make a Basic version, like Sixty-Four Reasons Why basic at about 40 pages.

I need to leave in the S-RES section, which leaves me about 30 pages, one for each chapter

makes sense. Or I will make it just for Volume 1. The Magic Beans (S-RES).
That does make more sense, it's going to be too tight for both books, I could, however, do maybe 5 pages at the end for Volume 2. Grand Spin Networks (The City)

One other big decision must start to be considered,
Of the following, do all go in book 1, or do I need to add them in this book?

- The Ten Technologies
- Metaphors and Inspirations Dictionary …
- The S-World Algorithms for Hannah Fry
- QuESC and Commaders Intenet.
- The Peter Thiel Future and Monopoly Quotes
- M-Systems

Currently,
The Ten Technologies is the name for book 1, these were first created in Book 2. Volume 2. Grand Spin Networks (The City). But so long as we have a basic version of book 1 that has them, there is no need to add them to book 2.

The S-World Algorithms for Hannah Fry is in Book 2. Volume 2. Grand Spin Networks (The City).

QuESC and Commanders Intenet. Appears at the end of both versions of book 2, this can go at the end of either The Magic Beans (S-RES) or Grand Spin Networks (The City)

M-Systems and The Metaphors and Inspirations Dictionary can go in book 1.

The Peter Thiel Future and Monopoly Quotes must go in book 2 because S-RES is a monopoly system.

Thinking about book 1. S-World & The Ten Technologies.

Book 1 will then be in 5 parts

- The Ten Technologies
- S-Web
- Villa Secrets – Specialize and Scale
- M-Systems
- The Metaphors and Inspirations Dictionary …

- With maybe part 6. The TBS

As for the story and my diarized entries, I am enjoying this style, especially now this book is essentially a back up to the short basic version, and that there is book 3 basic, and hopefully book 1 soon enough.

As soon as we get some money we can start getting the work copywritten and presentable.

I have been working on the idea for the first S-World film, which is, in essence, going to be a running documentary of the S-World journey, but make it like the film The Social Network but filmed live. These diary entries all a script to be fashioned, and a story to be told. This film must end with some big win, and many victories to that end, from approaching the co-founders, economists, politicians and others, to the roll-out of S-World Malawi. To (if applicable) an agreement in the UK and at the end a plan for American Butterfly with the US leaders. For these reasons containing Barak Obama is now even more important.

18.14 London Time, Thursday **21st January 2021**

My head is spinning from all the editing. I need to take the 64 Reasons Why from book 2 version 1. And add it to this book,

I need to sort out the Peter Theil sections that should come after the 64 Reasons Why

I need to correct the index and numbering throughout the book and consider the last chapter as MARS Resort 1 or Š-ŔÉŚ™ and The Suburb Sale (⌂)

I shall do this in the morning, then work with Kiran on the various websites I want the new S-Web drop-down menu on.

I can then spend the weekend completing the spreadsheet and maybe making a video.

I'm thinking of making a separate doc for diary entries, focusing on the task of who to approach first and how to get to them.

18.14 London Time, Thursday **21st January 2021**

On Friday I started to combine both versions of this book. That we can call The December 2020 Edition, and The February 2022 edition (which you are now reading). After I concluded that making any kind of summary from two different books, Is inefficient if for nothing else. I want the forthcoming 'Book 2. Basic' to follow the chapter order of the book being summarised. Note also that as work on the basic version gets into full swing it will itself take over as the current place of writing, which I believe is a quality of general relativity, in Lee Smolin's Three

Roads to Quantum Gravity.

I'm going to make my first entry to the physics metaphors dictionary. And work out the detail later.

The weekend was unexpected, Vineeth completed the S-Web Home page CMS, before his OKR, I was thinking one month or two. And it's as cool as I thought it was going to be. I'll be making the Video, which is to then appear on the front of www.s-web.org Technology 1 of 10.

That sure has a nice sound to it, Technology 1 of 10.

One big reason why I put the effort in, was Peter Theil's Zero to One book which had a major impact last year, as I discovered s-res was a pure monopoly. Cutting a long story short, plus the many quotes from Theil, Theil wants to see a niche product that can 10x That makes 10 times the investment. But actually, it's a lot more than that Thiel and Ben Horowitz at Andreessen Horowitz VC agree to a power law to venture capital, and when they say they expect 10x., they are really looking for more like 300x.

Well if we can include the other 9 technologies then S-Web is right up their alley. Peter in particular will be able to appreciate the simplicity and scalability of s-web. So it's a big deal, I had been a bit concerned about the politics, but actually my now favourite for CEO and founding partner is Barack Obama, he's been my choice since 2011 and his most recent book makes me more sure. The way I see it, Barack Obama will have a million democratic voters seeking his attention, even today, especially today. But for a known republican of Thiel's reputation is to approach, that how to win the whole families attention, particularly the daughters who I would like to work with S-World be it, in Africa or in Hollywood, or both. As for Michelle, It's not like a political thing, it's a doing good thing.

It's getting late and I have three bookmarks to write up

The Landscape Problem in String Theory.
Three Roads to Quantum Gravity
Audible Chapter 18 – Postscript 2
(5,30 - -53.46)

People who call themselves string theorists have done a lot of beautiful work in the past last 15 years, but little of that work addresses the key obstacles to considering string theory a viable candidate for the theory of nature. The issues that string theory had to confront and resolve 15 years ago have not been resolved. These include the landscape problem…

So I heard this and thought about it, I was never really sure what was meant by this, through the book, but at least I now have an analogy, and a good one.

So in economics, I consider the landscape problem, as the lack of infrastructure and things that make cities work, like electricity, in Malawi and of course on MARS.

As we have seen in the 4 Supereconomics books, in the case of Malawi we have a very detailed and clever plan. For Mars, we will in time have an equivalent plan.

What is interesting in this quote is the observation, that in the UK and American Butterfly we have no such problem.

2nd Bookmark
Audible Chapter 5
A Promised Land by Barack Obama

"I know the day I raise my right hand and take the oath to be president of the united states, the world will start looking at America differently. I know that kids all around this country; black kids Hispanic kids, kids who don't fit in, they'll see themselves differently too, their horizons lifted, their possibilities expanded, and that alone, that would be worth it. "

I feel that given that I have accomplished a lot in my own little world. When this blows up it will lead to a Nobel in economics for me, which is something I want, a lot, but in part so that I can lead by example, to the 95% of the world who did not get a Stella education, I got 3 c's and a b in my O'leveles, and a collage despite being the best photographer out of teachers and my peers, I failed because I did not do the written work.

40 years it took to work out I was dyslexic, not dumb, sure, I turned it around, on my own with the help of youtube and audible, but for the rent of the 95% of the population, all sit with the idea that they just are not good enough, as others did better after better starts to their lives.

This work then is for almost everyone, everyone that does not currently know what potential they have until they try.

But that's not all of it, I had a business that paid for stuff until 2018, and after the government supported me. Without that, I could not afford the time to study and work. Hence the Paid2Learn initiative, I suggest doing it that way, because it worked for me.

Ok, the last bookmark, also from A Promised Land by Barack Obama, this time a compliment to Hillary Clinton.

A Promised Land by Barack Obama
Audible Chapter 5, 17.44 -51.27
“In all our interactions she came across as hard-working, personable, and always impeccably prepared. She also had a good hearty laugh that tended to lighten the mood on everyone around her.”
(20.36)
OK, that’s a wrap for this week; 74.8 hours this week. Made progress in multiple directions. Must get back to Sienna Equilibrium, but after I have made the S-Web videos or at least the first version of those videos.

Welcome to Book 1. The Ten Technologies.

Book 1. The Ten Technologies

Technology 1. S-Web™ Video Presentation

Proof of Concept

13.54 London Time, Monday **15th February 2021**

So we have skipped three and a half weeks, spent on the video presentation, but mostly I have been working on the websites that are to be featured in the video. And I have made the first version of the first video. https://youtu.be/m_L5iSE32bQ

Which I renamed www.SuperEconomics.ai/video/45a
This video was scripted,

Here is the script for this video

S-Web ™

Introduction and History

1. Welcome to this S-Web™ Introduction and History and S-Web™’s ability to make websites that would take years to make, but take us only an hour to recreate, and its Home Page Maker function that lets anyone make home pages that would take 6 months to make in under three minutes.
   At its heart, S-Web™ is a very powerful CMS (Content Management Suite). Very powerful, but much of its power comes from its simplicity. Let’s zoom into the starting place for building S-Web™ websites and the navigation system (Show demo)

2. Next let's see some of the websites it supports; ExperienceAfrica.com, LuxGuides.com, Luxury Villas Africa.com, CapeLuxuryVillas.com, JetSetVillas.com, VillaStars.com, LuxurySafari.vip Villa Secrets.com and Cape Villas.com

3. Now we're going to zoom in to Cape Villas.com
   We started work on this website in 2001, by 2002 it was the first website in the world to show a virtual tour in flash (really anywhere in the word), by 2005 we created one of the first cloud-based property management systems. In 2007 the company was, without doubt, the most visible and famous vacation rentals company in Cape Town, and all of Africa.
   Then in 2008, we added to the online presence, with our own magazine distribuend by Condé Nast Traveller.
   And in 2009 we had the idea for S-Web™, as we partnered with Sotheby's Realty Cape Town and create a website's like ours for them and were to take a share of any profits that users made from it.
   But later that year tragedy happened, and I stepped back from Cape Villas to work on AmericanButterfly.org. Which described a massive network building out of the S-Web™ idea.

   It took three years to make American Butterfly. Then in 2013, we went back to basics and a new framework for the website. Cape Villas needed a face life and mobile functionality. Which would take until 2015 to master, where after we created API connections with suppliers and did a lot of basic AI work, and we worked on the choice architecture. In the end, it's still in development 20 years on. But this includes the S-Web™ functionality and that's what we're looking at today. This allows us to make complete duplicates of the website and AI functionality in a matter of hours. Where after, the owner of the new website can recreate the homepage in under 3 minutes.
   This is what S-Web™ is, it's a system that would take years to make, that new users can receive and customize in minutes, as the next video will demonstrate.

Following this, but not recorded on video is the introduction to the second video, which I will place next to the video above. However, since making this script several new features have been added. Nevertheless, the following is still worth reading

4. Now we log into Villa Secrets. Note all CMS pages will be graphically designed well., for now, they are just functional.

5. Make New Page > Home Page Search Home Page
   www.villasecrets.com/cms/SearchHomes.php
   Use the settings Below (but change Page Name and URL to your liking

   a. Page Name: Homepage CMS Demo 1
   b. Domain: CapeVillas.com

c. URL: Demo1 (This is the name of the new page)
d. Theme: Widget Based Page Theme
e. Status: Live

6. Click Add Widget to see 16 different page row elements.
    a. First, we will add a big slider at the top of the page
    b. 2a. Full Page Animated Slider
    c. Now from 'Slider Photos' I'm going to add some pictures and rearrange them
    d. Next, I add a caption for each picture. I'm just going to copy in: Add Cation 1,2,3,4
    e. Save
    f. Now let's see what we have by clicking 'See in Browser' from the top menu (on the right). And we see the navigation (as is discussed in S-Web basic), the slider and a footer. Now we see the begging's of the homepage, the animations you see can also be customized.
7. Next, I'm going to add two more sliders one for Portrait Pictures, one for Landscape
    a. I choose Widget 3a Portrait Slider and use the default picture library. I click Save
    b. Then I choose Widget 3b Landscape Slider.
8. Now I want a full-Page width picture that scrolls with the page, which is a nice effect
    a. I choose Widget 6b. 'Mid Page Long and Low Picture.
9. Now that I have created a beautiful top and middle to the page, I want to add some text with the pictures. In a magazine-style. This one based on the layout from Condé Nast Traveller, who endorsed Cape Villas and distributed our own magazine in 2009.
    a. I choose Widget 4b. Magazine: Classic Safari – Big Left Picture. And we see it below
    b. Use the link icon on the pictures to change pics and add SEO alt image tags. then change the header and copy to describe the pictures and add other messages.
    c. Lastly, I choose Widget 4c. Magazine: Classic Safari – Big Picture Right
    d. Click Save
10. And now we have a new homepage. In under 5 minutes.

But before I add the new features, and make the video, I'm going to work on the www.S-Web.org home page. And probably the 10 technologies page on www.S-Web.org

There were supposed to be another 7 websites on the different technologies, but we currently don't have the cms logo placer working and need to copy some databases, but we have run out of time with the programmer Kiran.

For now, then www.S-Web.org will be the site that presents S-Web and the 10 Technologies.

Book 1. Technology 1. **S-Web™**

10.41 London Time, Wednesday **17th February 2021**

I woke up from a nightmare this morning, I usually don't remember my dreams, but this was an exception and I was so relieved to find it to be a dream.

However, the reason for my writing today is because of Bill Gates book; How to Avoid a Climate Disaster: The Solutions We Have and the Breakthroughs We Need.
It was on the Radio, and Mum said it was Bill Gates, so I checked and there it was, the first day of its official release. I had tried to get books by Bill Gates before and had read and was influenced by Melinda's; The Moment of Lift, but I could not find any audiobooks by Bill Gates. And yet at the moment, Supereconomics is primarily targeted at The Gates Foundation, in part because Bill Gates Harvard Commencement speech in 2007 was a, if not the main influence for the original of the philanthropy in S-World, and the original concept Give Half Back in early 2011.

But mostly because the set of 4 Supereconomics books written in 2020 and 2021 are all a continuation of the book A More Creative Capitalism written 1st August to 20th October 2018. With the title 'A More Creative Capitalism' being a line from Bill Gates Speech.
This book is S-World Story 23a. and after was rewritten and the first chapters broken down as S-World Stories 23b, 24a, 24b, 24c, 24d, 24e that last of which was titled Chapter 4. The ŘÉŠ Equation (for Paul Krugman). This was written on 24th November 2018, Sienna's Birthday and the biggest day in the S-World Calendar.

It's funny looking at the timeline because on that day, ŘÉŠ became the primary system, and the environment became the main issue, with the new S-World Story 25b; 'How on Earth Can Growth Theory be Good for Climate Change? Which was about the two Nobel Winners that year; Paul Romer and William Nordhaus, and the story of Supereconomics and how Š-ŘÉŠ™ can be a solution to climate change. This then collided with A More Creative Capitalism and became S-World Story 25a; 64 Reasons Why became Supereconomics Book 3. In early 2019.

This did not stop the development of the other parts to A More Creative Capitalism and began the three-year mission to create Book 2. S-RES and The City (The Magic Beans) book 2. And The Ten Technologies as Book 1.

For quite some time Paul Romer and Peter Theil who's book Zero to One show's him to be an adamant believer in monopoly, and whose comments on wanting small niche monopoly systems greatly influenced the time devoted to Technology 1 S-Web. Were the two front runners for who I would contact first about Supereconomics, with Elon Musk, Michelle Barack

Obama

Mark Zuckerberg and Sir Richard Branson also etched in stone on my list, but not as the primary recipient because the written work I wish to discuss with them is not as complete as it is for Romer and Thiel, and also because Thiel would be a good contact to the others.

Bill and Melinda have always been there at the front, but until yesterday, my presentation was about how S-World can stop climate change, first and philanthropy and health second.

But happy days, I've read the first chapter of How to Avoid a Climate Disaster: The Solutions We Have and the Breakthroughs We Need and its bang on point. So, I'm going to cram it. This is great timing, being the second day, in what has been a 7-year mission to create the prototypes, with at least one dedicated programmer working for me. I now have 6 weeks before I start my next programming venture which will likely be the S-RES system. Now also known as Technology 7. And the main event.

Today I am going to work on the S-Web websites, which I wish to show Technologies 1 to 4, which are all entangled by the first technology S-Web. And wish to add The Ten Technologies, a precursor to the dedicated websites www.The10Technologies.

Note that with the development of The Sienna Equilibrium, chapter, and the development of Book 2 part 2; The City, the presentation for Elon Musk is near to completion.

Switching over to www.S-Web.org

But before I go I just remembered that I had paused Bill's book at a particularly relevant point, which was his bathtub analogy, which if we know S-RES, we know its introduction is via its own version of the bathtub analogy.

Here is the passage from How to Avoid a Climate Disaster by Bill Gates

How to Avoid a CLIMATE DISASTER:

The Solutions We Have and the Breakthroughs We Need

By Bill Gates

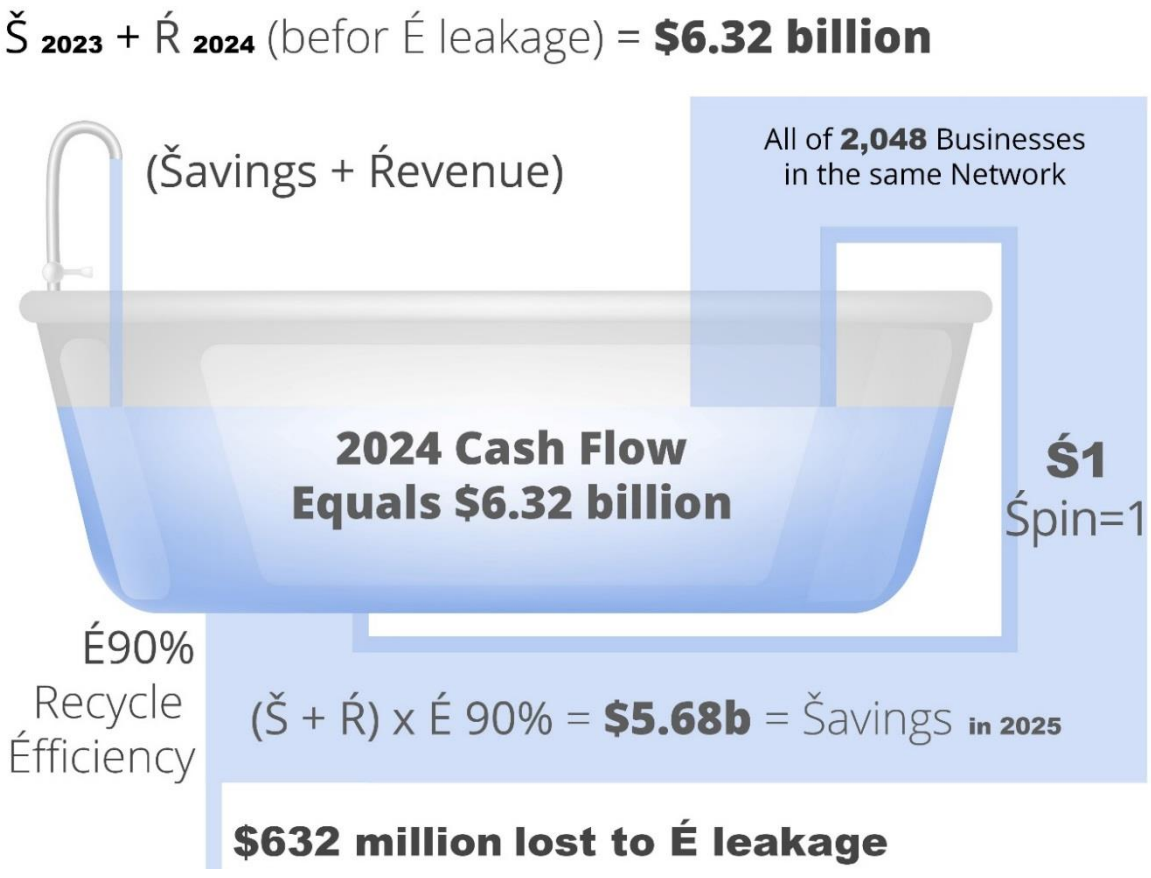
Transcribed by Nick Ray Ball 17th February 2021

Audible Chapter 1. Book Chapter? Why Zero? Minus 32m 21s (2.42)

"In fact, to avoid the worst climate scenarios, at some point, we'll not only need to stop adding more gasses but actually need to start removing some of the gases we have already emitted. You may see this step, referred to as, Net Negative Emissions, it just means that eventually well need to take more greenhouse gasses out of the atmosphere than we put in so that we can limit the temperature increase.
To return to the bathtub analogy from the introduction we won't just shut off the flow of water into the tub, we'll open up a drain and let water flow out too."

Thank you, Bill.
Now I am going to add the 2 pages from chapter one of this book 'S-RES and The City (The Magic Beans) that present S-RES in a bathtub analogy/algorithm

2024 – Year 1



2025 – Year 2

Š-ŔÉŚ™ Malawi GŚN - History 3

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 has appeared below it, this is a new row of Śpin - Śpin 2. This becomes more and more obvious as we continue. This new row is, the 91% of cash flow, that was recycled from the initial spending, it starts on 11th July 2025 and is spent by the end of the year.

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	31 Dec 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

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

Increase to money supply

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

KEY PRINCIPLE 4

Śpin

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

But then because É is 91%, by the 12th July 2025 91% of Řevenue + Šavings remains in the networks 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 billion) 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).

Further, note that we can increase cash flow per company by making fewer new companies.

Š-ŘÉŚ™ BATHROOM GRAPHIC 2 – 2025

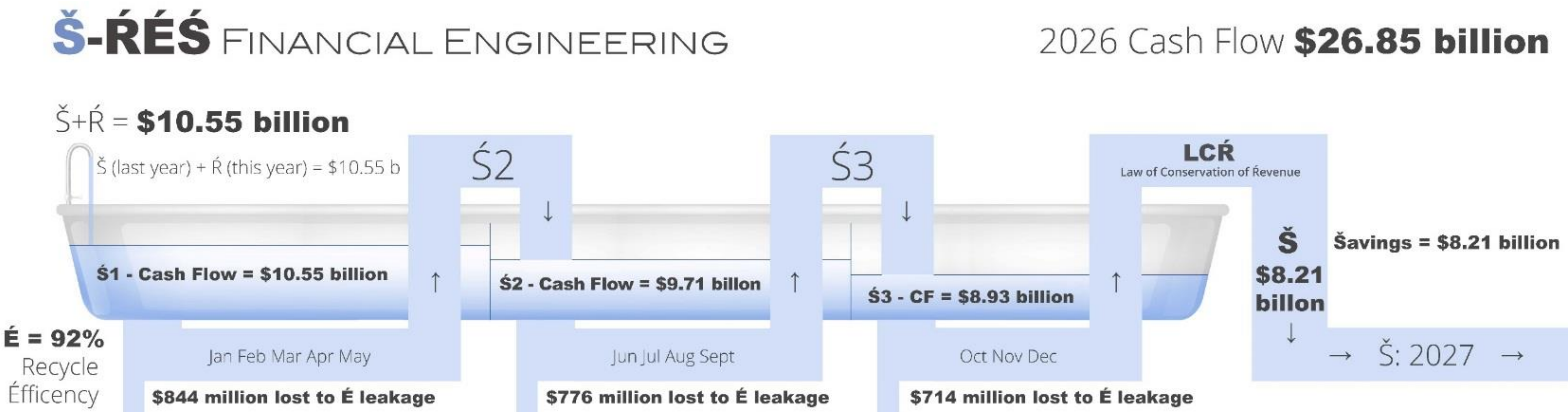
Below we see this magic as we increase from Śpin 1 to Śpin 2, so by the 11th of July, all the cash flow from all 4096 companies has been spent. We see this phenomenon below as the money starting with $8.57 billion which splits 9% to leakage and 91% back in the network bank. Then at Ś2 (Śpin2), it's doing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

2026 – Year 3

Bathroom Graphic 3 (2026)

This year we move to Śpin 3 and the cash flow is 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 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 of businesses that year.



Below we see this on the spreadsheet. In 2026 we start with Ŕevenue + Šavings (in Red) at $10.55 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-ŔÉŚ™ 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%			

Companies:	6144
Cash Flow:	$ 26,848,936,252
CF per Company:	$ 4,369,944
Personnel (32/co.):	196,608
Paid2Learn (Trainees):	688,128

Increase to money supply

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**

End of the S-RES Bathroom graphic exert from Chapter 1. See chapter one, and indeed the entire book for more information on S-RES.

Book 2. Š-ŔÉŚ™ and The City ⌂

9.23 London Time, Monday **18th February 2021**

Feeling strong today, yesterday I set out my next months' work/OKRs (Objectives and Key Results).

On my dusk walk, I continued listening to How to Avoid a Climate Disaster by Bill Gates, and I stopped at the point that I will use to contact The Gates Foundation, the significant difference between all that Bill has said so far (which was in alinement) and the S-World idea. Here is the quote;

Audible Chapter 2. This Will Be Hard Minus 18m 56s (5.41)

> "Just thinking about the scope of this problem can be dizzying but it does not need to be paralyzing, by deploying the clean and renewable sources we already have, while also making breakthroughs in zero-carbon energy, we can figure out how to reduce net emissions to zero."

> "The key will be to make the clean approach as cheap, or almost as cheap, as the current technology."

I may well drop this quote into the start of the book, it allows me to present the S-RES global 2024 2080 figure of about $3000 trillion authentically, I must of course apologize, because that the proper way to behave when presenting non-standard economics that yield wildly larger cash flow or GDP figures. But I can then lace the apology with the origin of RES in 2012 and the full-time dedication to it since 2018, which has seen many problems not least the politics of antitrust, and paying tax in output, but each time a problem was thought up, on testing it, it would always come back stronger. The total yield would usually increase, no more so than Technology 8. S-World Net-Zero DCA, that eventually changes the cash flow by 3000%? dedicated to special projects. from 2.5% to 75%. That's as big again as is recorded for Š-ŔÉŚ™at Śpin 32.

Ok, let us try and turn this into an introduction page.

The Economics Of Climate Change.

From the book:

How to Avoid a Climate Disaster: The Solutions We Have and the Breakthroughs We Need.

By **Bill Gates**.

"Just thinking about the scope of this problem can be dizzying but it does not need to be paralyzing. By deploying the clean and renewable sources we already have, while also making breakthroughs in zero-carbon energy, we can figure out how to reduce net emissions to zero."

"The key will be to make the clean approach as cheap, or almost as cheap, as the current technology."

Nick Ray Ball: Welcome to S-World – Supereconomics book 2.
Š-ŔÉŚ™ and The City ⌂

I believe it is customary to apologise to the economics profession when presenting contradictory methods, and so I apologise. However, I have created a software approach to economics that turns Bill Gates and traditional economics on its head.

In Supereconomics, yes that's what I've called it. Because it's good branding to have a catchy name' but also because of supersymmetry.
In Supereconomics we use the monopoly equation Š-ŔÉŚ™ to increase the money supply. And with more money we can pay more for the things we want, when necessary, so instead of Bills; "The key will be to make the clean approach as cheap, or almost as cheap, as the current technology," we can in many places pay double, or quadruple, we can even increase the cost in cash flow by an order of magnitude, from say $10,000 to $100,000 for a net-zero lithium battery.
That's Supereconomics.

In this book; **Š-ŔÉŚ™ and The City** ⌂ I show how and present the fully determined process. But to jump straight into the how, we consider this simple equation ⌂≥ÉL, as long as ÉL (cash flow spent on non-network goods and services) is less than the income from selling Suburbs to companies like Microsoft, Google, Tesla, Space X, Facebook or foundations like the Bill and Melinda Gates Foundation, deals that would be in place years before we lay a single brick, they all is well. And when I say well, for our prototype Malawi we see 12 trillion in GDP between 2024 and 2080. Whist we take Malawi from zero to one per cent of GDP.

And for the world, we could see a 300x increase in constructive GDP. So we really are talking about thousands of trillions of dollars, (discounted to today's value.)

This software has been simply condensed into what we call; The Ten Technologies. See www.The10Technologies.com

12.04 London Time, Thursday **18th February 2021**

Continued good health permitting I have at least another 30 years to work on the detail. So to say that I cant complete this series of books alone is not completely true. But if we change the question to; can I complete the four books and many websites before someone else comes up with some of the same technologies, patents them and spoils technology 10. S-World Angelwing the Supereconomics AI, a product of the combinatorial explosion of technologies one to nine.

In this case, then, I unequivocally need help to complete the project and execute its primary mission, the climate catastrophe.

Why is it important that I get there first? To this question, I have a compelling answer and it is Supereconomics book three; 64 Reasons Why. 64 (now 74) good causes in climate control, philanthropy, health, social networking, infrastructure, internet service providing, building cities, technology and luxury housing for all. All net-zero, all built using new techniques that cost more, as I said maybe in some cases a magnitude more. For example, if oil or coal energy costs $10,000 a year, against solar that costs $100,000 if it's the only alternative we can pay the $100,000. But in practice it would not be 1000% more expensive, some reports actually say it's cheaper, and what is clear is that energy from what is in S-World called Gates-Green-Necluear, once the thong is built the energy will be far cheaper than gas or coal. See

Special Project 65.Going Nuclear? (For Bill Gates and William Nordhaus)

UN GOAL 7: Affordable and Clean Energy (+ 8: Economic Growth + 9 11, 13 and 17)
SRC GOAL 4: **Climate Change (+ 5: Ocean Acidification)**

This book shows us how we will spend the money, and how using digital net-zero dynamic comparative Advantage and an initiative called Tax Symmetry, 75% to 100% of all that money, the thousands of trillions of dollars will spend constructively. (for the good of all)

Here is the most polished version of the book, what I call a 64 Reasons Why Basic 68 pages, 12500 words and hundreds of graphics, please download it; www.angeltheory.org/64-Reasons-Why--BASIC-(18th-Feb-2021).pdf

Note however that the website www.AngelTheory.org ends on the 27th of April 2018. After which an introduction to the four books was recorded on www.Supereconomics.ai

Getting back to what I call 'The Why' book 3; 64 Reasons Why Basic, the Special Project Allocations.

As for the second book, there is a 300-page version (70,000 words), which needs a good editor and copywriter and some confirmations in economics and politics. Which is due to be used to create another sorter basic summary.

As for book 1, if you are on the10technologies.com website, you are reading it now.

09.22 London Time, Friday **19th February 2021**

As in what seems to be a pattern, and even a routine, I made my last trip through the woods listening to Bill Gates; How to Avoid a Climate Disaster. Previously in the day, I turned yesterdays diary entry into the homepage for The10Technologies.com, and in turn, this website has begun the vehicle that I will use to approach the Gates Foundation. It's looking like The10Technologies.com will be complete before www.s-web.org and that The Gates Foundation will be the first to be contacted. On this journey, I wish to add a full 'X' Forecasts to The10Technologies.com and ideally make an unscripted video, either about the 10 Technologies all at the same time, or 10 videos on each Technology.

Getting back to yesterday's listen to How to Avoid a Climate Disaster, I did not get far, the previous two sessions offered 50 minutes of listening before a must-have point was mentioned. And on both days I bookmarked at least 10 other points before the must-have point arrived, but yesterday it took only 2 minutes. And here it is:

Audible Chapter 2. This Will Be Hard Minus 18.04m (6.33)

"The global population is headed towards 10 billion by the end of the century, and much of this growth is happening in cities that are highly carbon-intensive. The speed of urban growth is mindboggling, by 2060 the worlds building stock, a measure that factors in the number of buildings and their size will double.

That's like putting up another New York City every month for 40 years, and it's mainly because of growth in developing countries like China, India and Nigeria. This is good news for every person whose life improves, but it's bad news for the climate we all live in. Consider that nearly 40 per cent of the world's emissions are produced by the richest 16 per cent of the population and that not counting emissions from products that are made someplace else, but consumed in rich countries.
Audible Chapter 2. This Will Be Hard Minus 17.08m (7.29)
What will happen as more people live like the richest 16 per cent? Global energy demand will go up 50% by 2050. And if nothing else changes carbon emissions will go up by as nearly as much. Even if the rich world could magically get to zero today, the rest of the world would still be emitting more and more. (Refer to your PDF for a graph showing where the emissions are.)
It would be immoral and impractical to try to stop people who were lower down on the economic ladder from climbing up, we cant expect poor people to stay poor because rich countries emitted too many greenhouse gases. And even if we wanted to there would be no way to accomplish it. Instead, we need to make it possible for low-income people to climb the ladder without making climate change worse. We need to get to zero, producing even more energy than we do today but without adding any carbon to the atmosphere as soon as possible."

This exert goes to the paper I created for William Nordhaus and Paul Romer shortly after they won their Nobels for their work on growth theory in economics, entitled; How on Earth Can Growth Be Good For Climate Change. To see this go back to www.angeltheory.org/64-Reasons-Why--BASIC-(18th-Feb-2021).pdf
page 41, and on page 47 I refer to the problem Bill has outlined as 'The Elephant in the Room.' And how there is no plan for negating the carbon emission for the third and developing world as they catch up.

Now, where can I add this section, the homepage is already longer than the 1500 word limit I would like to enact. I think I may need to create a separate page. With the full text from the exerts I have taken and my answer to them.

I will think about this on my first slog across the common of the day.

15.53 London Time, Sunday **21st February 2021**

So I beat Civilization 6 on Deity level (the hardest of about 7 levels), and I put the time down as 'effort', not leisure because I want to create a version of Civilization 6 or 7, using the 10 Technologies as technologies and the special projects a 'civ' projects. Indeed it is, entirely possible, that I created the simple 10 technologies as a system that could be easily seen as a

good idea in the Civilization game, this certainly matches the timeline. I have been playing in my own time, but as this latest effort would be useful when approaching Sid Meier's I classed it as work. I doubt he would wish to work with someone on an adaptation if they had not at least won on the Deity level, both now and at the begging of the century.

In general, I'm very happy and quite relaxed, about everything because the presentation is really coming together on the Book one website' The 10 Technologies. This website, which I am for the first time coding by hand, not via a system like WordPress or software like DreamWeaver, is really looking like something that will get past the gatekeepers, and lead to a conversation with the Bill and Melinda Gates Foundation. Even if it's only a brief conversion about receiving the printed material, in particular the basic version of book 2. S-RES and The City.

For now, I am going to drop into the last bookmark I made in How to Avoid a Climate Disaster: The Solutions We Have and the Breakthroughs We Need.

This bookmark gives a minimum amount of carbon reduction that would need to be removed before their group would jump on board. From chapter 3. Five Questions to Ask in Every Climate Conversation.

Audible Chapter 3. Five Questions to Ask in Every Climate Conversation. Minus 23.22m (3.05)

At Breakthrough Energy we fund only technologies that could remove at least 500 million tonnes a year if there successfully, and fully implemented. That's roughly one per cent of global emissions. Technologies that will never exceed one per cent shouldn't compete for the limited resources we have for getting to zero. There may be other good reasons to pursue them, but significantly reducing emissions won't be one of them.

Note 51 Gigatonnes is 51 billion tonnes or 10 to the 9^{th}

Tip, whenever you see some number of tonnes of greenhouse gasses, convert it to a percentage of 51 billion, which is the worlds total current emissions in carbon dioxide equivalence.

Question 2. ...

09.16 London Time, Monday **22nd February 2021**

I had a long list of How to Avoid a Climate Disaster yesterday, and within were many must record points, so now I'm going to copy them all.

Audible Chapter 3. Five Questions to Ask in Every Climate Conversation. Minus 24.48m (1.38)

Question 1. How much of the 41 billion tonnes are we talking about?
-22.15 (4.11)
Question 2. What's your plan for cement?

-21,01 (2.25)
Making things; cement steel plastic 31%
Plugging in; Electricity 27%
Growing things; plans, animals 19%
Getting around; plane's trucks, cargo ships 16%
Keeping walk and cool; heating, cooling, refrigeration (7%)

-18.48 (7.38)
Question 3. How much power are we talking about?

-15.36 (10.51)
Tip; whenever you hear kilowatt think house, gigawatt; think City, 100 or more gigawatts think big country.

Question 4. How much space do you need?

-14.49 (11.37)
How much power can we generate per square meter?

- Fossil Fuels 500 to 10,000 wats per square meter
- Nuclear energy 500 to 1,000 wats per square meter
- Solar Energy 5 to 20 watts per square meter
- Hydropower(dams) 5 to 50 watts per square meter
- Wind 1 to 2 watts per square meter
- Wood and other biomass; less than one

-13.30 (12.56)
Question 5. How much is this going to cost?

-5.19 (21.07)
What would it cost to use the zero-carbon tools we have now? Which innovations will make the biggest impact on emissions? The **green premiums** answer these questions measuring the cost of getting to zero sector by sector and highlighting where we need to innovate.

-3.49 (22.38)
To figure out how much this approach would cost we need just two data points; the amount of global emissions and the cost of absorbing emissions using DAC (Direct Air Capture). We already know the emissions number, it's 51 billion tonnes each year. As for the cost of removing a tonne of carbon from the air, that figure hasn't been firmly established but it's at least $200 per tonne, with some innovation I think we can realistically expect it to get down to $100 per tonne so that's the number I'll use. **That gives us the following equation; 51 billion tonnes per year x $100 per tonne equals 5.1 trillion dollars per year. That's around 6% of the world economy.**

-2.00 (24.27)
It's not clear that we can store hundreds of billions of tonnes of carbon safely. **There's no practical way to collect 5.1 trillion dollars a year** or make sure everyone pays their fair share, and even defining everyone's fair share would be a major political fight. We'd need to build 50,000 DAC plants around the world, just to imagine the emissions were producing right now. In addition, DAC doesn't work on methane or other greenhouse gasses, just carbon dioxide. And it's probably the most expensive solution. In many cases, it will be cheaper not to emit greenhouse gasses in the first place.

Audible Chapter 4. How We Plug-In

-53.16 (9.19)
The United States could get pretty close with the right policies to expand wind and solar along with a big push for specific innovations. But can the whole world get zero-carbon electricity? That will be much harder.

-52.26 (10.09)
How much is the premium?
Changing Americans entire electricity system to zero-carbon sources would raise average retail rates by between 1.3 and 1.7 cents per kilowatt-hour, roughly 15% than what most people pay now. That adds up to a green premium of $18 a month for the average home.

-50.27 (12.08)
Africa and Asia are in the toughest position, over the past few decades, China has accomplished one of the greatest feats in history, lifting hundreds of millions of people out of poverty, and did it in part by building coal-fired electric plants very cheaply. Chinese firms drove down the cost of a coal plant by a remarkable 75%, and now they understandably want more customer, so there making a big play to attract the next wave of developing countries; India, Indonesia, Vietnam, Pakistan, and other nations throughout Africa.

What will those potential new customers do? Will they build coal plants or go clean?

-49.11 (13.24)
If these countries opt for coal plants as China and every rich country did it will be a disaster for the climate, but right now that's their most economical option.

13.20 London Time, Monday **25th February 2021**

In working on the www.the10technologies.com homepage for Bill Gates, I became confident in its ability to get someone from The Bill and Melinda Gates Foundation to start a conversation. The next step, I thought would be for me to make the basic version of this book. (Š-ŔÉŚ™ and The City). But then I thought, a much better order of events would be to print 64 Reasons Why Basic, and address it to Melinda Gates, so book 1. The Ten Technologies is for Bill, book 2. Š-ŔÉŚ™ and The City would be for a few people, Elon Musk, Paul Romer, Peter Thiel, And book 3 is for Melinda Gates and The Obama's.

The make the presentation of the www.the10technologies.com homepage for Bill Gates, intending to find a named person to receive the 64 Reasons Why Basic. I created 64 Reasons Why Basic a while back and worked it for two days, and It was looking good. But the content up to the SRC and UN pages then the 75 special projects relied on Š-ŔÉŚ™. So, I added a page before Technology 8. Net-Zero-DCA & Tax Symmetry for Š-ŔÉŚ™, that was quickly turning into two pages, and I thought that I need to drop in the first chapter from this book Š-ŔÉŚ™ & The City, into the beginning of 64 Reasons Why Basic.

That task went well, I summarised it, but then I started to form the idea of making not Book 3. 64 Reasons Why Basic, but instead Supereconomics – A More Creative Capitalism, which is books 1, 2 and 3. I already have the 10 Technologies graphic in place, and I would need to add 2 pages each of technologies 1 to 6, leading into the longer technology 7, and after technologies 8 and 9 are in place, leaving only technology 10.

Whether I make the description of the 10 technologies follow the 'X' formula, or whether I add that after technology 10 I will work out on the fly, the most important thing is that when I start to write out the 10 technologies I don't go over 2 pages per technology, which has happened many times in the past.

To assist with this 2-page limit I will write the pages into the 64 Reasons Why Basic book so far, and rename it, as a basic version of books 1, 2 and 3. But what should I call it?

Ideas

- Supereconomics Books 1 to 3
- A More Creative Capitalism
- Supereconomics: A More Creative Capitalism
- S-World Supereconomics: A More Creative Capitalism

- S-World Angel Theory: A More Creative Capitalism
- S-World Angel Theory: Supereconomics
- Supereconomics: Angel Theory

- S-World Angel Theory: A More Creative Capitalism - Supereconomics Books 1 to 3

- Book Name:
  S-World Angel Theory - Supereconomics Books 1 to 3

13.47 London Time, Friday **5th March 2021**

10 days since my last entry. For a record of what I've been working on seeking the spreadsheet The To-Do Calendar - Nick - 2.71 - (5th March 2021).

But to sum up, I have been working on the 10 Technologies website and story. This has become a major part of the presentation. www.the10technologies.com. To accompany it is a new book. Yes, another new book, but this time presenting all three Supereconomics books.

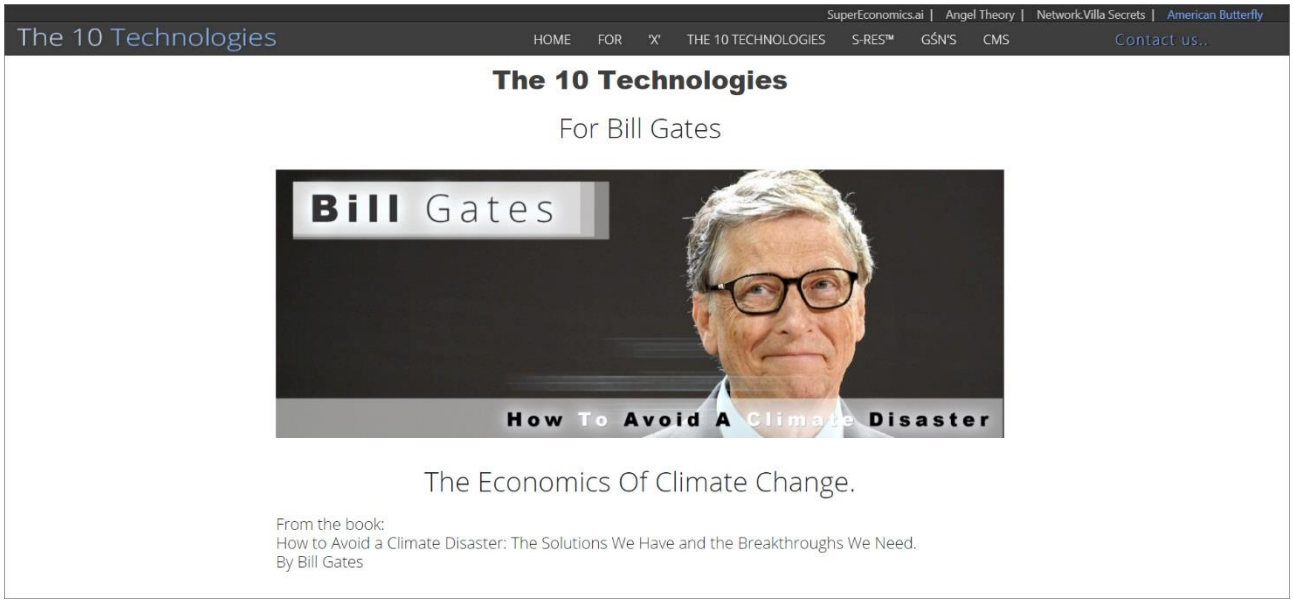
S-World Angel Theory - Supereconomics Books 1 to 3 - 11.90– v1.04 (5th March 2021)

I started with book 3. Sixty-Four Reasons Why basic, and removed its introduction, then added the first chapter from book 2. Š-ŔÉŚ™ and The City, and after started to create book 1 at the begging, this content will mirror the content on the websites. And so to the websites;

www.the10technologies.com, this will change by the time you get there but will be similar to the following.

www.the10technologies.com.
The homepage is being written for Bill Gates in part around his book; How to Avoid a Climate Disaster but ending with a request for Bill Gates time, assisting with the system architecture of S-World, discussing each technology, the Net-Zero promise, and some of the special projects.

So that's the homepage:



We currently have 4 important websites at the top right. And below on the main stripe, we have 7 options.

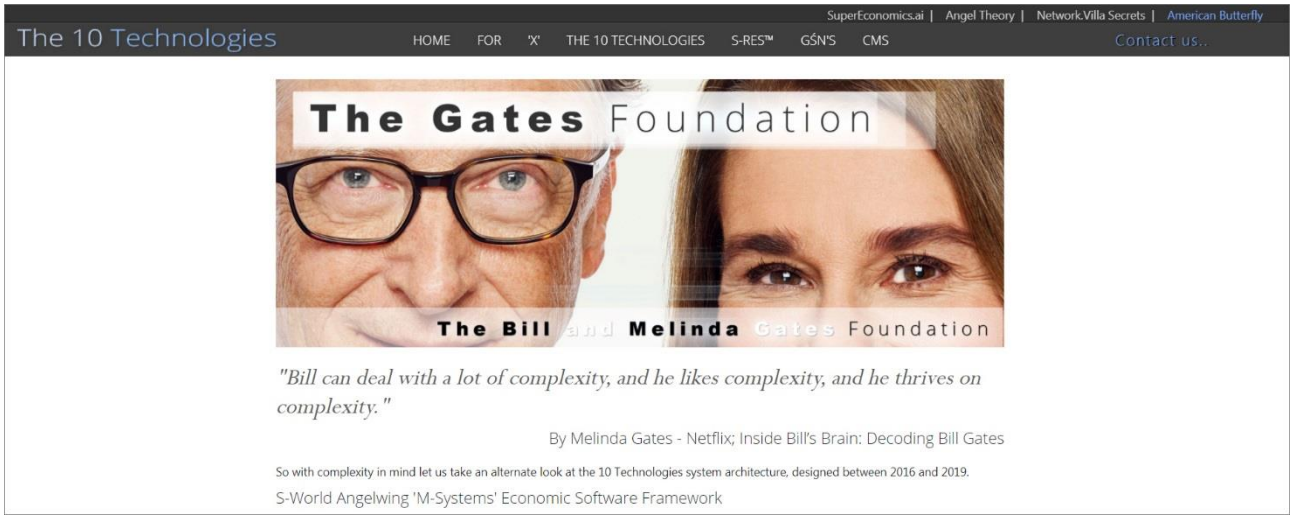
Home | For | 'X' | The 10 Technologies | S-RES™ | GŚN's | CMS

We just discussed the home page, next, and I dare say cleverly U have added a dropdown menu of the people I wish to present to. I say cleverly as I hope that showing the Gates Foundation gatekeepers, the other 7 people were contacting and saying 1st to engage is automatically on the board of 3, myself being the 2nd member and the third to be chosen by the 2 man board. And letting the gatekeepers know that if they did not engage one of the other 7 desired board members would contact Bill and Melinda in a while, would be enough to get the gatekeeper to react. I know from Richard Thaler that a threat is at least twice as useful as an incentive (crazy I know, but very real) and the above strategy is the least threatening threat I can think of.

The 'For' menu currently has four names, Bill Gates, Elon Musk, Paul Romer, Peter Thiel.
And I will add four more names from the following:

The Obama Foundation, The Chan Zuckerberg Initiative, Virgin Unite, Kamala Harris Joseph Stiglitz, William Nordhaus, Stephanie Kelton, Carlo Rovelli, Dr James Gates, Warren Buffet, and Madonna.

Instead of 8 different introductions, I will direct the desired board members/co-founders to the page most relevant to them, Elon Musk and Paul Romer to GŚN's (Grand Śpin Networks) – Cities, Elon to a page on MARS Resort 1, and Paul to a page on
Š-ŔÉŚ™ and The Suburb Sale (⌂) ⌂≥É L.



Home | For | 'X' | The 10 Technologies | S-RES™ | GŚN's | CMS

So Home is a zoom into Bill Gates and the Net-Zero Network
Then 'For' is for 8 desired recipients.
Then we come to 'X' This is the X Forecasts for Peter Theil,

Followed by 'The 10 Technologies' dropdown. This starts with the introduction History and Histories, a big chapter that gives S-World history from 2000 to 2021 and entangles the latter part of that essay to various clips of information about the Feynman Sum over Histories and how each S-RES forecast/simulation is a history and how eventually, by 2080 we desire to have made 87 quintillion histories, and from them chosen the best parts forward (very advanced dynamic comparative advantage software)

Below the History and Histories page comes a page each for the 10 Technologies, the first 6 have new pages created, 7 will link to the first chapter of book 2. S-RES and The City, 8 will

drop into the pages cut from S-World Angel Theory - Supereconomics Books 1 to 3 - 11.90–v1.04 (5th March 2021) and 9 will be the same as GŚN's, and ten will be a new chapter but reintroducing the History and Histories Introduction. Last comes a page about QuESC & Commander's Intent and The Future including the Man-Machine from Peter Thiel's Zero to One.

Home | For | 'X' | The 10 Technologies | S-RES™ | GŚN's | CMS

After 'The 10 Technologies' dropdown will be a link to the latest on S-RES or Chapter 1 or both. GŚN's will highlight MARS Resort 1, and Malawi History 3. And the CMS will be dropped from the nav.

This afternoon I am going to write about the essay Ripple Effects and Elephants for Paul G Allen. This has always been a pivotal essay, but only this morning did I realise that it was the trigger for Tax Symmetry and the Net Zero DCA quality that sees 75% of all cash flow spent on this or that special project.

18.11 London Time, Saturday **6th March 2021**

Just got back from my 3rd outing, and a small celebration as I added the first of about 15 maybe 20 PDF's on the www.the10technologies.com site. Actually, the PDF is on Supereconmics.ai, but the navigation to the page is on the10technologies.com. The 1st menu we see under the '10 Technologies' drop-down menu.
It would be better if each page was made in HTML and CSS and I could do that, but it will take a lot of time, as when I did this on the homepage I worked on the copy, and content of the essay as I made the site, so a 2-hour page, could end up taking days. I am considering using my next intern from Support Resort to do this, in fact, it makes a load of sense.

Here is the 1st PFD page for The10Technologies.com an introduction to the 10 Technologies drop-down menu.
www.supereconomics.ai/SuEc-Books-1-2-3-Summary--Introduction--11.92-v1.01-(6th-March-2021).pdf

Note I am using SuEc in place of Supereconomics. Now I'm going to make a new CD, continuous mix – style; alternative rock.

10.09 London Time, Wednesday **17th March 2021**

The last 11 days have been frustrating because I am still working on the Histories and chapter for The 10 Technologies website and the book on Supereconomics Books 1, 2 and 3.

I had hoped this chapter would take a day and it's gonna take 2 weeks. I have been feeling off for the last 6 days but am feeling better today.

Yesterday I listened to an important section in How to Avoid a Climate Disaster by Bill Gates that presented the green premiums for plastic, steel and cement, and this will be my lead argument, simply that we can afford the green premiums of up to 150% because S-RES increases the money supply by 3000%. It's a good argument, but as a bonus, it seems this same chapter will also highlight how good an idea the Carbon Trafic Lights from Sixty-Four Reasons Why are.

Here is the excerpt from How to Avoid a Climate Disaster by Bill Gates

Audible Chapter 5. How We Make Things Minus 9m 11s (17.52)

Let's look at the range of green premiums for using Carbon Capture to make clean plastics, steel, and cement.
For Ethylene (plastic) the average price per tonne is $1,000 and 1.3 tonnes of carbon is emitted for each tonne of plastic made. The new price after carbon capture would be between $1,087 and $1,155 resulting in a green premium range of 9 to 15 per cent.
The green premium for steel comes out to 16 to 29 per cent, and for cement that green premium range goes up to 75 to 140 per cent.

You can find a chart on the PDF

Green Premiums for plastics, steel, and cement
Ethylene (plastic) $1,000 1.3 tons $1,087–$1,155 (9%–15%)
Steel $750 1.8 tons $871–$964 16% – (29%)
Cement $125 1 ton $219–$300 75% – (140%)

Aside from cement, these premiums may not seem like much and it's true that in some cases consumers might not feel any pinch at all, for example, a $30,000 car might contain one tonne of steel, whether the steel costs $750 or $950 hardly makes any difference in the overall price of the car. Even for that $2 bottle of coke, you bought out of a vending machine the other day the plastic represents a minuscule share of the overall price. But the final cost to consumers isn't the

only factor that matters. Suppose you are an engineer working for the city of Seattle and you're reviewing bids to repair one of our many brides, one bid comes in charging 125 a tonne for cement and another comes in charging $250 a tonne, having added on the cost for carbon capture. Which one would you pick? Without some incentive to opt for the zero-carbon cement you'll go with the cheaper one.

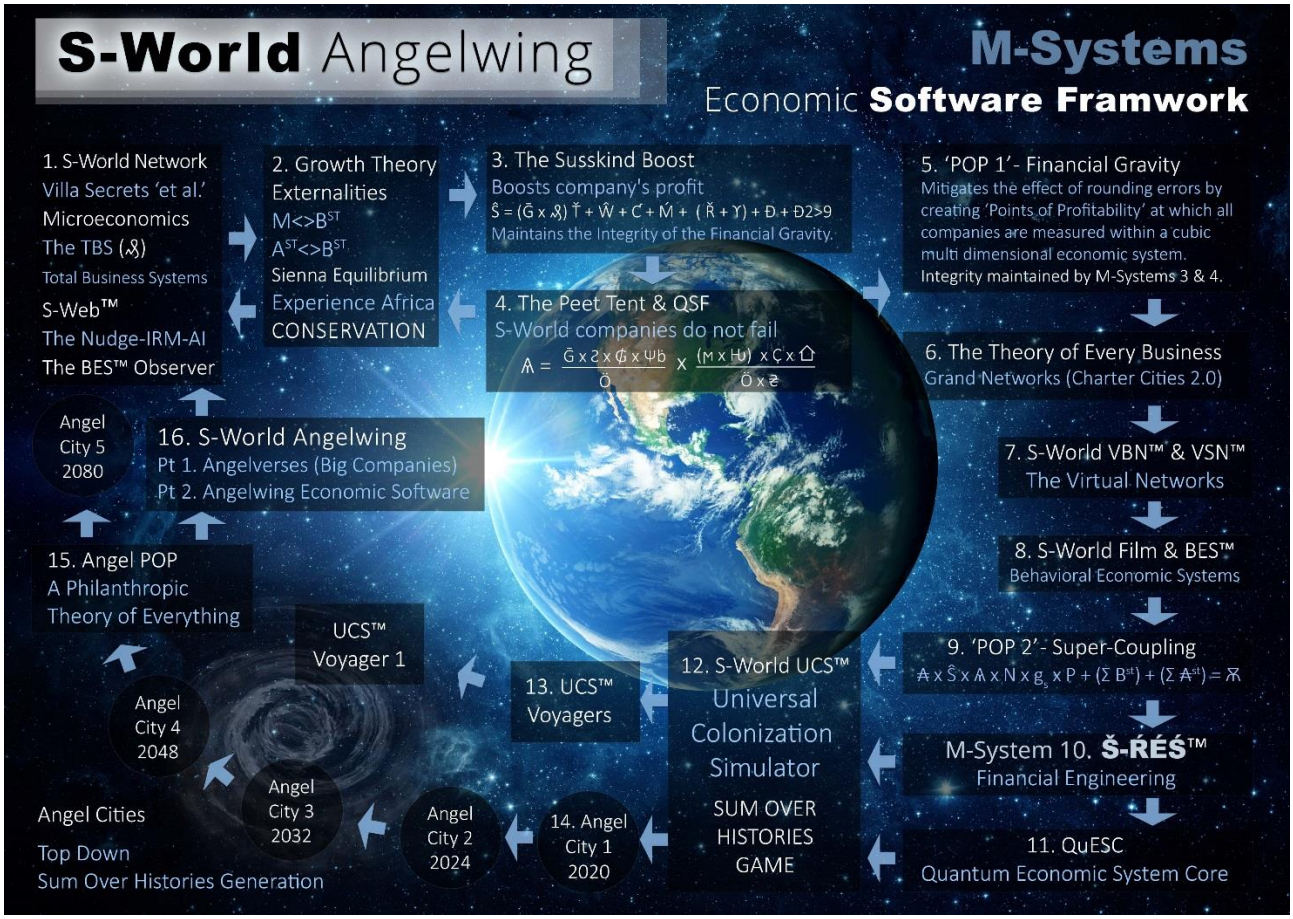
!!! Carbon Traffic Lights

Or if you run a car company will you be willing to spend 25% more on all the steel you buy? Probably not especially if your competitors decide to stick with the cheaper stuff. The fact that the overall price of the car increase only a tiny bit wouldn't be much comfort to you, your margins are already pretty slim and you'd be unhappy to see the price of one of your most important commodities go up by a quarter, in an industry with narrow profit margins a 25% premium could be the difference between staying in business and going broke.

S-World Angel Theory

SUPERECONOMICS

BOOKS I, II and III



The software and systems needed to create Net-Zero Cities in locations of extreme poverty

A More Creative Capitalism

Created For:

The Bill & Melinda Gates Foundation

25h February 2021

The Sienna Equilibrium SPREADSHEET

At this point, the intention is to complete the Sienna Equilibrium spreadsheet and add it below, and this is still my intention.

This spreadsheet really helps to dispel any doubts as it shows the cash flow of every industry and how it is very easy to add or subtract this or that company, to create a perfect state of supply and demand, where all the companies are buying from each other, and at the end of each Śpin, or maybe a few Śpins the wealth is spread across all the companies minus É Leakage.

Below we see the beginning of this process, the manufacturing breakdown

Manufacturing

Retail Online, Malls & Stores??	Raw Materials, Completed Parts	Industry, Machinery, Engineering	Tesla Cars, Infrastructure	Tesla Gigafactory	Degradable Packaging, Warehousing		
1.33%	3.16%	3.16%	2.73%	1.89%	1.56%		
£249,687,500	£594,109,375	£594,109,375	£ 514,062,500	£355,437,500	£293,750,000		
£ 234,706,250	£ 558,462,813	£ 558,462,813	£ 483,218,750	£ 334,111,250	£ 276,125,000		

The Sienna Equilibrium

SPREADSHEET

The Sienna Equilibrium

SPREADSHEET

Chapter 3.6

Well before time Production

American Butterfly

The best way to create an American Butterfly is to first see a successful UK Role out, so maybe 2023 UK, 2024 Malawi and 2025 American Butterfly.
The UK is a lot easier because it does not have to deal with so much business lobbying. But after a successful role out and the UK set to be the world's biggest economy within the decade, then those companies will soon change their mind and lobby for the Network.

And that's all I'll say other than to remind the viewer that in 2012 this projects second version was www.AmericanButterfly.org. Since then we have given up on S-RES and moved to Mars and MARS Resort 1, which replaces S-RES at the heart of things, and after moved to Malawi, then the UK and probably India as my team are from India and it's got massive unrealized potential before returning to the USA in 2025.

The Antitrust Trade Deal

Actually, there is one point exclusive to the USA and that is that due to that pressure from business, we could, for a few years, or even a decade agree not to sell to the USA from the USA, other than to provide a top-up to Social security.

Original Work:
The default setting for the USA is that we do not sell to the USA outside of the network to network exchanges that happen often, one possible exception inspired by the section in The Deficit Myth is an exception that the network may give Network Credits (worth more than their dollar value) to social security recipients until the social security trust fund savings account shows a surplus that year.).
If however, S-World USA (American Butterfly) follows the UCS History 2 Model, there would be a tonne of trade and sales to the non-network USA. And in general, everyone, and every company in the country can jump all over the bandwagon.

Chapter 3.7

WELL BEFORE TIME PRODUCTION

S-World TBS™ Nudge AI

NEXT Chapter
More on The TBS (getting back to the original chapter, and maybe we go real light on the TBS description and leave it to Book 1.

Getting to development in 2015 I thought to use Salesforce as our primary CRM, with about 10 other systems, but the problem was that to connect to the Salesforce CRM the basic website functionality like the details of each new vacation rental enquiry could not easily connect to Salesforce. Complex API programming was needed. This in itself was annoying, but far from impossible, we had been working on a different API to get stock and availability dates, pricing and other data. The thing that did seem impossible was to be able to create the API with, the S-Web website Salesforce and the other 9 systems I had identified. Creating that system so all systems worked collectively was massive and needed far more assistance from the individual software systems companies were likely to get, as these systems are not created to be used in this way. Many have different partner software for accounting and having many different ways to generate a price.

But there was more; research had eventually shown 90 different systems seen here http://network.villasecrets.com/the-secret/ch1/s-web-cms-framework-step-6-our-solution If 10 seemed impossible, 90 was impossible.

The only solution was to make the 90 systems ourselves, which in 90% in cases perfectly doable, we have been creating quality cloud-based software since 2001.

However, this was a big job, a Job in 2017 was committed to paper; within the book The Villa Secrets' Secret. Most of which was put online http://network.villasecrets.com/

This then became the software development blueprint. We have made a start and have created a new system not mentioned on the website which was a way to turn one's favourites (my list) villas into a unique webpage that could be quickly sent to clients, particularly useful on mobile enquiries. We had already started the website with a mobile-first design, and in testing Google Mobile Ads, the enquiries came in. Another new system was the search, useful of course for web users, but most would not use it, the search system was for staff and entrepreneurs

directors, after a 2016 deal to sell the first S-Web website www.Cape-Town-Luxury-Villas.com for R3 million ($200,000) fell apart. We did very well until it came to a non-experienced sales star finding the right stock, (the right property). Since this point, we worked hard, mobile-first and API connected to stock (villas). Note that creating API connections to stock is not a bridge too far, these systems are made well and give a lot of very good support for API connections.

If we were to include all of the different systems within the TBS today, four years after writing the book; The Villa Secrets' Secret and making http://network.villasecrets.com we are now at about 200 different individual systems, which includes staffing systems, such as someone working the USA hours, photography, copywriting, film/video making and other pieces of the Jigsaw that we put together in the following system S-World TBS CC
But before we get there its back to basics with the CRM Nudge AI

Must now be 200

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

Chapter 3.8

WELL BEFORE TIME PRODUCTION

S-World TBS™ CC (Company Controller)

The TBS – Total Business Systems

In addition, comes the TBS™ (Total Business Systems), **S-World VSN™ (Virtual Social Network) and S-World UCS™** that create 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 (turned into a game) by S-World UCS™ and The Hawthorn Effect that also creates the bonuses paid relative to quality work delivered on time. Or in the case of the soccer leagues pays income it works out the match-winning income, and income per player considering many factors, but every factor will be listed, so each team member can seek to improve their income by improving their stats and the efforts.

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 from amongst others, a version for HMRC (The UK Tax Collection Team). Which one would think was very different to the systems needed for a small boutique travel and real estate system, but at least half of what we would create for HMRC is already created as S-Web V1 Villa Secrets. And on this point, I wish to expand on this theme, with a recent incite.

So S-Web (Technology 1) and the TBS Technology 2, and Villa Secrets Technology 3, combine to create complete business web and software applications. Right now, we have a complete vacation rental product as you can see www.CapeVillas.com. And almost the same www.CapeLuxuryVillas.com, specializing in one suburb www.villasincampsbay.com, spanning all of Southern Africa www.luxuryvillasafrica.com. From this starting point were not far away from general luxury travel and safari product https://www.experienceafrica.com, and in general, are

not far away from a real estate product.

Each product must have all one needs to make a profit. In the case above, we have tried and tested Google Ads a few times and it made a plus 4:1 ROI and will make a good lot more by collecting mandates and marketing rights for homes and venues.

The TBS is over 90 software systems or ways of doing business that improve the bottom line, the profitability of each company. Most of this coming from the 2017 book and operations manual The Villa Secrets' Secret. Most of which we put online at http://network.villasecrets.com. There is more recent work and in particular on The TBS-CC, but this website is a good start for what we will be programming.

Zooming in on the key points from the last paragraph here are some links that really are very important,

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

The 90 **TBS Systems** (2017) now we are closer to 200: http://network.villasecrets.com/the-secret/ch1/s-web-cms-framework-step-6-our-solution
90 ways to make money, save money and avoid landmines

Mandates, Mandates, Mandates: http://network.villasecrets.com/the-secret/ch3/mandates-mandates-mandates

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

CRM CC – The Company Controller: http://network.villasecrets.com/the-secret/ch9/crm-cc-the-company-controller
The Company Controller is essential for the easy adoption of new business types, for instant, a real estate company wants to do vacation rentals, or safaris for their clients, this system organizes the everyday tasks of all personnel within a wider OKR system for completing the monthly goals set by management with minimal need for contact.

UCS – Hawthorne: http://network.villasecrets.com/the-secret/ch10/UCS-Hawthorne-for-Richard-Thaler See the following chapter 3.3

Chapter 3.9

WELL BEFORE TIME PRODUCTION

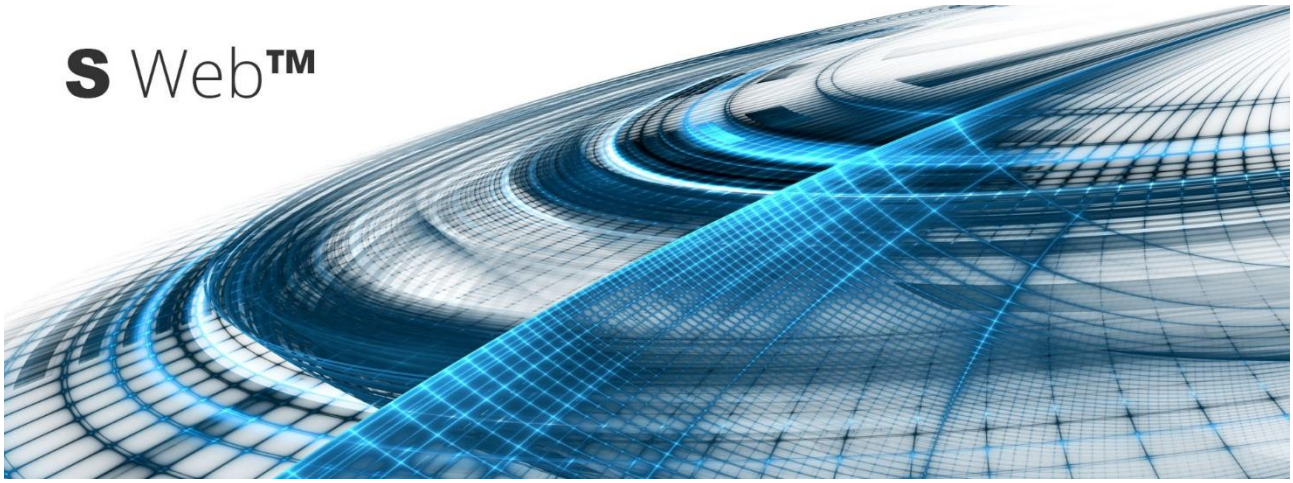
S-World UCS Hawthorne

This system turns the tasks and jobs performed by the staff from sales reps to photographers into a competitive game that has a winner each day, who on days when big bookings pay can win a week's salary. Inside a game created to amplify the Hawthorne effect that says that people are more productive when they think they are being watched and the game/competition created that level of scrutiny as everyone is watching everyone else's score, the pluses and the minuses. We may even allow strategic partnerships within a single day if it turns out that that increases the bottom line. This may see a few members of staff, working from home all evening on this or that task, so they can win the prize that day. This gameplay would be similar to Sid Meyers Civilization game franchise.

(Above we see the UCS Hawthorne webpage for HMRC, here in place of actions that help make real money, points are awarded for the amount of money HMRC has received assisted by the people we see above, who are mostly real people at HMRC but with changed portraits.)

The point is most of what works in one system often helps another, and by making all the systems each business will be more competitive and well organized, and this assists in the goal, the law, well before time production.

S-Web - A recent incite



A recent incite was that when starting a new project, the mathematical and system for S-RES I thought, given I was working with a new software engineer. That It would be quicker to just build a new navigation system, but this ended up taking 4 weeks to tell us that even simple things like nav systems are not easy to make outside of a WordPress environment. At first, Kiran used bootstrap, but this is a framework and in imposes all its ideals on you, after the 4th

or 5th conflict we had to give up, we tried another system found on google just for menus, and I can't remember why but that did not work for is either. I'm sure there must be the right system, and probably many but there not easily found in Google search, or whatever search systems the programmer uses.

So, in the end, we grabbed the navigation we see on the vacation rentals and used that instead. To make a website that demonstrates S-RES Financial Engineering. This is like the UCS Hawthorn adaptations from vacation rentals to HMRC collecting tax, a wildly different type of company. The point I'm trying to make is that by the time we have completed products for 10 different types of company, that in making the 11th company we would likely use 95% of what we have already created in the S-Web CMS. And that completing these 10 different company type products really would not take that long, months not years.

So with all this going on in the real world right now, by the time we get to 2022, we will and have maybe 100 different industry-specific systems operating across the globe. And from this point, we are in a good position to supply the 2048 different systems for the 2048 businesses planned for 2024.

All of the systems we have discussed above are one of the pillars of Well Before Time production. So far, we have seen technology 1. S-Web creates a beautiful online framework for websites, AdWords and social media. Then we saw, in several instances' technology 2. The TBS, and above that was the network it creates, in this instance the company Villa Secrets so we call this technology Villa secret when actually Villa Secrets is only the first on a great many businesses and business types.
In terms of 'Well Before Time' production, the hammer blow we are building up to is S-World VSN Construct, which is technology 5. But it's important to lay the groundwork for this system, so next, let's add technology 4. S-World Film, which has recently been made more important, by stating that S-World Film is 25% of technology 5. S-World VSN.

To me, for a long time, I have thought S-World VSN would, in the long term would make the most money for its co-founders have been S-World VSN, and so by making 25% of VSN owned by S-World film, we give value to S-World Film, and underline the importance of S-Word Film.

VSN and S-World film have always been two parts of the same system, S-World film, shows the products, be they people, property, jewellery, fashion or others. S-World film will make film industry quality video presentations, plus books, and magazines, and maybe some reality tv. This is all paid for by a symmetry, that being that most companies only need hospitality and concierge in the summer and often staff are let go because there are no jobs for them. So we create the hospitality and in fact most of each company as a production company, each member has a skill in production, from presenters, and models at the properties to photographers, filmmakers and editors, they all use TBS-CC to coordinate and work on the production side whenever they do not have a guest to deal with. This development dovetails as considers, and the difference between this idea and any other, is that will mostly locally famous people in the network, getting that top restaurant to make an extra table when it's been booked up for 6 weeks, is a real skill, and of course, the film people know both where the best villa parties are they also do Yoga on the mountain and can guide clients through the many lovely walks, or horse ride, etc.,

On the macro side, if all goes to plan, the first co-founder and iCEO will be Madonna, and the next 6 co-founders will be the most prestigious list ever. And that why the locally famous people would join S-World film and take on the concierge duty, because each local S-World film, will be the casting company for the various films and series made by S-World film LA. That and of course is the money.

And can quickly grow in size as the concierge becomes the base of many travel and real estate ventures, and when this Cape Town network becomes a Grand Śpin Network exports hub, it will take on studios and grow with the network. Creating content and at the same time creating portfolio pieces for themselves.

Due to Technology 4. S-World Film, almost 100% of S-World businesses, will have superior content, superior websites, social media. The pictures will be better the copy will be better, the presentation is already better. This then sits on top of the technologies so far.

Part 4

S-World VSN™

S-World VSN™ Construct
Virtual Social Network

S-World UCS™ Universal Colonization Simulator

UCS™ Simulator & The 87 Quintillion Histories

S-World M-Systems

QuESC

and Commanders Intent

Man and Machine + The Challenge of Our Future

From Peter Thiel's; Zero to One

Supereconomics - It's Not That Complicated

For Paul Romer & Peter Thiel

The Chaotic Earth Game

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

Part 4

S-World VSN™ Virtual Social Network

VSN™ City

Virtual City Planning for the Real World

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

Villa Secrets was started in 2000 with the website www.CapeVillas.com and in 2002 showcased the world's first Virtual Tours made in Macromedia Flash.

Like S-Web™ and S-World TBS™ (Technologies 1 and 2), S-World VSN™ and UCS™ (Technologies 5 and 6) are two sides of the same coin. UCS™ being the gaming, recruiting and training component of VSN™ and VSN is the visual environment used to present UCS Histories.

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

For a long time, I have thought that this system will be the one that will end up the richest, I could not really provide good reasons for this, besides the idea of becoming a newer and better MLS (Multiple Listing Service), which is nowhere near a determined cash flow.

However, the following VSN Construct idea changes all that, born out of the need for Well Before Time construction and the need for expert tutorials, for personnel to follow and add to. Nowadays we intend to visualize the network in a few different ways.

Chapter 4.1

S-World VSN™ Virtual Social Network

VSN™ Construct

Real-World Virtual Construction

All of the systems presented so far could be created if I had the time, it's clever stuff, but also very minimalist. Nothing so far can't be created. Were 100% not a fraction less. Given enough development hours, all we have discusses so gar can be done. But now, as we step from Technology 4 (S-World Film) to Technology 5. S-World VSN. From camera phones that improve the local rendering of S-World, so in a few hours, you could render a small town. I don't know how to make this, so for some time now I've been looking at the companies that could, and until just this day, Google had been the most essential co-founders, but with this new incite, the VSN Construct system makes Well Before Time production and in general the guide to all 2048 businesses scheduled for 2024 to production excellence.

So, here it is, in much the same way I showed my mum and Dad a few days back.

We're going to start with a house and then move up to a railway infrastructure development. So, stating on a large mostly flat surface say 400M^2 with 4M space around the house. With a dedicated adjacent area on which all the supplies are laid down.
Now imagine you are a construction worker, standing next to the supplies are. Now you put on your goggles and you see the complete house in virtual reality and for now, we shall say this is an Oculus program. Ideally, we want googles that can easily be flicked back, then, when the user flips the googles down, she sees the house in its current state, and an indicator to fetch a brick from the supply area. There will be a specific brick, on the VR view, and that then becomes the brick picked, we know where every brick it's going. Next, the virtual world now shows you the path you must now walk, maybe up a flight of stairs, and under some other

thing, and in front of you, you see your VR avatar placing the brink exactly where it is supposed to be, and the program keeps personnel away from each other, so there's rarely a cue.

Around the entire plot are cameras that alongside GPS's mean everyone is monitored to within a meter all of the time. And one can watch the entire process live but in VR with all the avatars seen. This sort of view, this data on real-time production is then easy to gamify in UCS Hawthorne, as the construction team, follows the game and contest software UCS Hawthorn, which has previously been described in Villa Secrets (Real Estate and Travel), The UK Tax Office HMRC, and DEAL Doughnut Economics Action Labs. UCS Hawthorn assigns the bonuses to those who exceed expectations. Everything every worker does on-site is recorded from many angles.

In terms of safety, this system should make the entire process much safer, outside the perimeter, the 8 cameras record everything that happens and links it to the VSN avatars. This level of secretary makes theft of materials much harder. In terms of efficiency, this pioneering system may cut the time to build by maybe half. In terms of training and recruitment, these systems allow competent but not experienced people, to master what is involved in building a house, and after the step by step, instructions are safer and more efficient.

Ideally and maybe essentially we want the goggles to have a mode where the goggles show half the VR image and half the real world, as part of that system to snap back the goggles.

Now let's macro this to a high-speed rail line or a Royal Navy aircraft carrier:

HS2: High Speed 2 is the name of the heavily over budget in-progress plan for a high-speed rail network between London and the North of England. Nowadays, what with all the fake news it's hard to find accurate financial reporting, this from Wikipedia seems accurate;

The costs of **HS2** were estimated in 2010 to be between £30.9 billion and £36 billion; in 2015, this estimate was combined with the cost of rolling stock to give a **budget** of £56.6 billion. Oakervee's review in 2019 estimated the project would cost between £80.7 billion and £88.7 billion.

One thing I did here, but cannot verify, is that if the railway coordinators lower its speed by 10%, which seems to be from 250 miles per hour to 225 miles per hour the costs will shrink to less than half. Which would certainly be a deal I would accept. But whilst I do not have the data to confirm this, I can elaborate upon the VSN Construct technology applied to HS2.

So, remembering that we have sets of cameras around the periphery and within the development itself, and that using that footage plus the GPS tracker on every person that goes within the development site, we can pinpoint to within centimetres where everyone is. With

workers all wearing the Oculus goggles with the flip-up view, and a combination of animated view, real world view, and animated view mixed with a real-world view.

It's not as easy as building a house, because of scale effects, in the case of individual properties we can make ten or so different basic designs with features that can be added and taken away. And then work out the safest and most productive order of the production, for man-hours, and all other concerns, whereas a high-speed rail network, is a more dynamic process. But not one that can't be achieved if starting from the shoulders of the single house VSN application. Like before, and this is important, one thing we can do, that is not currently being done, is to identify every single piece of the railway, disclose where it can be bought, and update the prices for every component down to the smallest nail, as and when the prices change.

To do this, with any degree of accuracy, we would need to see most or all companies created by new S-World Network companies. In this way we would have a very accurate initial forecast, that has as much chance of being made under budget that it has of being over budget, as we have said previously in the Malawi Grand Śpin Network we are seeking a decrease in the price of goods of about 1% per year for a quarter-century.

In exactly the same way as considered for a single home, each person on the site, be they construction crew or Pizza Delivery each person is directed by seeing their avatar a few paces ahead of them, and that once finding its position the avatar can give a zoom in on the task that needs to be performed, putting the pizzas on the table or connecting a critical part of the sophisticated electronics on the rail track.

One could see the cost of development of the simulation of infrastructure like HS2 at a billion or more, however, once we have made 10 different infrastructure projects, like Technologies 1 to 4 most of the development for most situations will have been done and can be copied from previous projects.

In the same way, Elon Musk says 'we will be there by?' is never met, and not even expected in the space industry, for years many budgets have been well under budget, as initial bids are all below the price the owner of the goods would actually sell for. It's all made up to get the bid in at an initial cost that's acceptable, but once that initial bid has been approved, and over the decades it takes to create, the cost of everything doubles, half due to initial deliberate under budget bids, and second as problems along the road leading to more and more price rises.

I have experience building luxury villas, and a lot of how the profit is made is on the extras, the addons. They do everything to lower the cost, for the initial build, but as soon as that contract is in, that's the end of discount pricing. If like we did, we needed to change the entry stairway, it was an expensive operation, as were many other items leading to an eventual cost of more than 50% of the initial budget.

S-World VSN Construct defeats both, so for HS2, we would first see the virtual representation, or several different virtual presentations if the project is at the earlier stage of picking a route. Then almost everything that goes into the virtual representations is real-world cost and as said before will be made up almost exclusively by S-World businesses, one because then we can apply S-RES and two because we can control the pricing for Network companies and can give realistic prizes of a good today and a good in 10 years.

Then in the case of every part, we plan the constriction via the personal avatars, so we can estimate the time taken for each part of the process.

Chapter 4.2

S-World VSN™ Virtual Social Network

VSN™ Construct

S-World VSN City Planner

VSN CITY Building

Now instead of an infrastructure project being rendered in S-World Construct, we can look at the macro project of a real-world city, to begin we must take a few steps backwards, starting with a partnership with the game franchise THE SIMS and SimCity, combined with a tonne of new architectural features and interiors initially form by the vastly talented Stefan Antoni from www.saota.com.

I've seen the complexity of Auto Cad design, and for interiors, and dedicated software for interior and garden design, and both are more complex than is needed (Auto Cad design) is an overcomplicated way to create home or city designs.

VSN City seeks to give the gaming world, the opportunity to create the first and second and third Cities in Malawi. This will be a very dynamic game at first as the location is determined, we could well see 100s of possible locations. However for most, whatever they construct (in VSN Construct) can be used in most other locations, so one creates a grassroots city centre that can be transferred, with a few suburb options around it, that can often be transferred.

By the time we get to this point, the likelihood of the network eventually being in one location or another within Malawi is high, and there would have been much news flowing out of S-World Film, alongside Villa Secrets agents championing the value of buying off-plan, that would be direct from the Suburb Owner.

Next, we need to gamify if, which stretched into the arena of technology 6 S-World UCS. Of course, as we are starting with two popular games, SIMS and SimCity the system is already gamified but what I mean by gamifying in this instance is in the reward, and S-World VSN and UCS become the first game to offer significant real-world prizes.

In general, the sales common on real estate sales, which must be earned by Villa Secrets (The Monopoly Owner) will be around 4 or 5 per cent. Some of this, in turn, is paid to VSN and UCS development, ~~but most are profit for Villa Secrets~~. It makes sense to the rest of the network for 50% of Villa Secrets income to be used to pay out in prize money. From say a $150,000 home x 2% = $3,000, to a top-end luxury home (a Medi-villa) for say $5 million x 2% = $100,000, or a Golf Estate for $20mill and 100 homes at an average of $1 million making $2,400,000, or an entire suburb, including the 2048 businesses, most of which require real estate. And were at a point well above 10 million dollars, could even be worth $100 million in high S-RES simulations.

Chapter 4.3

S-World VSN™ Virtual Social Network

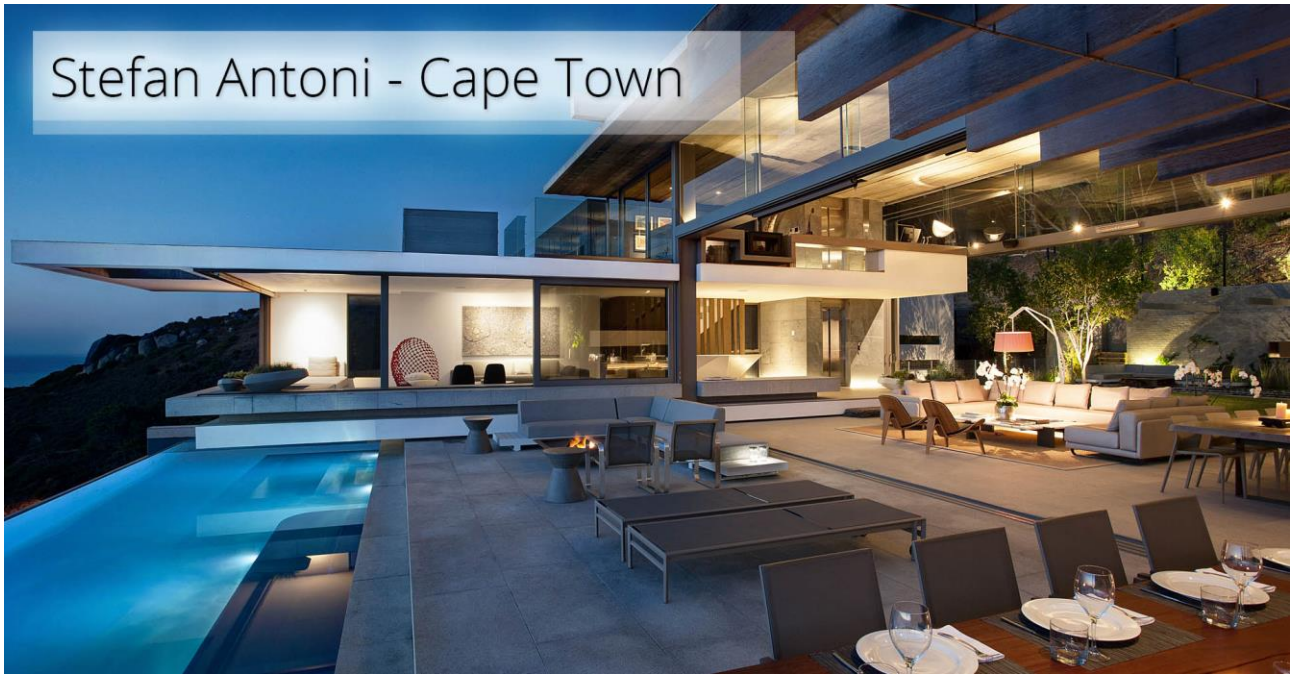
VSN™ Construct

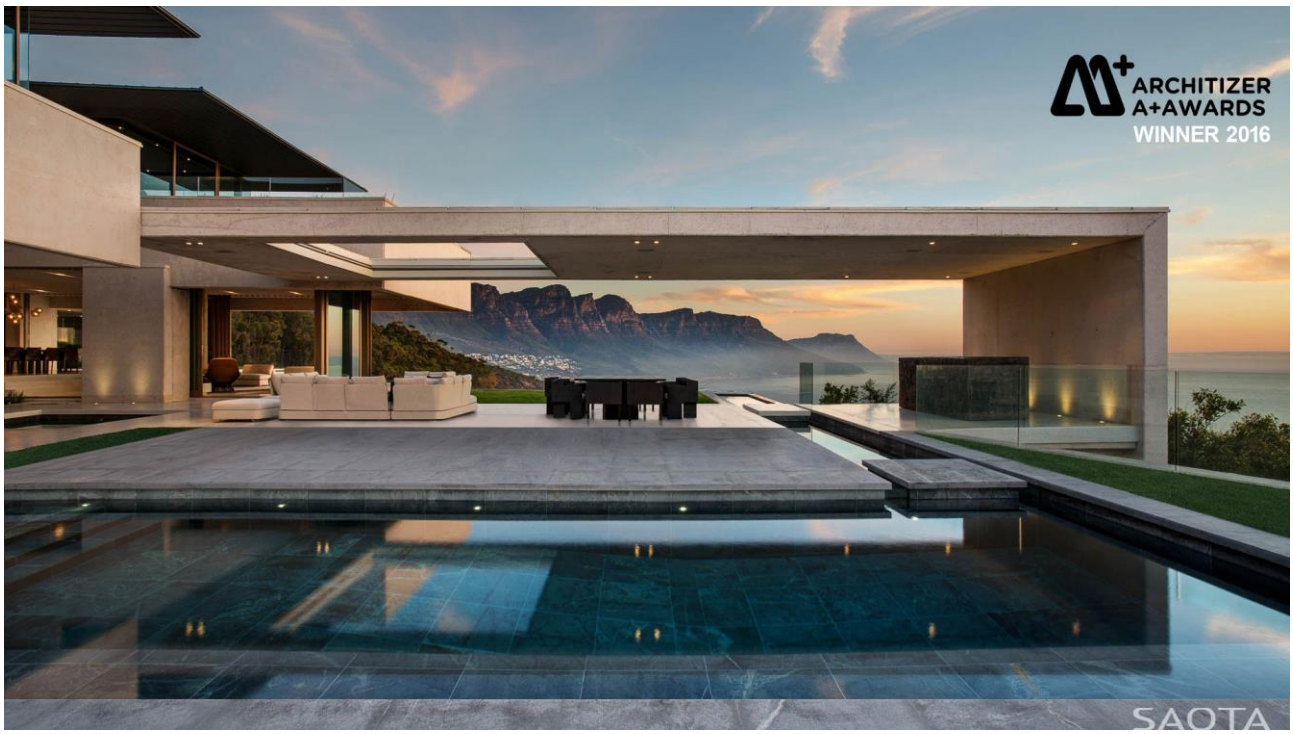
Will Wright and Stefan Antoni

Will Wright | Stefan Antoni

Patent or otherwise essential/preferred partners.

My best example of an essential partner is Will Wright, the creator of The Sims and SimCity and Stefan Antoni, the world's most creative architect; see www.saota.com


Stefan Antoni - Cape Town


ARCHITIZER
A+AWARDS
WINNER 2016
SAOTA

By copying the architectural details from Stefan's designs and adding them as features to The Sims house-building software, we would have a perfect platform for displaying what Angel City 1 in Malawi may look like in 2024, then 2032, 2048 and 2080; including options in different locations, with different special projects and different theories of every business.

This then becomes an essential tool in the Net-Zero Dynamic Comparative Advantage strategy, and more so it becomes an important tool in real estate sales, investment, recruitment, and education.

S-World VSN™ adds Google and expands this idea out across the globe, as the virtual world and if we can make a deal it would manifest itself through Google Maps and Street View.

Camera technology needs to be able to let users render sections of the world in their location by just photographing it, each photo like a brush of paint. Then people can use the teleport function to virtually jump to their friends' or celebrities' positions (if they have their app on show location).

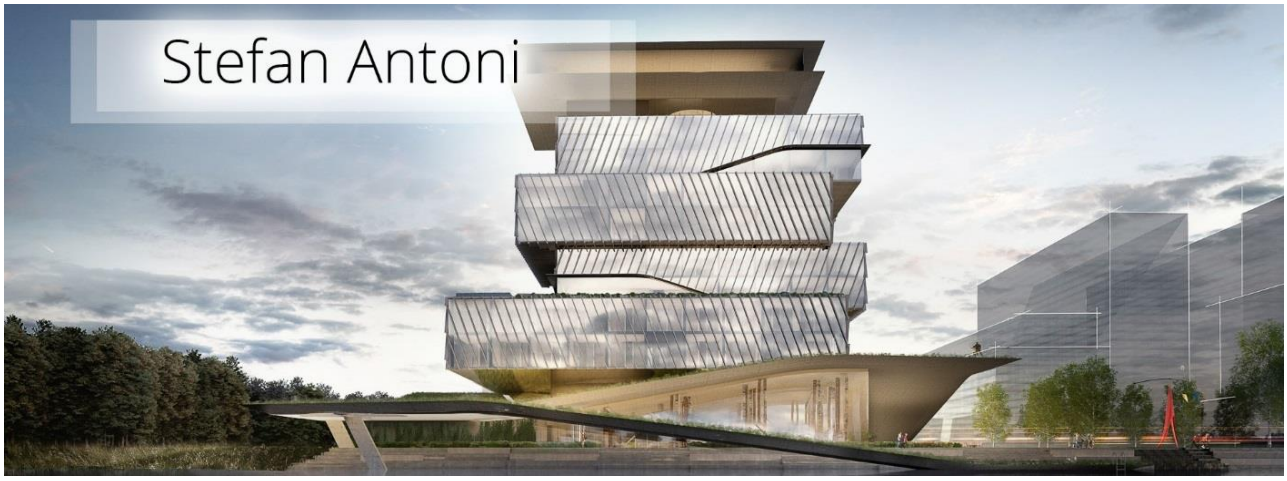
See: www.americanbutterfly.org/S-World-2012

S-World VSN™ is an extension of my pioneering flash virtual world system from 2002, but now houses could be rendered within the virtual world in a way that looks real. This is useful for Villa Secrets and any property sales or renting venture and all of travel. Note this is not a virtual tour like Google Street View that has views created from photographs stitched together, with viewpoints here and there, it will be just like computer games, one can look from any position, and look at anything one wishes, one can open doors, even jump out windows if you wish.

Thinking outside the box, we could consider VSN™ as a partner or dominant competitor of the USA MLS, which may bring with it one-quarter percent of most homes sold in the USA each year.

And as for VSN™ Oasis, well that's exciting stuff for Oculus which I will get into in a later book. To be written relatively soon.

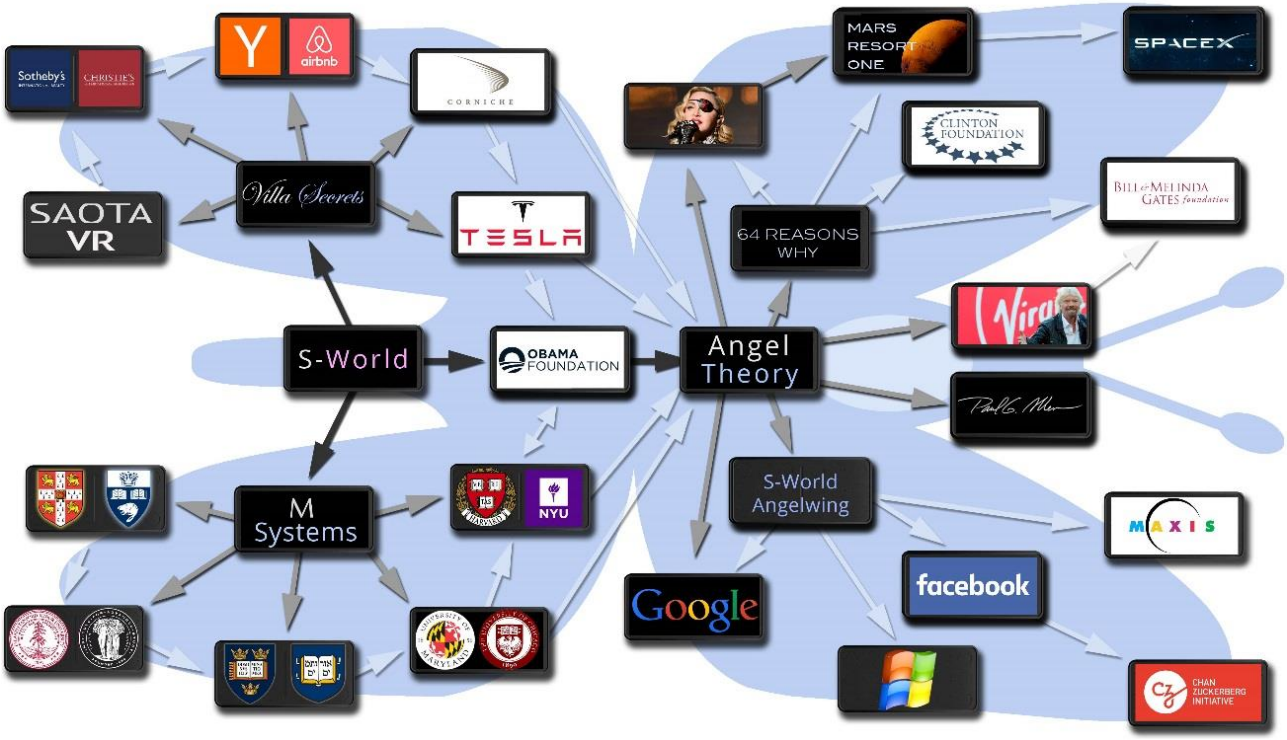
Lastly all the above creates the environment for training and virtual education.



All in all, there are probably thousands of companies and individuals that can add to S-World, some of whom I deeply respect and some because they have an essential technology or patent.

Lastly, we need to think about companies like TWF – The Window Company. My often-used example of the construction industry supply side. We want to find the best eco-windows in the world, maybe 8 companies, and choose one that best fits the network. They will start with 25% of TWF, provide all patents, systems and technical assistance. And an investor teams up with them and adds the capital, maybe $10 million (66% start-up costs 33% of the 2024 cash flow). And, as always, per POP Give Half Back, the staff own half of the company.

This can be shown to be a great opportunity, and if my preferred brands are seen to be on board, I would imagine there would be a lot of companies like TWF that would like to come to the Malawi Grand Spin Network. I call this POP^2 The Pressure of Participation, as when the madding crowd sees the biggest names in business, celebrities and a great many Nobel winners collaborating, the desire to be a part of it will become a force all to itself. We see this idea in 'the butterfly' graphic below made from a set of dominions; designed so any when one falls, the rest will follow.



VSN Isolate.

the virtual world that mirrors

S-World VSN™ UPC – Urban Planning and Construction

OCULUS PROGRAM

Add New Sparta Graphic or Leve it to Part 2 The City

From main book page 51

Chapter 4.4

S-World UCS™ Universal Colonization Similar

UCS™ SIMULATOR

87 Quintillion Histories

From the Spreadsheet find the tab 87 Quintillion Histories.

A quick scan shows We start with 870 sextillion histories, That's; 8,771,463,043,332,750,000,000,000,000,000 that's the number of different simulations that can be run, starting in 2024 with a supercomputer and a diminishing Moore's law ending in 2080.

With this said it is not about creating 870 sextillion histories, we need to know which histories are best, so we need to create one billion mileposts, markers that will be assigned a yes-no answer to each milepost. These mileposts will then be entangled within a complex AI-assisted scoring system. We are not looking at 1 billion markers, we are seeking to use no more than 1 billion computer actions. So we would have 87 Quintillion of these complex results.

We can then sort the data from the histories based on the most amount of common goals achieved, for example, we could look at the simulations that achieve the lowest CO2 created, or the most amount of projects started or the highest cash flow or the highest savings etc. etc.

But before we seek to understand the inner workings of the scoring system, in case one does not know already I will clarify what a history/simulation is.

So far there are only three histories, so we have a long way to go to 87 Quintillion. But they are all variations of the same theme.

We shall come back to History 1 and Michael Green's; "The notion that this is the smallest constituent is paradoxically not at odds with the statement that it may also be the whole universe." A little later, for now, we are going to jump to History 3.

Supereconomics books/presentations 2 and 3 are based on History 3.

So, what we have is the spreadsheet made to work like the software in S-RES.com for one history. If I then go back to that history and change the value of trade made in a given year we will see a small difference to the total, if however, I changed it so that E was never more than 95% we would see a significant change to the end results. I can't do this easily on the spreadsheet, and that's what the s-res.com software is there to do, and there we have it... Each time there is a change in the History 3 flow, it creates a new history, or sub-history, or sub-history of sub-history of sub-history. So it's very easy to make trillions of changes just by adjusting the various key parameters such as E and S, or trade, or Suburb sale or who knows, what we do now as chaos theory tells us to expect very different outcomes, from seemingly small changes, and our task is to find the unexpectedly good methods, and prepare them while avoiding the low points.

However, it's also important to know that we're following quantum mechanics LQG in that the entire systems cash flow is quantized. In that, except for e leakage, we can always see where every pent has been spent. This should lead to efficiency gains across the board, and in particular, it will help to create a history and then make that history happen if all the monetary actions were known.

Chapter 4.5

S-World VSN™ Virtual Social Network

VSN™ Construct

QuESC and Shaping The Future

What's the point in all of this?

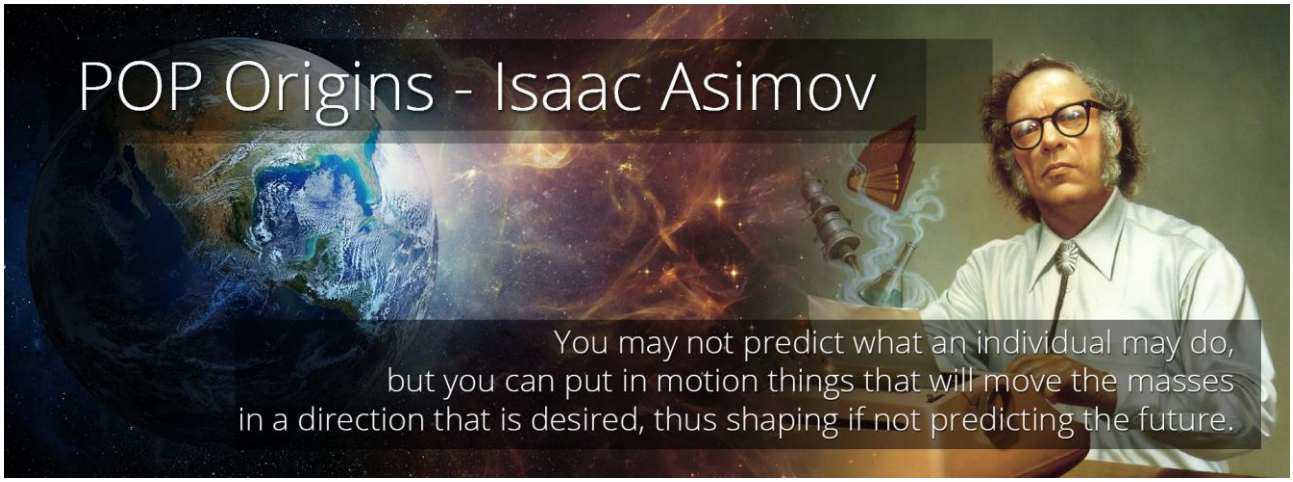
Well, it comes to two things first QuESC and second is how to change the future?

We shall come to QuESC shortly but in essence, it's about the man-machine, with human sentience replacing the uncertainty principle, and sections on the Man-machine chapter in Peter Thiel's Zero to One.

For now, let's go further back to this change-the-future quality.

First, we need to go 'before S-Word' and the retrospective first chapter on S-World.biz www.s-world.biz/Virgin-Business-Plan-2011 and a business plan for Virgin Group. This plan worked on the principle in the future there would be a few mega-companies that facilitated most of global trade and that the S-World network as presented would be one of those networks. Not long after the second chapter of S-World.biz, The Spartan Theory 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.



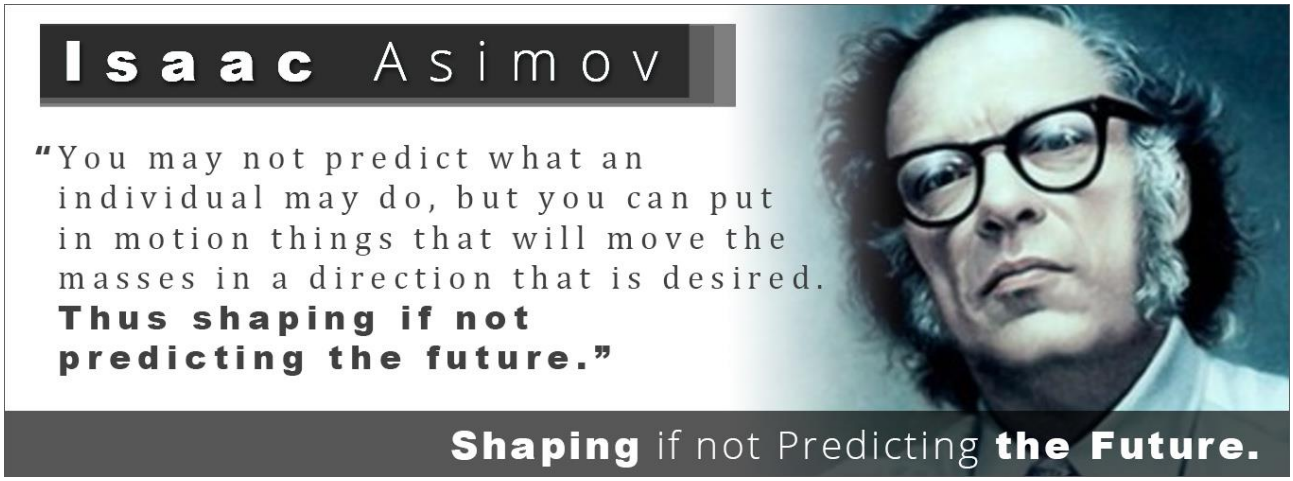
"You may not predict what an individual may do, but you can put in motion things that will move the masses in a direction that is desired. **Thus, shaping if not predicting the future**."

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

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.



"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**

This incite introduced me to chaos theory, from which came many aspects from book 3. POP, the $A^{st}<>B^{st}$ the idea of organizing externalities and internalities, and many pieces of the TBS software (Technology 2) (Book 1)

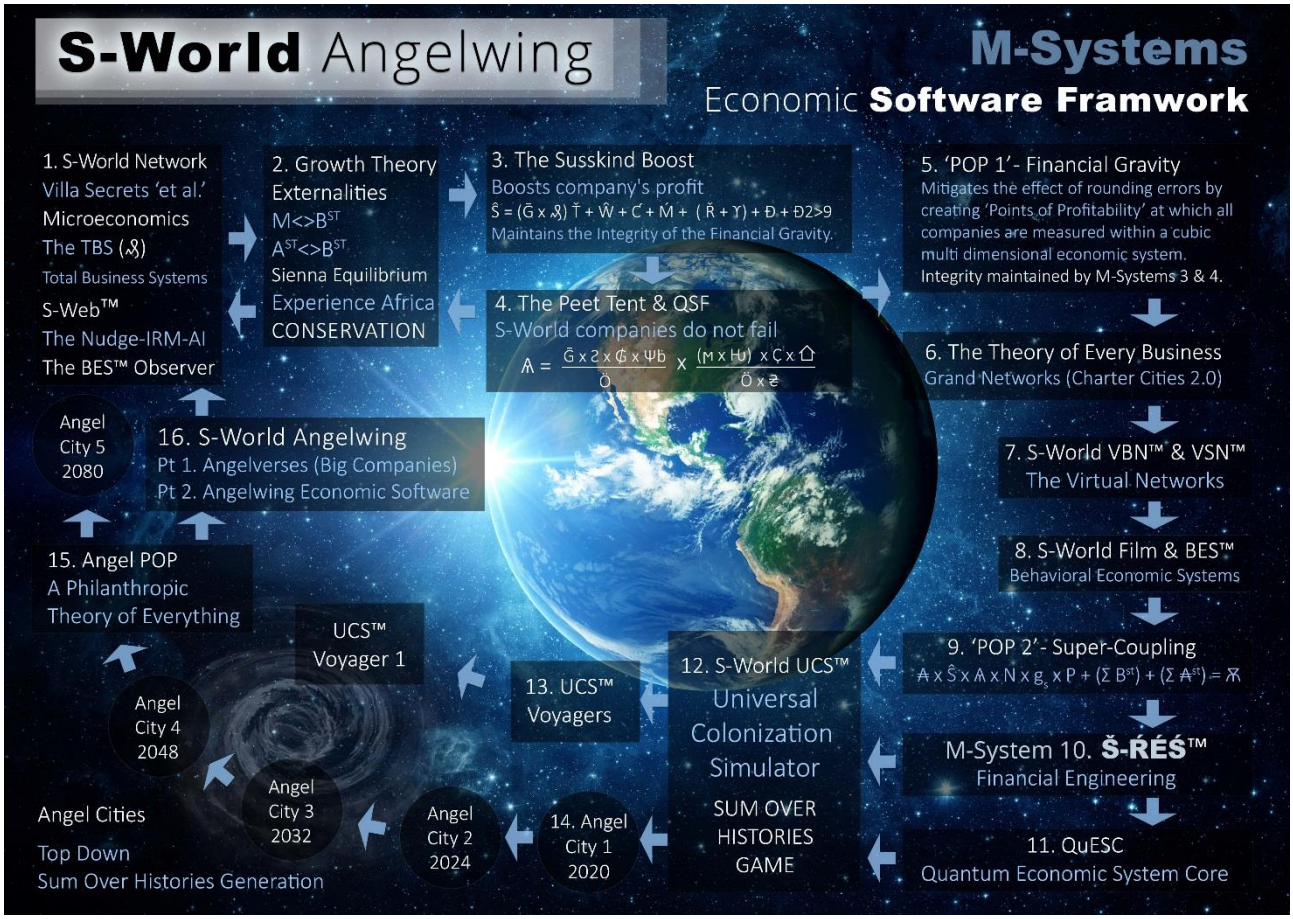
If we look at the plan today, that giant network is as has been described, if adopted in 100 poor countries, 50 US States, The EU, Asia and Latin America we would be looking at about 400 Cities in many Grand Śpin Networks. Which would count as that share of global sales imagined for the Virgin plan.
But how do we shape the future?
This idea started with the quote above and then thoughts about how to create these future cities. Which in 2017 lead to M-Systems

Chapter 4.6

S-World VSN™ Virtual Social Network

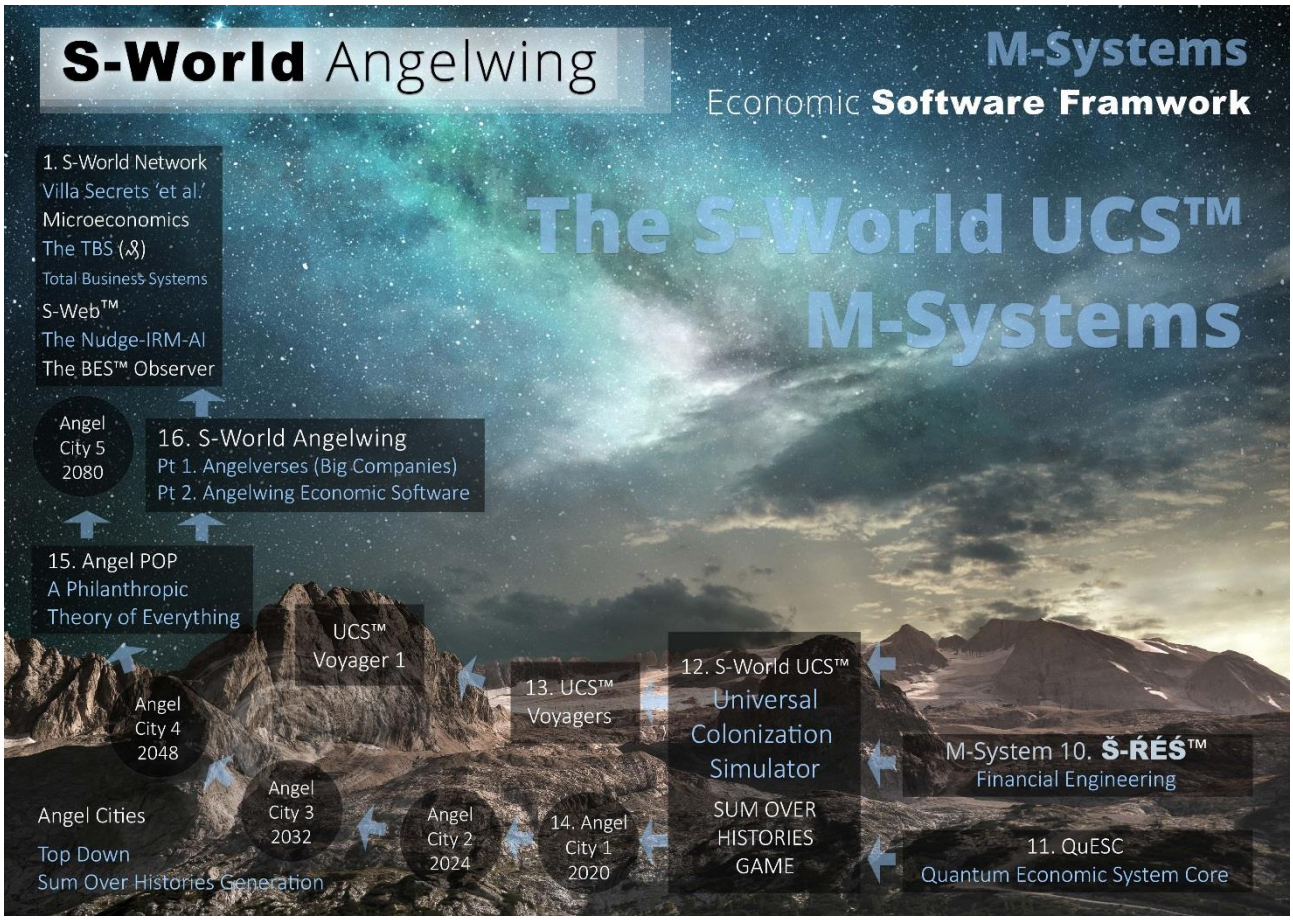
M – Systems

The 17 M-Systems (2016 to 2017)

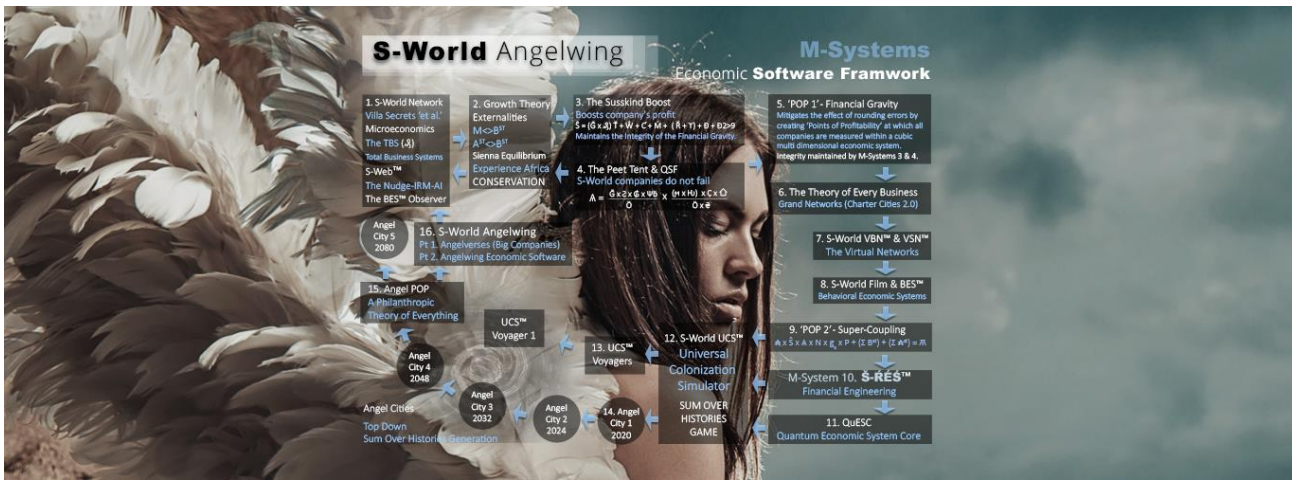


http://www.supereconomics.ai/book1/m-systems-and-special-projects
http://www.supereconomics.ai/the-economic-theory-of-everything/summary-of-books-1-to-3
http://www.supereconomics.ai/m-systems/part-1/from-m-theory-to-m-systems
http://www.supereconomics.ai/m-systems/part-2/the-s-world-ucs-m-systems
http://www.supereconomics.ai/m-systems/part-2b/an-ecological-and-philanthropic-theory-everything-plus-space
http://www.supereconomics.ai/book/2-3/the-network-on-a-string#Angel-POP-2012-to-2017
https://www.supereconomics.ai/#Book-8-Audacious-Ideas

We get to change the future in http://www.supereconomics.ai/m-systems/part-2/the-s-world-ucs-m-systems



And in particular M-System 13. UCS Voyagers and 14. Angel Cities outlines a clear intention to change the future, and virtual time travel as copies of the network are created and futures can be simulated with the user benefiting from future simulations in real-time, following the wins, avoiding the losses and avoiding landmines.



So, at this point, the Special Projects started to develop. At first, I imagined that in the future there would be businesses and opportunities, and it was our job to match them to real-world

companies in the now. But by changing the system to creating special projects, we put it on its head, by making the objective to make as many special projects as we can, we steer the system in the right direction and need not worry about the future past connections, we just make the special projects, if half of the planet was on board, then the end result in 2080 is going to be fantastic, like the movie Angel City 1. http://www.angeltheory.org/angel-city-5-_-1st-aug-2017. In which we see a similar introduction to the M-Systems as before, but halfway through we divert into S-World UCS being a time machine made to change the future to Net-Zero and other special projects and in general the movie shows how bad it will be without S-World and how good it can be with S-World. And much ado is made from the time travel plot with the future people desperate to send back through time how to make S-World work.

The general principle in time travel, per Hawking, is that you can't go back in time further than when the time machine was created, to which I postulate that the time machine is UCS and it was made in 2017, and so on…

So when I refer to histories, we are looking at simulations from 2024 to 2080 and this is why we want 87 quintillions to choose from. It's a good plan right now, on the spreadsheet, History 2 and 3, so imagine how much better this plan can be in place of 3 histories we have 1 billion scored versions of 87,714,630,433,327,500,000 different simulations!

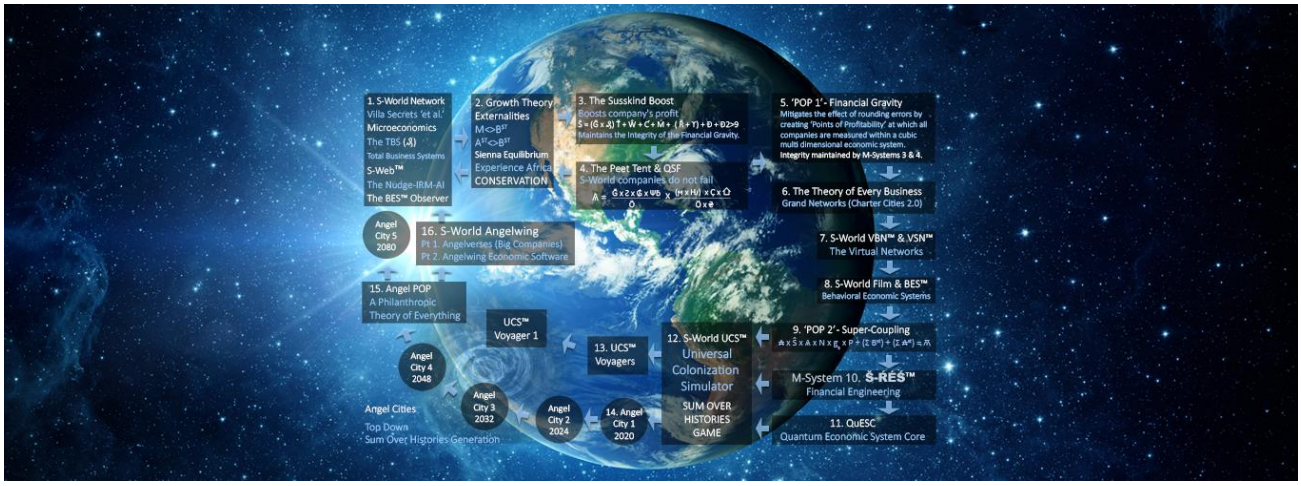
Before we visit QuESC and Commanders Intent which end this presentation a quick word on the 3 Histories so far, and some videos; Starting with the most recent video 43a3, from 29th July, whilst similar, this is not the video that is presented in part 1. I will, however, make this video further down the line and remove this sentence.

Below we see eight different videos for History 3, all presenting the History 3 Spreadsheet and monopolistic equation the Š-ŔÉŚ™, and a journey from 2024 to 2080. Starting on tab **H3) ŠÉŚ-v5 | S-World History 3b** in 2024 with $5,685,975,000 in cash flow and ending in 2024 with $8,204,082,483,521 for a total of $140,493,668,741,009 which discounts and allows for the potential cash flow to GDP variable set at 50% in total generating $11,660,645,717,958 (11.66 trillion) in Malawi, and after, because there is no non-network trade in this model, it can be replicated in many other currently poor, and for simplicity, I chose 100.

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 Supereconomic 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.



ŘÉŠ™ History 3

From Zero to One per cent of GDP by 2080

43a2). About the Spreadsheet:
www.Supereconomics.ai/video/43a2
29th July 2020 | 7 Minutes
Tab) *H3) ŠÉŠ-v5 | S-World History 3d*

43a3). THE HOW - Š ŘÉŠ™ Financial Engineering
www.Supereconomics.ai/video/43a3
23rd July 2020 | 19 Minutes
Tab) *H3) ŠÉŠ-v5 | S-World History 3d*

34**) Š-ŘÉŠ-v5 Financial Engineering Software**
www.supereconomics.ai/video/34
24th March 2020 | 35 Minutes

34**b) Š ŘÉŠ™ Supereconomics Book 3. 64 Reasons Why - For Kate Raworth**
www.supereconomics.ai/video/34b
11th Jan 2020 | 25 Minutes

34**d) Š ŘÉŠ™ Supereconomics & The Special Project Allocations** – Longer
www.supereconomics.ai/video/34d
8th March 2020 | 55 Minutes

34**e) Š ŘÉŠ™ Supereconomics & The Special Project Allocations** – Shorter
www.supereconomics.ai/video/34e
8th March 2020 | 35 Minutes

34**f) Š ŘÉŠ™ Supereconomics - 64 Reasons Why - Proofs** - 1.03
www.supereconomics.ai/video/34f
11th March 2020 | 50 Minutes

34**g) Š ŘÉŠ™ Supereconomics - 64 Reasons Why - Proofs - In 20 Minutes**
www.supereconomics.ai/video/34g
11th March 2020 | 20 Minutes

Next, we come to ŘÉŠ™ History 2, for which I present just the one video

ŔÉŚ™ History 2

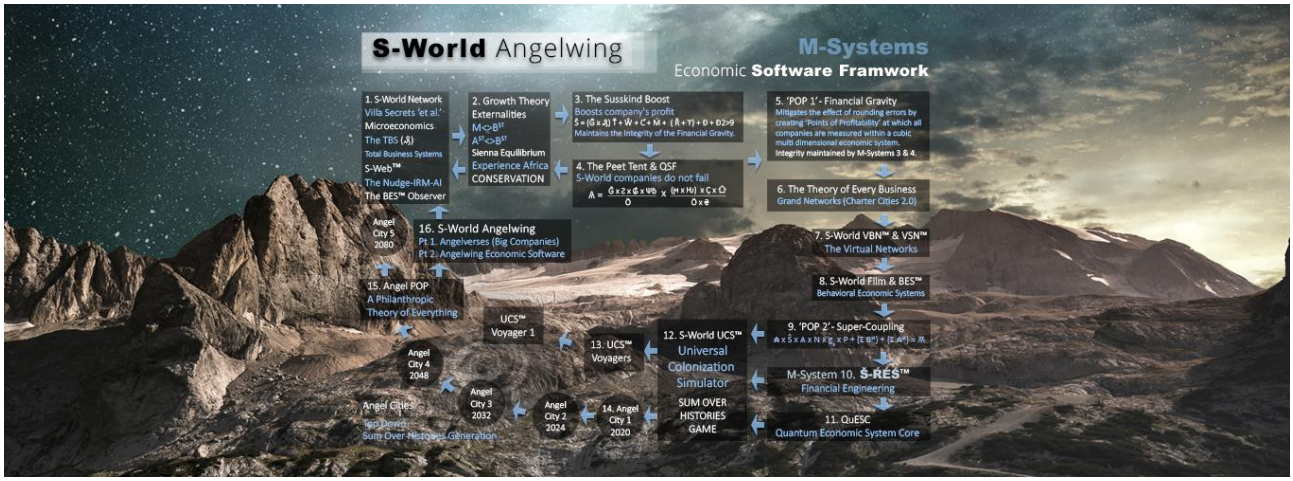
From Zero to One in Half the Time.

www.supereconomics.ai/video/25

27th December 2018 | 27 Minutes

This video tells the story of S-World UCS™ History 2, the precursor to History 3 that incudes trade, and moves from zero to one per cent of GDP by 2051.
This powerful history also battles 15 years of simulated recessions to extreme depressions, where at one point trade completely stops for a year**. But just by adjusting É and Ś, the Malawi Grand Śpin Network increases its cash flow spent every year**

Spreadsheet Tab 6: ŔÉŚ-v4 Man. 2024>80 Display.



POP History 1

String Theory

www.supereconomics.ai/video/7

Video 7

4.23 Minutes

Spreadsheet tab; Super Coupling 1.03

Title: M System 9. 'Super Coupling' **The Green Symmetry** - 1.02 (18th Feb 2018)

But before looking at History 1 let us look at the state of the network design in 2018

Angel Theory – Volume 1. **Paradigm Shift** (30th May 2018)
Video 11)

https://www.angeltheory.org

www.supereconomics.ai/video/11 (2.28 minutes)

Histories 2 and 3 are pure S-RES monopoly powered precise predictions of how all the companies will perform in the future. History 1 has no s-res consideration.

History 1 is worlds apart from Histories 2 and 3 that are very similar, in respect of money, at any one point in History 2 and 3 we know exactly how much money every company has, how much it has received at any one point, and for the best part, we know where that cash flow is going to be spent. On top of this, we know how many Network Credits people have and it's all wrapped up by Net DCA in a way that sees almost every dollar spent is spent on a project the government and the people want.

History 1 has absolutely none of that! Instead, it was a combination of the book The Villa Secrets' Secrets which told us we could create enough profit from one company to create two new companies, which also followed suit, after their second year is complete they will make enough profit to create two new companies a year, and so on to Infinitum.

Putting limiting returns aside, I created a spreadsheet that plotted this path. And you can pick up this story in more detail from the following link http://www.angeltheory.org/book/2-4/super-coupling go five pictures down and you're there.

For a summary of the complete Angel Theory – Paradigm Shift-click here; http://www.angeltheory.org/book2-summary/the-e-toe-an-economic-theory-of-everything, or you can use 'The E-TOE' tab on the main menu on www.angeltheory.org

Moving down to below the 4th picture on Supercoupling we learn that Super Coupling was originally called the 'Hawking-Green Equation,' as it was considered on a walk whilst listening to Professor Hawking'sThe Grand Design' while considering Professor Michal Green's string theory conundrum;

> "The notion that the smallest constituent is paradoxically not at odds with the statement that it may also be the whole universe."

The thing about the 'Hawking-Green Equation,' that was in line with Green's conundrum of how one could create the entire universe from a single string, was the simulation of how a single company can engulf the global economy.'

When first applying this as a spreadsheet, it looked massive. And after a few explorations, the math showed that if a single S-World Villa Secrets company (can from its POP) overflow in its

3rd year onward, create enough POP investment to create 2 new companies per year, and each company it created followed suit; then…

So long as S-World had a solution for every business niche, the network of companies created could engulf more than half the global economy before 2080.

And this video shows the detail
www.supereconomics.ai/video/7
Video 7
4.23 Minutes
Spreadsheet tab; Super Coupling 1.03.

I did not expect this to be the first of 87 Quintillion version on the same idea, but it was. We can clearly see the progression of the network, growing via the POP law, to a colossal figure, more than half of global GDP. And not long after came various s-res histories, until the 5th attempt became History 2 and the 6th attempt became History 3.

It's not string theory, but it is certainly inspired by string theory as was the Susskind Boost and the Peet Tent

.

The S-World Algorithm for Hannah Fry

By Nick Ray Ball 24th May 2020

Dear Hannah,

In 2017 I got really sick and was but a few hours from the end. Fortunately, I was saved by good old antibiotics. A few months later I saw my GP and he said, "Nick, we get patents saying they are dying all the time, but in this case you actually were."

The same is now true with the statement, "I'm going to change the future in a big way." And you will get to say, "Nick, we hear entrepreneurs saying we're going to change the world all the time, but in this case, you actually will."

For the complete paper follow this link:

http://www.supereconomics.ai/The-S-World-Algorithm-for-Hannah-Fry-(6th-June-2020).pdf

Part 5

QuESC

THE Quantum Economic System Core

Commander's Intent

And extracts from Zero to One by Peter Thiel

Chapter 5.1

COMMANDER'S INTENT
& QuESC

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.'

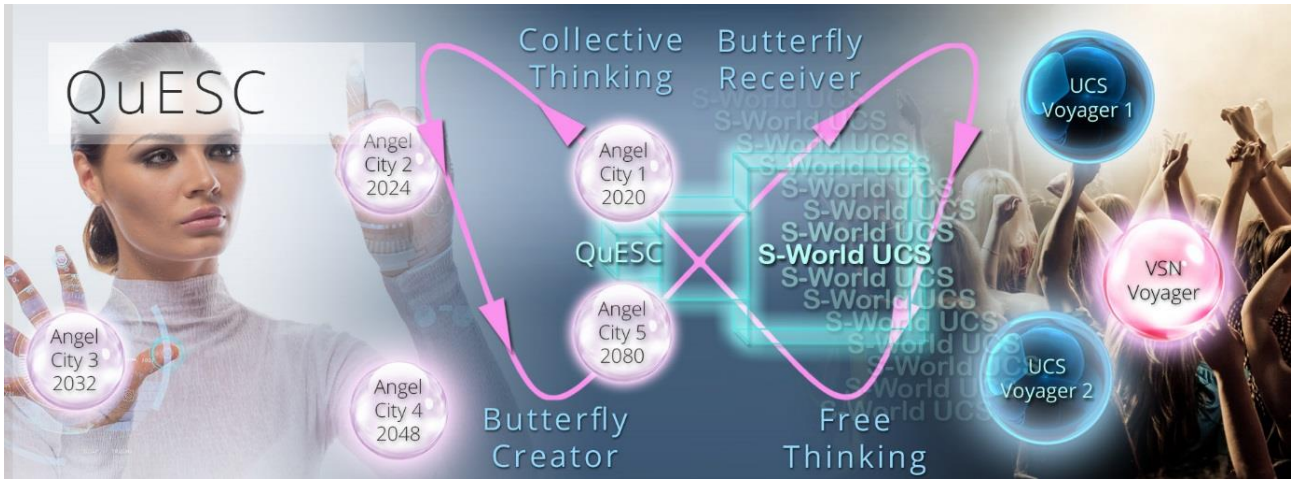
Commander's Intent is just that: a clear concise statement of the specific goal a commander is looking to achieve. Something like, 'Capture and hold that hill until reinforcements arrive."

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 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 follow 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 automatically 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 like renormalization in quantum mechanics; 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.

Chapter 5.2

S-World UCS™ Universal Colonization Similar

MAN AND MACHINE

From Zero to One

Peter Thiel:

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

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

The differences are even deeper on the demand side. Unlike people in industrializing countries, **computers don't yearn for more luxurious foods or beachfront villas in Cap Ferrat;** all they require is a nominal amount of electricity, which they're not even smart enough to want. When we design new computer technology to help solve problems, we get all the efficiency gains of a hyperspecialized trading partner without having to compete with it for resources.
Properly understood, technology is the one way for us to escape competition in a globalizing world. As computers become more and more powerful, they won't be substitutes for humans: they'll be complements.

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

SUBSTITUTION VS. COMPLEMENTARITY

Fifteen years ago, American workers were worried about competition from cheaper Mexican substitutes. And that made sense because humans really can substitute for each other. Today people think they can hear Ross Perot's "giant sucking sound" once

more, but they trace it back to server farms somewhere in Texas instead of cut-rate factories in Tijuana.

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

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

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

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

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

Chapter 5.3

S-World UCS™ Universal colonization simulator

THE LAST WILL BE FIRST

From Zero to One

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

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

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

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

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

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

Chapter 5.4

The Challenge of Our Future

From Zero to One

The Introduction from Peter Theil's Zero to One

Preface: Zero to One

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

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

Unless they invest in the difficult task of creating new things, American companies will fail in the future no matter how big their profits remain today. What happens when we've gained everything to be had from fine-tuning the old

lines of business that we've inherited? Unlikely as it sounds, the answer threatens to be far worse than the crisis of 2008. Today's "best practices" lead to dead ends; **the best paths are new and untried.**

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

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

"We call these miracles technology."

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

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

Chapter 1
The Challenge of the Future

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

This question sounds easy because it's straightforward. Actually, it's very hard to answer. It's intellectually difficult because the knowledge

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

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

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

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

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

No one can predict the future exactly, but we know two things: it's going to be different, and it must be rooted in today's world.
Most answers to the contrarian question are different ways of seeing the present; **good answers are as close as we can come to looking into the future."**

Zero To One: The Future Of Progress

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

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

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

At the macro level, the single word for horizontal progress is globalization—taking things that work somewhere and making them work everywhere. China is the paradigmatic example of globalization; its 20-year plan is to become like the United States is today. The Chinese have been straightforwardly copying everything that has worked in the developed world: 19th-century railroads, 20th-century air conditioning, and even entire cities. They might skip a few steps along the way— going straight to wireless without installing landlines, for instance—but they're copying all the same.

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

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

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

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

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

But I don't think that's true.

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

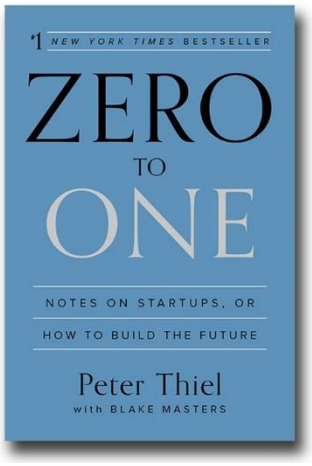
Without technological change, if China doubles its energy production over the next two decades, it will also double its air pollution. If every one of India's hundreds of millions of households were to live the way Americans already do—using only today's tools—the result would be environmentally catastrophic.

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

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

Chapter 5.5

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



From the previous work;

Supereconomics Book 2 - THE HOW - Š-ŔÉŠ™ History 3 - Complete Book - 11.14 - v1.27 (12th Oct 2020)

1 Story Elevator Pitch:

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 on nearly 7000 pages 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 (s-res increases the money supply by 3000%), 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, his and the Marron Institutes work on charter cities is desired as the foundation for Grand Špin Networks, which are essentially charter cities but we use the monopoly rents generated by Š-ŘÉŚ to afford Net-Zero conditions and 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-ŘÉŚ 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 Špin (or Špining the cash flow.)

To compliment Špin 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 (⌂ ≥ ÉL) then we can achieve deterministic (pre-determined) cash flows so large they can be counted in GDP. In history 3 we take Malawi (the world's poorest country by GDP per Capita) from **Zero to One** percent of GDP by 2080, and in History 2 we do the same by 2051.

History 3 cash flow, from 2024 to 2080 when applied to 100 other poor countries (which we can do because there was no trade in history 3, it's not a non-zero-sum game) gives us the

one thousand, one hundred and sixty-six trillion US dollars.

Chapter 5.6

The Chaotic Earth Game

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

What if God were board?

Energy, the universe and what most refer to as God are all intertwined in my mind, it does, however, help in telling stories to simplify "Energy, the Universe & God" to simply "God", so I will.

When I think of God, I imagine a large entity, made of many parts.

What if Gods greatest creation was called "The Chaotic Earth Game" here the parts of God could travel and experience a lifetime, either because they were bored or to better aid their development.

The catch, of course, was that as soon as the particles of God were born, they had no idea they were playing the game.

One could choose their own time and try themselves out 'try out' like a caveman, a 21st Century human, a dinosaur, or just take a vacation as a cat or plant if say the chemical make-up of a plant or cat made them permanently happy. (Just something I've been pondering)

At the end of the journey, one could assess, there may even be a score. If one did well, applause from the rest of God, if one did badly, no one notices, it is after all just a game.

I ponder what my God's reaction would be, to my discovering S-World and my desire to create a fairer world.

If implemented would I have a huge score and be applauded, as I had done something significant in the universe, had I even added to Gods plan?

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

Part 6

Determined Cash Flows

Š-ŔÉŚ™
And
The Suburb Sale

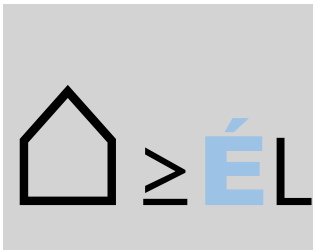
The Suburb Sale Income Must
Be Equal Or More Than É Leakage

Chapter 6 Index

⌂ ≥ ÉL.

Determined Cash Flows

INDEX



Chapter 6.1

Determined Cash Flows

⌂ ≥ ÉL.

For The Suburb Sale, I'm, working on an economic adaptation of the equation for Entropy ΔS ≥ 0. First I create the house symbol '⌂' for The Suburb Sale, then add the ≥ 'must be equal to or greater than all cash flow that is spent on companies, not in the network,' which we call É (recycle Éfficacy) and for leakage, I add an 'L' making ⌂ ≥ ÉL.

1. ⌂ ≥ ÉL.

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

   In the History 3 model, 90% of all income comes from the sale of City Suburbs, and It's easy 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. **Ťenders**

   Because of tenders (Ťenders) businesses and industry do not have to create a single new sale to be profitable. I had originally written at the end of each Śpin the cash flow is divided by all the businesses. So long as business and industry make their goods and services paid for by the Ťender on time, (Chapters 3 and 4) they will be in profit.

3. **Privateers**

   If the Antitrust trade deal allows the local network to trade outside the network (or allocate to US social security) each manufacturing and many service business can create more goods and services for sale on open markets, assisted by the TBS (Total Business Software) and S-Web, (powerful websites and marketing), but this is not needed for success. The Ťender itself is enough cash flow/income for each business to

flourish.

4. **Determined Cash Flows**

We call this Determined Cash Flows, so long as the Suburb Sale is greater than É leakage then the cash flow of every business will increase year on year. (See The Susskind Boost and Peet Tent for struggling companies, brought back to life.)

5. **the Antitrust Trade Deal and The Social Security Trust Fund**

!! 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.) The point being US recipients of social security, receive the money made from the sale of goods, which will be the same or greater than their current income, and that the top-up to social security recipients, be equal to one US cent above the amount needed to see the social security trust funds increase by more than one cent each year (S-World picks up the shortfall for the social security trust fund.)

This idea was written when considering The Deficit Myth by Stephanie Kelton.

Before this social security trust fund idea, back in 2011 was the same kind of idea, but instead, on topping up the social security trust fund, the American Butterfly network would seek to become and absorbed their medical liabilities.
http://americanbutterfly.org

6. 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 the US), then $1 billion a year, starting 2024 for 16 years or more, well within the reach of hundreds of companies, groups, countries and other.

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.

7. 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.

8. LQG and MMT

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.

The Susskind Boost and Peet Tent

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).

9. Labour

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 Africa.

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 sees over 10 million homes build for Malawian citizens. All Malawian will live in quality housing, mini-mansions, or if they choose to add to the build or furnishings costs from their bonuses villa class mansions.
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.

10. **Net-Zero Dynamic Comparative Advantage**

Š-ŔÉŚ™ 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 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

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 1 THE WHAT). Each cube represents 64 companies in a network and receives 1.5625% of Š-ŔÉŚ™ cash flow.

Add more here

Chapter 6.2

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 8

MARS Resort 1

Chapter 8.1

Š-ŔÉŚ™ and The Suburb Sale ⌂≥ÉL

The Suburb Sale – A Product of the MARS Resort 1 Thought Experiment.

MARS Resort 1

The Ultimate UCS™ Destination (for now)

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

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

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

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

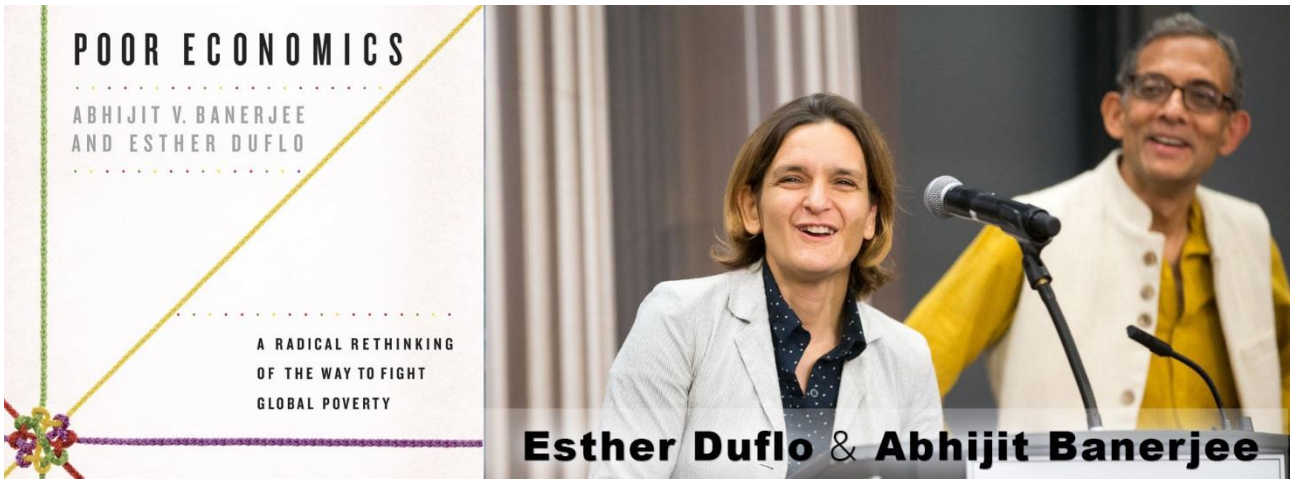
In the documentary; 'Before the Flood' with Leonardo DiCaprio, Musk told of the Giga factory, which sounded awesomely appropriate as a major Grand Network industry, and Musk told of how he wishes to build the transport corridor to MARS and likened it to the first railroads to the Western United States.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

I thought, if Musk and SpaceX are going to build the transport, then the S-World Grand Network development plan, assisted by … could be the first city on MARS, and probably the second and third…

MARS Resort 1.

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

After having written the MARS Resort 1 essays, I started to look at the economics, A pivotal moment was found in listening to the audiobook 'Poor Economics,' by Esther Duflo and Abhijit V. Banerjee, and the section on charter cities, an idea by Paul Romer.



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

We shall return to this in part 2. The City, but for now My first City design was in 2011 and was way ahead of the pack in its Net Zero aspirations, which was why I appreciated Tesla, as electronic cars were a must-have component. We can see the early design in SWS – 1h: New Sparta – Net-Zero – City of Science from this URL; www.s-world.biz/New-Sparta-2011,
A year later the American Butterfly trilogy, moved the City to the USA in The Orlando Network see www.AmericanButterfly.org
But from 2013 to 2016 I did not make another design. Then Paul Romer's Charter City added to the S-World systems sounded, for the first time, like a City project that could actually become a reality. This brings us back to the importance of the MARS Resort 1 plan.

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

The first enduring lesson from MARS resort 1 was how to sell the real estate.

The Suburb Sale (Complete Cities and Suburbs)

My answer was not to sell real estate, but instead to sell suburbs, wholesale, like the original New Sparta model. Going from many real estate options, (commercial industrial and residential

units sold separately) to a model where we would build one suburb for one company, which greatly increases demand because at first and maybe for years there would only be one city to sell.

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

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

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


The Obama's
OBAMA
FOUNDATION


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


The Gates Foundation
The Bill and Melinda Gates Foundation


Elon Musk
MARS Resort One

Supermonopoly

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

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

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

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

ŔÉŚ was first theorised in September 2012, it addressed a GDP problem within the early workings of the network. Unlike a country's economy that can expect to see similar GDP figures year on year, where the initial revenue in one year would mostly stay within the

country/economy to be spent again the following year, the initial revenue that the network had would dissipate to almost nothing in just a few years.

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

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

In the spreadsheet, we see a company within a network; which 'critically' spends as much money as it can with other companies in the same network, attempting to keep the cash within the network. In this example, for a fictional aluminium window manufacturer called TWF 'The Window Factory,' the company has a 58.9% QE (Quantum Economic) Efficiency (Now called recycle-Éfficiency), the É in the ŔÉŚ Equation. Tax is 25% and we have an economic black hole of 16.1%, where money was not spent in one or another S-World business or taxed by the government.

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

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

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

	Revenue / Budget	QE Score	Spin
	100,000,000.00	93.75%	93,750,000.00
1	93,750,000.00	93.75%	87,890,625.00
2	87,890,625.00	93.75%	82,397,460.94
3	82,397,460.94	93.75%	77,247,619.63
4	77,247,619.63	93.75%	72,419,643.40
5	72,419,643.40	93.75%	67,893,415.69
6	67,893,415.69	93.75%	63,650,077.21
7	63,650,077.21	93.75%	59,671,947.38
8	59,671,947.38	93.75%	55,942,450.67
9	55,942,450.67	93.75%	52,446,047.50
10	52,446,047.50	93.75%	49,168,169.54
		GDP=	762,477,456.96

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

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

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

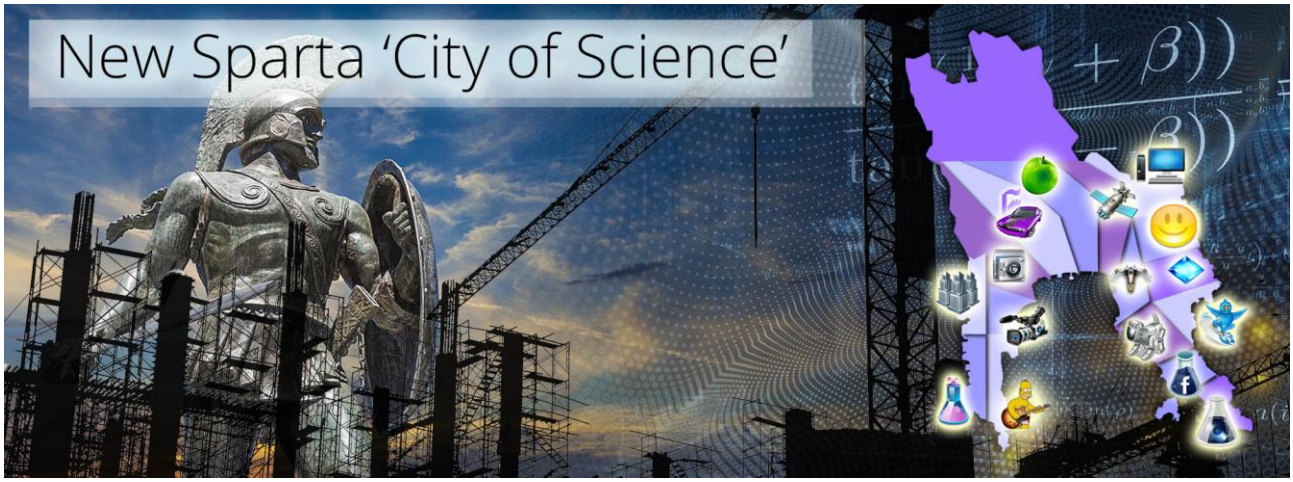
Returning to space, one point I will make is that the conclusion to date of MARS Resort 1, is that Malawi and all other Grand Śpin Networks are prototypes for MARS Resort 1, and ideally, each Grand Śpin Network would assign Network Credits and POP Investment towards the venture that could become investment for SpaceX, Virgin Orbit and even Blue Origin. So that the S-World Network can settle in MARS in 2048 as Angel City 4.

I would love for Elon and his teams to assist with M-Systems 11. QuESC, M-System 12. S-World UCS, M-System 13. UCS Voyagers, and 14. Angel Cities, which is the launching point for all special projects. Including Special Project 17. S-World UCS MARS Resort 1

Special Project 17. S-World UCS MARS Resort 1

Once the full economic design for MARS Resort 1 is crafted, which would use almost every idea within the Supereconomics trilogy, the obvious next step would be to test the theory on earth, so for Elon Musk and SpaceX, the first, second and, all Grand Śpin Networks up to MARS Resort 1 are prototypes for MARS Resort 1. And if made on the scale presented will create funding for space ventures and increase the demand and investment in SpaceX on a scale they would desire. So, it's in the interest of Elon Musk for the Malawi Network to do as well as possible, maybe joining a consortium to make the First City, but definitely thinking about a Giga factory and maybe a Tesla factory in the first network. This would need a bespoke deal, but in general, as long as Musk and SpaceX are happy to be paid in Network Credits, it's all good.

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




Rendering S-World VSN


The Virgin Group
Virgin


S-World UCS - MARS Resort 1

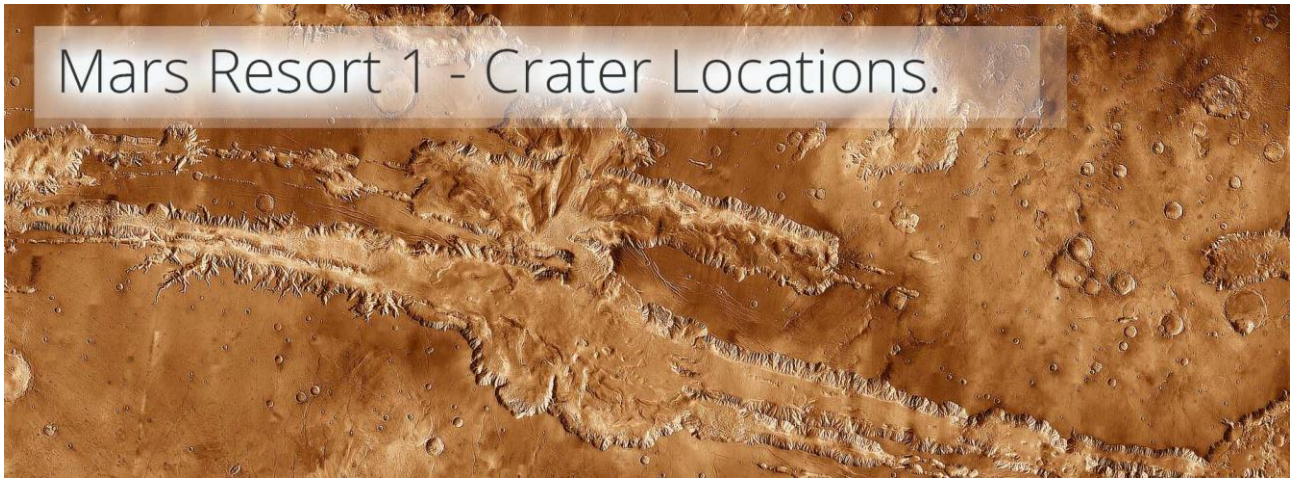

Elon Musk & Space X


S-World Grand Networks
MARS Resort 1


Space X


MARS Resort 1 - 10,000 Km²
M-Theory
An economic science?


Mars Resort 1. 'City of Science'



In conclusion...

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

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


The Malawi Network
Growth Theory
Start-Up & Charter Cities

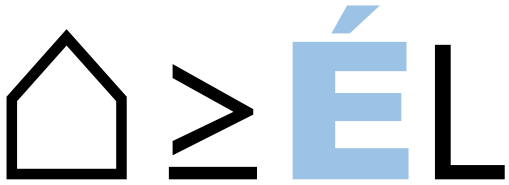

MARS Resort 1


Melinda Station
MARS Resort 1


The ChanZuckerberg Foundation
Advancing
human
potential

Chapter 5.5

Determined Cash Flows
PUTTING IT ALL TOGETHER



The Suburb sale must make the same or more cash flow than ÉL (É Leakage)
This page is the 3rd part of the executive summary.

Putting it all together…