

MARS Resort 1

25th Dec 2020

11.65

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 Spin Networks. If we can and do use Š-ŘĚŠ™ v6 - Financial Engineering as prescribed, investments in Grand Spin Networks will make Stella POP returns, most of which must be-reinvest and from each investment, a percentage of POP profits must go to Special Project 17. Mars Resort 1.



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



[http://blog.s-world.biz/FaceBook/Sienna The Movie.htm](http://blog.s-world.biz/FaceBook/Sienna_The_Movie.htm)

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

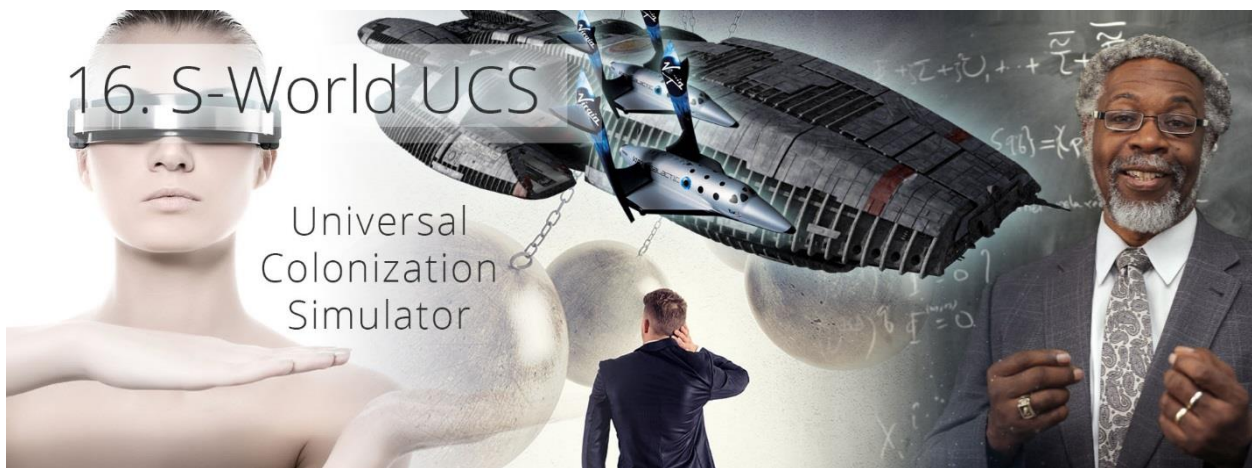
Sienna's mother was torn apart. Sienna's father looked to try to make sense of the world and journeyed across the mountains ~~surrounding Cape Town~~. In the mountains he felt Sienna all around, her energy flowing through the bushes and trees, enhanced by the mountains magnified by the Ocean, an almost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

slowly, Sienna starts to show her father a way to build a supercomputer for her to communicate through.

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

NEW

Special Project 16. S-World UCS™ UNIVERSAL COLONIZATION SIMULATOR



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



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



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

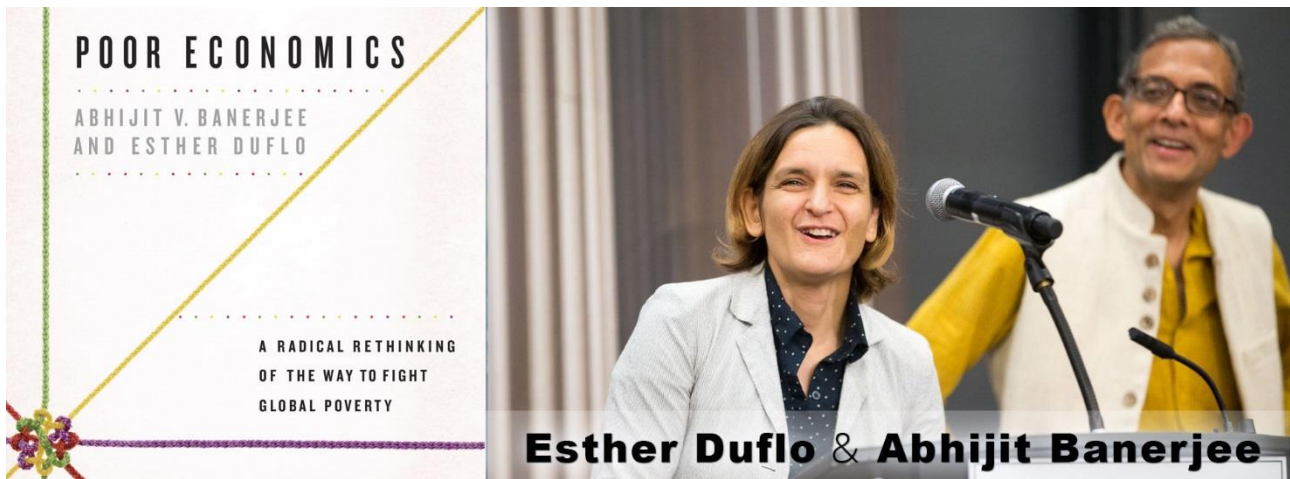


MARS Resort 1.

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

After having written the MARS Resort 1 essays, I started to look at the economics, which I started with a clean slate, and read and studied several books and wrote several papers including SWS – 17c: The GDP Game, SWS – 19b: Angel Theory – Paradigm Shift, and two essays on behavioural economics. Basically, a self-taught crash course on economics specializing in development economics.

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



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

The extract from Poor Economics follows:

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



Still, running an entire country may be difficult. So, he proposes starting with cities, small enough to be manageable but large enough to make a difference. Inspired by the example of Hong Kong, developed with great success by the British and then handed back to China, he developed the concept of “charter cities.” Countries would hand over an empty strip of territory to a foreign power, who would then take the responsibility for developing a new city with good institutions. Starting from scratch, it is possible to establish a set of good ground rules (his examples range from traffic congestion charges to marginal cost pricing for electricity, and of course include legal protection of property rights). Because no one was forced to move there, and all new arrivals are

voluntary—the strip was empty to start with—people would not have any reason to complain about the new rules.

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

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

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

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



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

The first enduring lesson from MARS resort 1 was how to sell the real estate.



Grand Networks (Complete Cities and Suburbs)

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

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

This idea, to sell suburbs not houses endured and **in S-World Malawi History 3, 92% of all revenue comes from the sale of three Suburbs that grow into Cities**, from 2024, 2032, and 2048. Further, if and when Š-ŘĚŠ™ 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 Sovereign Wealth Fund, from Harvard to Yale, from California State to Hong Kong, from pension companies to banks and hedge funds.

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

The Chan Zuckerberg Foundation

Advancing
human
potential

MARS Resort 1

Sergey Brin

Larry Page

The Obama's



OBAMA
FOUNDATION

"Sir Richard Brandson"

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



Supermonopoly

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

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

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

The second quality of the MARS Resort 1 essays that endured was **Š-ŘÉS™ 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.



ŘÉS 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 Efficiency	54%	Q	QE Efficiency	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 Efficiency	54%	U	QE Efficiency	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 ŘÉS 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 \dot{E} (QE score), the following year, the network will only have 58.9% of the initial revenue; and even with an \dot{E} 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 \dot{E} 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-ŘÉŠ™ Financial Engineering – THE HOW* and 3) *64 Reasons Why – THE WHY*, which present the answer to how Growth Theory can be good for Climate Change.

Returning to space, one point I will make is that the conclusion to date of MARS Resort 1, is that the Malawi and all other Grand Špin Networks are prototypes for MARS Resort 1, and ideally each Grand Špin Network would assign Network Credits and POP Investment towards the venture that could become investment for SpaceX, Virgin Orbit and even Blue Origin. So that the S-World Network can settle in MARS in 2048 as Angel City 4.

I would love for Elon and his teams to assist with M-Systems 11. QuESC, M-System 12. S-World UCS, M-System 13. UCS Voyagers, and 14. Angel Cities, which is the launching point for all special projects. Including the new Special Project 17. S-World UCS MARS Resort 1

Special Project 17. S-World UCS MARS Resort 1



Once the full economic design for MARS Resort 1 is crafted, which would use almost every idea within the Supereconomics trilogy, the obvious next step would be to test the theory on earth, so for Elon Musk and SpaceX, the first, second and, all Grand Špin Networks up to MARS Resort 1 are prototypes for MARS Resort 1. And if made on the scale presented will create funding for space ventures and increase the demand and investment in SpaceX on a scale they would desire. So, it's in the interest of Elon Musk for the Malawi Network to do as well as possible, maybe joining a consortium to make the First City, but definitely thinking about a mega factory and maybe a Tesla factory in the first network. This would need a bespoke deal, but in general, as long as Musk and SpaceX are happy to be paid in Network Credits, it's all good.

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

New Sparta 'City of Science'



Rendering S-World VSN



The Virgin Group



S-World UCS - MARS Resort 1





MARS Resort 1 - 10,000 Km²



M-Theory
An economic science?

Mars Resort 1. 'City of Science'



Mars Resort 1 - Crater Locations.



MARS Resort 1 (MR1)





In conclusion...

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

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



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

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