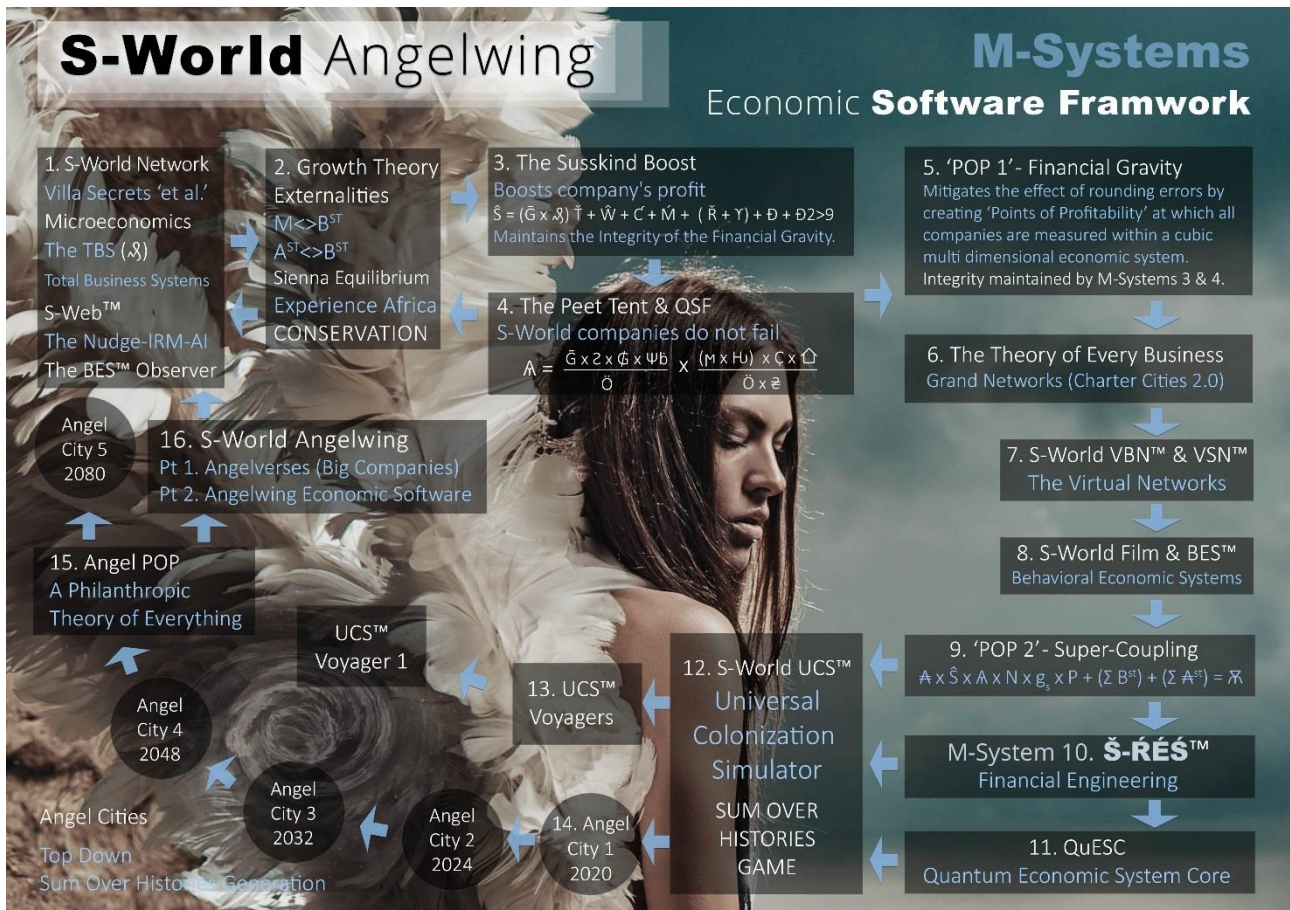# SUPERECONOMICS 3
Sixty-Four Reasons Why
Summary

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

V1.10b – 24th February 2020

Welcome to
SUPERECONOMICS 3
Sixty-Four Reasons Why
Summary

This project: The S-World Hypothesis and Network were started in February 2011. It's 11 volumes contain over one million words, thousands of graphics, hundreds of spreadsheets spanning 44,000 pages.

The complete book 'Sixty-Four Reasons Why' is currently 78,000 words on 382 pages. This summary is 22,130 words on 135 pages.

The graphics make for a very quick summary. Please have a quick browse of them, and in a handful of minutes, you will have an overview.

After the quick browse
Please read the 850 words from page 17 to page 21
and watch the video:
www.angeltheory.org/video/34b (and 34a & 34c)

Š-ŔÉŚ™ FINANCIAL ENGINEERING

Index

Stop trying to save the world all by yourself.

"The very idea that we, as atomized individuals, could play a significant part in stabilizing the planet's climate system or changing the global economy is objectively nuts."

From: On Fire - The (Burning) Case for a Green New Deal **by Naomi Klein**

But in the case of climate change, it is possible, Greta Thunberg, for instance. And in the case of the global economy – read on…

This book then, is super-nuts, super-crazy-macroeconomics, economically transforming the world's poorest county not with billions of dollars on net-zero solutions but with trillions, and across the world, potentially hundreds of trillions. And yet, as best I can see it is mathematically sound, 18 months of solid testing a simple four-character equation has let me see it from many perspectives.

This is not a book about policy or corporate responsibility; it's a book about how to build countries. We can't ask the poorest countries in the world to consume less, because global consumption is way too high, it will lead to higher populations creating new homes in slum cites where their children play is open sewers, and almost all power and heat comes from burning coal or other fossil fuels. This book then; 'Sixty-Four Reasons Why' describes a superior digitally monopolistic type of economics that in place of slums builds net-zero metropolises dedicated to philanthropy, ecology, science, social systems and saving our complexity, split into 64 categories (The sixty-four reasons why.)

To stop the predicted doubling of population in Africa, we need to provide Western levels of wealth and finance, because the rich countries are no longer increasing in population. The left can support this book because of the sixty-four reasons why, and the right can support this book for stopping the coming economic migratory flood that makes current immigration seem like a tiny fleck of snow against the arctic landscape. In place of millions of immigrants, there will be billions! And rescuing Africa's (And Americas and Asia's) future children from playing in sewer systems is not only the right thing to do it may also save the future world from uncurable pandemics like the AIDS, (see Netflix; Inside Bill's Brain: Decoding Bill Gates.)

And of course, for the centrist's like me, we have all the 'sixty-four reasons why,' lower immigration (if desired) and less chance of pandemics. And the many other good things described in this book

And that's the last I will say on politics in this book. I promise!

ONE PLANET, ONE NETWORK

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

Mahatma Gandhi

2017   2026   2035   2044   2053   2062   2071   2080
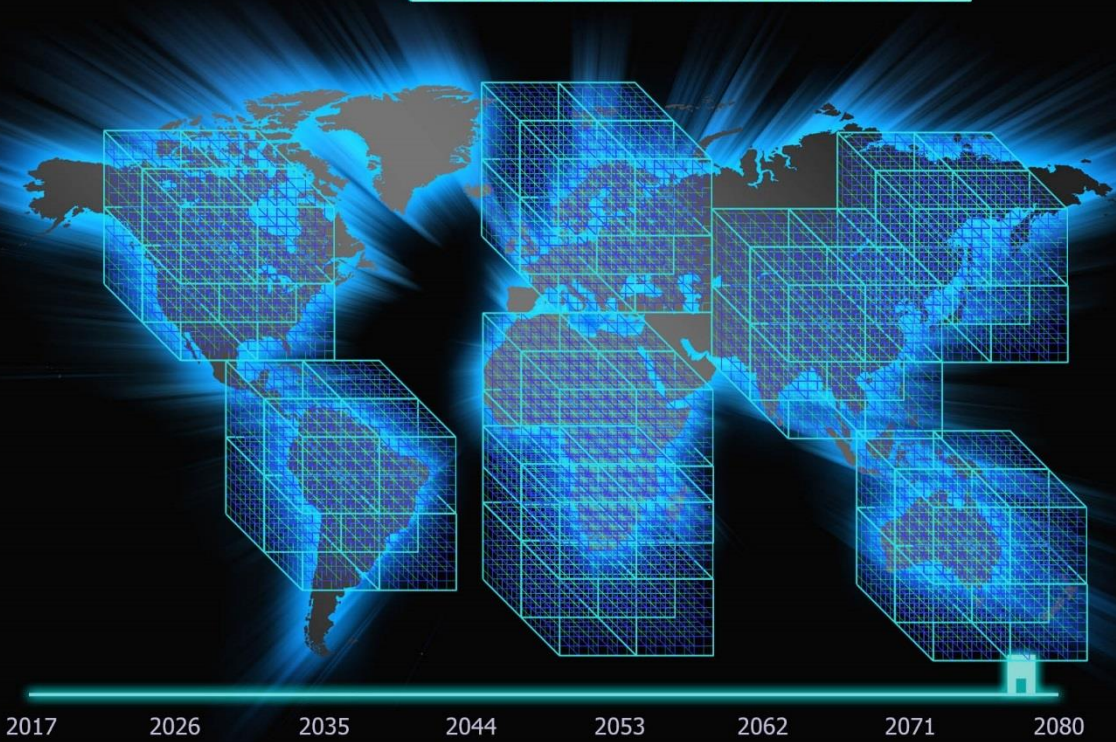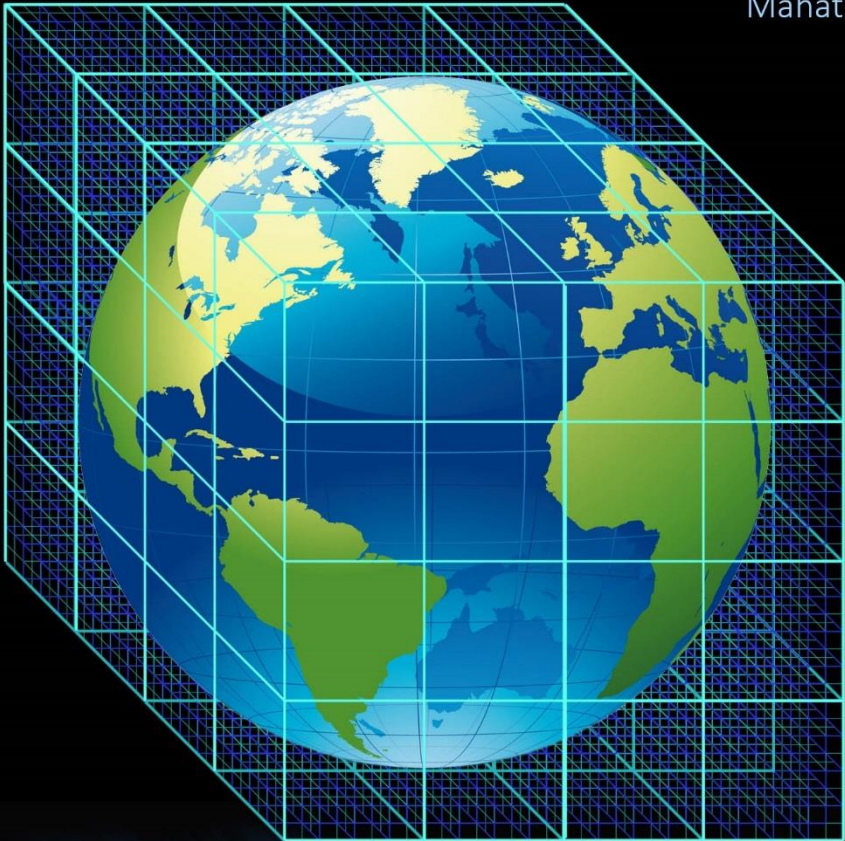
Supereconomics (2011 to 2020)

In 2011, during a conversation about predicting the future, a wise man introduced me to the following philosophical quote by Isaac Asimov.

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

This philosophy became the S-World Network Mantra and is still at the heart of the system, and once we get past the indifference in the words, it makes a lot of sense. Consider the S-World Network and its component S-World UCS™ **as-if** they were a time machine, created to change the future, between now and 2080, pit stopping in 2024, 2032 and 2048 along the way.

For example, actions taken today that lower carbon emissions will change the future, take enough actions, and one can effect great change. Which brings us to money, if money were not a problem, we'd all stop burning focal fuels. But money is a problem unless you can perchance create a Supermonopoly.

A Supermonopoly?

At the heart of this economic system lays the Š-ŔÉŚ™ equation; when É equals 100% it's a perfect monopoly, and when we whirl this economy round and round, faster and faster (Śpin 1 to 32) it creates financial symmetries of itself and becomes a Supermonopoly, racking up the cash flow and increasing the money supply by more than 3000%. It sounds like something you would get a fail on in a maths exam, but If you can pay tax in output and work in USD, not local currency, it works. Which brings us to the name **Supereconomics.**

The 'Super' in Supereconomics is a play on words of the theoretical physics of supersymmetry. I became enchanted with supersymmetry after hearing from Dr James Gates that he had found browser code in the fabric of space and time. This is not a copy of the code or the physics; it's just the idea of clever sets of symmetries, the first of which is tax symmetry. Tax symmetry is where we build a city, then cites that in one way or another spend their money in ways that the government would itself chose, if only they had the money. That's Tax Symmetry!

What makes it a 'super symmetry' is that when we plug-in the S-World NetZero DCA™ Basic (Dynamic Comparative Advantage) Software, we can find a balance where most of what government choose as tax symmetry can be classed as special projects. Special projects are at the heart of our time travel addenda, by creating the core network as sets of ecological, philanthropic, social or complexity saving special projects, and use QuESC and commanders intent to drive the ship, the future will be markedly different, as the very fabric of the economy is created from the market, externalities and internalities of the 64 special projects.

This book then; The 64 Reasons Why – Summary; presents the special projects, it tells of how the massive Š-ŔÉŚ™ Supermonopoly profits (from Supereconomics 2) are spent in ways that see fifty to seventy-five percent of all the cash flow dedicated to these special projects. **That's Supereconomics.**

For the proofs, please go to page 17 - **Š-ŔÉŚ™ Financial Engineering** and read the next 746 Words to page 20. Then watch Video 34b to see its application over 60 years.

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

(Šavings + Ŕevenue)

1 of Many Business Networks
Labour, and Tax Symmetry

N1

$\hat{C}$ = Ĉash Flow
Equals $15.2 billion

Ś1
Śpin=1

É90%
Recycle
Éfficiency

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

10% of $\check{S} + \acute{R}$ is lost to spillage

History 3

- Please watch this video

Š-ŔÉŚ Engineering

Š-ŔÉŚ™ v6 - Financial Engineering

Supereconomics

From The **M&B String** ($M<>B^{st}$) to Calculating **Internalities**

S-World
Supereconomics

The cure for **Climate** Change in the third World

Paid**2**Learn

The Theoretical Minimum
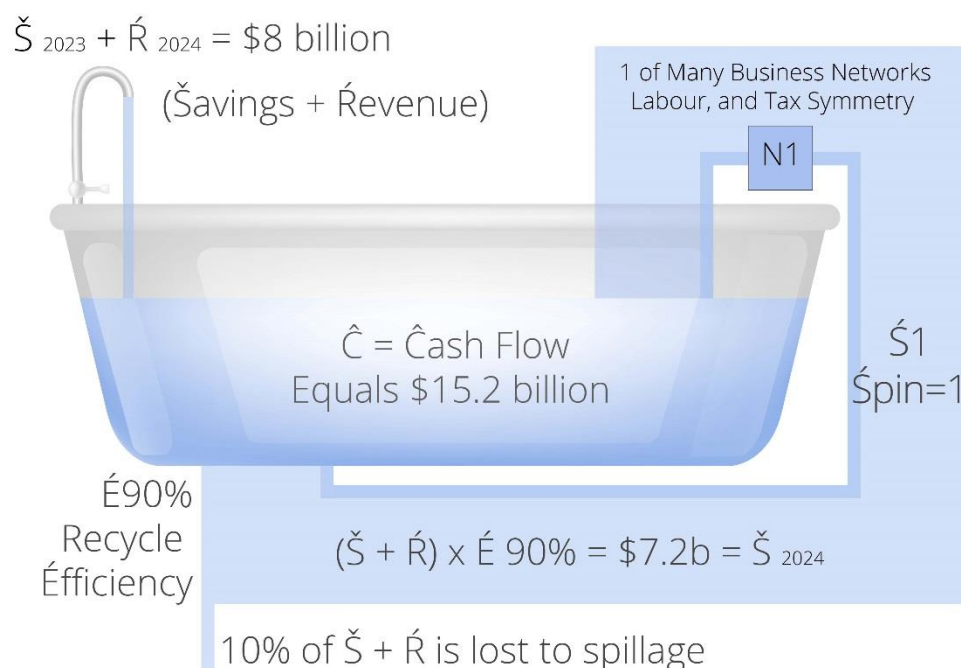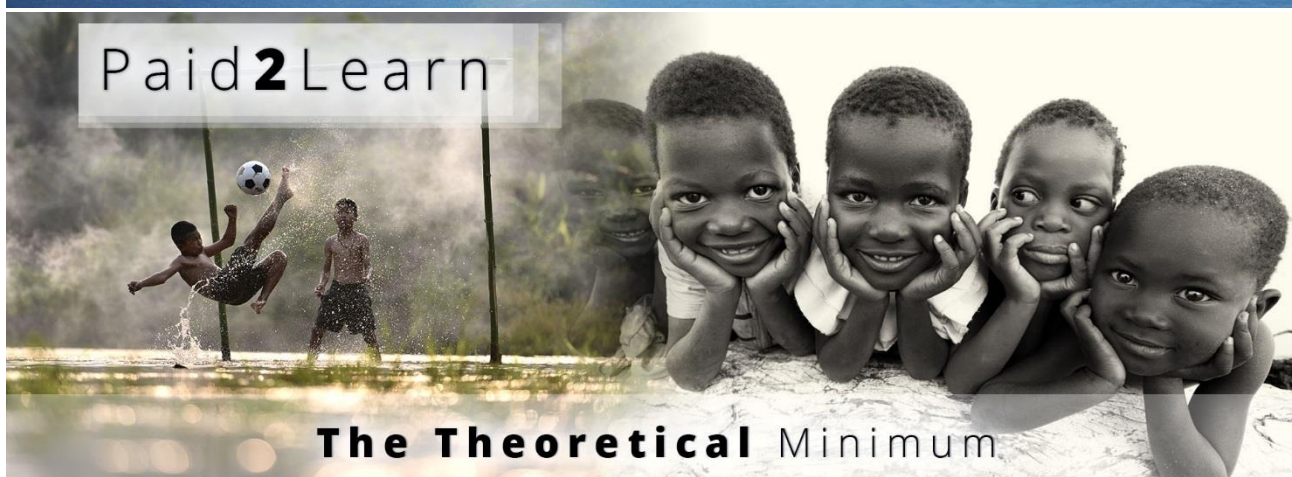
Part 1
S-World Angelwing
Supereconomics Book 1
THE WHAT

S-World Angelwing
Introduction

By Nick Ray Ball 16th December 2019

Welcome to S-World, the good monopoly. I will start with scale, the sheer size of the thing. In S-World, we have numerous software systems as seen on your right. (or below if reading the PDF) The system; S-World UCS™ creates simulations of the future. So far, we have three simulations, from a vision of 2080 back to 2024, and back to 2080… **Each simulation is called a History**, and the scale of this system can be ascertained by the title of chapter eight; 'Beyond 87 Quintillion Histories.' That's; 87,714,630,433,327,500,000 simulations, planed before we apply calculus, Monte Carlo, QCD renormalization, and other compression techniques to remove uneventful simulations, which will produce a very accrue set of future simulations, from which to plot the best road to the future 2080.

This summary of 'The 64 Reasons Why' focuses on History 3, the cautions history that only requires the sale of city suburbs (which will have been negotiated years in advance) and some aid in the early years. Where after this Grand Network of business, industry and real estate will grow at an extraordinary and then exponential pace, never seen of economic earth. What this simulation tells us, is that between now and 2080, we can transform the poorest (per capita) country in the world; Malawi and increase its GDP to one present of global GDP by 2080, and do so, in spectacular net-zero fashion, and along the journey spend more than half of all that cash on 64 special projects in ecology, technology, philanthropy, complexity, science and society, which become the 64 Reasons Why. (albeit there are now 71)

Any country that starts with zero % of GDP and steadily rises to 1% from 2024 to 2080 would create about 24 trillion US dollars. We will get to how the monopolistic Š-ŔÉŚ™ equation increases the money supply, which enables this convergence in just a few pages. For now, the even bigger trick, at the frontier of S-World is from Part 4. 'Internalities and Net-Zero DCA™' which constructs the economic framework so that more than half of all that money is spent by companies that are all Net-Zero and assist the other Special Projects.

Special Projects are the subject of this book; **The 64 Reasons Why**. (The 64 Special Projects)

When I plot both Š-ŔÉŚ™ and Net-Zero DCA™ BASIC on a spreadsheet per the above, the allocations sound like the ravings of a crazy man, in fact, a complete lunatic. But if we cannot debunk Š-ŔÉŚ™ its simple math to follow. I have tested it until the cows came home, this way and that, looking for any error, but I am yet to find one that could not be fixed, and each time I test it, it comes back stronger. For example, Net-Zero DCA™ BASIC was the result of a December 2019 test of Š-ŔÉŚ™.

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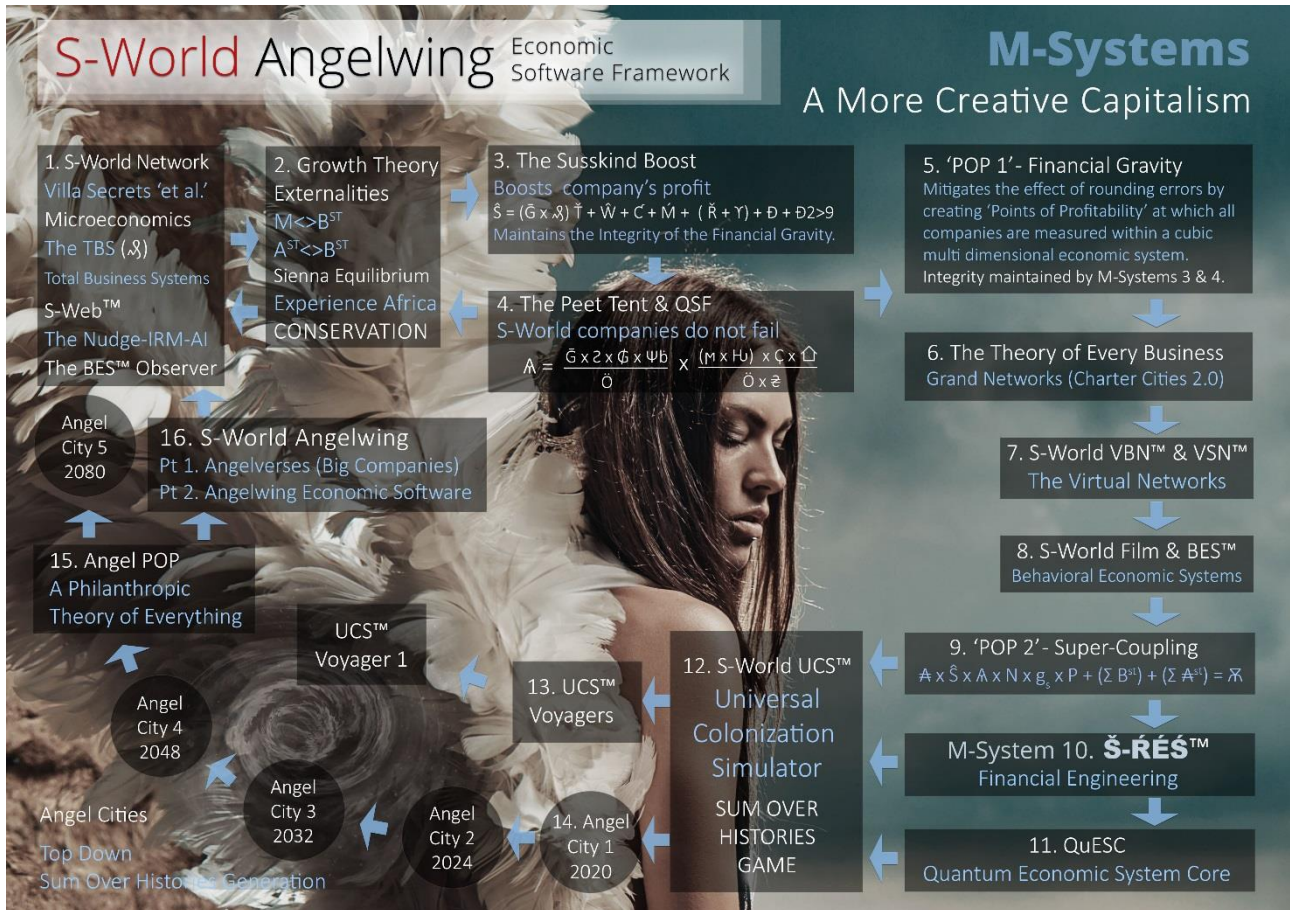
S-World Angelwing is the catch-all name for the many S-World software systems and software designs including The TBS™ (Total Business Systems), S-World CRM CC, Hawthorne and OKRs, S-Web™ online systems, S-World BES™ (Behavioural Economic Systems), S-World Film™, S-World TMS™ (Total Marketing System),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

And the 17 following M-Systems:

M-System Zero. The GGW String, 1. S-World Network and the TBS™ (microeconomics), 2. Ripple Effects, 3. The Susskind Boost, 4. The Peet Tent, 5. POP (Financial Gravity and Equality), 6. The Theory of Every Business, 7. S-World VSN™, 8. S-World Film, 9. Super Coupling (Scale), **10. Š-ŔÉŚ™**, 11. QuESC, 12. S-World UCS™, 13. UCS™ Voyagers, 14. Angel Cities & Special Projects, 15. Angel POP (Equality²), and 16. S-World Angelwing

Supereconomics - Book 1. The WHAT
The S-World Stories Index

Currently 'Supereconomics book 1. S-World Angelwing (THE WHAT)' is mostly told by graphics. Dispersed throughout the book is the index to the 52 S-World essays, books, theories and proofs. Starting in March 2011, **the collective work is over one million words** and is supported by thousands of graphics and hundreds of spreadsheets and videos.

To make a comparison I draw from Michael Lewis' book The Fifth Risk, in which Lewis tells that the comprehensive handover of all projects from the 100,000 staff at the $140 billion a year USA department of agriculture, over eight years, from President Obama's time to President Trump's was 23,000 pages long, whereas the S-World stories are 24,400 pages long. Of which every S-World Story is always a description of some aspect of the theorised global network, and each story tells of something interesting and unique. This theory is rich with detail.

Of course, not everything in the S-World diaries is correct, there have been many mistakes, but as many a physicist says 'if you don't make any mistakes, you not trying hard enough.' Each mistake, once realised, leads to a solution. RES was created in 2012 and abandoned in 2013 as a mistake. But 5 years on the MARS Resort ONE thought-experiment rescued it, and now Š-ŔÉŚ™ Financial Engineering is a key component in Supereconomics. It's amazing what you can do if you know the scientific method, can afford the time and refuse to give in.

The **TBS™**

S-World TBS™ - Total Business **Systems**

Tax Symmetry

The TBS™ **Total Business** Systems

S-World Film

Film | Concierge
Media | Music
News

S-WorldBES™ **Behavioral** Economic Systems

S-World UCS™

Universal
Colonization
Simulator

SUPERECONOMICS

Special Projects Allocations (1 of 4)

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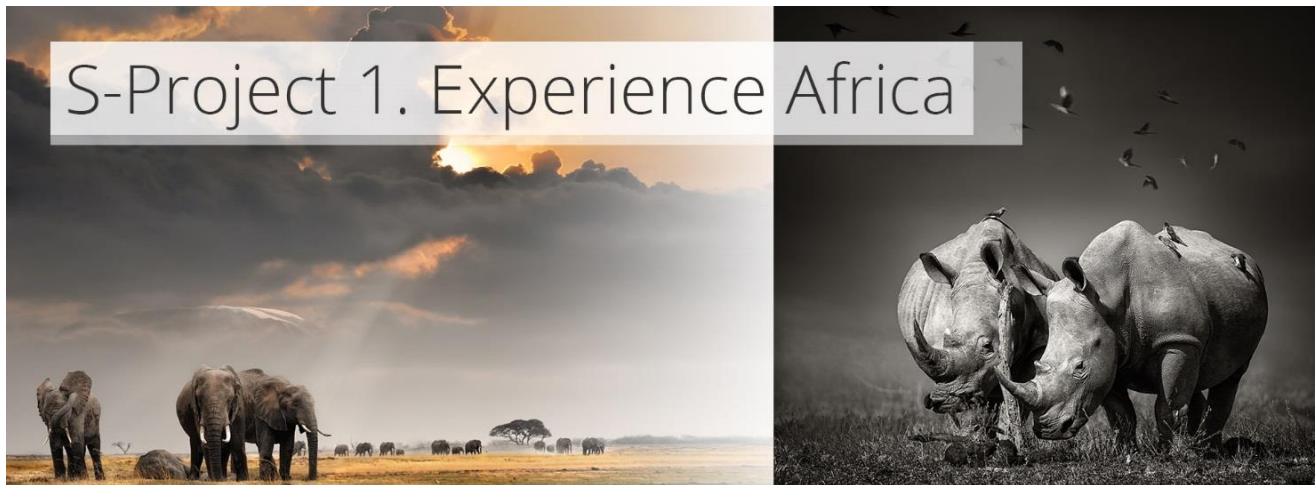
	Special Projects SET 1 of 4. The Why			
#	Reason Why	Type	#	Allocation
1	Experience Africa (Conservation)	Company	2	$ 94,863,000,000
2	The Ecological Experience Economy	Law	0	$ -
3	Advancing Human Potential	Education	3	$ 142,294,500,000
4	Cities of Science	Companies	2	$ 94,863,000,000
5	POP – Equality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

The math here is to take the cash flow generated in History 3 from 2024 to 2080. Then half is allocated to other, and then I divide the balance by 256, making 256 allocations of $43.43 billion US dollars, then I assign the allocations to the 64 projects.

I have tried to assign wisely, allocations such as Special Project 6. Sienna's Forests are part of the fabric of the S-World DCA strategy, and some like Special Project 12. Their Oceans are aspirational, and in the case of Their Oceans, the answer is to create companies that create biodegradable packaging and make it, so all companies in the network that need plastics buy from the biodegradable packaging companies.

Special Project 6
Sienna's Forests

SUPERECONOMICS

Special Projects Allocations (2 of 4)

Š-ŔÉŚ High-Octane

Š-ŔÉŚ™ High-Octane Financial Engineering

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

Now let us look at how we got Malawi from zero percent to one percent of GDP.

PART 2
Š-ŔÉŚ™ Financial Engineering
Supereconomics Book 2
THE HOW

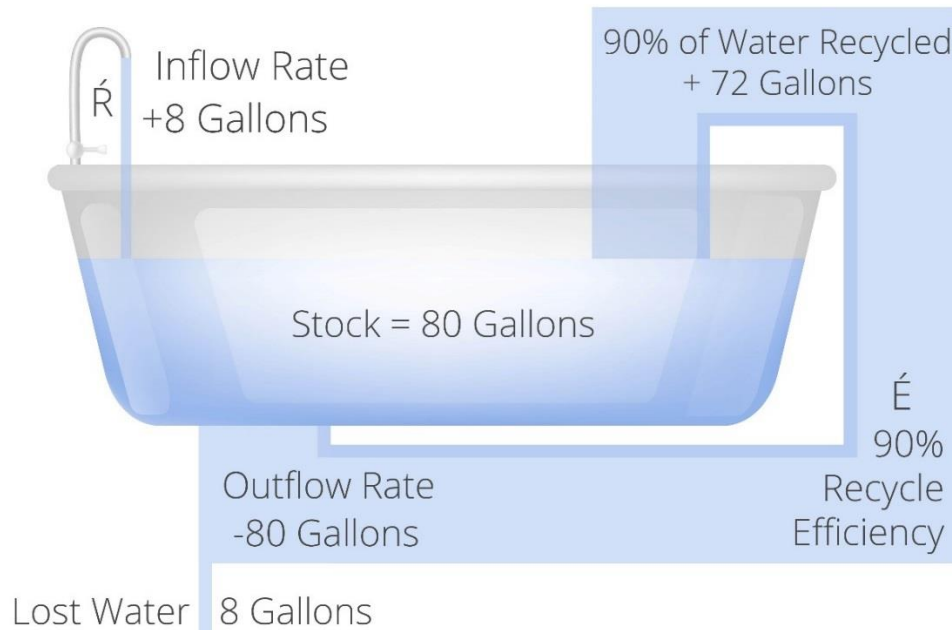### Š-ŔÉŚ™ FINANCIAL ENGINEERING (VIDEO **34b**)

Next, we see four illustrations of Š-ŔÉŚ™ inspired by Kate Raworth and Donella Meadows.
The power comes from the monopoly effect **É,** where if **É** = 100% the network of businesses is exclusively buying and selling within the network.
And we can use combinations of **É** and **Ś**pin to increase the cash flow.

History 3 www.angeltheory.org/video/34b

Š-ŔÉŚ Financial Engineering v6

DONELLA MEADOWS EFFICIENT BATHTUB IN DYNAMIC EQUILIBRIUM

Inflow Rate
Ŕ +8 Gallons

90% of Water Recycled
+ 72 Gallons

Stock = 80 Gallons

É
90%
Recycle
Efficiency

Outflow Rate
-80 Gallons

Lost Water | 8 Gallons

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

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

(Šavings + Ŕevenue)

1 of Many Business Networks
Labour, and Tax Symmetry

N1

$\hat{C} = \hat{C}$ash Flow
Equals $15.2 billion

Ś1
Śpin=1

É90%
Recycle
Éfficiency

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

10% of Š + Ŕ is lost to spillage
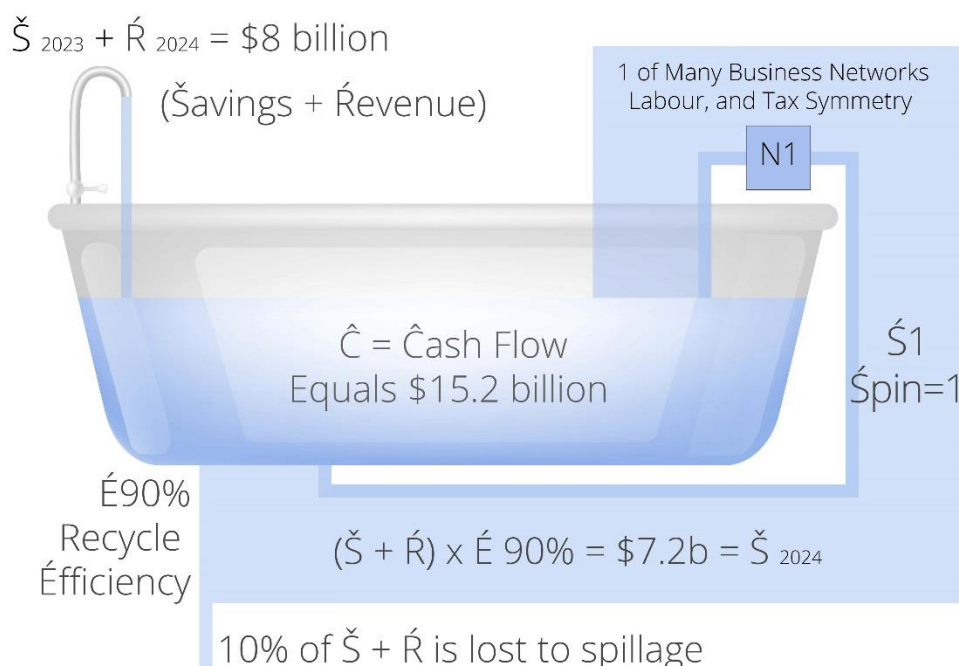
The Ś in Š-ŔÉŚ™ Financial Engineering

Š is for Śpin The number of times the system completely recycles. In the last illustration, we see this only once, so Śpin is one (Ś1). In the illustrations below, we see Śpin 2 and Śpin 3.

The trick is to apply Śpin, so the network spends all its cash flow more than once a year.

Staring with $8 billion in Š+Ŕ (savings and revenue) and a recycle-Éfficiency of 90% each company spends 90% its cash flow on labour, parts, goods and services from other companies in the network, evenly spread so, at the end, all the companies in the network have received roughly 90% of the cash flow they started with.

   Critically this happens in the first seven months (Jan to July). Then in August 2025 we apply Śpin and spend the recycled $7.2 billion. Thus, the cash flow for the network in 2025 increased from $8 billion to $15.2 billion USD.
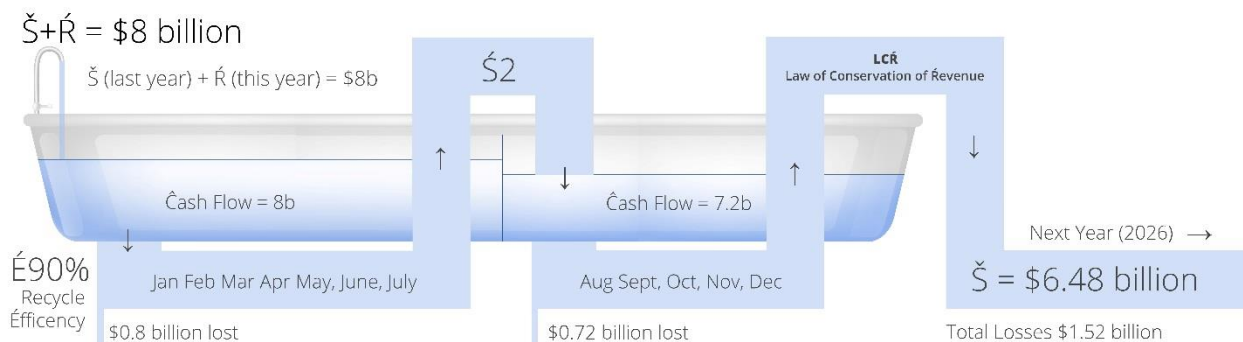
lastly comes the Šavings, which sees $6.48 billion left in the network (in cash USD) carried over to 2026 and the next graphic.

In 2026 by shortening the time before the first Śpin from seven months to five and shortening the time of the second Śpin to four months, then adding a 3rd Śpin from October to December. By the end of the year, we increase cash flow in 2026 to $21.68 billion. Plus $5.832 in Šavings carries to 2027

Below we start looking at the S-World Spreadsheet: Supereconomics--4-72

Moving to History 3 figures, these cash flow figures are critical, and are found on the spreadsheet tab; **H3) ŠÉŚ-v5 | S-World History 3b** – This is the most important tab within the spreadsheet. The best way to look at them is via the video.
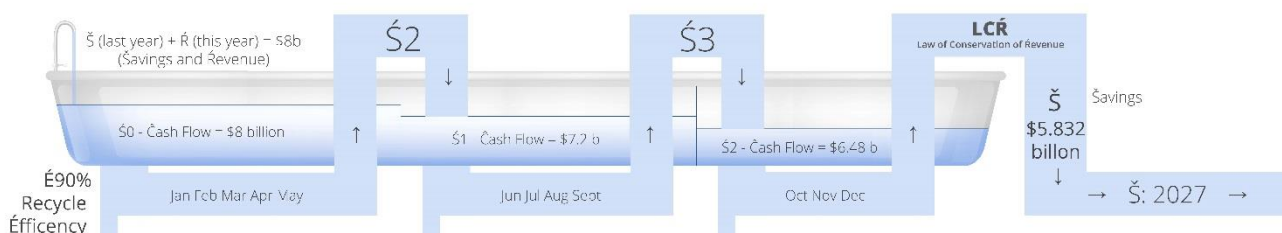
History 3 www.angeltheory.org/video/34b

Below, we follow the same pattern as seen in the bathtub illustrations and jump to the cash flow that amasses in the **Malawi Network HISTORY 3 Simulation.** Staring with $5.7 billion in 2024 and ending with the equivalent of one percent of global GDP, and the building of over 10 million quality homes by 2080. (Tab: H3) ŠÉŚ-v5 Cash Flow & Housing)

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

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

From this base, the POP Law (chapter 18) increases the number of companies from 2048 in 2024 to 327,680 in 2080. We don't see it, but on average, each company has 32 personnel for a total of 65,546 personnel earning $21,690 in 2024 who pay 25% of their remuneration towards Paid**2**Learn welfare, where 262,233 people benefit from $1,356 each year, which does not sound like much. But the World Bank says that, in 2018, the average Malawian made only $250 a year; thus, $1,356 is substantial.

Š-ŔÉŚ™ Financial Engineering – History 3; Cash Flow, companies, labour and trainees.

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

At the end of the simulation, by the year 2080 (Angel City 5), we see 10,485,760 Spartan Contract personnel earning $49,072 per year (in today's money), and 15,728,640 people on Paid**2**Lean trainee contracts receiving $8,179.

Malawi currently has a population of 18.62 million, but according to the Bill and Melinda Gates Foundation, this may double by the mid-century. And if Malawi becomes the economic beacon of light described in this book, it could double again from economic immigration. In which case, we will need to work closer to the more powerful History 2. Which (**as-if** by magic) tackles 15 years of recession and depressions and increase its cash flow every year, reaching 1% of global GDP by 2050.

In chapter 18 about POP, the section titled; '**The Theoretical Minimum**' sees this system scaled to the world, and it was found to create enough jobs and educational places for about 15 billion people by 2080. With this said, one of the projects key goals is to see populations grow as little as possible. The theoretical minimum is purely hypothetical; can one create the theoretical minimum of jobs, welfare and education positions necessary for the end of poverty by 2080? To which in this case, the answer is yes.
(Note this point is in part inspired by Sam Altman)

History 3 www.angeltheory.org/video/34b

History 3 www.angeltheory.org/video/34

History 2 www.angeltheory.org/video/25

SUPERECONOMICS
Special Projects Allocations (3 & 4 of 4)

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

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

Š-ŔÉŚ™ Financial Engineering
Monopoly Power in the Quantum Age
Creating Net-Zero Cities and wealth in locations of Extreme Poverty

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

In the summer of 2011, the purpose of the network was defined by a single quote by **Isaac Asimov**
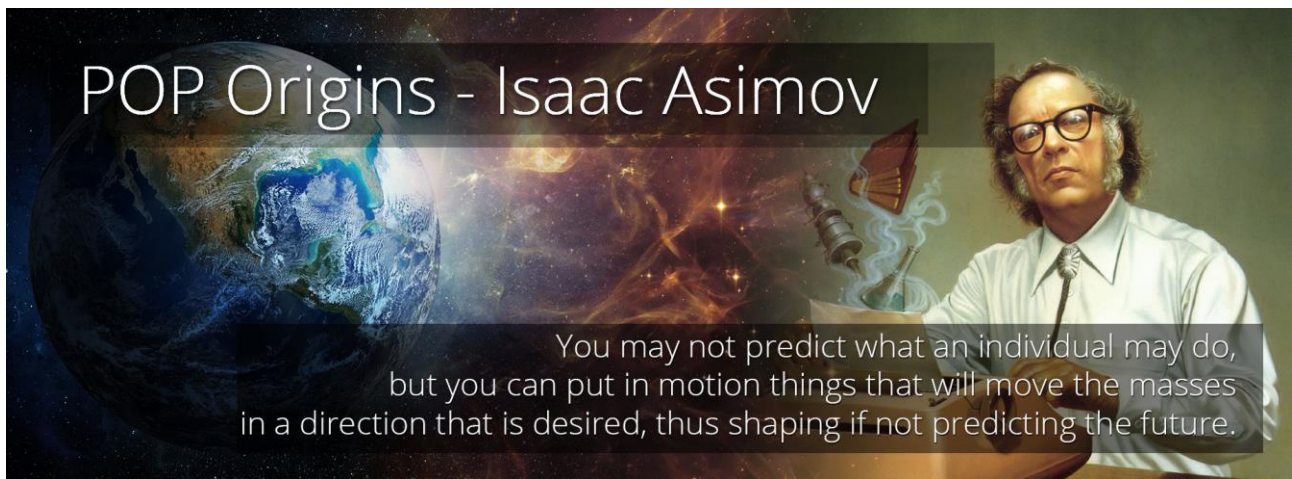
"You may not predict what an individual may do, but you can put in motion things that will move the masses in a direction that is desired, **thus shaping if not predicting the future**."

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

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

Another essential step in this plan are the Grand Śpin Networks, and I was, of course, overjoyed when one of the world-leading 'massive city planners' Paul Romer won the 2018 Nobel prize in economics. If we can add Romer and the Marron Institutes knowledge to aid this project (or vice versa), it can only come back stronger.

Growth Theory - Start-Up and Charter Cities

Poor Economics

A pivotal moment in S-World 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.
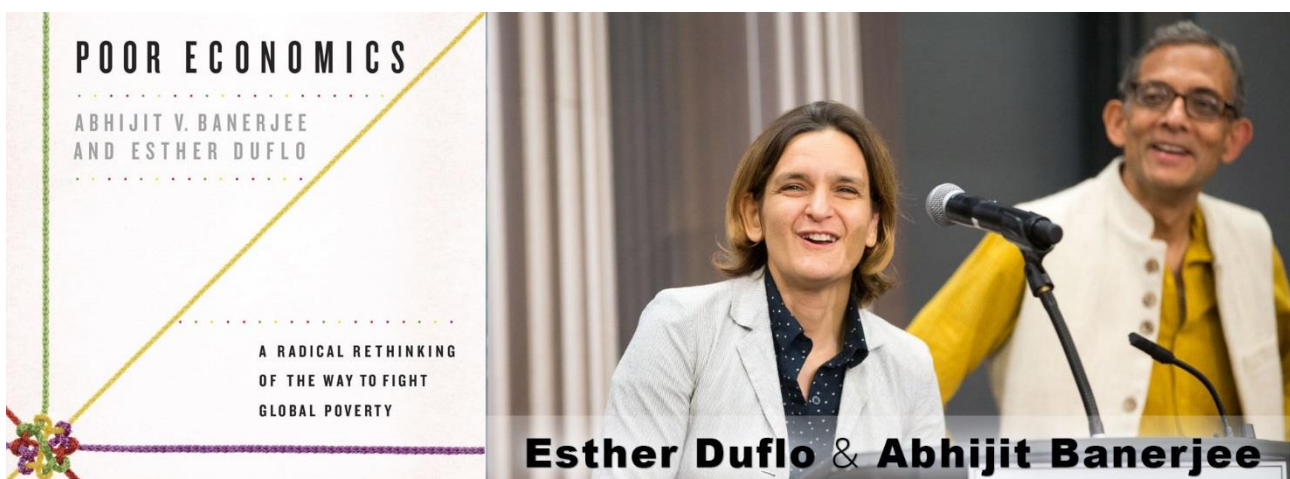
On reading this, I believed that if I could only get to Paul Romer, he would see merit in the marketing and economic systems in the network.

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 in 2011 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. A year later the American Butterfly trilogy, moved the Net Zero City plan to the USA and 'The Orlando Network' see: www.AmericanButterfly.org (2012/2013). During 2014 and 2016, I did not make another design, but by 2016 I was experimenting, with the idea that the first Grand Network should be in Africa. Then in October 2017, I started on the theoretical Grand Śpin Network concept MARS Resort 1, and not long after the Malawi and Zimbabwe Grand Śpin Network started to take shape. And in August 2018 Paul Romer's Charter City added to the S-World systems, and for the first time, it sounded like my City project could become a reality.

The Eighth Way for Kate Raworth

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

Graphics aside, **all that Raworth wrote was in line with S-World economics' goals, and values.** In the 12 months before reading 'Doughnut Economics,' I had gone through a dozen Nobel standard books on economics, about one per month. But when it came to Raworth's book, I dedicated six months to it while I built the foundations for the three S-World Supereconomics books. Which were in turn based on S-Word.biz 2011, American Butterfly 2012, Angel Theory 2015, M-Systems 2016, The Villa Secrets' Secret 2017, Angel Theory Paradigm Shift 2018, A More Creative Capitalism in 2018, and Supereconomics in 2019.

Now, I'd like to add S-World Stories to Doughnut Economics, like I hypothesised S-World Supereconomics could be added to Paul Romer's Charter Cities. I would like S-World Š-ŔÉŚ™ and other systems to be considered as 'The Eighth Way,' the eighth chapter to Doughnut Economics. **The HOW we can afford it.**

Doughnut Economics by KATE RAWORTH

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

Nick Ray Ball: This is what The 64 Reasons Why are about. Š-ŔÉŚ™ increases the money supply, and then Net-Zero DCA Soft ADVANCED creates the network in a way that over 50% (and maybe 75%) of cash flow is spent 'for the common good' on net-zero projects.

As for long-term goals, we will soon come to Chapter 8 - Beyond 87 Quintillion Histories.

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

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

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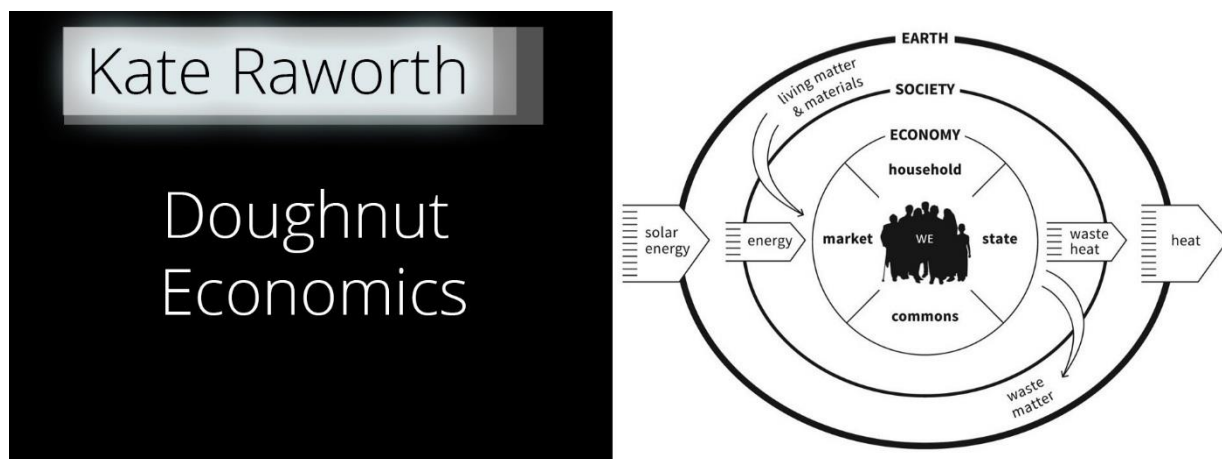

One reason why this system has not been discovered in economics before maybe because I'm not an economist, I'm a systems designer. On this, I particularly like the following quote:

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

Kate Raworth
Doughnut Economics

# "How can we Accomplish as Much Good as Possible?"
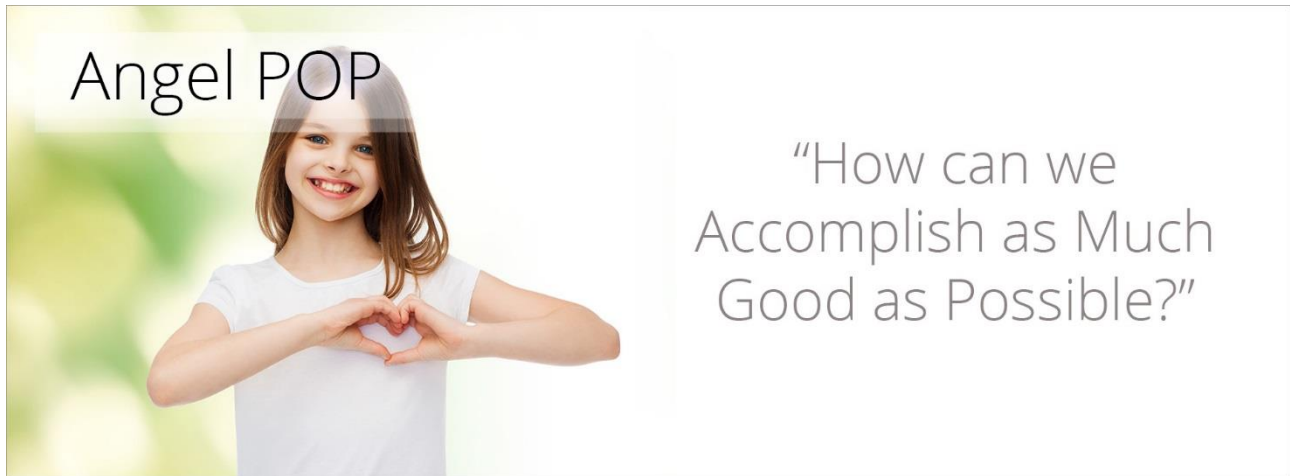
M-System 15. **Angel POP**

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

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

The idea was simply that in place of a Western powerhouse Grand Network helping Africa by funding special projects, the powerhouse – the Grand Śpin Networks would be in Africa and other poor locations, using Š-ŔÉŚ™ Financial Engineering and the many other parts to the Angelwing system to create their own Cites, which would be Net-Zero and constructed around the special projects, **the Cities became the special projects, and that's how we can do the most good.**
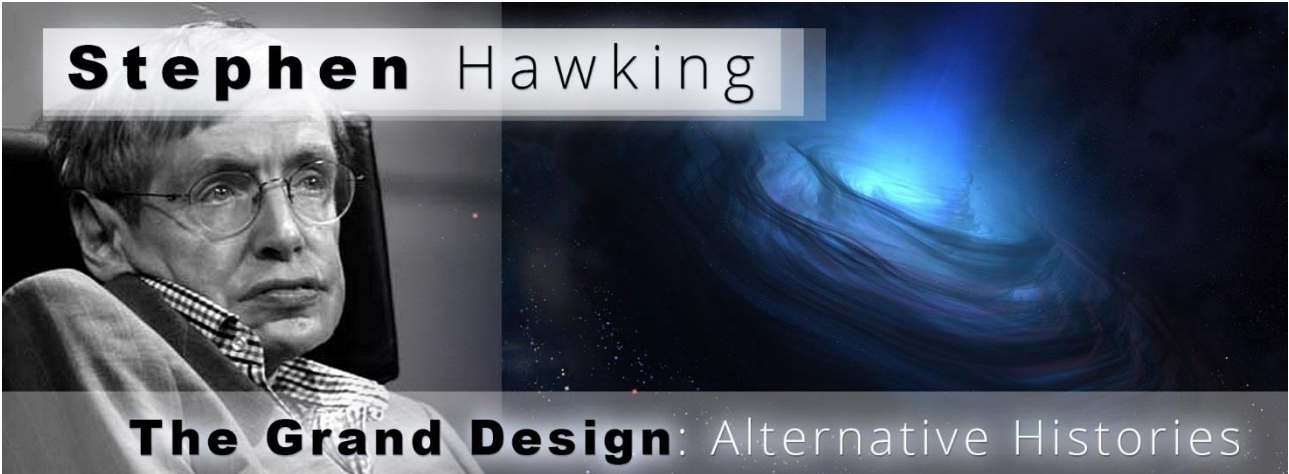
How can we do **the most good?**
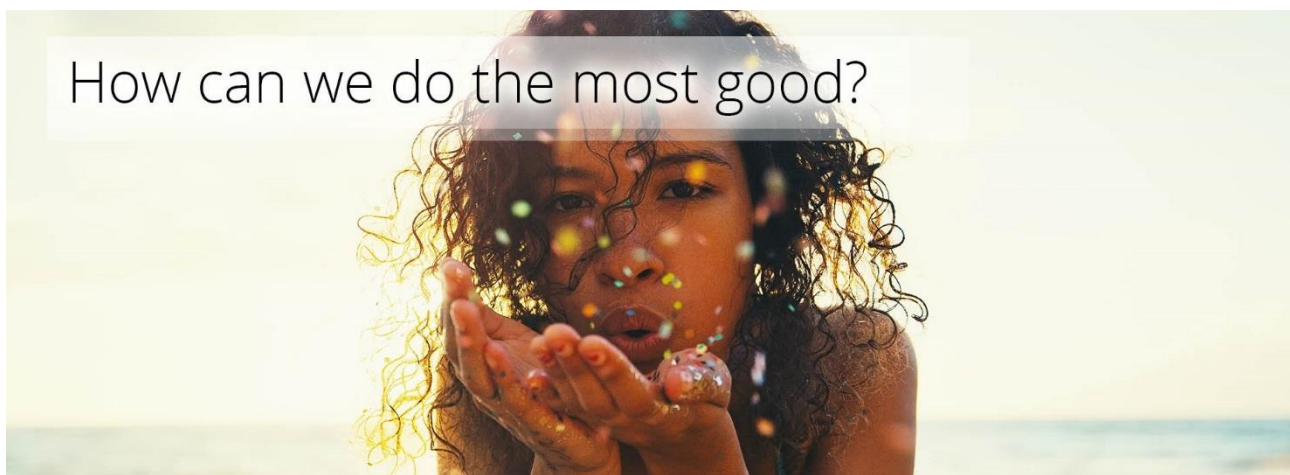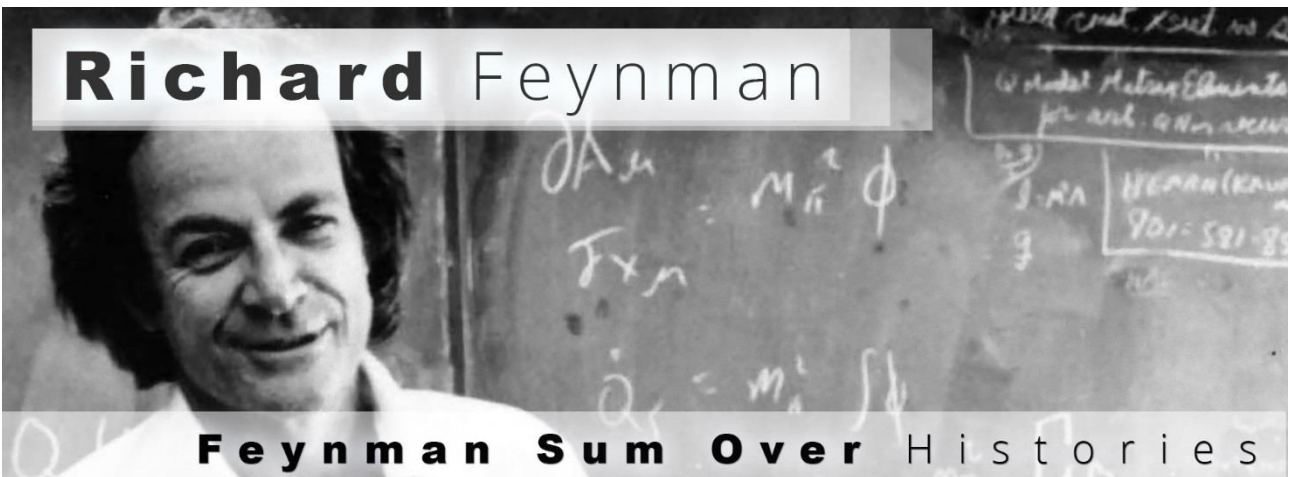
PART 3
A Good Model
& The Feynman Sum Over Histories

Stephen Hawking
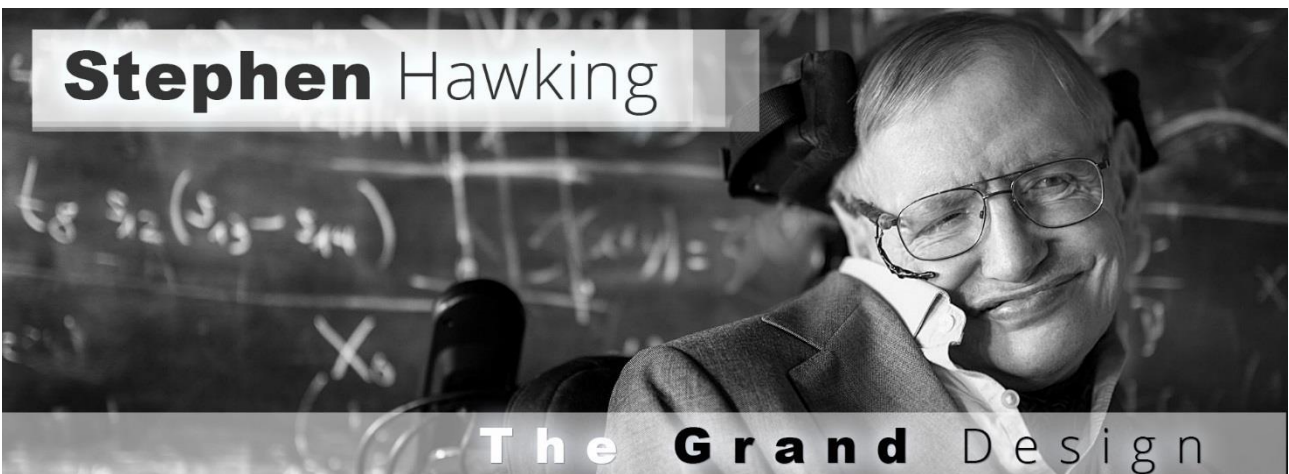The Grand Design: Alternative Histories

Richard Feynman
Feynman Sum Over Histories

Leonard Mlodinow
The Grand Design

Stephen Hawking
The Grand Design

The S-World UCS™ M-Systems

From S-World Story 12.

M-Systems and Special Projects

24th November 2017
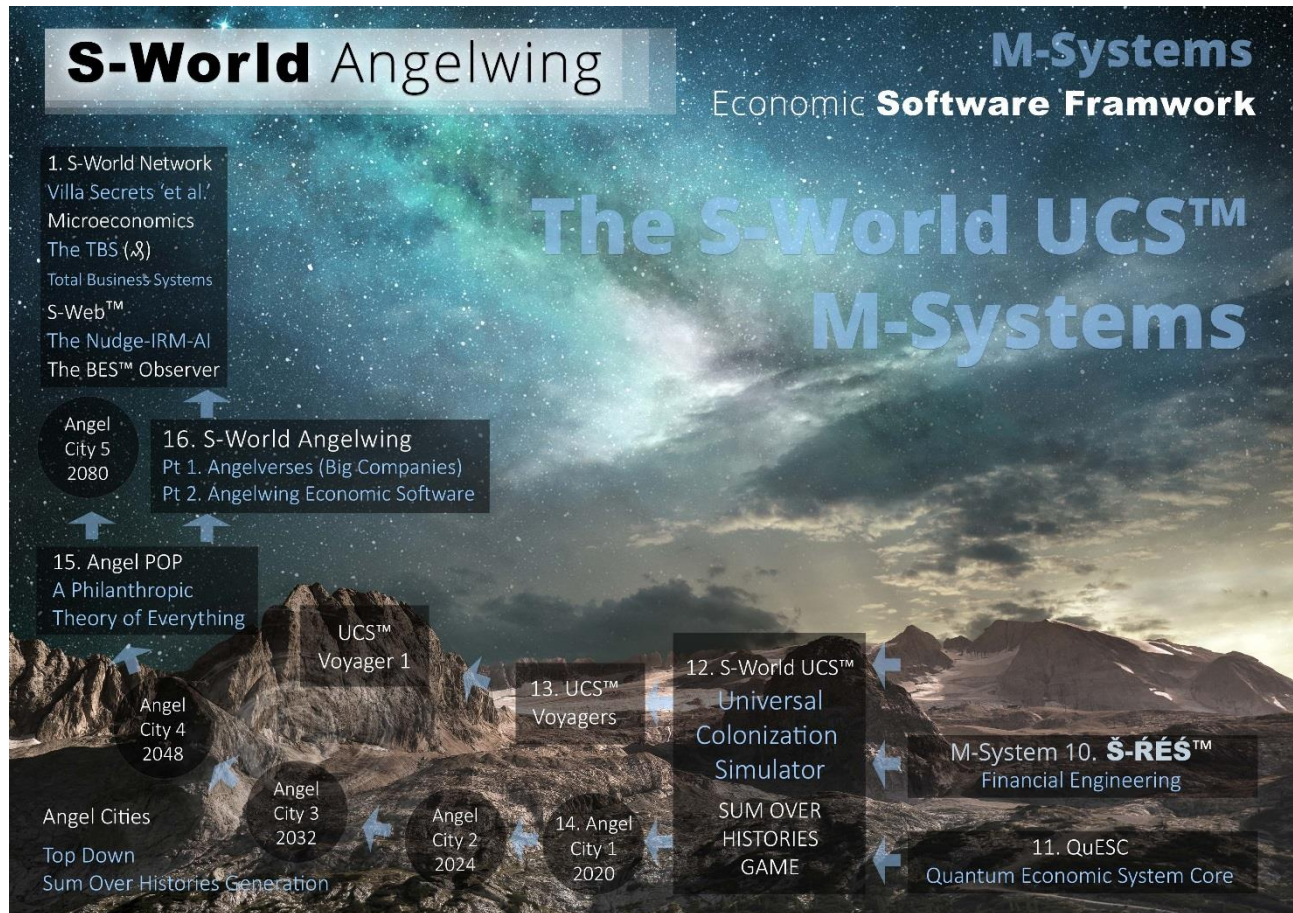
S-World UCS™ creates many different simulations for each business and becomes the training and recruitment tool for the network. It is intrinsically linked to the TBS™ and is, in fact, the way the stakeholders in a business run their business. A key ingredient to S-World UCS™ is that it allows all the personnel in a company to make their own simulations, and then the company (as a whole) chooses the best outcomes from all scenarios; it's a very inclusive system.

This story starts at a point when RES was the least detailed M-System, whereas now the three Supereconomics books THE WHAT, THE HOW and THE WHY are all built upon it.

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

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

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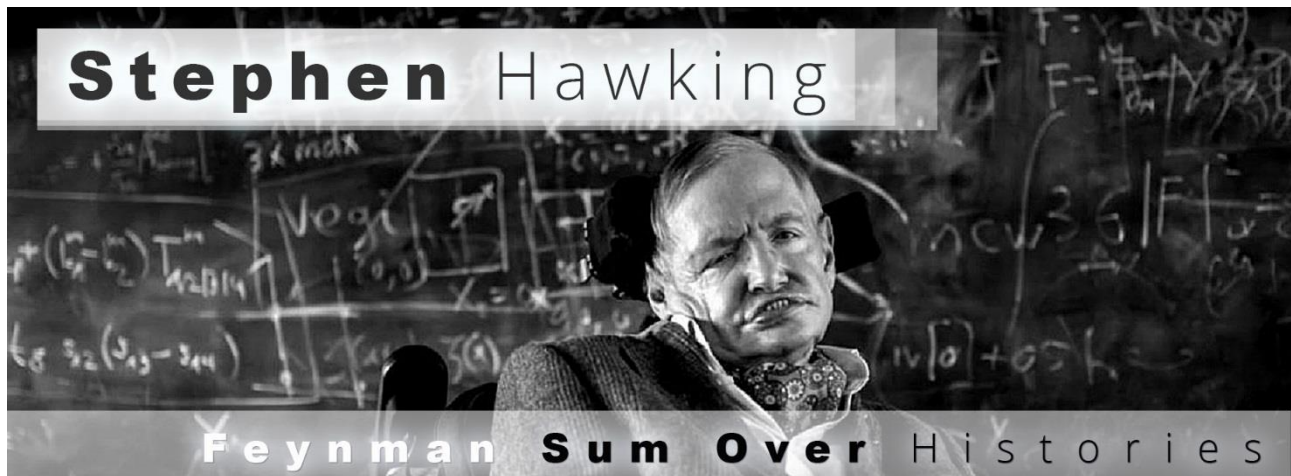
This chapter follows on from the last but is two years further on. It's amazing to read through the last chapter and see how far the theory has come. From the idea of passing data back and forwards from 2020 (Angel City 1) to 2080 (Angel City 5) and back and forwards, now developed into a step by step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

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

"Shaping the Future

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

By planning our future in intricate detail and working in waves of probability, ripple, & butterfly effects back through the future Angel Cities, **we can control our destiny.**

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

MARS Resort 1

It may sound nutty, but a critical ingredient, the launchpad for the Malawi Grand Śpin Network History 2 and 3, was to theorise a city on Mars. MARS Resort 1. Because all the forces that made me cast away ŔÉŚ™ in 2012, disappeared when constructing a MARS colony.

Elon Musk
MARS Resort One

1. The biggest problem in 2012 was Tax, but on a Mars colony, we could pay tax in Network Credits.
2. Same for labours spending.
3. And of course, all the companies were just smaller specialized components of the colony system, and their spending would be directed by The TBS™ and Net Zero DCA Software (Advanced version).

This incite opened the door to finding the closest economic country to MARS (who uniquely has zero GDP), and Malawi (lowest per capita GDP) was chosen, and then History 2, and History 3, and here we all are…

Melinda Station
MARS Resort 1

I appreciate that one of the last things on Melina Gates' mind is 'my MARS Resort 1 Station', but I really enjoyed seeing the graphic develop, so I'm sharing it. With this said at this time, Melinda and Bills Foundation is the primary target for this project.

The Gates Foundation

The Bill and Melinda Gates Foundation

Tax SuperSymmetry
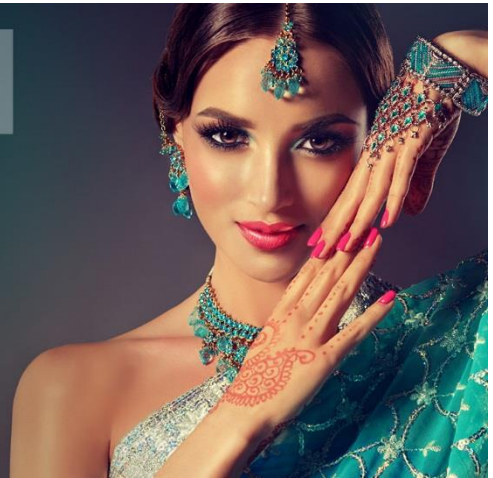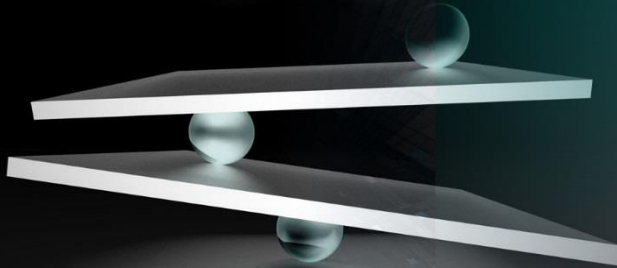
Paid2Learn
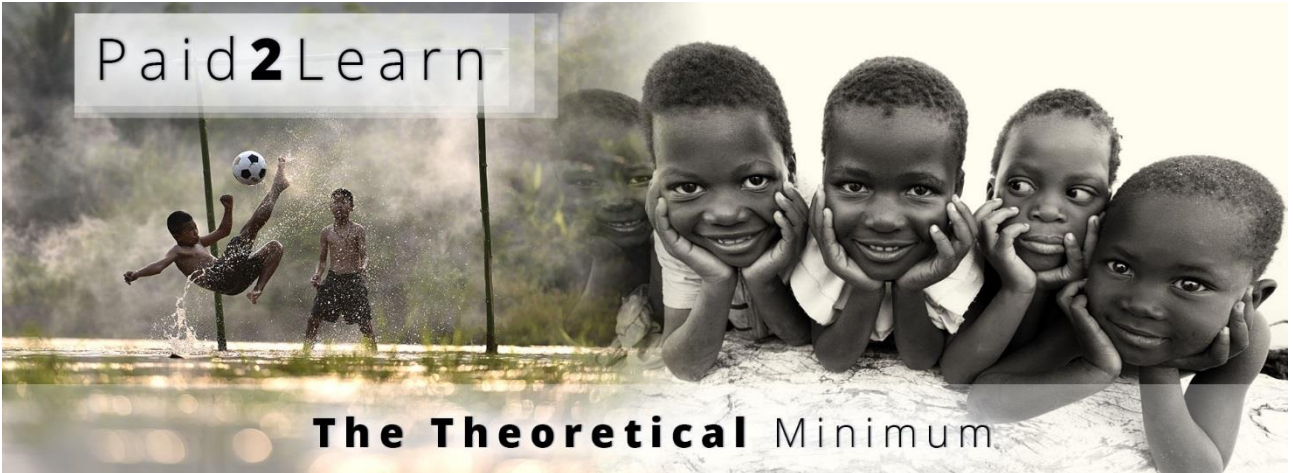
The Theoretical Minimum

Super Projects

Technology, Film, PR and Media

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

Monte Carlo N-Particle Transport Code

M-Theory
An economic science

QuESC Battlestar

Quantum Economic System Core

S-World History 3 Internalities

Net-Zero DCA™ Software - Dynamic Comparative Advantage

POP – Financial Gravity
Cubic Dimensions (Ð1 to Ð21)

1 x 8 = 8
8 x 8 = 64
64 x 64 = 512
512 x 512 = 4096

POP is a simple but evolving mathematics with applications in economics, which is in part explained in chapter 18. POP Cubes – Financial Gravity. The original version of Angel POP from The Network on a String in 2012 created 8 Continental Networks, and would only allow entry to the next tranche (financial dimension) once all continental networks including Africa had reached their POP target/point. (A predetermined financial target.)

The math is simple and cubic, by multiplying each dimension by 8 to get to the next dimension. Below, we see a complete picture, from financial dimension 1 (Ð1) $0.0001 cents up to $32,768 in Ð10a for an individual person, then at Ð17 we see the first Grand Śpin Network, and finally, in Ð21, we see 4096 Grand Śpin Networks with 8.5 billion personnel, 268 million companies, and not seen would be about 12 billion Paid**2**Learn places. (education and welfare).

	Grand Śpin Networks	Global Network Cube	Continental Networks	Country State Province	Country State Province	# GŚNs in Malawi	Companies in 2080	#Staff per Company	Number of Personnel
	GŚNs	GN	CN	CSP 1	CSP 2	MH3	Co#2080	SPC	#PE
Ð21	4096	1					268,435,456	32	8,589,934,592
Ð20	512		8				33,554,432	32	1,073,741,824
Ð19	64			8			4,194,304	32	134,217,728
Ð18	8				8		524,288	32	16,777,216
Ð17	1					8	65,536	32	2,097,152
	Different Industries	Different Niche	Different Speciality	Single Company	Quality Circles	# Personnel	Companies in 2080	Staff per Company	Number of Personnel
	DI	DN	DS	SC	QS	#PE	Co#2080	SPC	#PE
Ð16	64						1,024	32	32,768
Ð14		8					128	32	4,096
Ð13			8				16	32	512
Ð12				8			2.00	32	64
Ð11					8		0.25	32	8.00
Ð10a						8	0.03	32	1.00
Ð10b							$ 32,768		
Ð8	64						$ 512		
Ð6		64					$ 8		
Ð4			64				$ 0.12500		
Ð2				64			$ 0.00195		
Ð1					8		$ 0.00024		
							$ 0.00010	One Quanta	

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 Paid2Learn	Spartan Contract Paid2Learn	Spartan Contract Paid2Learn	Spartan Electronic Cars	Spartan Electronic Cars	Solar or Nuclear Power	S-World Film City 1 & 2
Spartan Housing Forests	Net-Zero Spartan Housing	Net-Zero Spartan Housing	Net-Zero Spartan Housing	S-World VSN™ Virtual Education	Advancing Human Potential	S-World Water	S-World Water
Sienna's Forests Network City	Network City Infrastructure	Network City Real Estate	Network City Industry	Net-Zero Machinery Network City	Their Oceans Net-Zero Plastics (AC1)	Experience Africa Conservation	Experience Africa Conservation

Above we see how the different networks of companies in the Malawi Grand Śpin Network in 2025 may look. The view presents 4,096 specialize and scale companies, (see Supereconomics book 2). Each cube represents 64 companies in a network and receives 1.5625% of Š-ŔÉŚ™ cash flow.

Below we see the general distribution and note that in addition to Governments 18.5% direct allocation is tax symmetry where close to 70% of all cash flow is spent on one or another project the government would like to see for its people, if only they had more money.

Gov	Government's - 18.5%	City Industry	6.25% on City Development
Investor	Investors - 12.5%	Was Other	25% on Other
Spartan Contract Paid2Learn	Labours 6.25% on Edu. and Training	Labours 12.5% Spending	12.5% Spent by Labour
Spartan Contract Housing	Labours 6.25% on Housing	Special Projects	12.5% on Special Projects

The Future of Capitalism | Paul Collier

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

The Future of Capitalism — Paul Collier
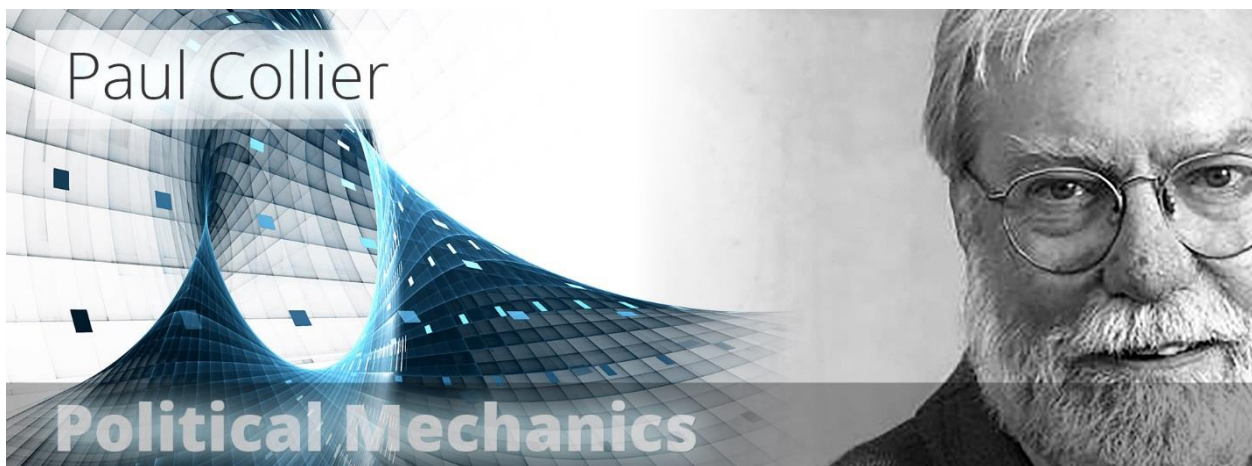
"We need the market but harnessed by a sense of purpose securely grounded in ethics."

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

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

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

MONOPOLY VERSUS ANTI-TRUST

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

This point, alongside variations on same in Joseph Stiglitz; 'Creating a Learning Society,' got me thinking about Monopoly, and when I thought about it, Š-ŔÉŚ™ Financial Engineering is a monopolistic equation. Because when É = 100%, the network is a perfect monopoly**. In fact, the reason why Š-ŔÉŚ™ is so powerful is that it is a monopolistic system.**

My initial reaction to the idea of antitrust was in the makeup of the network, hundreds then thousands, then millions of different companies, and tens of millions of quality circles, approximately half-owned by labour. How can a million different legal companies be a monopoly, and who would be served. (who would antitrust act against?).

At a guess S-World – The Sienna Foundation and the Angelwing software could be served for creating a monopolistic network and controlling the accounting.

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

However, even though Tim Wu was writing on the side of Antitrust, the book was very encouraging, as was Joseph Stiglitz' 'Creating a Learning Society' which focused in many places on the economics for Monopoly.

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

Climate CHANGE

On the 64 cube industries map, we see 6 'other' categories assigned to Tesla. Maybe for a Giga Factory, or maybe to make cars or components for their cars. In my opinion, Tesla is a Special Project all to themselves, and I would l like to work with them and their founder Elon Musk on many subjects, not the least of which is the software S-World UCS™ the mother of the 87 quintillion histories. But putting that to the side, I have an idea that may help the whole world right now. It came from an intense run of work on the S-World DCA™ BASIC software. I call it; **The Carbon Traffic Lights.**

We make an internationally accepted set of rules, updated monthly, and I nominate Greta Thunberg, William Nordhaus (and students), Kate Raworth, Paul Collier, The UN, the SRC, the Nobel committee, Naomi Klein, Esther Duflo and Abhijit Banerjee.

To get the ball rolling I suggest, Carbon in product use, Carbon in product, Recourse Rarity, Recyclable plastics use, and Special Projects.

Each point is graded 1 to 100, and a snapshot is shown per the illustration above where we see Tesla would have perfect Carbon in Product use and Special Projects, could with time dispense with not-recyclable plastics, leaving Carbon in Product with a good score and Rescores rarity with maybe an average score. But across the board compared with their fuel-guzzling competitors, it will look like go – go - go.

Considering they are Tech companies and do not have an industrial component, relative to most companies Microsoft, Facebook, and Google may look equally good, as well as some of the +/- 300 Virgin companies, and all can improve over time; indeed this is the object – to force that change.

I would suggest that only companies that fall in the top 12.5% of all companies are endorsed. And here's the trick, if we can pull it off, the companies that do fall into the top 12.5% can add it to their ad campaigns, and if it gets global support then like many ads used to end with their

Facebook page, many of tomorrow's ads could end with their carbon traffic light scores. This type of scrutiny for a year could force the change demanded by those who want to see a carbon tax. If successful this is going to ruffle feathers, there's going to be a lot of opposition. You could almost write a new Jack Reacher novel about the environment. (See S-World Film)

Alongside helping companies that are green to be seen, it will help all Malawi Net-Zero companies. S-World companies can make some serious trade with the rest of Africa and Asia if they are internationally recognised as the go-to place for Net-Zero products, solutions, and industry. Especially if in the future Aid will be conditional upon third world countries not increasing carbon usage.

And that's the trick, **the answer to Stiglitz problem**, as Korea produced semiconductors, the Malawi Network will specialise in Net-Zero products and solutions, **it won't just be Net-Zero it will make Net-Zero.**

EEE Points & DEMERITS

Product			1	2	3	4	5	6	7
			EEE	EEE	EEE	EEE	EEE	EEE	Total 1
Serial	Price		Demerits	Demerits	Demerits	Demerits	Demerits	Points	
Number	per Item		Out of 10	Out of 10	Out of 10	Out of 10	Out of 40	Out of 40	
			Carbon in	Carbon Cost	Resource	Biodegradable	Total	Special	EEE
			Product Use	Of Product	Rarity	Plastics	Demerits	Projects	Score
Al-Win-17	$ 65.23		1	1	0	0	2	36	34
Al-Win-24	$ 44.65		2	1	1	0	4	36	32
Al-Win-14	$ 45.46		2	1	1	0	4	36	32
Al-Win-19	$ 44.28		2	1	1	0	4	36	32
Al-Win-08	$ 22.54		4	3	2	1	10	32	22
Al-Win-18	$ 111.78		0	1	3	0	4	36	32
			11	8	8	1	28	212	184
							11.7%	88.3%	76.7%

In the example above, we see a hypothetical construction supply company TWF – The Window Factory. Far left, we see product codes and the price per product. Then in the next 4 columns (1 to 4), I score each product out of ten for the first 4 carbon traffic lights.
Next comes the contribution to special projects out of forty; in this scenario, TWF – The Window Factory assisted the following projects and others:

> Global Cooling, Their Oceans, S-World UCS™ , Net-Zero Five-Star Social Housing, The TBS ™, S-World Film, S-World VSN™ Virtual Education, Paid2Learn 1, S-World UCS™ MMO Education, S-World BES™ Behavioural Economics, S-World Angelwing Software Framework Growth Theory versus Climate Change, Net-Zero Industry, Scarce Resources, Biodegradable Packaging and Plastics, Solar Arrays | S-World Power, Welfare for the Villages (Paid2Learn 2), Is it Safe? Female, Racial, LGBT, and other Equalities, Football & Sports Leagues (Paid**2**Learn 3).

When we deduct the demerits from the Special Projects EEE scores, we arrive at an EEE Efficiency of 76.7%, and in this hypothesis, the minimum score allowed to trade is 75%. But to win Ťenders (the biggest prize), one needs a 100% EEE Score, which they can achieve by planting trees or stopping tress from being destroyed. This is the job of Special Project 6. Sienna's Forests.

Below we see the result of plating or saving trees (and other carbon-reducing operations).

In column 10, we see 56 demerits are cancelled by 56 rounds of tree planting per year, which may be about 10,000 trees, irrigation and water, per S-World company. In the Malawi Grand Śpin Network in 2025, there are predicted to be 5120* companies so 51,200,000 trees that year. And as the network grows to 24,576 predicted in 2032, it will have plant 245,760,000 trees that year, and **in 2048 1.3 billion trees**. In addition, we need to consider different Grand Śpin Networks. Currently, we are now just talking about Malawi, but many Grand Śpin Networks are possible, Brazil, India, Greece, and a hundred others, which collectively can plant a phantasmagorical number of trees. And when we run out of the land, we will buy endangered forest around the world, until they become a commodity worth more left unhindered than via extraction and **buy coal fields and other fossil fuel deposits and freeze their production.**

1	2	3	4	5	6	7	10	11
EEE	EEE	EEE	EEE	EEE	EEE	Total 1	EEE	Total 3
Demerits	Demerits	Demerits	Demerits	Demerits	Points		Bonus 2	
Out of 10	Out of 10	Out of 10	Out of 10	Out of 40	Out of 40		EEE	
Carbon in	Carbon Cost	Resource	Biodegradable	Total	Special	EEE	Sienna's	EEE
Product Use	Of Product	Rarity	Plastics	Demerits	Projects	Score 1	Forrest's	Score 2
1	1	0	0	2	36	34	6	40
2	1	1	0	4	36	32	8	40
2	1	1	0	4	36	32	8	40
2	1	1	0	4	36	32	8	40
4	3	2	1	10	32	22	18	40
0	1	3	0	4	36	32	8	40
11	8	8	1	28	212	184	56	240
				11.7%	88.3%	76.7%	23.3%	100.0%

A Good Model

We have now read an introduction to Supereconomics Book 3. The 64 Reasons Why. To conclude this summary, we move to the end of the book - Part 5. Special Projects, but before we do a quick description of parts three and four which in the full book account for 57,000 words plus graphics over 247 pages.

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

Picking up at chapter 6. Part 3. 'A Good Model' begins and later ends with sections from the book The Grand Design by Professors Stephen Hawking and Leonard Mlodinow. Beginning with the four components of a good scientific model; 1) Elegance, 2) Contains few arbitrary or adjustable elements, 3) Agrees with and explains all existing observations, and 4) **Makes detailed predictions about future observations** that can disprove or falsify the model if they are not borne out.

Then in chapter 7, we zoom in on to the S-World UCS™ M-Systems www.angeltheory.org/the-s-world-ucs-m-systems, which leads us to chapter 8. **Beyond 87 Quintillion Histories**. This Chapter was intended for a follow-up book, it runs for 52 pages and is packed full of useful, and complimentary ideas, and revisits and The Grand Design and in particular; the Richard Feynman **Alternative Histories** section.

 Chapter 9) presents the MARS Resort 1 thought experiment for Elon Musk, which opened the doors for the RES Equation from 2012 to return as Š-ŔÉŚ™, and simplifies the idea of selling real estate to selling suburbs (90% of income in History 3 comes from this suburbs idea). Following on from MARS Resort 1 is a graphical presentation of The Malawi Grand Śpin Network and then in chapter 11) we find some relevant exerts from 'The Future of Capitalism' by Paul Collier, then in Chapter 12) About Women – The Moment of Lift is for Melinda Gates. Last in part 3, chapter 13) presents 'My Reason Why'– Sienna Skye – The 'S' in S-World.

PART 4
Internalities AND NET ZERO DCA
(Dynamic Comparative Advantage)

Part 4. **Internalities** and Net Zero DCA™

Dynamic Comparative Advantage Software

We start by continuing the summary style of the previous page and a race through Part 4. Then a broader description of dynamic comparative advantage and the importance of learning spillovers (internalities) from Joseph Stiglitz, and after I home in of a few particulars. However, the complete chapter goes on for a hundred pages on the software design, which I've not presented, for confidentiality reasons, and because this version of the book is for economists, not systems architects. Please, for now, trust that there is significant thought behind this system, and the business software and the AI are in production as we speak.

Chapter 14) Ripple Effects and Elephants for Paul G. Allen was the chapter in my book 'The GDP Game (2018)' that connected the Internalities of a Grand Śpin Network to the Special Projects so that M-System 15. Angel POP could be simplified to just a single line; *"Grand Networks in Locations of Extreme Poverty are Special Projects."*

In the following chapter 15) The M&B String, we see the ripple effects equation M⇔Bst and The Susskind Boost: $\hat{S} = (\bar{G} \times \text{\S}) \, \check{T} + \hat{W} + \acute{C} + \acute{M} + (\check{R} + Y) + Đ + Đ2>9$.

Chapter 16) Net-Zero DCA Part 1 follows, and after, Chapter 17) The Theory of Every Business discusses Labour and Learning Symmetries, before **Chapter 18) POP Cubes – Financial Gravity** discusses the theoretical minimum (the minimum of jobs and educational places in a country and in the world), The POP Interphase, The POP Hologram, Financial Gravity, QuESC – The **Q**uantum **E**conomic **S**ystem **C**ore, Commander's Intent, The SUSY Hierarchical Spin Equalizer, The Network on A String (November 2012), The E-TOE, The Point of Profit, The POP Train, Angel POP equality, Give Half Back and The Peet Tent.
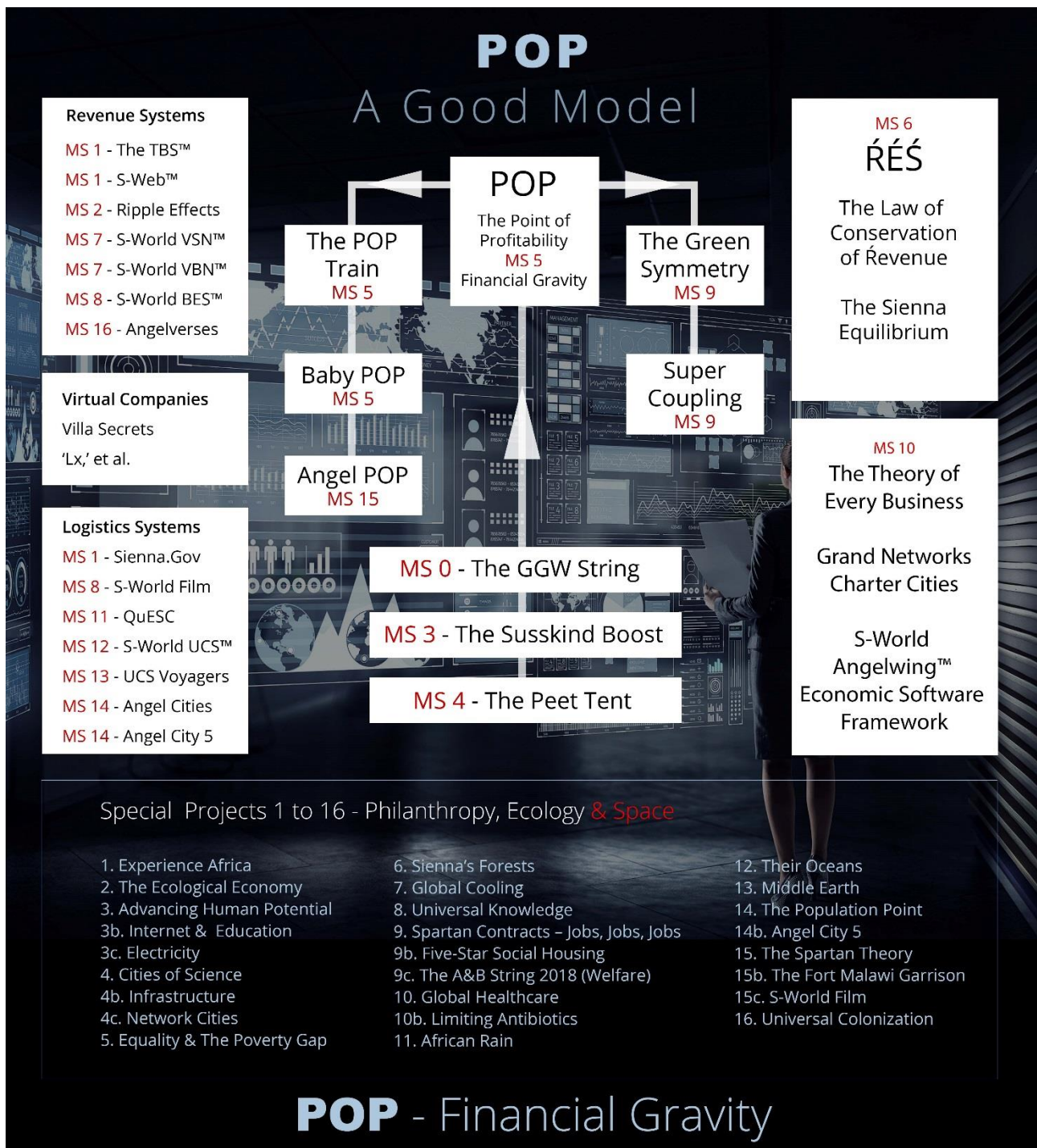
POP – A 'Good' Model

POP is how the Network Grows; for every company, a POP point is set (Profit, Cash Flow, or Other) and after this point is reached all additional profit or cash flow must be used to create new S-World companies, and that the new personnel must own a share (often 50%) of the new company. This then solves future inequality problems. But because as over time, the original company will create many new companies and each will pay a dividend, even when losing 50% each time, the original company and all its offspring will command significant wealth for all involved.

POP
A Good Model

Revenue Systems

MS 1 - The TBS™
MS 1 - S-Web™
MS 2 - Ripple Effects
MS 7 - S-World VSN™
MS 7 - S-World VBN™
MS 8 - S-World BES™
MS 16 - Angelverses

Virtual Companies

Villa Secrets
'Lx,' et al.

Logistics Systems

MS 1 - Sienna.Gov
MS 8 - S-World Film
MS 11 - QuESC
MS 12 - S-World UCS™
MS 13 - UCS Voyagers
MS 14 - Angel Cities
MS 14 - Angel City 5

The POP Train
MS 5

Baby POP
MS 5

Angel POP
MS 15

POP
The Point of Profitability
MS 5
Financial Gravity

The Green Symmetry
MS 9

Super Coupling
MS 9

MS 6
ŔÉŚ
The Law of Conservation of Ŕevenue

The Sienna Equilibrium

MS 10
The Theory of Every Business

Grand Networks Charter Cities

S-World Angelwing™ Economic Software Framework

MS 0 - The GGW String

MS 3 - The Susskind Boost

MS 4 - The Peet Tent

Special Projects 1 to 16 - Philanthropy, Ecology & Space

1. Experience Africa
2. The Ecological Economy
3. Advancing Human Potential
3b. Internet & Education
3c. Electricity
4. Cities of Science
4b. Infrastructure
4c. Network Cities
5. Equality & The Poverty Gap

6. Sienna's Forests
7. Global Cooling
8. Universal Knowledge
9. Spartan Contracts – Jobs, Jobs, Jobs
9b. Five-Star Social Housing
9c. The A&B String 2018 (Welfare)
10. Global Healthcare
10b. Limiting Antibiotics
11. African Rain

12. Their Oceans
13. Middle Earth
14. The Population Point
14b. Angel City 5
15. The Spartan Theory
15b. The Fort Malawi Garrison
15c. S-World Film
16. Universal Colonization

POP - Financial Gravity

Ripple Effects and Elephants *for Paul G. Allen*

Special Projects are projects that are either ecological, philanthropic, social, scientific or complexity saving. The first set of special projects were created in 2012 within the concluding chapter of American Butterfly – The Theory of Every Business – Ch. 8 UCS™ Special Projects: www.AmericanButterfly.org/Special-Projects-2012.

It would take five years before the next collection, this time of 16 special projects presented in 2017. www.angeltheory.org/Angel-City-5-Special-Projects.
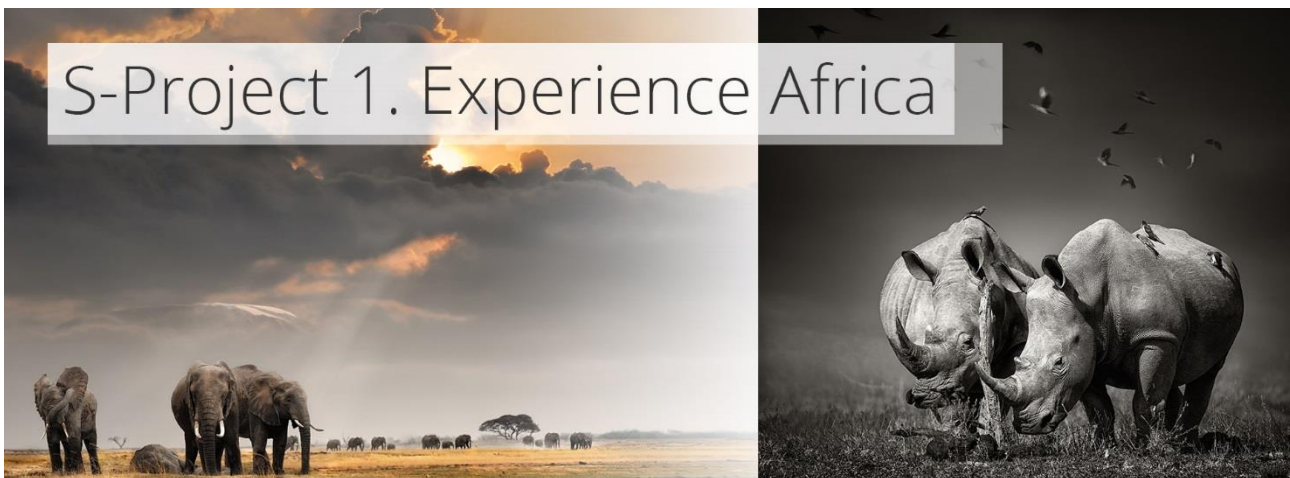
The first of which, Experience Africa focuses on conservation and (in particular) protecting the Elephants, Rhinos and Cheetah. It was unique because there was a way to pay for it that cost very little, because of the ripple effect (spillover) that it could use all the technology made for S-World Villa Secrets and other commercial companies, without cost. It would be a charity-driven loss leader, and by using the Villa Secrets Scenario 8 network strategy, it could specialize in many niches and then scale up to thousands of agencies, and each booking would see at least half the commission donated; and that it was possible to make systems for the safaris themselves, with a percentage of the safaris' increased income donated.

In some models, It was forecast that each year it was possible for Special Project Experience Africa to generate about as much again as is currently been donated to this cause from all other sources. This would be the ripple effect of adapting the S-World System designs to the safari industry in for-benefit fashion.

At the time, the other 15 projects were funded by the percentage of turnover that the network would pay to S-World, which was only about 2.5% and was also needed to pay for operations and R&D. So, this was not a lot of money at all. I did have some other ideas for ripple effects applied to the other 15 special projects, but nothing concrete at that time. Here are the 16 special projects on Sienna's (S-World's) Birthday 24th November 2017. www.AngelTheory.org/Special-Projects-2017

The Eureka Moment happened a few months later whilst remaking the projects' list for Paul G. Allen; who's website had expressed interest for technological solutions that use ripple effects and his love for elephants. Here is the chapter/paper: www.angeltheory.org/book3-14/ripple-effects-and-elephants-for-paul-g-allen.

The GDP Game – Chapter 14: Ripple Effects and Elephants for Paul G .Allen

This chapter continues from S-World Special Projects 2017 (and the previously seen POP graphic), but where that chapter listed 16 projects and one clear-cut ripple effect, this article presents internality-based answers to almost every special project and added ten new special projects. This chapter, which was written soon after M-System 15. Angel POP had been drilled down to a single sentence, "**Grand Networks (Net-Zero Cities) in locations of extreme poverty are special projects**" told me that the best way to progress was not to make developments in the West and use the money to help Africa, but instead make the developments in Africa (and other poor locations).

This would have a far greater effect; this would do the most good because each special project was caused and paid for by the ripple effects of creating a Grand Śpin Network, a Metropolis with trithing business and industry.

This part of the book then is dedicated to the Net-Zero DCA software and the internality of choosing to make the Grand Śpin Networks from as many special projects as possible, **so in place of the 2.5%** that had to be split between R&D, Operations and development, now **somewhere between 50% and 75% of all cash flow is directly funding the special projects.** Hence the phrase 'Š-ŔÉŚ™ makes us powerful, but Net Zero DCA makes us beautiful.'

How can we do the most good?

In economics, ripple and side effects are called **externalities.**

> We heard from Kate Raworth that "in classical economics, we classify such negative externalities as external costs, for no better reason than because we have made no provision for them in our economic theory."

But in Supereconomics we do the reverse, the externalities are the foundation and fabric of the economic theory.

> Raworth continues to tell us that systems dynamics expert John Sterman concurs, saying "There are no side effects - just effects, the very notion of side effects are just a sign that the boundaries of our mental models are to narrow, our time horizons too short."

But as we have heard our most common time horizon is the year 2080, and before renormalization techniques using current technology, we intend to create about 87 quintillion (87,714,630,433,327,500,000) simulations (that we call histories) of how we best get to that planned perfect future, which is constructed from the special projects we see in this book, their externalities and their internalities and their Š-ŔÉŚ enhanced market cash flows.

In the language of modern economists, 'externalities' are unintended consequences or effects of an action that was not what the point of the exercise. There are many bad externalities; the plastic in our oceans is an externality of shopping and trade. No one puts any plastic in the oceans on purpose, but they say that soon there will be more plastic than fish.

Climate change is another externality. No one drives from 'a' to 'b,' or powers a factory to increase the carbon in the atmosphere, but it happens.

I could write a whole book on bad externalities.

But for each bad externality, there can be a good one within a network, especially if starting from almost scratch, **one can build a network city around good externalities.** But to be correct, in English, **positive externalities are called internalities.**

In the next chapter, we look at the Internalities equations'; $M \Leftrightarrow B^{st}$ & $A^{st} \Leftrightarrow B^{st}$.

From **the M&B string** ($M \Leftrightarrow B^{st}$) to Calculating Internalities
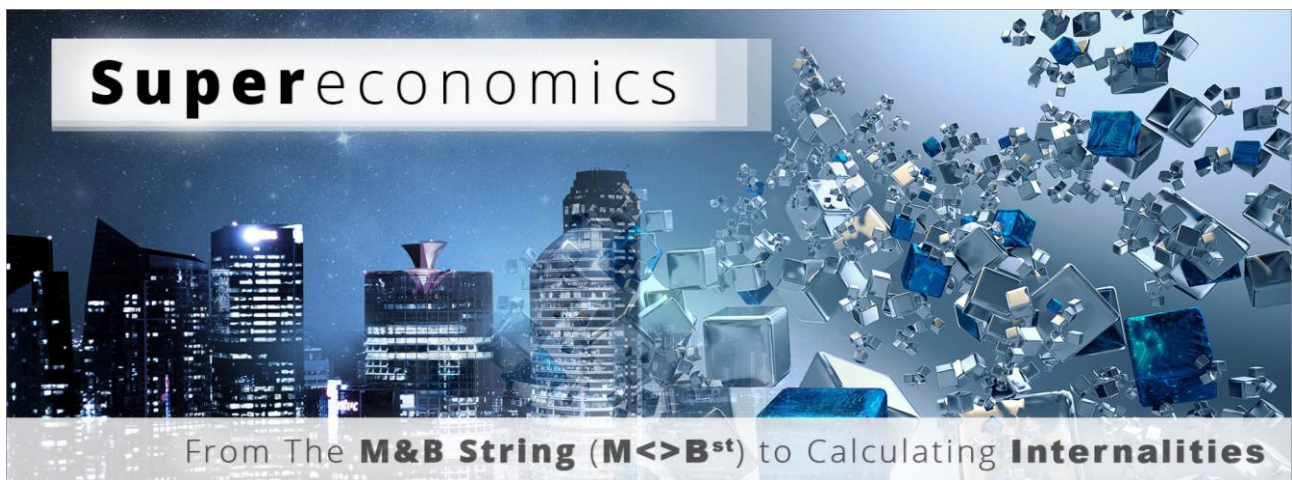
The M&B String Equation

In 2012, I wrote a beautiful equation and gave it to my mother. The equation was inspired by M-System 5. POP – The POP Train, applied to Grand Śpin Networks.

The equation was $M \Leftrightarrow B^{st}$, in which 'M' a mother - has 'B' a baby, and the '$\Leftrightarrow$' represents the interplay over the lifespans, where at first 'B' relies on 'M', but as the years pass, both look out for each other; and at the end, 'B' may look after 'M,' and the st describes the process over the extended family.

Charming as it is, in 2016, it became useful when I was working out the spillover effects from eight different companies in a Villa Secrets network. Now, the equation changed to $A^{st} \Leftrightarrow B^{st}$. Company A creates $\Leftrightarrow$ internalities to and from Company B and the rest of the companies in its network st. Which we see as the $Đ + Đ2 > 9$ in the Susskind Boost equation. For more on this, see the full book, and for more detail again wait for; 'Supereconomics 2 – S-World Villa Secrets – Scenario 8: Specialize and Scale.'

Chapter 19) 'The Other Elephant in the Room' discusses Start-up Funding, Super Projects, Patent or otherwise essential/preferred partners.
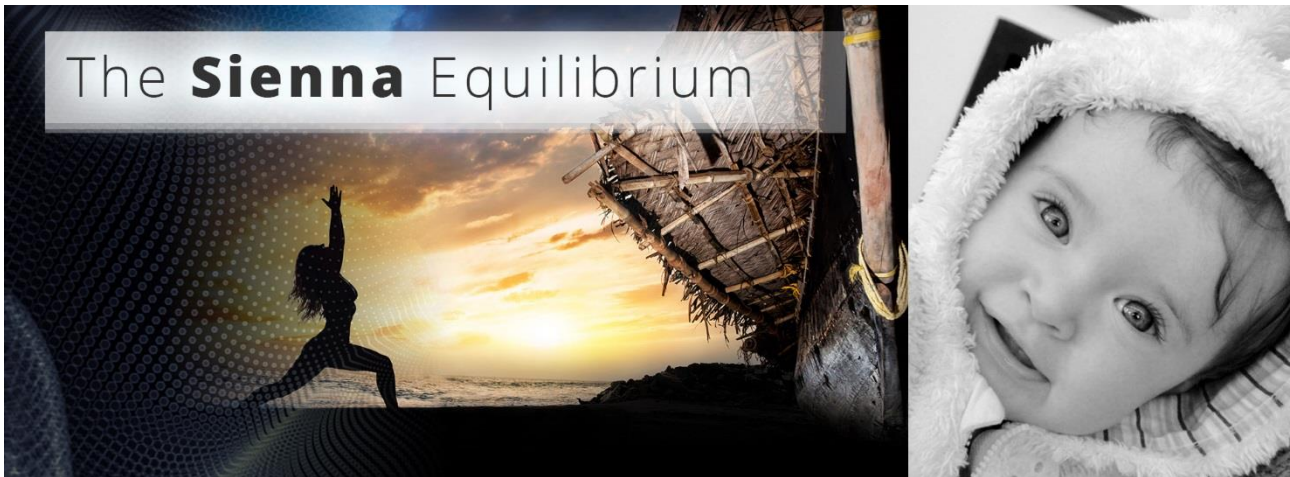
Chapter 20) The Sienna Equilibrium, tells of the process of finding the right supply and demand symmetries needed to see the money in a Š-ŔÉŚ™ Supermonopoly spin round and round, including an example in music theory. This chapter also presents the CFV (The David A. Moss Cash Flow Variable), and the Trade Model inspired/influenced by Paul Collier, Danny Roderick and Paul Krugman)

Finally, Chapter 21) presents the second and concluding part of the Net-Zero DCA story. Another long chapter at the frontier of S-World, which still needs some editing but is nonetheless a good end to the book.

Of course, we can see that I don't end the book here, as Part 5 follows, but Part 5 was written before part 4, so in chronological terms, Part 4 is the end.

To conclude this summary of the middle sections of the book, I've copied the full index to the complete book; 'Supereconomics Book 3. Sixty-Four Reasons Why' on the next two pages.

Supereconomics

Book 3

Below we see the complete index to the complete '64 Reasons Why' book

64 Reasons Why
Index

PART 4. Internalities &
Net-Zero DCA
Dynamic Comparative Advantage Software
(Basic & Advanced)

PART 5 THE WHY
Special Projects

S-World - The Sienna Foundation

My Chaos Theory Joke – The Chaotic Earth Game

PART 5A
Special Projects
1 to 33

64 Illustrated REASONS WHY
Plus **SRC** and **UN** Goals and Internalities

This part of the book presents the 64 Special Projects and records on each when SRC or UN goals are assisted (directly or via internalities). Below, we see one example - Special Projects 6 which primarily addresses climate change by creating more forests and so more oxygen which cancels the CO_2

First, we see the project number and title, then a graphic, and below I identify which goals from The 2019 UN Sustainable Development Goals are helped by the project, and which of the SRC Stockholm Resilience Centre – Planetary Boundaries are aided. So, for example.

Special Project 6. Sienna's Forests

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

So, from above, we see that UN goal 15: **Life on Land**: "Sustainably manage forests, combat desertification, halt and reverse land degradation, halt biodiversity loss. Plant a tree and help protect the environment." Is directly affected by the Sienna's Forests project.

And in addition, UN Goal 11**: Sustainable Cities and Communities goal** is aided by the law that half of all developments must see 50% of land turned into forest or nature reserve. This is again a direct action

And further that UN Goal 13. **UN GOAL 13: Climate Action** is aided as an internally of the two direct action goals above. Or one could use the reverse logic, plant billions of trees to affect climate action, and see UN Goals 11 and 15 affected positively by this internally.

Lastly, we see that SRC GOAL 2, 4, 6, and 7 and also affected by this special project.

The SRC
Stockholm Resilience Centre
Nine Planetary Boundaries
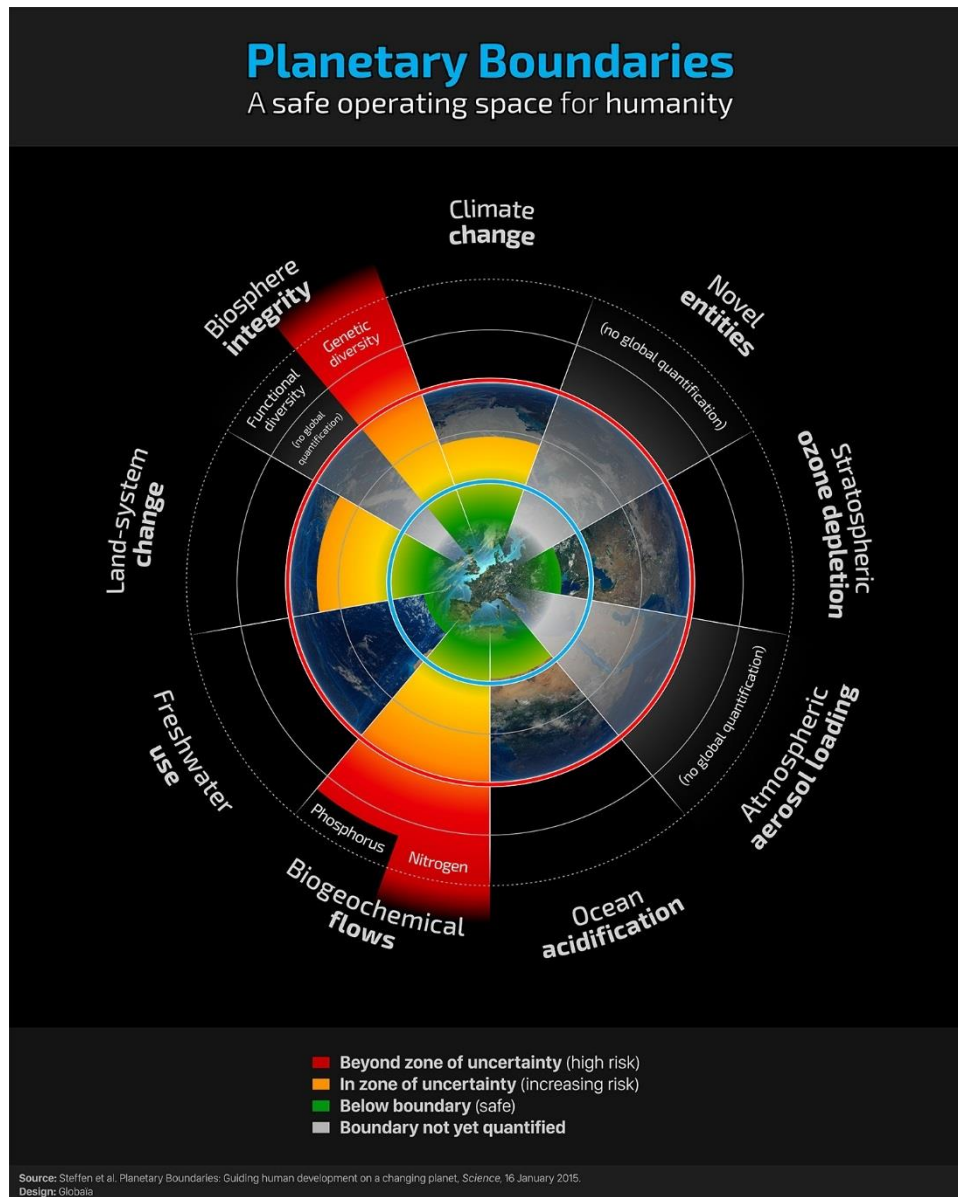
The-Nine-Planetary-Boundaries

1. **Stratospheric Ozone Depletion**
   The stratospheric ozone layer in the atmosphere filters out ultraviolet (UV) radiation from the sun. If this layer decreases, increasing amounts of UV radiation will reach ground level...

2. **Loss of Biosphere Integrity (Biodiversity Loss and Extinctions)**
   The Millennium Ecosystem Assessment of 2005 concluded that changes to ecosystems due to human activities were more rapid in the past 50 years than at any time in human history, increasing the risks of abrupt and irreversible changes...

3. **Chemical Pollution and the Release of Novel Entities**

   Emissions of toxic and long-lived substances such as synthetic organic pollutants, heavy metal compounds and radioactive materials represent some of the key human-driven changes to the planetary environment...

4. **Climate Change**

   Recent evidence suggests that the Earth, now passing 390 ppmv CO2 in the atmosphere, has already transgressed the planetary boundary and is approaching several Earth system thresholds. We have reached a point at which the loss of summer polar sea-ice is almost certainly irreversible...

5. **Ocean Acidification**

   Around a quarter of the CO2 that humanity emits into the atmosphere is ultimately dissolved in the oceans. Here it forms carbonic acid, altering ocean chemistry and decreasing the pH of the surface water...

6. **Freshwater Consumption and the Global Hydrological Cycle**

   The freshwater cycle is strongly affected by climate change and its boundary is closely linked to the climate boundary, yet human pressure is now the dominant driving force determining the functioning and distribution of global freshwater systems...

7. **Land System Change**

   Land is converted to human use all over the planet. Forests, grasslands, wetlands and other vegetation types have primarily been converted to agricultural land...

8. **Nitrogen and Phosphorus Flows to the Biosphere and Oceans**

   The biogeochemical cycles of nitrogen and phosphorus have been radically changed by humans as a result of many industrial and agricultural processes...

9. **Atmospheric Aerosol Loading**

   An atmospheric aerosol planetary boundary was proposed primarily because of the influence of aerosols on Earth's climate system...

THE UNITED NATIONS
Sustainable Development Goals 2019

www.un.org/sustainabledevelopment/sustainable-development-goals.

UN GOAL 1: No Poverty

Economic growth must be inclusive to provide sustainable jobs and promote equality.

UN GOAL 2: Zero Hunger

The food and agriculture sector offer key solutions for development and is central for hunger and poverty eradication.

UN GOAL 3: Good Health and Well-Being

Ensuring healthy lives and promoting the well-being for all at all ages is essential to sustainable development.

UN GOAL 4: Quality Education

Obtaining a quality education is the foundation to improving people's lives and sustainable development.

UN GOAL 5: Gender Equality

Gender equality is not only a fundamental human right, but a necessary foundation for a peaceful, prosperous and sustainable world.

UN GOAL 6: Clean Water and Sanitation

Clean, accessible water for all is an essential part of the world we want to live in.

UN GOAL 7: Affordable and Clean Energy

Energy is central to nearly every major challenge and opportunity.

UN GOAL 8: Decent Work and Economic Growth

Sustainable economic growth will require societies to create the conditions that allow people to have quality jobs.

UN GOAL 9: Industry, Innovation, and Infrastructure

Investments in infrastructure are crucial to achieving sustainable development.

UN GOAL 10: Reduced Inequalities

To reduce inequalities, policies should be universal in principle, paying attention to the needs of disadvantaged and marginalized populations.

UN GOAL 11: Sustainable Cities and Communities

There needs to be a future in which cities provide opportunities for all, with access to basic services, energy, housing, transportation, and more.

UN GOAL 12: Responsible Consumption and Production

Responsible Production and Consumption. Recycle paper, plastic, glass and aluminium.

UN GOAL 13: Climate Action

Climate change is a global challenge that affects everyone, everywhere.

UN GOAL 14: Life Below Water

Careful management of this essential global resource is a key feature of a sustainable future. Avoid plastic bags to keep the oceans safe and clean.

UN GOAL 15: Life on Land

Sustainably manage forests, combat desertification, halt and reverse land degradation, halt biodiversity loss.
Plant a tree and help protect the environment.

UN GOAL 16: Peace, Justice and Strong Institutions

Access to justice for all, and building effective, accountable institutions at all levels.
Use your right to elect the leaders in your country and the local community.

UN GOAL 17: Partnerships

Revitalize the global partnership for sustainable development.
Get the SDGs in Action app to learn about the Goals and ways to help achieve them.

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

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

    UN GOAL – 11: Sustainable Cities and Communities

2. **Special Project 2. The Ecological Experience Economy (EEE)**

    SRC GOAL 3: Chemical Pollution and the Release of Novel Entities

    SRC GOAL 7: Land System Change
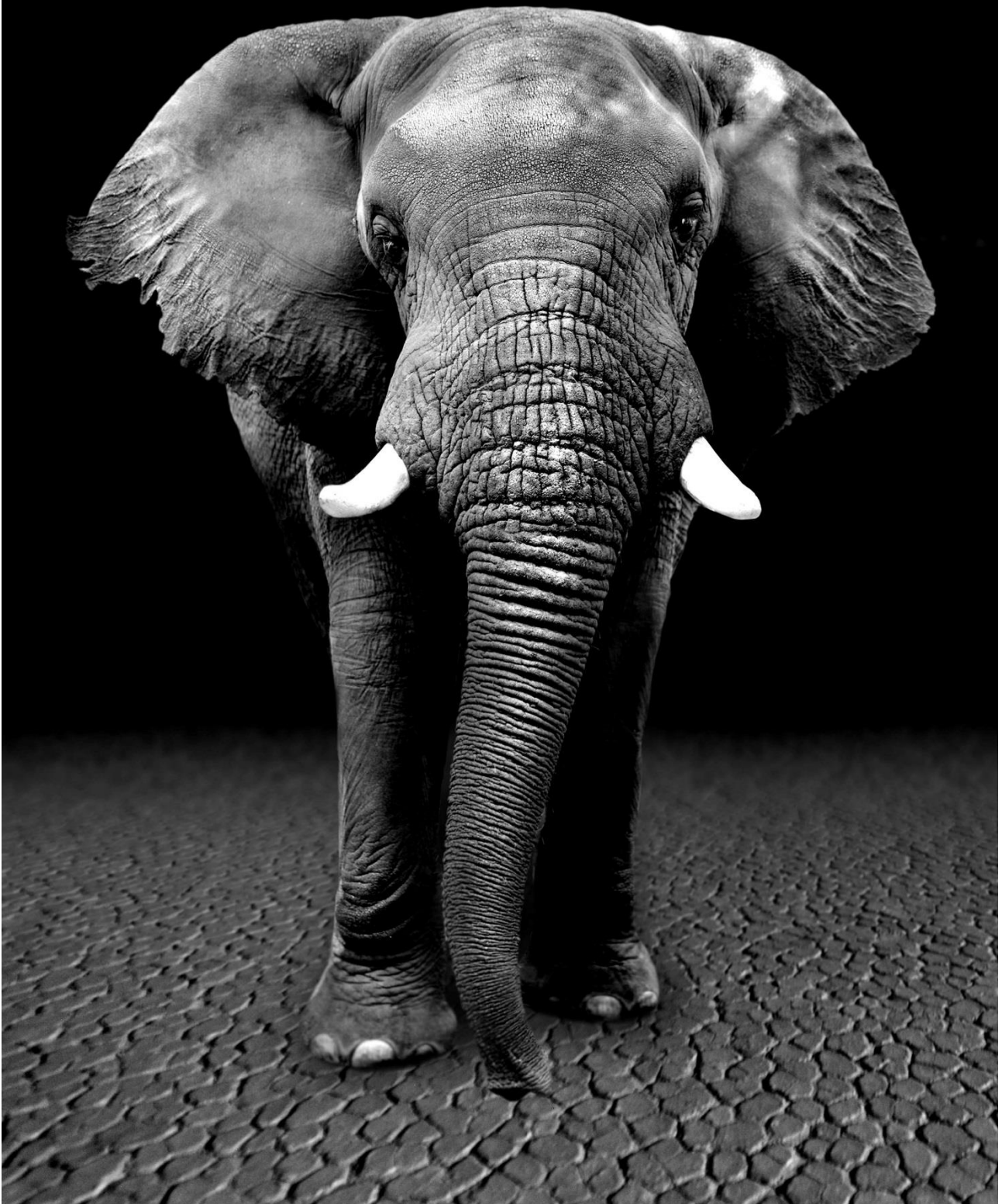
3. **Special Project 3. Advancing Human Potential**

    UN GOAL 4: Quality Education

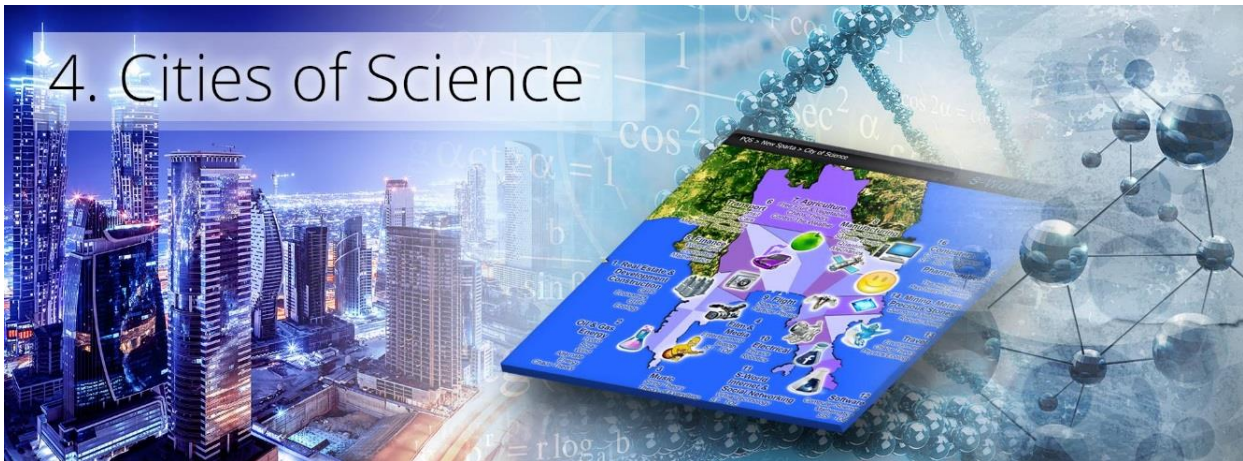   UN GOAL 9: Industry, Innovation, and Infrastructure

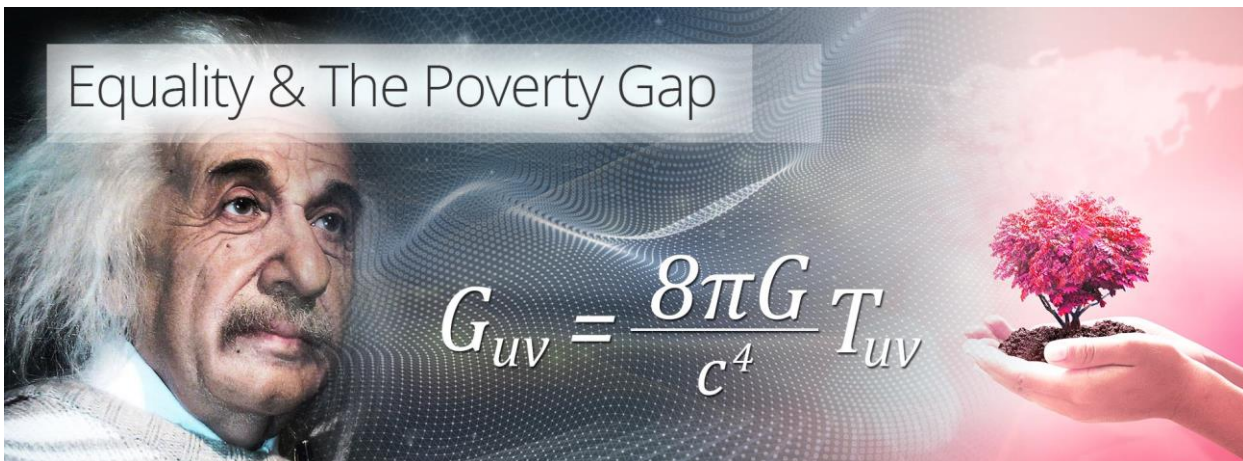# Experience Africa

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

UN GOAL 9: Industry, Innovation, and Infrastructure

UN GOAL 11: Sustainable Cities and Communities

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

UN GOAL 1: No Poverty

UN GOAL 5: Gender Equality

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

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

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

7. **Special Project 7. Global Cooling**

UN GOAL 13: Climate Action

SRC GOAL: Climate Change

8. **Special Project 8. Universal Knowledge**

UN GOAL 4: Quality Education

UN GOAL 9: Industry, Innovation, and Infrastructure

9. **Special Project 9. Spartan Contracts – Great Jobs, Jobs, Jobs + Skills**

UN GOAL 4: Quality Education

UN GOAL 8: Decent Work and Economic Growth

UN GOAL 9: Industry, Innovation, and Infrastructure (+ UN GOALS: 10, 11, 16, 17)

10. **Special Project 10. Universal Healthcare**

UN GOAL 3: Good Health and Well-Being

11. **Special Project 11. African Rain**

SRC GOAL 6: Freshwater Consumption (+ SRC GOALS: 2, 4, 7)

UN GOAL 6: Clean Water and Sanitation (+ UN GOALS: 3, 9, 13, 15, 17)
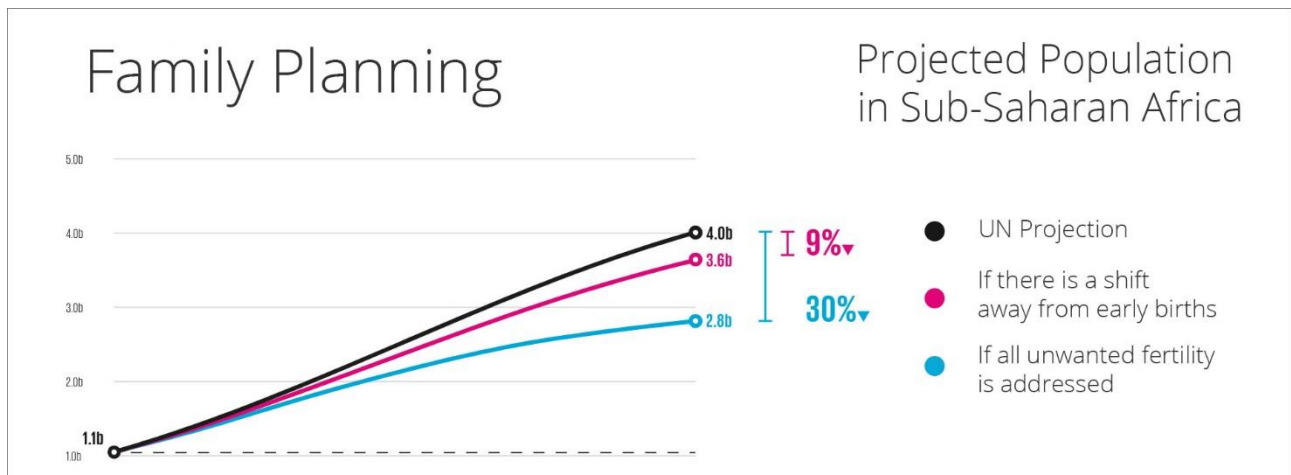
12. **Special Project 12. Their Oceans**

SRC GOAL 5: Ocean Acidification (+ SRG GOALS 2, 5, 8)

UN GOAL 14: Life Below Water (+ UN GOALS 6, 9, 12)

13. **Bonus** Special Project 13. Family Planning

UN GOAL 3: Good Health and Well-Being (+ 11: Communities)

UN GOAL 5: Gender Equality (+ 16: Peace and Justice)

14. **Special Project 14. The Population Point**

SRC GOAL 7: **Land System Change (+ ALL OTHER SRC GOALS)**

UN GOAL 1: No Poverty (+UN GOALS 2, 3, 6, 8, 11, 12, 13, 14, 15, 16, 17)

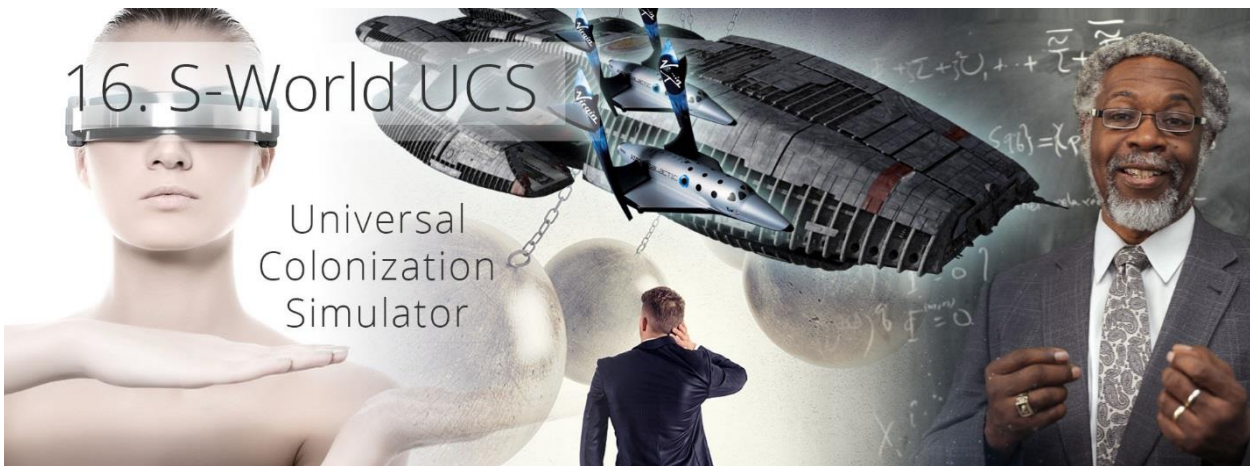15. **Special Project 15. The Spartan Theory – Peace on Earth**

UN GOAL 16: Peace, Justice and Strong Institutions

UN GOAL 17: Partnerships

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

> UNIQUE S-WORLD GOAL: Complexity Saving - In case of an ELE
>
> UN GOAL 9: Innovation (+ 8: Economic Growth, 17: Partnerships)

17. **Special Project 17. S-World UCS MARS Resort 1**

> UN GOAL 9: Industry, Innovation, and Infrastructure
>
> UNIQUE S-WORLD GOAL: Complexity Saving - In case of an ELE

18. **Special Project 18. Tax Symmetry**

> UN GOAL 1: No Poverty (+ Enables all UN goals in one way or another.)
>
> SRC GOAL 4: Climate Change (+ Enables all SRC goals in one way or another.)

19. **Special Project 19. Š-ŔÉŚ™ - Financial Engineering**

> UN GOAL 1: No Poverty (+ Enables all UN goals in one way or another.)
>
> SRC GOAL 4: Climate Change (+ Enables all SRC goals in one way or another.)

20. **Special Project 20. Five-Star Social Housing**

> UNIQUE S-WORLD GOAL: Five-Star Social Housing
>
> UNIQUE S-WORLD GOAL: Ten Million Such Homes in Malawi

21. **Special Project 21. Partnerships (Business)**

> UN GOAL 9: Industry, Innovation, and Infrastructure
>
> UN GOAL 11: Sustainable Cities and Communities (+ UN GOAL 17: Partnerships)

22. **Special Project 22. The TBS ™ – Total Business Systems**

UN GOAL 9: Industry, Innovation, and Infrastructure

UN GOAL 8: Decent Work and Economic Growth (+ UN Goal 11 Cities)

23. **Special Project 23. Villa Secrets et al. Microeconomic Network Strategies**

UN GOAL 17: Partnerships

UN GOAL 9: Industry and Innovation

24. **Special Project 24. S-World Film**

MOST UN GOALS AIDED

MOST SRC GOALS AIDED

25. **Special Project 25. S-World VSN™ Virtual Education & Training of Nations**

UN GOAL 4: Quality Education (+GOAL 11: Cities and Communities)
UN GOAL 9: Innovation (+GOAL 17: Partnerships)

26. **Special Project 26. Paid2Learn**

UN GOAL 4: Quality Education (+GOAL 11: Cities and Communities)
UN GOAL 9: Innovation +(GOAL 16: Peace, Justice) (+GOAL 17: Partnerships)

27. **Special Project 27. S-World UCS™ MMO Game-Based Education**

UN GOAL 4: Quality Education (+GOAL 11: Cities and Communities)
UN GOAL 9: Innovation +(GOAL 16: Peace, Justice) (+GOAL 17: Partnerships)

28. Special Project 28. S-World BES™ Behavioural Economic Systems

Richard Thaler - The Big Short

Richard H. Thaler, PhD
President of the American Economic Association
The Charles R. Walgreen Distinguished Service
Professor of Behavioral Science and Economics
at the University of Chicago
Director of the Center for Decision Research
Has transformed how Economists understand
human behavior.
Father of "Behavioral Economics"

UN GOAL 8: Decent Work and Economic Growth (+ MOST OTHER GOALS)
SRC GOAL 4: **Climate Change (+ ALL OTHER GOALS)**

29. Special Project 29. S-World Angelwing Economic Software Framework

UN GOAL 8: Decent Work and Economic Growth
GOAL 11: Sustainable Cities and Communities
+ ALL OTHER UN GOALS
SRC GOAL 4: Climate Change (+ ALL OTHER SRC GOALS)

30. **The Theory of Every Business | Net-Zero Dynamic Comparative Advantage**

UN GOAL 1: No Poverty, 7: Clean Energy, 8: Jobs, 9: Innovation, 10, 11 ,12, 15, 17
SRC GOAL 4: Climate Change (+ MOST OTHER SRC GOALS)

31. **Special Project 31. The M&B String, Ripple Effects and Externalities**

UN GOAL 11: Sustainable Cities and Communities (+MOST OTHER UN GOALS)
SRC GOAL 4: Climate Change (+ALL MOST OTHER SRC GOALS)

32. **Special Project 32. The Malawi Grand Network (Jobs, Jobs, Jobs)**

UN GOAL 9: Industry, Innovation, and Infrastructure (+MOST OTHER UN GOALS)
SRC GOAL 7. Land System Change (+ MOST OTHER SRC GOALS)

Special Project 33

24th November 2018 to 3rd November 2019

Growth Theory versus Climate Change

33. **Special Project 33. Growth Theory versus Climate Change**

"I think we understand the science. We understand the economics of abatement; we understand the damages.

But we don't understand enough how-to bring countries together, and that's where the real frontier work is going on."

William Nordhaus – Nobel Speech

Growth Theory versus Climate Change v3

About the 2018 **Nobel Prize in Economics**

Much of the content below was originally created on S-World's 9th Birthday – November 24, 2018 – as S-World Story 25a) Growth Theory versus Climate-Change (#9.50).
This was a huge milestone which marked the beginning of applying Š-ŔÉŚ™ to the development of the special projects we are currently viewing. I suggest reading the original version if one has the time. It began…

For me (Nick Ray Ball), the 2018 Nobel awards in economics were life-changing, as nearly eight years before, after a series of eureka ideas, I set myself the challenge of creating EEE – The Ecological Experience Economy; with the 'Experience' coming from the 3 technology super projects: The TBS™ – Total Business Systems and S-Web™, S-World VSN™ – Virtual Social Network, and The S-World UCS™ Simulator.

The first E in EEE is for "Ecological" which came from the creation of 'Cities of Science' - which would be developed in such a way as to become an ecological improvement, and specifically, the planet would have fewer carbon emissions post-development.

Nearly eight years later, having thoroughly worked the theory, the Nobel Committee choosing to emphasize the four S-World buzz words: 'Growth Theory, Ideas, Technological Change, and Climate Change,' was music to my ears. This was what I had been specializing in.
Later on, that day when the Nobel Prizes in Economics were announced, both Nordhaus and Romer attended press conferences in their home universities, Romer at NYU and Nordhaus at Yale. And, as one would expect, each was asked their opinion of the other. Romer was happy and pleased at Nordhaus as co-winner, and it was clear he thought that Nordhaus was both deserving and a great guy. When Nordhaus was asked his opinion of Romer, Nordhaus was equally courteous; but in a pause, before he spoke, I heard a minor heckle from the audience. Which brings us to **"How on Earth Can Growth Theory be Good for Climate Change?"**

Officially, Romer won his Nobel for "integrating technological innovations into long-run macroeconomic analysis" and the potential gains to society from the growth of ideas. However, about 10 years ago, Romer started an ambitious project to create 'Charter Cities' across the world. He made headway in Honduras but pulled out, disappointed with some unnamed, presumably corrupt individual or company within the process.

S-World **Super**economics

The cure for **Climate** Change in the third World

Paul **Romer**

Growth Theory - Start-Up and Charter Cities

Romer established [the Marron Institute](#) in NYU to nurture and research the project (which continued after Romer's departure). And now, the Marron Institute is involved in expanding close to 20 cities in Ethiopia.

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

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

So, I would hazard a guess that the minor heckle was not at Paul Romer per se. Rather it was someone who cared a lot about climate change and disapproved at the Charter City or any

other similar growth theory concept that would increase carbon emissions and the global population.

One may continue to read the original paper (SWS: 25a), which goes into some details about how S-World works. But as I have since written the set of 3 'Supereconomics' books, part 3 of which you are now reading, no extra detail is needed. We are already immersed within the 64 Reasons Why S-World is a good thing. And many of these reasons, are all about how we can slow down and turn around Climate Change; from the 1st legal law of S-World that each development must be a carbon decreasing exercise to Sienna's Forests and how from each square km of development there will be a square km of arid land returned to forest. To EEE Points and Demerits, the Carbon Traffic Lights idea, and the elephant in the room:

The Elephant in the Room

This paper - Growth Theory versus Climate Change - addresses the elephant in the room, the Bottom Billion, the poorest 50 to 100 countries, that's what this paper is about; creating Net-

Zero Cities across the third world because **Grand Networks in locations of extreme poverty are special projects.**

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

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

But now there is another plan, not a competitor to Romer's, but an addition to Romer's. We take all that is good in Romer's Charter Cities and add Š-ŔÉŚ™ Financial Engineering, which in-turn affords the Special Projects so that now each development will be a carbon improvement. Which round robins to correct what seems to be the weakness in Romer's Charter Cities – poor PR.
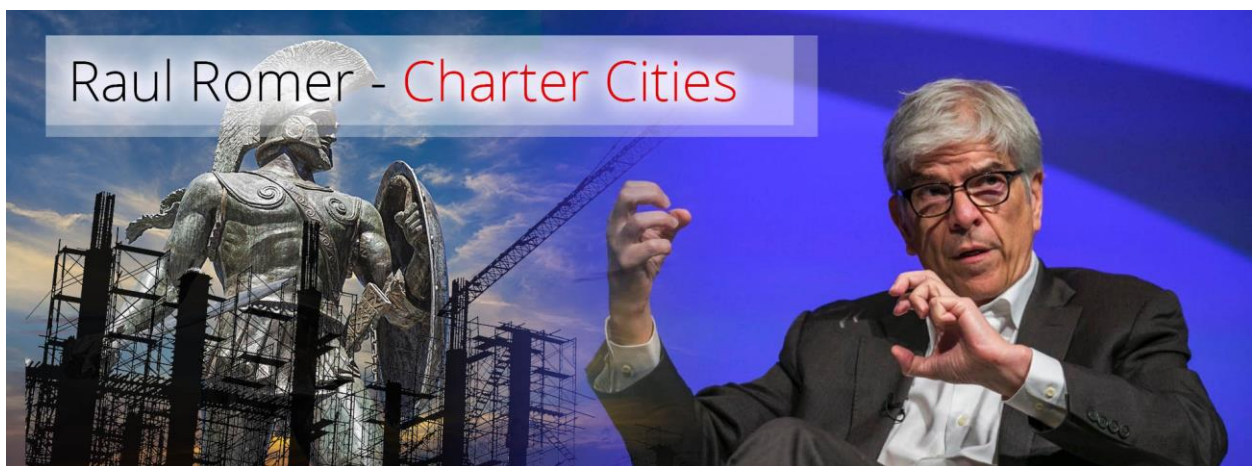
Given much the same plan, apply Š-ŔÉŚ™ to afford to make the development in an ecologically efficient way, do the rest of the special projects in the same city, and deploy M-System 8. S-World Film, propelling the good news across the world in very creative ways, including the entire City project seen first as a virtual world and Game. Plus the TBS™ business software, AngelWing, Net-Zero DCA, Air Efficiency and we would surely have a successful formula.

Next, we add in [Villa Secrets](#) and include a sales and marketing system that started its life in the year 2000 and is now ready to work with S-Web™ creating a network of specialist and scale websites, that we desire to have spread to every corner of the world by 2025. This network then is ready to market the properties crated in the Angel City and importantly, **ready to rent and sell the villas and other properties that come from the Network City projects that provide 90% of all cash flow presented in History 3.**
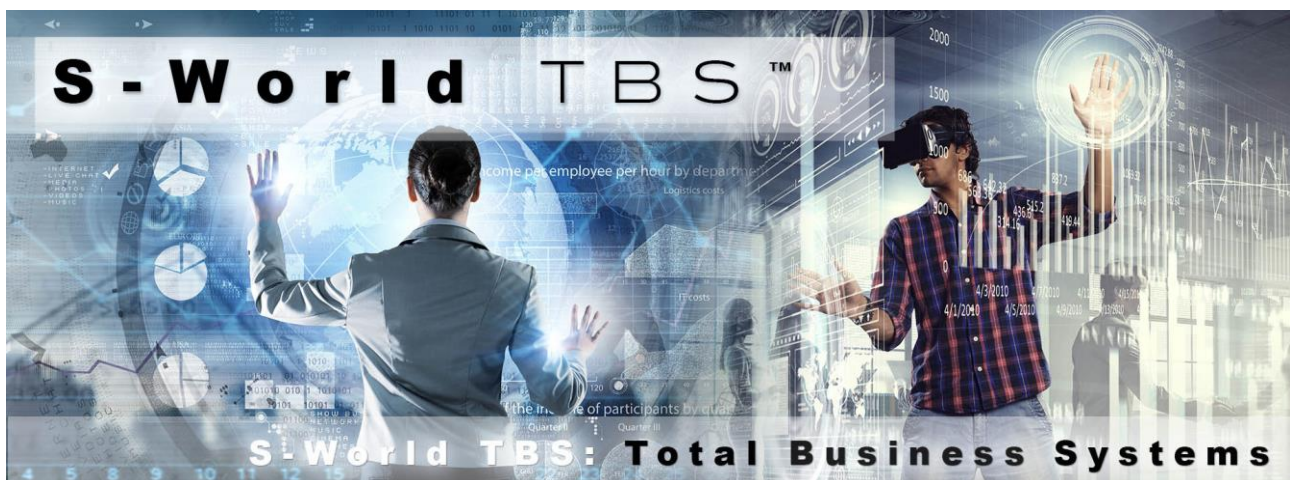
S-World Villa Secrets
Scenario 8: S-Web Specialize and Scale

S-World Villa Secrets is a real-world company that in Supereconomics book 2 showcases the Villa Secrets business plan; Scenario 8: **S-WEB** Specialize and Scale.

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

S-World TBS™ Functions.

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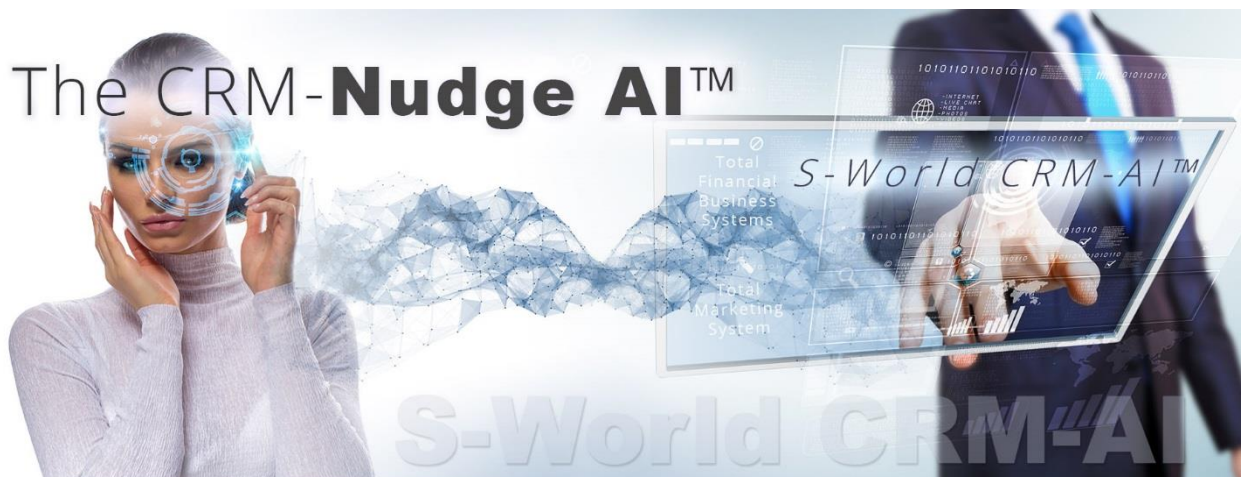**Key chapters are:**

The VILLA SECRETS Network

Mandates, Mandates, Mandates

The CRM-Nudge AI™

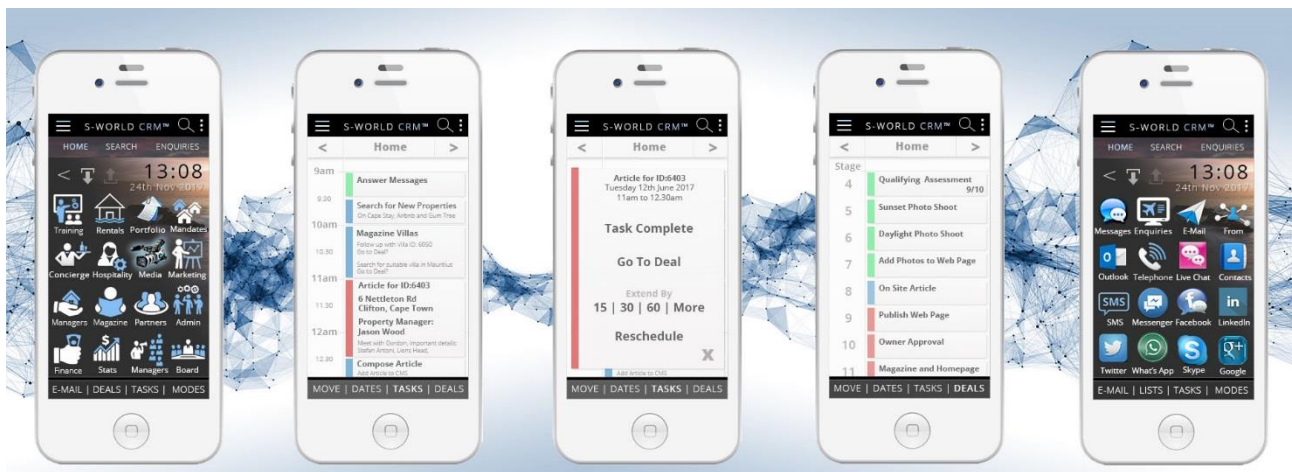## The S-World TFS™ – Total Financial System

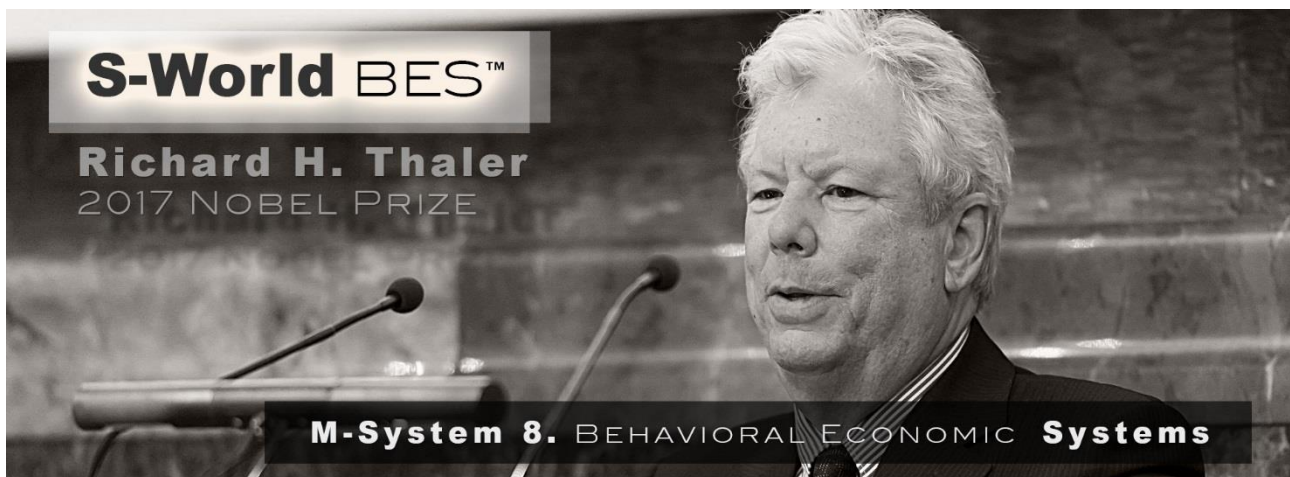## The S-World CC™ – Company Controller

The S-World CC™ – Company Controller - Mobile

S-World BES™ Behavioural Economic Systems

M-System 8. Behavioral Economic **Systems**

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

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

Richard Thaler Choice Architecture
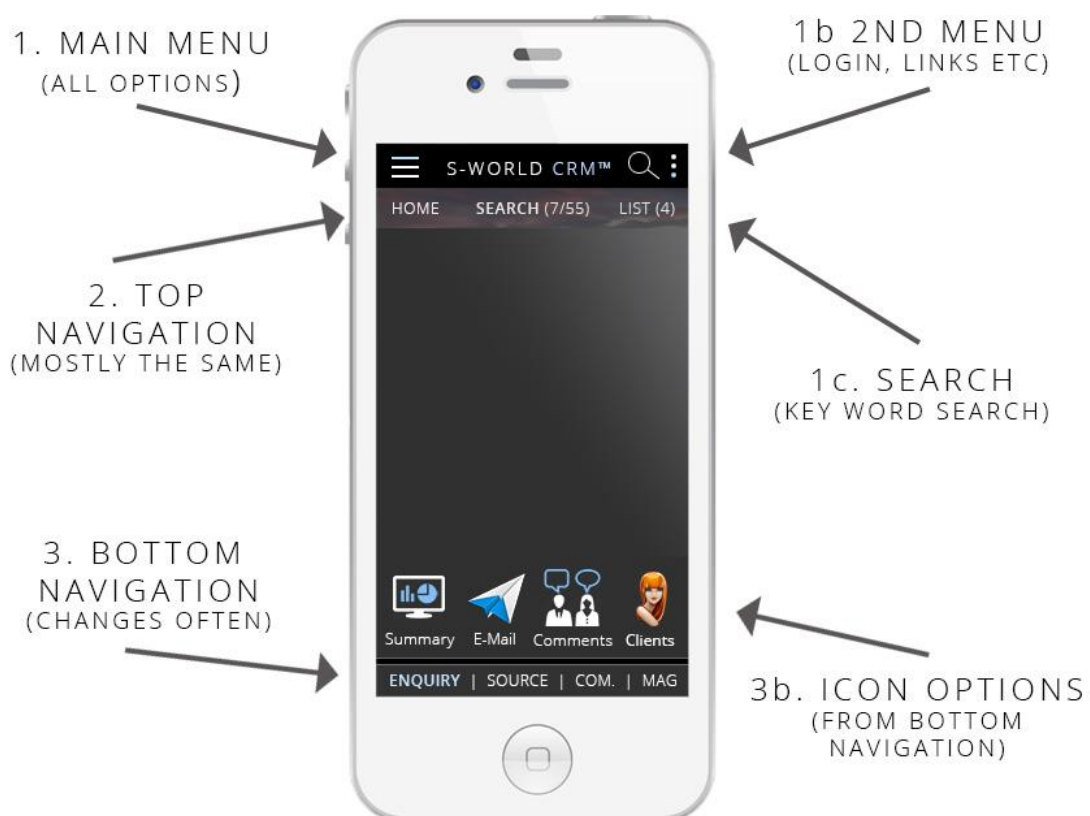
S-World UCS™ Hawthorne

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

Villa Secrets — **S-World UCS™ Hawthorne**

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

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

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

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

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

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

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

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

Leaders' Board: 11:26am - 1st February 2020

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

S-World BES™

Richard H. Thaler
2017 Nobel Prize

M-System 8. Behavioral Economic **Systems**

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

S-World Villa Secrets

Scenario 8: S-Web Specialize and Scale

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

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

Cape Villas.com
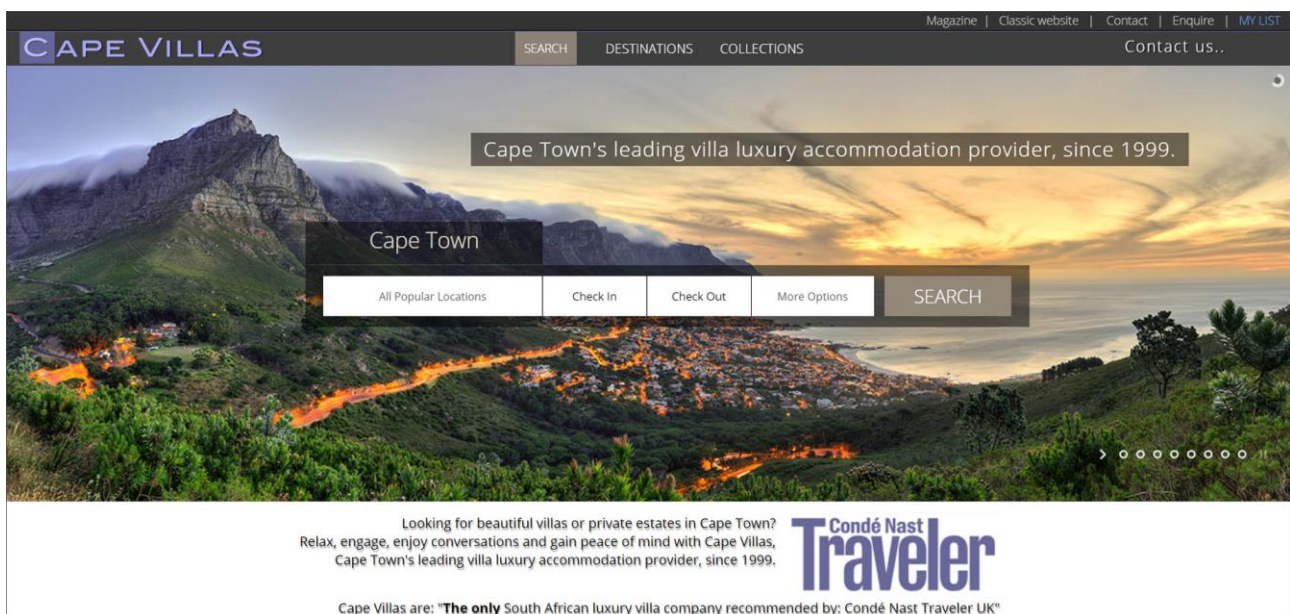
Cape Villas.com is in itself, a specialist website that I first made in 2002. And we've never stopped developing it. Eighteen years later we are ready to apply a Specialise and Scale

strategy, by adding only luxury villas to the homepage, and in just an hour, we create a new specialist in high-end Cape Town Vacation Rentals product: **www.CapeLuxuryVillas.com**

Cape Luxury Villas.com │ **$53,687** plus 2.5% of turnover
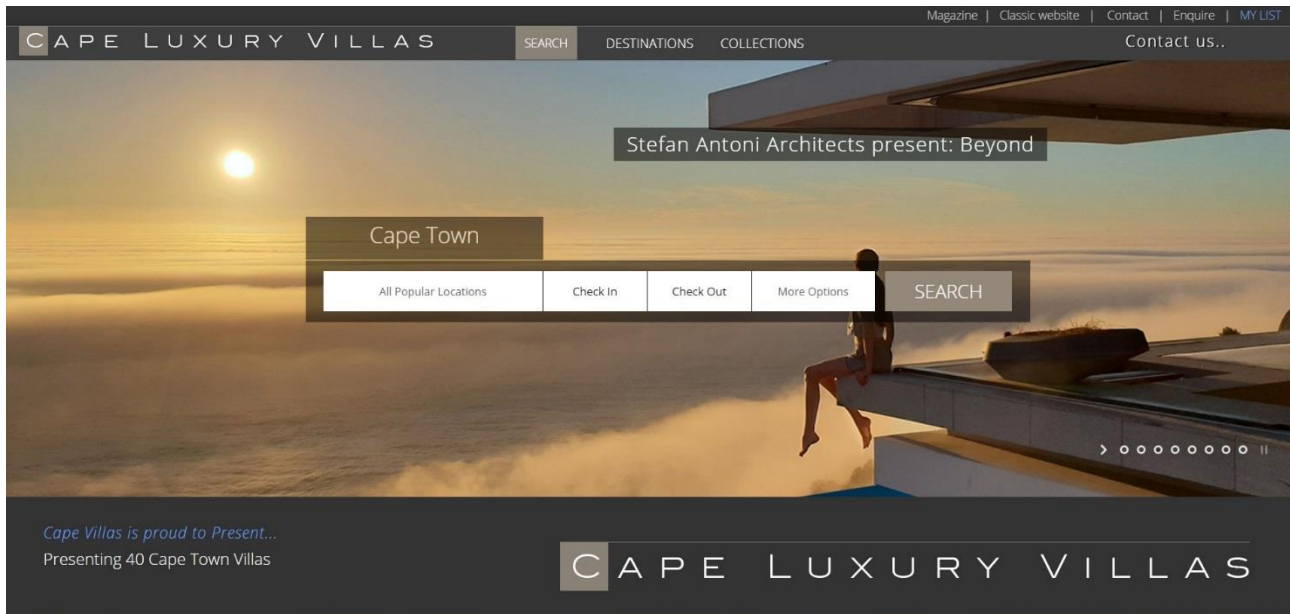
This website plus a lifetime S-World Angelwing software licence, with no marketing restrictions, is online now and is for sale for **$53,687** plus 2.5% of turnover, note that to build this product from scratch you will not get change from a million dollars.

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

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

Bespoke Site from New Domain: $26,844
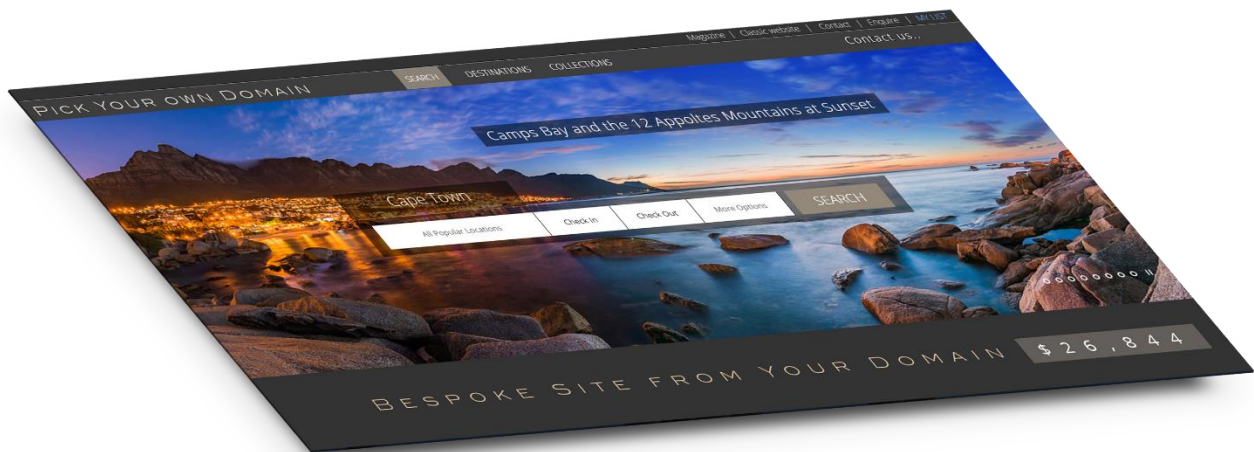
From $26,844
Plus 2.5% of turnover
(50% Commission when sold by an agent)

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

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

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

Ideally, I wish to see Facebook assist with the S-Web product, and eventually create their version and then allow Facebook Business Businesses to create their own S-Web™ sites in many industries. This must connect with the TBS™ (desired developer Bill Gates and Microsoft) and with VSN™ (desired developers Sergey Brin, Larry Page and other at Google & Oculus) and S-World UCS™ (desired developers are Elon Musk and Mark Zuckerberg).

I am looking forward to creating S-Web™ websites for just about every industry, I have already made a version of UCS™ Hawthorne to suit the UK TAX office, but next, I wish to make an off-the-chart website and systems for college professors, and authors, because currently, such websites are mostly just awful, and no one seems to even do the most basic of SEO, let alone API integrations, and custom software. S-Web.org/Edu will be a very powerful website because many of the people looking at the site are from universities and links from top universities count for a lot. And lots of links across hundreds of thousands of private or business websites can help drive the commercial initiatives.

The current plan (that will evolve) sees one-quarter of equity reserved for desired technology partners, when possible via their foundations. Another quarter is allocated to Real Estate Moguls, then 12.5% is reserved for academics such as Thaler, Raworth, Stiglitz, Romer, Collier Duflo, Nordhaus and others. The remaining equity is for capital, patent partners and local operators. The holding company will be split into 8 continental networks, and below the country network then regional networks, for example, the Villa Secrets Cape Town Network.

The Realty NETWORK

http://network.villasecrets.com

The realty network starts with my 2017 book and operations manual; **'The Villa Secrets' Secret'**, 350 pages on software, marketing, and how to create a vacations rentals companies, that focus on acquiring rental mandates, that because of 'prestige marketing' and 'the real estate agents marketing packs,' sees the rental mandates turn to sales mandates when the property owner wishes to sell.


For more on the realty network, see S-World Villa Secrets - Scenario 8 - S-Web Specialize and Scale. (Book 2)

Experience Africa

I started the Experience Africa website in 2009 and soon after created a copy of it for Sotheby's Realty Cape Town, and this was the inspiration for S-Web™. Of course, what we should have done was duplicate CapeVillas.com for Sotheby's, but since 2007 and the breakup of the web developers' team that worked on Cape Villas, we could not copy it easily.

So when the Sotheby's opportunity came up, we copied our new Safari Site, Experience Africa because after distributing Cape Villas magazines to all Condé Nast Traveler subscribers, it was decided that whilst successful, as only a few percent of Condé Nast Traveler readers were interested in Villas in Cape Town, we should sell all luxury accommodations in Africa, and in particular safaris.
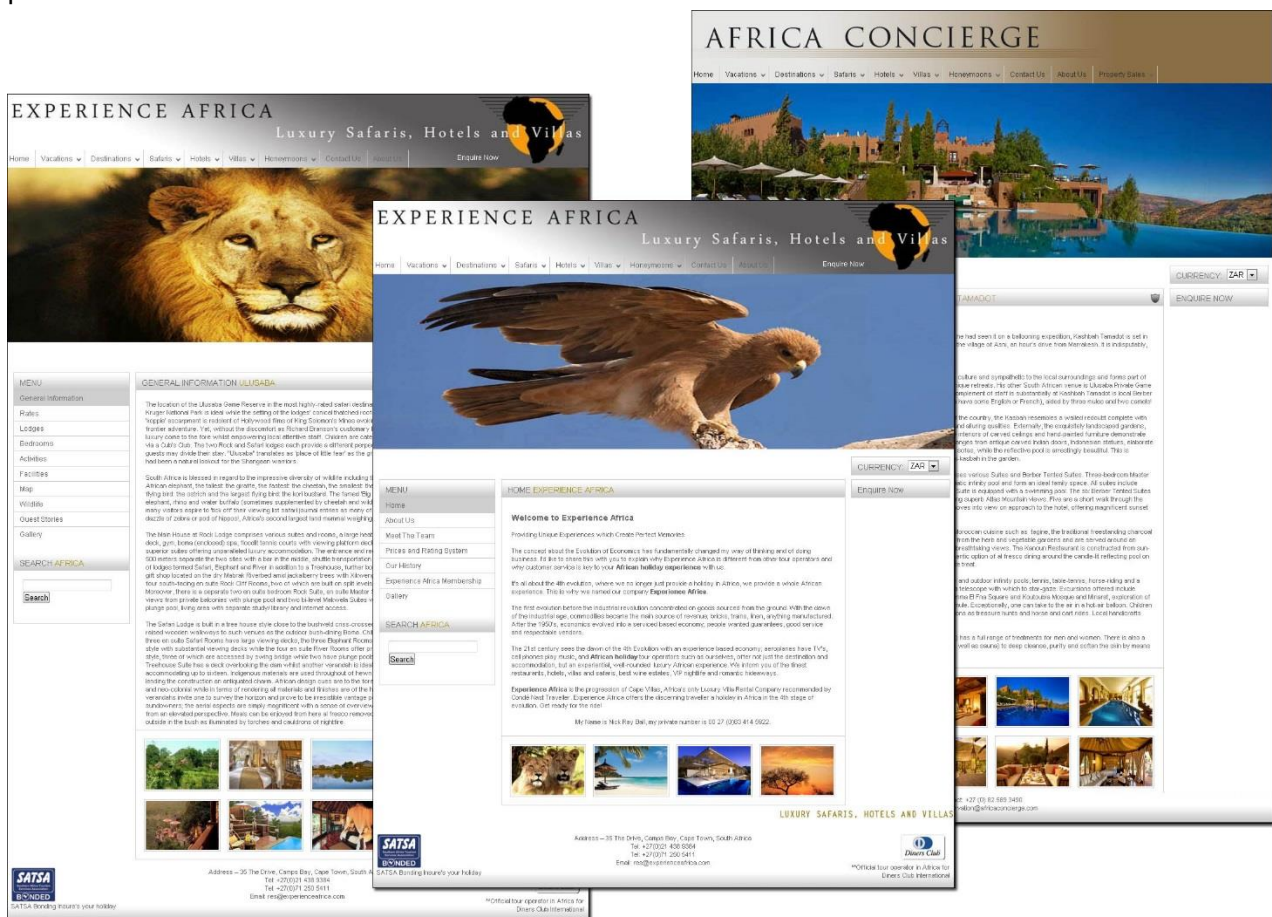
The Sotheby's prototype may have worked if we had better developers, (or like now we hire and work with full-time software engineers.) The CMS was buggy, and sadly the Experience Africa experiment was closed in 2010. But I continued to theorise about what would happen if only we had a stable system, and out popped the business plan at the very begging of the S-World Stories- Story 1; www.s-world.biz/First-Business-Plan-2011 created for Sir Richard Branson and the Virgin Group, which was received and approved for submission to London by Fiona White (Head of Virgin Brands SA).

This was a huge boost and led to some huge Eureka moments, which in turn took me on a very spiritual journey which rendered me 'quite mad' for a couple of years. And of course, I blew my chance with Virgin.
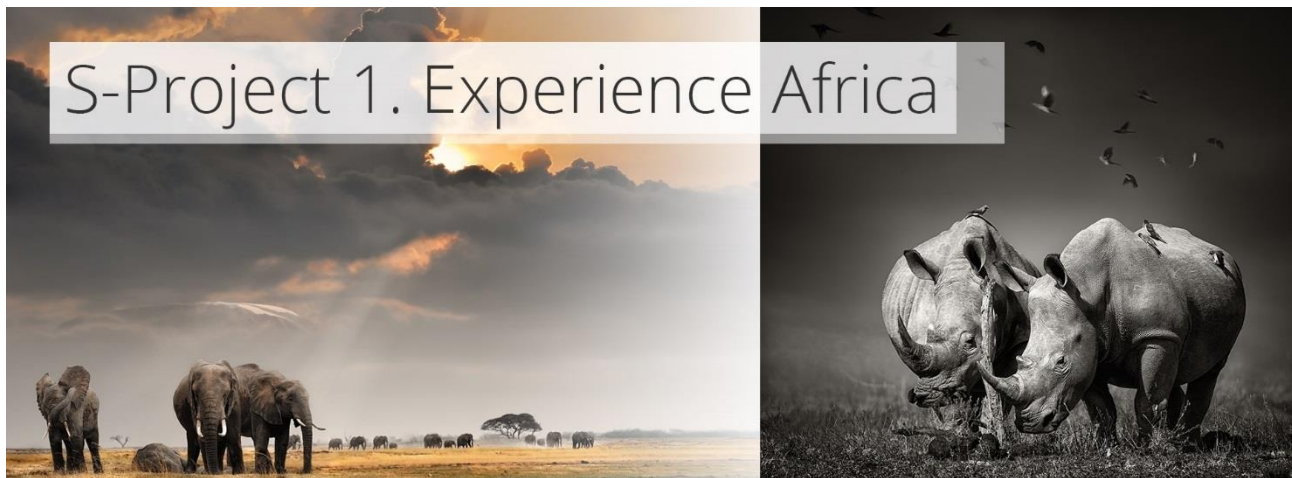
In 2012 and 2013, I wrote American Butterfly; Ideas from chaos theory, quantum mechanics and string theory infused into the theorised Global Economic Network. www.AmericanButterfly.org (2012/2013). The last of the 4 American Butterfly books 'The Butterfly,' which was not my greatest work, gave rise to the idea that Experience Africa should be a charitable loss leader. And that's the brunt of it, making that decision.

2013 saw my return to web and software development (after a 6-year absence) and this time; I hired programmers full time from Support Resort in India (and I have continued this to this day) which meant I could do three times as much for the same money. It took a year to gel, but system by system we were moving forward, then in 2014 the first S-Web™ site was created from www.CapeVillas.com (2002 to 2020) we made www.cape-town-luxury-villas.com (CTLV) which was almost totally new, only the data was common, and it was a success straight out the gate, nearly making as much as Cape Villa.com in its first year. In 2015 I then duplicated CTLV and made Villa Secrets www.VillaSecrets.com which was built upon CTLV.

Later in 2015, after reading up on Paul G Allen, I chose to start to resurrect Experience Africa as the loss leader for Villa Secrets, S-Web™ and S-World. In short, we would create Experience Africa as a copy of the Villa Secrets S-Web™ website and Software, and Experience Africa would try to make commission deals that would let them donate more than 50% of their gross profit, which was 15% of turnover from each booking made donated to conservation, and in particular, Elephants, Rhino, Wild Dog and Cheetah.

On December 17th December 2016, I added these ideas to a new Experience Africa website, and until this week (22 Feb 2020) the following link was the homepage of the website. http://conservation.experienceafrica.com It started:

Over the past 5 years, over 150,000 elephants have been killed for their Ivory.

With populations in Western and Central Africa virtually gone, the mass killing is now spreading to East and Southern Africa. The Criminal Network smuggle the raw ivory into China where it is carved into luxury items, fuelling a multibillion-dollar trade.

If the trade continues, the African Elephant could become extinct within 15 years.

The Ivory Game – A Netflix Documentary
https://theivorygame.com

In the article and on many complimentary videos, the 2015/16 Experience Africa plan was described. This plan developed over the next few years into the plan we have today. And in the week ended on the 23rd of February, we finally launched the S-Web™ Experience Africa website; www.ExperienceAfrica.com. And already we have our first new network company on the way in LuxuryVillasAfrica.com and LuxurySafarisAfrica.co for Liam and Thomas from rabbittewalshacquisitions.com who sought me out from LinkedIn.

Right now the plan is to first work as best we can within the market, making as much money and creating as many partners as possible, with the 3-5 year goal to have 1,000 different safaris business created from the S-Web™ system, and each company pays 2.5% of their turnover (+/- 12.5% of their Commission) to S-World.

Currently, we create safaris with the major players; Singita, Wilderness Safaris, And Beyond, and Ulusaba. In the most recent example, Wilderness Safaris booked everything except Ulusaba and gave us about 18% in commission, and Ulusaba gave 20%, but we gave a few percent in discount, so about 16% on aggregate (which is there or there about average in Vacation Rentals in Cape Town) And is nearly treble the 6.5% deal offered to me by Rhino Africa in 2015.

The big 2.0 plan for Experience Africa is that we do a deal with the major players, that when we book their products, we receive 15% and 15% is donated to conservation. A 30% STO split between us and conservation. Not completely unreasonable.
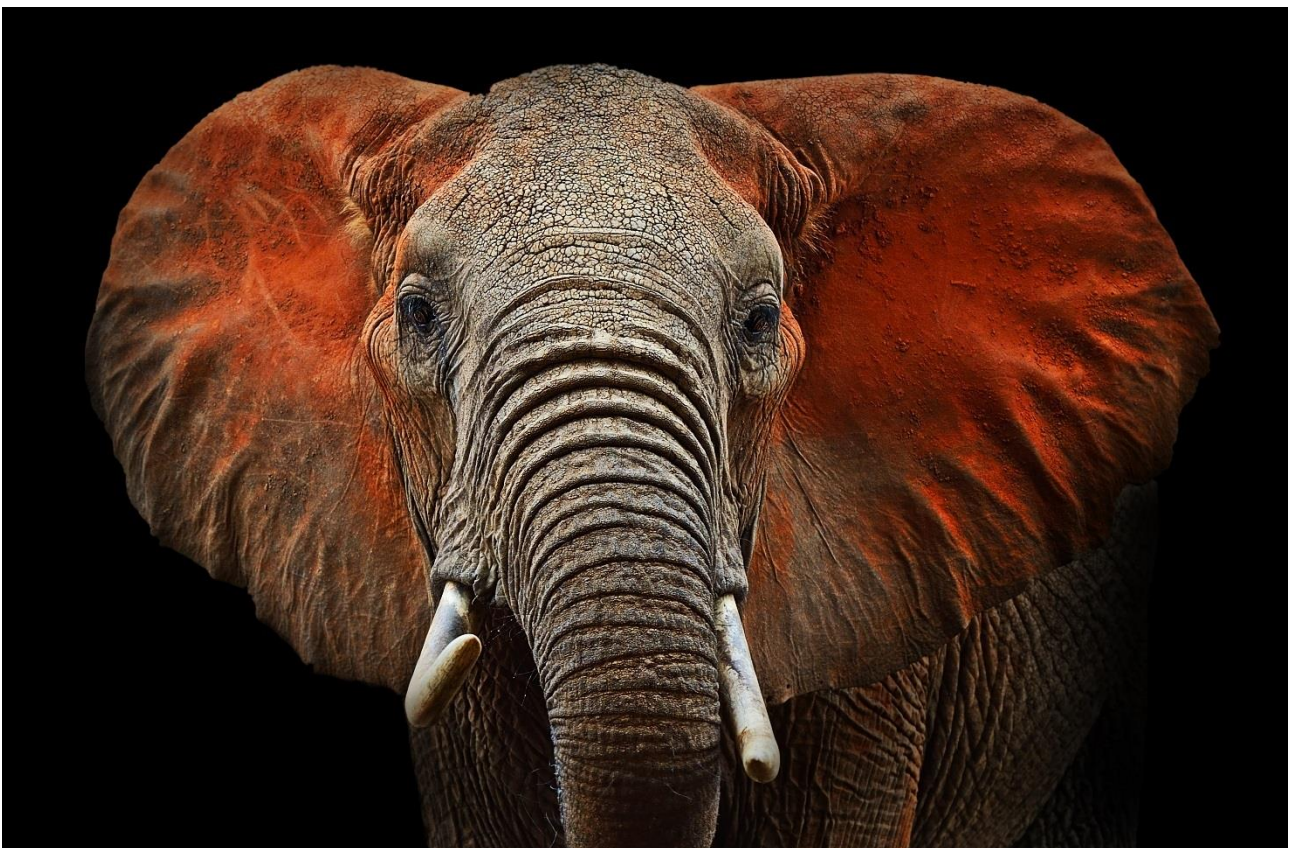
Once the deal is made, Experience Africa web users will start making bookings at 15% STO, which is not so much less than the 16% they are used to. Plus clients are inclined to book with the company that gives 15% to conservation and who receive updates on what their money has achieved, which will be sent direct to the clients and told in coffee table magazines, Artbooks, newsletters, videos and TV in productions.

Because of the above, the current S-Web Experience Africa users will be only too happy to lose 1 percent for the PR and Marketing gains, achieved by the conservation efforts.

Ulusaba

Ulusaba

&Beyond

&Beyond
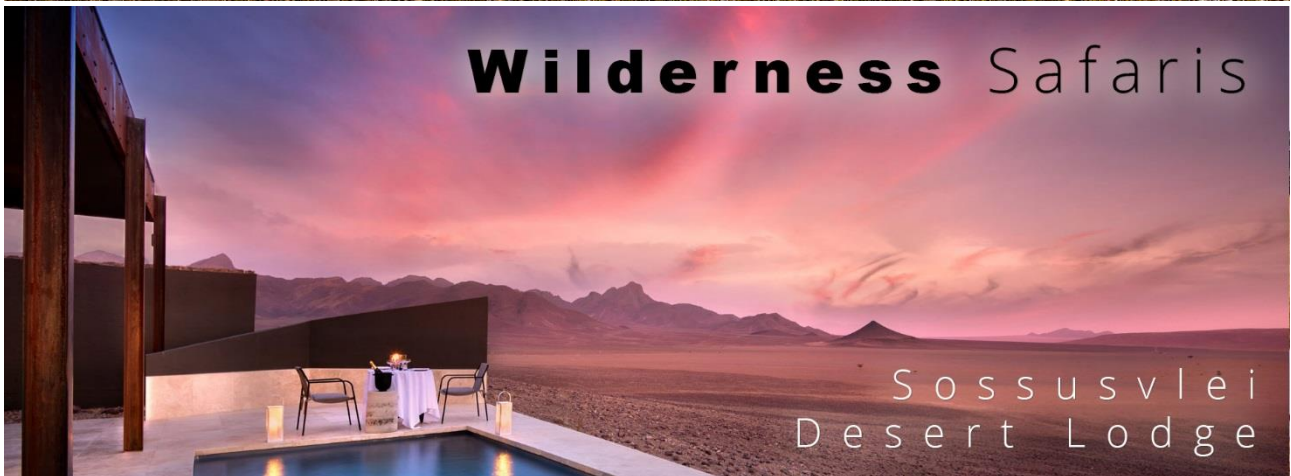
Singita
Castleton

Singita
Serengeti House

Wilderness Safaris
Sossusvlei
Desert Lodge

Wilderness Safaris
Sossusvlei
Desert Lodge

While a written copy of this book' The 64 Reasons Why' will make its way to Singita, Wilderness, Ulusaba and &Beyond, we are not expecting to become operational before a deal is done with one or more of; Microsoft, Google, Facebook, SpaceX or Virgin Orbit who will put in the time and money to create the Villa Secrets and Experience Africa & Angelwing systems.

Note also that we don't mind if the 15% is allocated to the safari's own concertation initiatives, the idea is not to capitalise on the 15% from the top 4 companies but all of the safaris companies who would all use the next-generation product. And to make additional money from the safaris direct as their profits rise. However, if the top 4, and the second set of 4 who might be Lions Sands, The Royal Collection and two others, adopt the new system, it will not take long before the next 100 use it and then the next hundred and on to thousands.

What I do need is knowledge about the systems that the pre-mentioned safaris are currently using and some time spent with a few personal in different departments letting me know what they like about the system, what they don't like and critically what new features would they like to see. From this point, with this knowledge, I can design the system in the traditional way, write a book / operation manual about it. Design or adapt a current design in mobile-first, then make the desktop version including all the S-Web web platforms and S-World Angelwing software. And see as many distribution channels as can be connected to, collated within one all-powerful Availability system, not necessary online booking, but showing availability.

Experience Africa Trade
Singita, Wilderness, **&Beyond** and Ulusaba.

It would also speed up our development if the safaris use our S-Web™ Systems. For example, Singita has a set of exquisite Villas, and it would help us if they used the S-Web™ systems to book villas in Cape Town and soon. The income from this could be gigantic and will help Villa Secrets Cape Town. For Wilderness Safaris, we desire to see them use www.capeluxuryvillas.com (or other) to make Cape Town Villa bookings, and use www.LuxurySafari.vip or other S-Web™ site to assist with their passive income made from booking non mandated properties. A process that is already occurring, but not optimally occurring. If and Beyond could use the systems just discussed and create a new division for booing Private Islands with www.PrivateIslands.vip that help too. Lastly, there is a much longer conversation with Richard Branson from banking to satellites, from media to airlines, from POP to Š-ŔÉŚ™ Financial Engineering, to Net-Zero DCA™ Soft. Dynamic Comparative Advantage Software, the 87 Quintillion Histories and Grand Śpin Networks.

Starting soon, I wish to develop the Safari CMR-Nudge-AI and use all the software in design to create a safari system that is so efficient that it dominates the market. And once it does, it will see a proportion of the safaris that use its new income channelled to conservation.

If we can create the Airbnb of Safaris, with say 50% of safaris using the system adding all the business software from Villa Secrets and all the future S-World products, then added to the 15% of all S-Web™ Experience Africa generated businesses, and we start to see significant revenue forecast. Back in 2016, I thought if we can scale up to 1,000 agency websites and see 2,000 safaris using the software, we would able to make more money than all other African conservation organizations combined.

Paul G. Allen
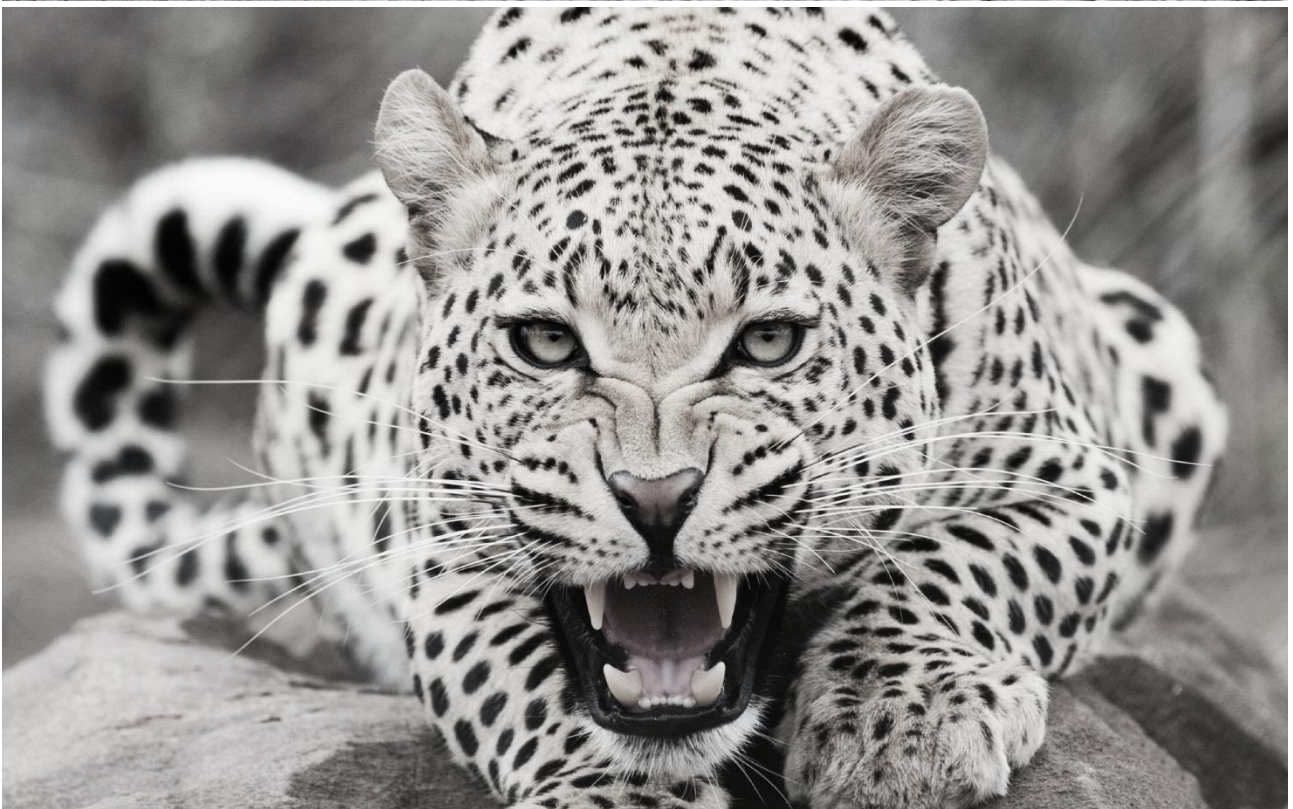
The Paul G. Allen Family Foundation

Going back to Paul G. Allen who inspired me back to Angel Theory and Experiences Africa, who very sadly died not so long ago, his legacy in inspiring both Experience Africa and Angetheory and the idea that we can create and staff most of Experience Africa, via the development, HR, and system architecture from Villa Secrets, it allows us to scale S-Web™ indefinitely starting in vacation rentals and safaris but ending with a product for every business type and every niche within.

This was the ripple effect Paul G. Allen inspired, however much more than this in writing material for Paul G Allen I realised that the construction of a city, could assist with the other 15 special projects that were nominated at that time, and this journey is told in the following link

www.angeltheory.org/book3-14/ripple-effects-and-elephants-for-paul-g-allen

Every cent Villa Secrets makes pays for the continued development of S-Web, the software and the business Network.

That's why it's the first special project because it was the first good deed that was created via the internalities of the network.

Starting with this list of 16 Special Projects, the Paul G. Allen chapter shows how all the projects and another ten besides could all be funded by the creation of a Grand Śpin Network. In this case in Malawi. And so, to the begging of the book to read the story of the first Grand Śpin Network. A network that by 2080 may build 20 million homes and provide all the funding we see in the **Special Project** Allocations. At the beginning and the end of this book. Where we now see 71 Special Projects, 71 reasons why S-World is a good home for the Š-ŔÉŚ™ Financial Engineering monopoly rents. All of which are enabling each other is an exponentially growing economy.

Ex Africa can use all other technology without royalty, and so we can create this project very cheaply, and the 15% commission that the agents still get is an above-average commission for an agent, so the market is very much in play, just whenever it makes $1,000 another $1,000 is created for conservation, another beautifully simple symmetry within the Supereconomics S-World Angelwing family.

I am remedied of this quote from Nelson Mandela

"It always seems impossible until it's done."

PART 5A
Special Projects
34 to 71

34. **Special Project 34. Net-Zero Industry**

UN GOAL 12: Responsible Consumption and Production (+ GOALS: 7, 8, 9, 13)

SRC GOAL 4. Climate Change (+ GOALS: 1, 3, 5, 8, 9)

35. **Special Project 35. Scarce Resources**

UN GOAL 11: Sustainable Cities (+ 13: Climate Action, 15: Life on Land)

SRC Goal 4 Climate Change (For instance, buying a coal mine and closing it.)

36. **Special Project 36. Biodegradable Packaging and Plastics**

UN GOAL 14: Life Below Water (+ 6: Clean Water and Sanitation, 15: Life on Land)

SRC GOAL: Loss of Biosphere Integrity (+ 3: Chemical Pollution)

37. **Special Project 37. Recycling**

UN GOAL 12: Responsible Consumption and Production

UN GOAL 14: Life Below Water

38. **Special Project 38. Waste Management Infrastructure and Services**
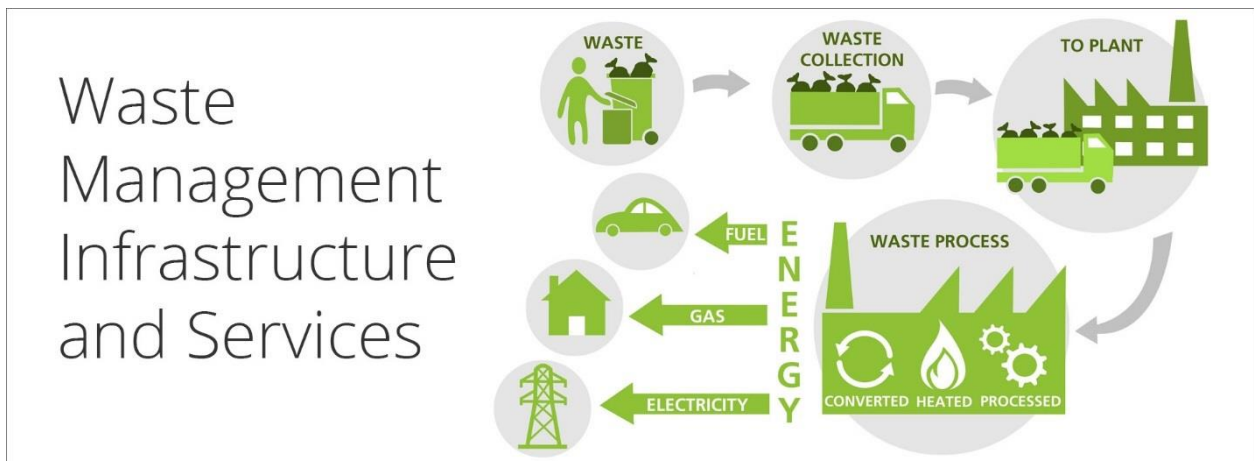
UN GOAL 3: Good Health and Well-Being

UN GOAL 12: Responsible Consumption and Production

39. **Special Project 39. Infrastructure**

UN GOAL 9: Industry, Innovation, and Infrastructure

UN GOALS 7: Clean Energy (+8 Economic Growth, 11 Sustainable Cities)

40. **Special Project 40. Solar Arrays | S-World Power**

SRC GOAL 4. **Climate Change (+ 5: Ocean Acidification)**

UN GOAL 7: Clean Energy (+ 9: Industry, 11: Cities, 13: Climate Action)

41. **Special Project 41. Internet and the Training of Nations**

UN GOAL 1: No Poverty (+ 4: Quality Education, 8: Economic Growth)

UN GOAL 9: Industry, Innovation, and Infrastructure (+ 17: Partnerships)

42. **Special Project 42. S-World AE™ – Aid Efficiency**

UN GOAL 1: No Poverty (+ All Other Goals)

SRC GOAL 4: Climate Change (+ All Other Goals)

43. **Special Project 43. Welfare for the Villages of the Spartans**

    UN GOAL 1: No Poverty (+ 2: Zero Hunger)

    UN GOAL 3: Good Health and Well-Being (+ 15: Life On Land)

44. **Special Project 44. S-World Food**

    UN GOAL 2: Zero Hunger

    UN GOAL 3: Good Health And Well-Being

45. **Special Project 45. S-World Air**
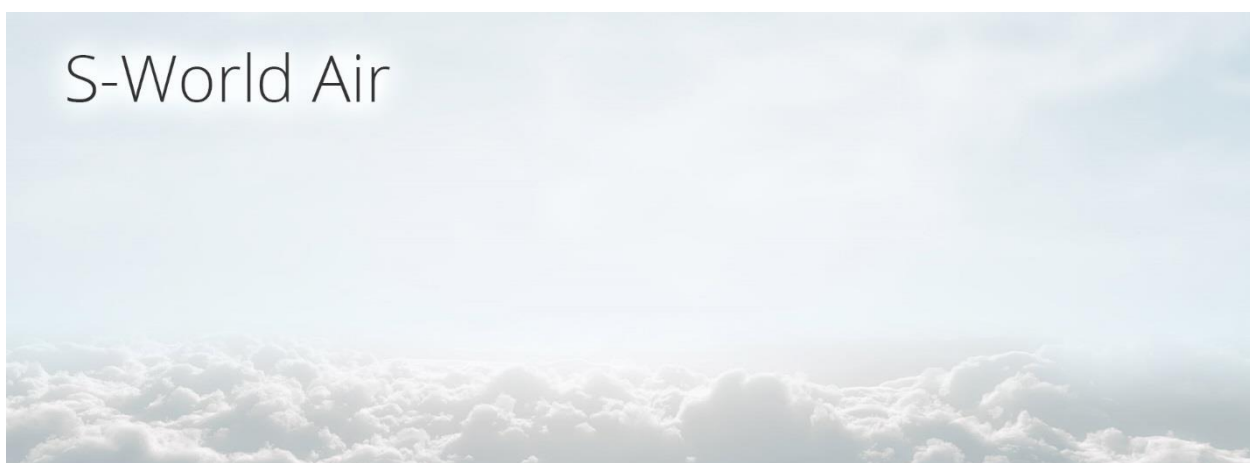
    SRC GOAL 1: **Stratospheric Ozone Depletion (+ 4: Climate Change)**

    SRC GOAL 5. **Ocean Acidification (+ Atmospheric Aerosol Loading)**

46. **Special Project 46. S-World Water**

SRC GOAL 6: **Freshwater Consumption and the Global Hydrological Cycle**

UN GOAL 6: Clean Water and Sanitation

47. **Special Project 47. Limiting Antibiotics and Pesticides**

Unique S-World Goal: If we don't stop, most of us will die.

UN GOAL 3: Good Health and Well-Being (like Climate Change, a global problem.)

48. **Special Project 48. Is it Safe?**

UN GOAL 16: Peace, Justice and Strong Institutions (+ 11: Communities)

UN GOAL 8: Economic Growth (+ 5: Gender Equality, 10: Reduced Inequalities)

49. **Special Project 49. Fort Malawi Garrison (Against the Ivory Poachers)**

SRC GOAL 2: **Loss of Biosphere Integrity (Biodiversity Loss and Extinctions)**

UN GOAL 15: Life on Land (+ 11: Sustainable Cities and Communities)

50. **Special Project 50. The Rule of Law and Institutions**

UN GOAL 8: Economic Growth (+ UN GOAL 11: Cities and Communities)

UN GOAL 16: Peace, Justice and Strong Institutions

51. **Special Project 51. Female, Racial, LGBT, and other Equalities**

UN GOAL 5: Gender Equality

UN GOAL 10: Reduced Inequalities

52. **Special Project 52. Youth Projects**

UN GOAL 10: Reduced Inequalities (+ 11: Sustainable Cities and Communities)

UN GOAL 16: Peace, Justice and Strong Institutions

53. **Special Project 53. Malawi Football and Other Sports Leagues**

UN GOAL 3: Good Health and Well-Being (+4: Education and 5: Gender Equality)

UN GOAL 10: Reduced Inequalities (+ 11: Communities and 17: Partnerships)

54. **Special Project 54. Malawi - 2034 FIFA World Cup Bid**

UNIQUE S-World Goal: Hope and the Rallying Call of a Nation

UNIQUE S-World Goal: Ambition and Purpose – Reaching Our Potential

55. **Special Project 55. The Arts – Music, Fashion, Stage, Art, Craft et al.**

The Arts & Culture

CREATIVITY, MUSIC, DANCE, ARCHITECTURE, FILM MAKING, FASHION, STAGE, THEATRE, OPERA, BALLET, DRAMA, PAINTING, DRAWING, LITERATURE, POETRY, CRAFT MUSEUMS, RELIGION, MYTHOLOGY, PHILOSOPHY, HISTORY, HUMANITIES, PHILANTHROPY, TOWNS AND CITIES.

UN GOAL 3: Good Health and Well-Being (+ 4: Quality Education and 5: Equality)

UN GOAL 8: Decent Work (+ 16: Peace, Justice, and 17: Partnerships)

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

Social Maternalism
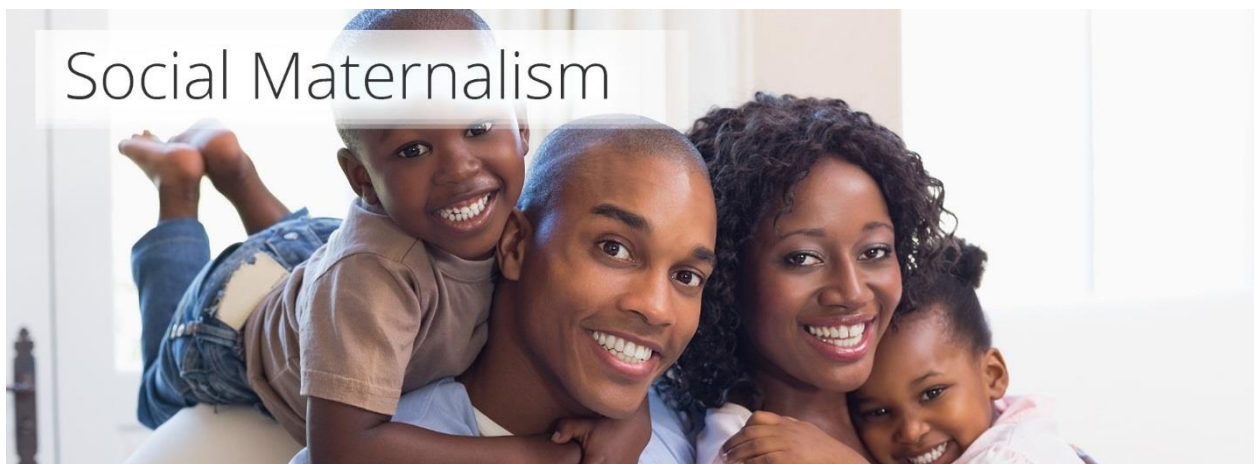
UN GOAL 3: Good Health, Well-Being (+ 4: Quality Education and 5: Equality)

UN GOAL 11: Communities (+ 16: Peace, Justice, and 17: Partnerships)

57. **Special Project 57. Ecole Maternelle (Kindergartens)**

Ecole Maternelle (Kindergartens)

REACH YOUR POTENTIAL

UN GOAL 4: Quality Education (+3 : Well-Being and 5: Gender Equality)

UN GOAL 10: Reduced Inequalities (+ 11: Communities, 16: Peace and Justice)

58. **Special Project 58. Mental Health & Addiction**
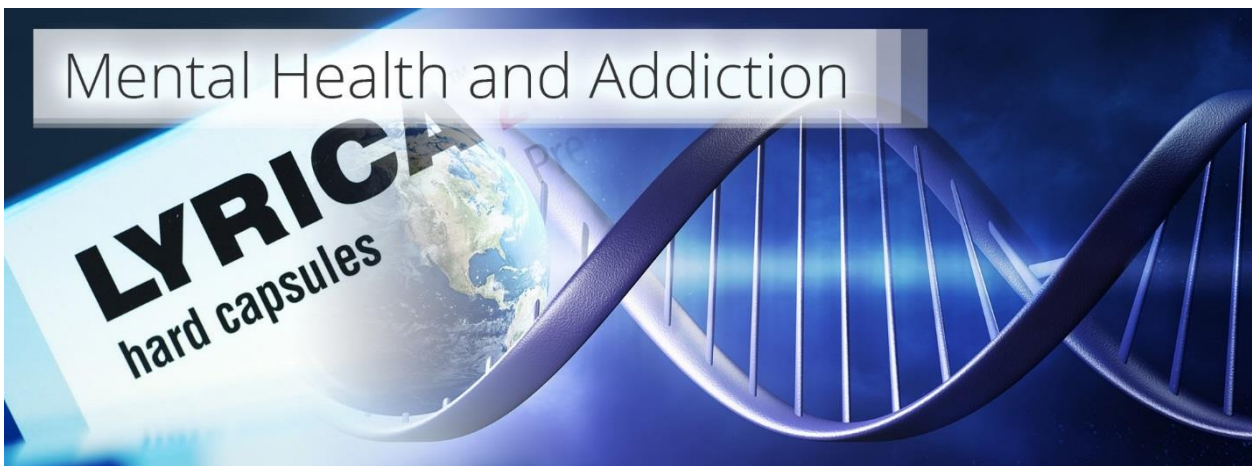
    UN GOAL 3: Good Health and Well-Being (+ 11: Communities)

    UN GOAL 16: Peace, Justice and Strong Institutions (+ 17: Partnerships)

59. **Special Project 59. Immigration**

    UN GOAL 3: Well-Being (+ 8: Good Work & Economic Growth + 10, 11, 15 and 16)

    SRC GOAL 7: **Land System Change**

60. **Special Project 60. S-World South Africa**

    UN GOAL 1: No Poverty (+ 2: Zero Hunger and all other UN Goals)

    UNIQUE S-WORLD GOAL: Quality Housing

61. **Special Project 61. Can an Amazon Network in Brazil Save the Amazon?**

SRC GOAL 2: Biodiversity Loss and Extinctions (+ 4: Climate Change, 5 and 7)

UN GOAL 13: Climate Action (+15: Life on Land and Most other UN Goals)

62. **Special Project 62. Angel Theory – Give Half Back**

SRC GOAL 4: Climate Change (+ All other SRC Projects)

UN GOAL 16: Peace (+ All other UN Projects)

63. **Special Project 63. POP (Financial Gravity & Equality)**
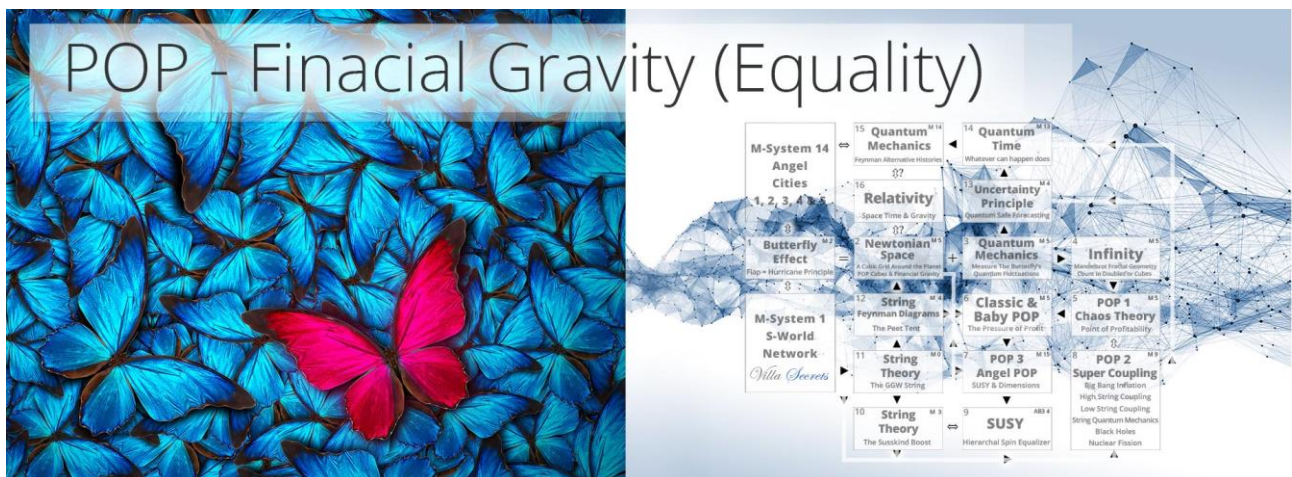
UN GOAL 16: Strong Institutions (+ 8: Economic Growth and 9: Innovation)

UN GOAL 12: Responsible Production (+11: Sustainable Cities and Partnerships.

64. **Special Project 64. M-Systems** (Economics inspired by The Theory of Everything)

SRC GOAL 1: **Ozone Depletion (+ 2 Extinctions and all other SRC Goals)**

UN GOAL 1: No Poverty (+ 2: Zero Hunger, 3: Good Health and all other UN Goals)

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

1 to 9) www.angeltheory.org/m-systems/part-1/from-m-theory-to-m-systems
10 to 14) www.angeltheory.org/m-systems/part-2/the-s-world-ucs-m-systems
14 Angel Cities) www.angeltheory.org/m-systems/part-2b/an-ecological-and-philanthropic-theory-everything-plus-space
15 Angel POP) www.angeltheory.org/book/2-3/the-network-on-a-string#Angel-POP-2012-to-2017
16) www.angeltheory.org/#Book-8-Audacious-Ideas

65. **Special Project 65. Middle Earth**

UNIQUE S-WORLD GOAL: Complexity Saving - In case of an ELE

UN GOAL 9: Industry, Innovation, and Infrastructure

66. **Special Project 66. Going Nuclear?**

UN GOAL 7: Affordable and Clean Energy (+ 8: Economic Growth + 9 11, 13 and 17)

SRC GOAL 4: **Climate Change (+ 5: Ocean Acidification)**

67. **Disabilities?**

UN GOAL 3: Good Health and Well-Being (+8 Decent Work + 11 Communities)

UN GOAL 10: Reduced Inequalities +16 Peace and Justice and Strong Institutions

68. **WTO and Other Negotiators and Legal**

WTO & Other Negotiators and Legal

UN GOAL 9: Industry and Innovation (+ GOAL 1: No Poverty + 2, 3, 5, 6, 7)
UN GOAL 8: Decent Work and Economic Growth (+ 10, 11, 12, 13, 14, 16, 17)

69. **Electronic Vehicles**

SRC Goal 4. Climate Change (+ Goal 5: Ocean Acidification + 1, 3, 9)
UN GOAL 13: Climate Action (+ 3: Good Health and Well-Being + 6, 7, 9, 11, 12, 17)

70. **Tesla Gigafactory**

SRC Goal 4. Climate Change (+5 Ocean Acidification)
UN GOAL 13: Climate Action (+ 7 Energy + 1, 2, 3, 4, 5, 6, 8, 9, 10, 11, 12, 15, 16, 17)

71. Carbon Traffic Lights

SRC Goal 1. Stratospheric Ozone Depletion (+2, 3, 4, 5, 6, 7, 8, 9) (The first 9 out of 9)
UN GOAL 13: Climate Action (+ Goal: 17 Partnerships + 3, 6, 7, 9, 11, 12, 14, 15, 16, 17)

Special Project 71, The Carbon Traffic Lights is like Special Project 1 Experience Africa, in that it can be created now, without much expense. We just need a credible group to choose the variables. This could be Greta Thunberg, Kate Raworth and Paul Collier plus Oxford, Willian Nordhaus plus Yale, Naomi Klein, The Nobel committee, Esther Duflo, the Stockholm Resilience Centre and the UN Sustainable Development Group. Then we find the companies who have very good scores as I expect Tesla, Microsoft, Facebook and Google will have, and ask them to include the score and the graphic in their advertising. And pow, it goes viral, and at last, we have a measure of who the good companies are, and the hope is, given the information governments and the market favour the non-polluters.

ONE PLANET, ONE NETWORK

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

Mahatma Gandhi

2017   2026   2035   2044   2053   2062   2071   2080
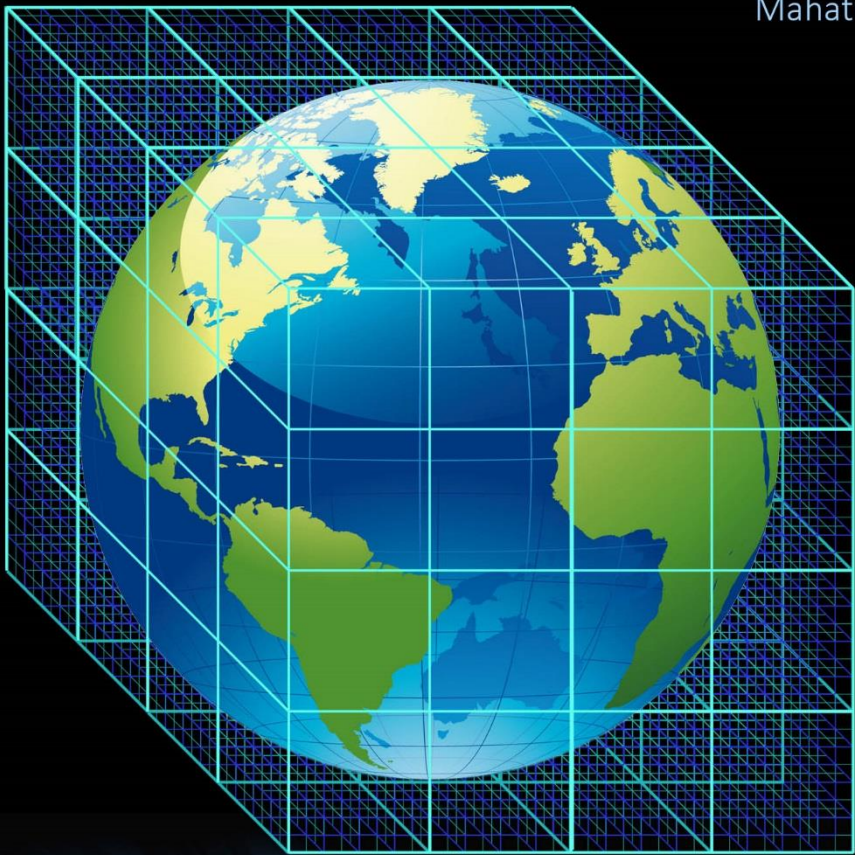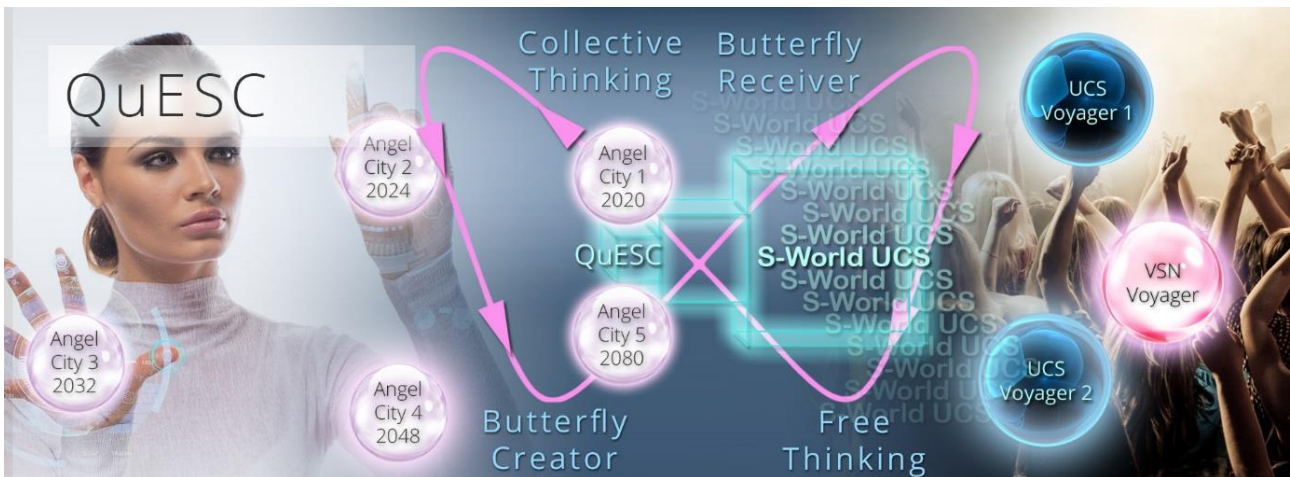
Above, we see the illustration that is usually associated with QuESC and the marshalling of Histories. In which, on the left, we see a QuESC operator. On the right, we see a crowd that represent Elite UCS™ MMO pros. In the middle, we see the infinite butterfly effect, made of ripple effects, internalities, and externalities.

"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 and Brent Adamson**

Or in our case; 'fund them projects.'

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

The AI will avoid the never-ending call to arms by applying histories that work for most 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, in a war room is made to match, **which in some parts is analogue in case of EMPs, Cylon's or Skynet.**

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

Welcome to QuESC Mission Control

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

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

The Feynman Sum Over Histories…

S-World UCS™ QuESC

Quantum Economic System Core
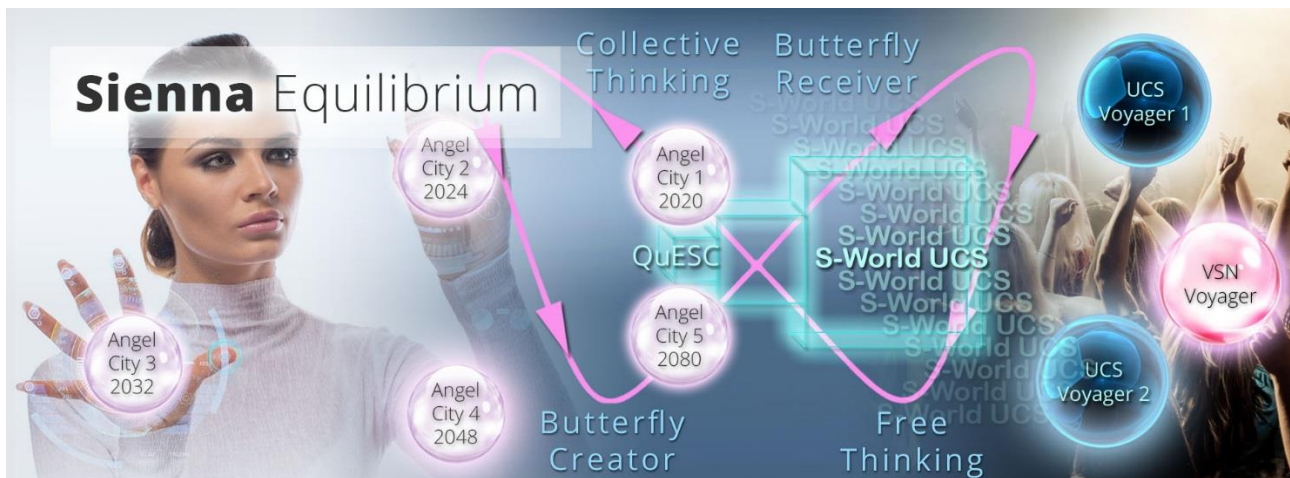
In QuESC, we are the uncertainty principle within S-World Angelwing, and the quantum economic system core is human sentience. QuESC is the game, software development logistics and command centre, right now, it's just me, but I hope to be joined soon, by economists, physicists, math people, software engineers, system architects, behavioural science, Film, music, travel real estate and on and on.

Working in Commander's Intent greatly simplifies a momentous logistical challenge; as we no longer need to specify which networks will develop into physical networks, rather just lay out the intent - Make the software and make them Special Projects.

Special Project Allocations

The first order of business is to verify or falsify Š-ŔÉŚ™ www.angeltheory.org/video/34b (Ch 5).

Š-ŔÉŚ™ is the equation for a digital monopoly, but don't let that scare you, consider instead that this is why the equation is so powerful. Why it is possible.

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

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

So, from 2020 to 2080, special project 1. Experience Africa is allocated $95 billion in cash flow, Sienna's Forests will see $285 billion, and paid2Leran 1 a massive $759 billion.

At 6.25% of all spending special project 20 – Luxury Social Housing will be allocated $1.5 trillion, environmental projects overall will see $3.3 trillion, and when we include the infrastructure necessary to facilitate $4.9 trillion will be spent on education and training.

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

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

CHAPTER 27
There Has to Be Enough!

"When Alexander saw the breadth of his domain, he wept for there were no more worlds to conquer." (Benefits of watching Die Hard)

If this were simply the game S-World UCS™ about how to get the most GDP and then on to MARS, I would have a very high score. But it's not simply a game and increasing the GDP of Malawi and a hundred other countries, if not done in an extremely environmentally sensitive way would be a plague on humanity.

Fortunately, I was lucky enough to have read Kate Raworth's – Doughnut Economics and realize this. I'm not offering a complete solution at this time, but in general, if GDP is going to increase, then we must increase measures to protect our planet in the process of harvesting the super monopoly rents.

Dougnut **Economics** Ch.4 GET SAVVY WITH **Systems**

I will leave you with the inspirational quotes that helped me see from this perspective.

"Growth is one of the Stupidest Purposes ever Invented by any Culture."

> To enquire whether further growth was always desirable, necessary, or indeed possible, became irrelevant or political suicide. One person who was willing to risk political suicide was the visionary systems thinker Donella Meadows - one of the lead authors in the 1972 Limits to Growth report, and she did not mince her words.

"Growth is one of the stupidest purposes ever invented by any culture" she declared in the late 1990s; "we've got to have an enough." **In response to the constant call for more growth, she argued, we should always ask:**

"growth of what, and why, and for whom, and who pays the cost, and how long can it last, and what's the cost to the planet, and how much is enough?"

Kate Raworth – Doughnut Economics

We can see this 'there has to be enough' philosophy in History 2 www.angeltheory.org/video/25. Which reaches the History 3 target of 1% of GDP thirty years before, making 1% of GDP in 2050.

It would be possible to create a model that paid more to labour and training so in place of some of the industry that would create exports, would in its place pay for artisans, musicians, actors and sports professionals, and other low emissions roles such as police and game rangers.

In this chapter, I wish to focus on creating utility (happiness) with a minimal amount of growth, or maybe a lot of good growth. This is a critical part of the entire Angelwing system. And I hope Kate Raworth, Paul Romer, Bill and Melinda Gates and others will assist in its design.

"At its core, it is a crisis borne of overconsumption by the comparatively wealthy, which means the world's most manic consumers are going to consume less so that others can have enough to live."

From: On Fire - The (Burning) Case for a Green New Deal **by Naomi Klein**

To conclude another quote from; On Fire - The (Burning) Case for a Green New Deal **by Naomi Klein.**

 "Greta Thunberg says 'Once you've done your homework, you realize we need new politics, **we need a new economics** where everything is based on our rapidly declining and extremely limited carbon budget. But that is not enough; we need a whole new way of thinking, we must stop competing with each other, we need to start cooperating and sharing the remaining resources of this planet in a fair way.' Because our house is on fire and this should come as no surprise. Built on false promises, discounted futures and sacrificial people it was rigged to blow from the start. It's too late to save all of our stuff, but we can still save each other and a great many other species too, let's put out the flames and build something different in its place. Something a little less ornate, but with room for all those who need shelter and care. Let's forge a global green new deal, for everyone this time.'"

From: On Fire - The (Burning) Case for a Green New Deal **by Naomi Klein**

"It is true that we face a very serious challenge with addressing global warming, it's important to remember that this is a change, not of the physics, not of nature, not of scarce resources. This is a challenge of making a decision. Like deciding to switch to daylight saving time, like the decision in Sweden to drive on the right. It's not hard to do it once you decide – what's hard is deciding.

    And that's what Bill's (William Nordhaus) idea is about; we need to find ways to appeal to other parts of the human spirit to persuade us all to make those kinds of decisions."
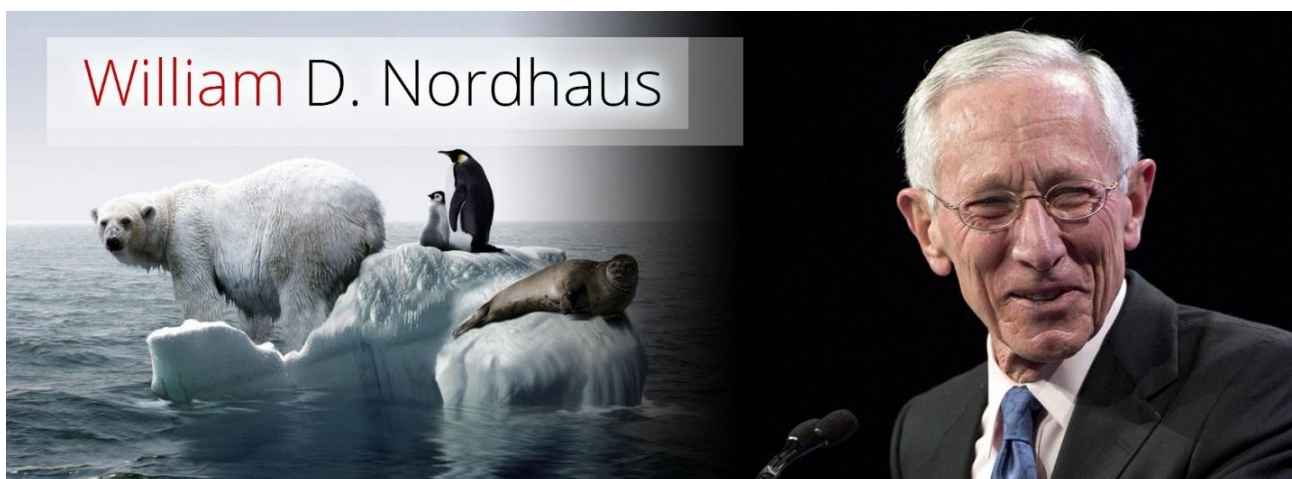
By Paul Romer 2019 **Nobel Prize in Economics** Winner**,**
on the other 2019 Nobel prize winner **William Nordhaus.**

Welcome to S-World
Sienna's World – The Sienna Foundation
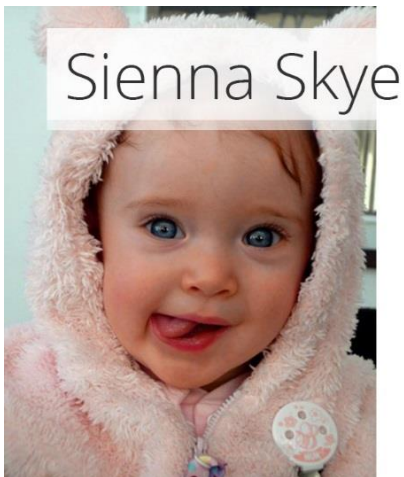
Dedicated to Mum, Dad and Caitlin Elizabeth.

THE END

But before we go a quick look ahead to book 4.

Supereconomics

Book 4 (Preview)

The S-World UCS™

Sum Over Histories

Game Theory

S-World VSN™ (Virtual Social Network)

S-World UCS™ (Universal Colonization Simulator)

MARS Resort 1 (Grand Śpin Network)

S-World VSN™ (Virtual Social Network)

Another system with applications in marketing is S-World VSN™. This system is described in Supereconomics 1. S-World Angelwing (THE WHAT). S-World VSN™ was started in 2000 and was significant (took most of my time) from 2002 to 2004 but was abandoned in 2005 to be reimagined as a broader theory in S-World.biz in 2011 and American Butterfly in 2012.
http://americanbutterfly.org/pt1/the-theory-of-every-business/ch7-s-world

S-World VSN™
## Virtual Social Network

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

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

Originally the idea of S-World VSN™ was for a virtual world that mirrored our own, in which via Facebook, Twitter and other networks, one can teleport to friends or celebrities' locations and see all that they could see. And I still desire this, but right now the first application of S-World VSN™ is (if I can make the deal) to combine Will Wrights' The SIMS and SimCity with the designs of architect Stefan Antoni. So, we can make scale models of the Malawi and other Grand Śpin Networks in 2D, 3D and Virtual Reality.
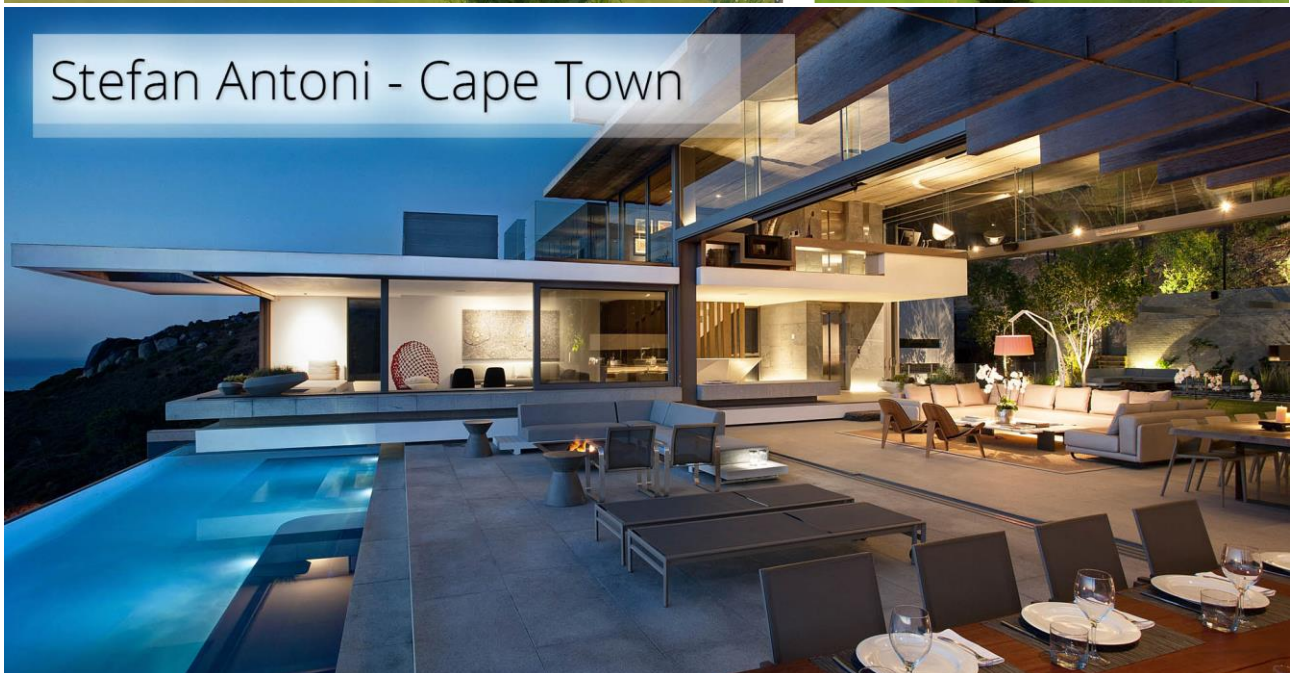
In tandem, I desire a mobile app that one can use to create picture-perfect virtual simulations (like QuickTime could graphically do in 2001). Not virtual tours, 3D walkthroughs like we see in THE SIMS. Ideally, one can triangulate the size of all buildings from satellite data, and the mobile app essentially paints the detail in by pointing the camera at the building you want to be rendered. And for professionals a device (maybe a form of laser) that can measure room sizes. The professionals being S-World personnel in real estate and travel, tourism boards, pro gamers and others. Giving a big advantage to Villa Secrets and other S-World companies, and in the longer term, the idea is to create a product that completely outperforms the MLS. If it could then combine with (or replace) the MLS, it would make about a 0.25% commission from most homes sold in the USA
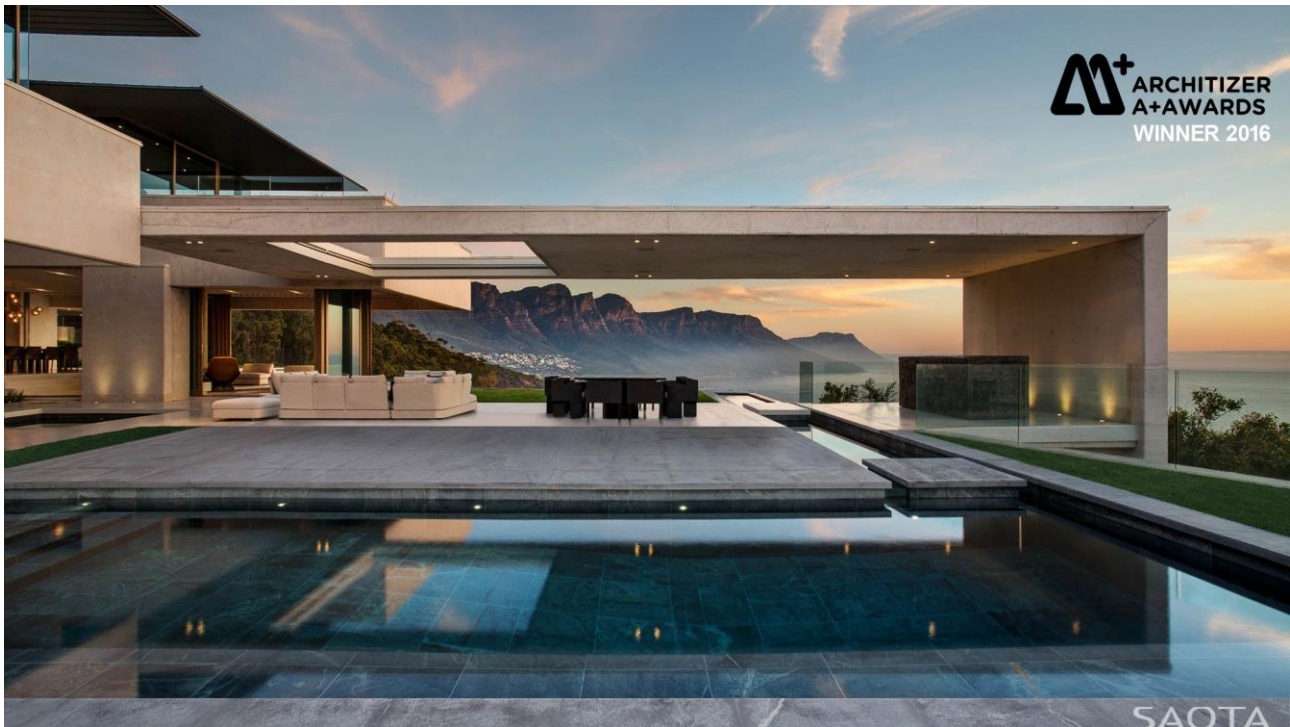
By copying the architectural details from Stefan's designs and adding them as features to The Sims house-building software, we would have a perfect platform for displaying what Angel City 1 in Malawi may look like in 2024, then 2032, 2048 and 2080; including options in different locations, with different 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, its 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 who I deeply respect and some because they have an essential technology or patent.

Below we see some S-World VSN™ features. First, for S-World VSN™ and its initially intended function as a virtual world that copies our world, in which users can assist to render the world as they journey through it with the mobile rendering app. One hard part would seem to be getting angled satellite photographs so that the height and façade of most buildings could be created as the framework, from which users 'fill in' using the camera app.

Above we see Dr A.W. Peet is representing Virtual Education which is how we can educate and train whole nations.

(Add Content)

Below we see clients looking in detail at S-World Cities and Real Estate.

The flip side of S-World VSN™ is S-World VBN™, ideally, a combination of Google My Business, Facebook Business, LinkedIn, and Twitter Business, with applications for the users to use S-Web™ and the S-World TBS™ giving access to the Total Business Systems to improve their businesses and S-Web™ to improve their online presence.

S-World VSN™ becomes the visual framework for S-World UCS™. S-World UCS™ started as the idea for Villa Mogul in 2004, and in 2011 become 'The Tutorial Game.' The first link in the 2011 Facebook presentation www.s-world.biz/FaceBook/Travel.htm

This was unexcitingly titled 'The Tutorial Game.' So, in American Butterfly (2012), I chose a new name, a name that was relevant to the ultimate achievement in the game at that time, Special Project – Mission Gliese and Galactic colonization. Summed up in the name Universal Colonization Simulator – S-World UCS™.
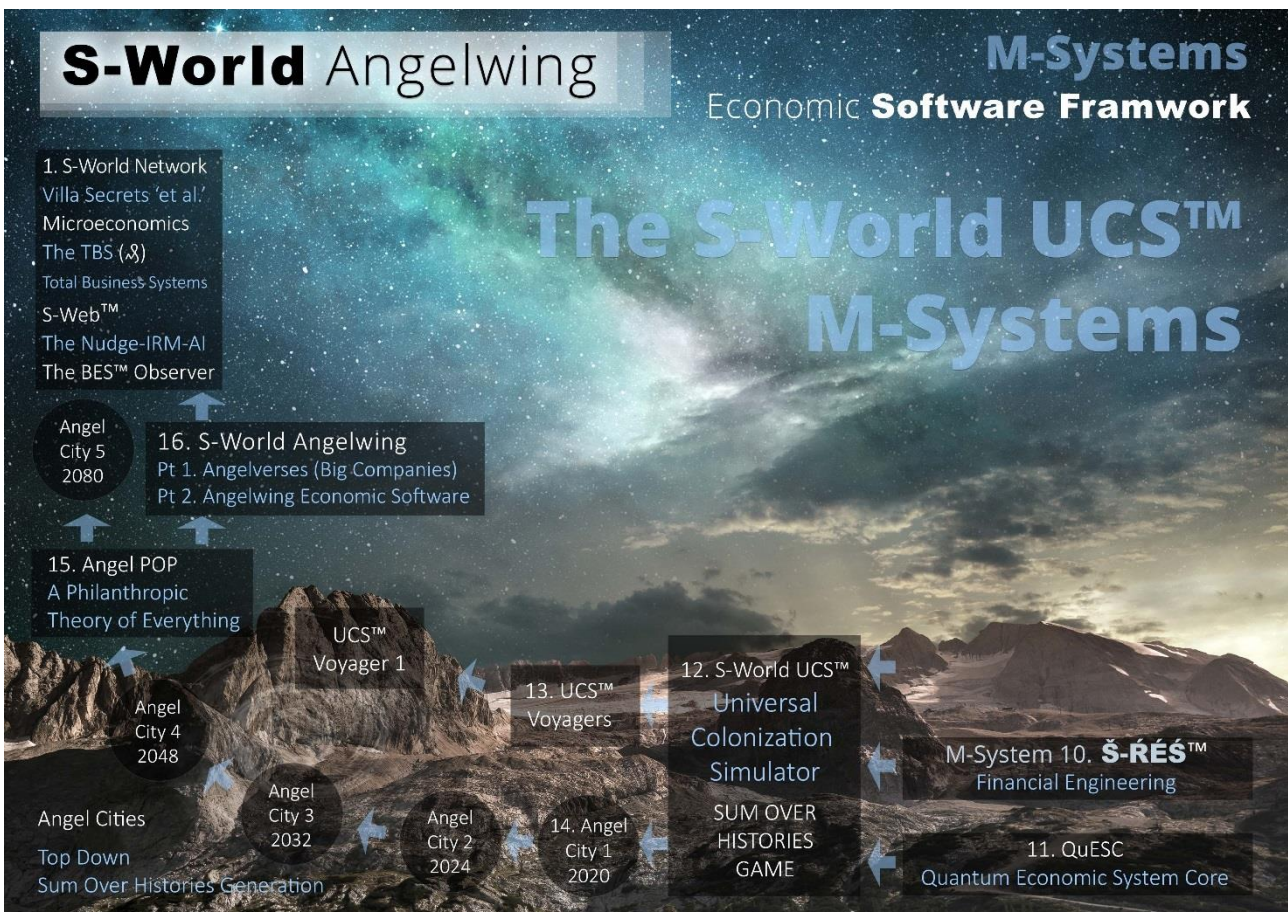
Supereconomics **Book 4**

S-World UCS™ (Universal Colonization Simulator)

Game Theory[3]

S-World UCS™ creates many different simulations for each business and becomes the training and recruitment tool for the network. It is intrinsically linked to the TBS™ and is, in fact, the way the stakeholders in a business run their business. A key ingredient to S-World UCS™ is that it

allows all the personnel in a company to make their own simulations, and then the company (as a whole) chooses the best outcomes from all scenarios; it's a very inclusive system.

S-World VSN™ is a virtual platform. And upon this virtual platform, we find S-World UCS™ - Universal Colonization Simulator, which is arguably the most significant S-World system. It is many games and simulations, and it is the source of S-World Voyagers, Angel Cities, and Special Projects. The entire Malawi Network and all other networks are to be first created as S-World UCS™ simulations.

At its heart, S-World UCS™ (or as it was called in 2011 – The Tutorial Game) is an educational system. Alongside direct VSN™ educational systems and S-World Film productions, S-World virtual education seeks to train nations.
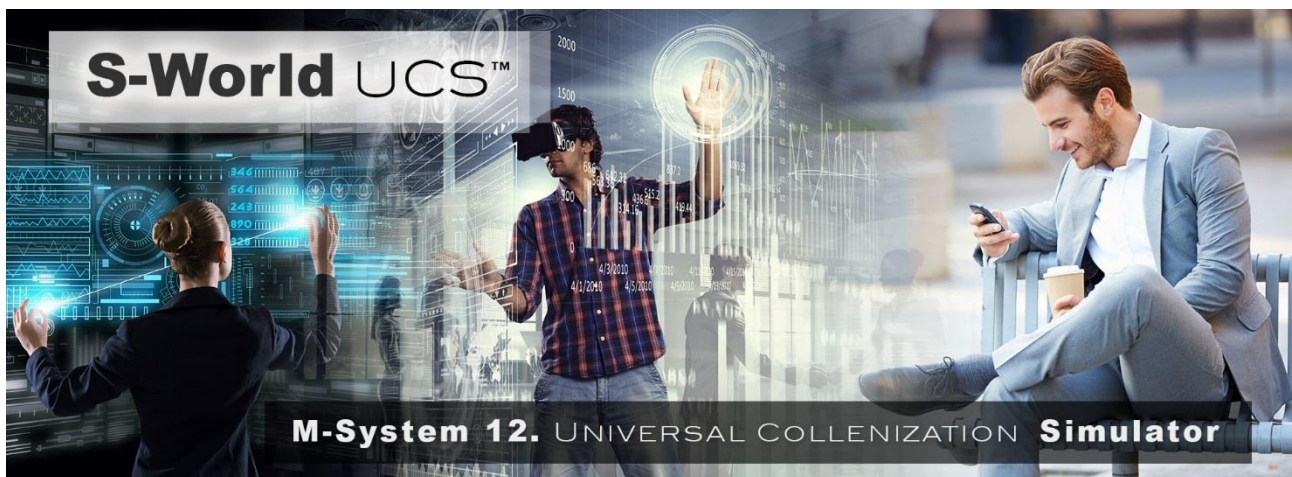
There is no quick way for me to summarise S-World UCS™, it's just too big, and for this reason, I nominated the next book in the Supereconomics series to be dedicated to S-World UCS™

See you in; **Supereconomics 4: S-World UCS™**
For now, I'll end with the current final destination of the S-World UCS™ game; 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-century. And that he was in the long 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, Branson, Page and Brin could be the first city on MARS, and

probably the second and third…

MARS Resort 1.

On the 26th 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 than unlike current basic spaces 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 1) it was for the S-World UCS™ – Universal Colonization Simulator MMO Game, that I hoped would be played by millions, and in truth billions. And 2) for S-World Film and the telling of this S-World story.

After having the MARS Resort 1 essays, I started to look at the economics, which I started with a clean slate, and read and studies 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.
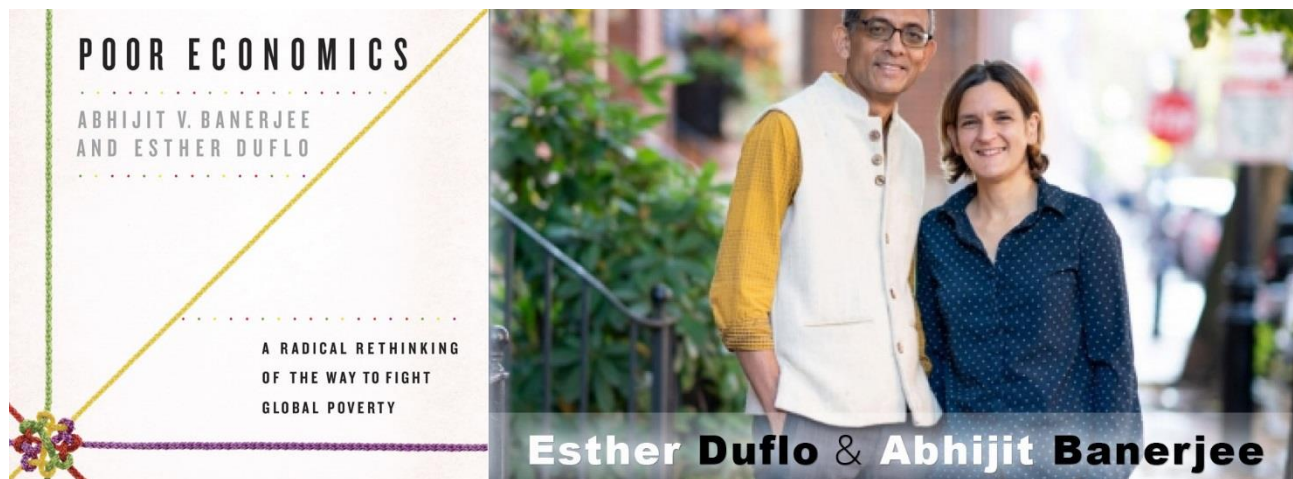
On reading this, I believed that if I could only get to Paul Romer, he would see merit in the marketing and economic systems in the then MZ (Malawi and Zimbabwe) network.

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.

My first City design was in 2011 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. Which brings us back to the importance of the MARS Resort 1 plan.

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

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

Grand Networks (Complete Cities and Suburbs)

My answer was not to sell real estate, but instead to sell suburbs, wholesale, like the original New Sparta model. Going from many real estate options, (commercial industrial and residential units

sold separately) to a model where we would build one suburb for one company, which greatly increases demand because at first and maybe for years there would only be one city to sell.

Mars Resort 1

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.

Melinda Station
MARS Resort 1

This idea, to sell suburbs not houses endured and **in S-World Malawi History 3, 90% of all revenue comes from the sale of three Suburbs that grow into Cities**, from 2024, 2032, and 2048, which thus Angel City 1 aside until 2032 there is only one option, for which there will be a lot more demand that one. Further, if and Š-ŔÉŚ™ Financial Engineering does not get debunked, a great many will want this single opportunity, the first Supereconomics City. I could see over a thousand serious bidders, from Apple to the Norwegian Sovern Wealth Fund, from Harvard to Yale, from California State to Hong Kong, from pension companies to banks and hedge funds.

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

The **ChanZuckerberg** Foundation

Advancing human potential

MARS Resort 1 - 10,000 Km^2

M-Theory
An economic science?

MARS Resort 1

Sergey Brin

Larry Page

Virgin & S-World UCS™

Universal Collenization Simulator

The Gates Foundation

The Bill and Melinda Gates Foundation

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"

Elon Musk
MARS Resort One

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

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

"A More Creative Capitalism"

The ŔÉŚ Equation – Ŕevenue x Éfficency x Śpin

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

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

	The Window Factory	2012		Staff			Total Profits	
A	Company Revenue	7,938,477	L	Bonuses	330,034	x	**4,675,526**	
B	Profit	**2,441,125**	M	Salaries	445,550		(b+f+j+r+v)	
C	Profit vs. Revenue (b/a)	**30.75%**	N	Sub Total	775,584		Total QE Efficiency	
	Suppliers		O	Payroll + Income Tax	193,896	y	**58.90%**	
D	Spent	3,175,391	P	Income After Tax	581,688		(x/a)	
E	QE 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 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 leakage of 6.25% **and the rest, so to speak, is history.**

	Revenue / Budget	QE Score	Spin
	100,000,000.00	93.75%	93,750,000.00
1	93,750,000.00	93.75%	87,890,625.00
2	87,890,625.00	93.75%	82,397,460.94
3	82,397,460.94	93.75%	77,247,619.63
4	77,247,619.63	93.75%	72,419,643.40
5	72,419,643.40	93.75%	67,893,415.69
6	67,893,415.69	93.75%	63,650,077.21
7	63,650,077.21	93.75%	59,671,947.38
8	59,671,947.38	93.75%	55,942,450.67
9	55,942,450.67	93.75%	52,446,047.50
10	52,446,047.50	93.75%	49,168,169.54
		GDP=	762,477,456.96

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

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

per year in 2018 there was Malawi, so in terms of GDP per capita, the closest country to MARS really is Malawi.

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

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

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

Special Project 17. S-World UCS MARS Resort 1

Once the full economic design for MARS Resort 1 is crafted, which would use almost every idea within the Supereconomics trilogy, the obvious next step would be to test the theory of 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 want. 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.

MARS Resort 1. Symmetry

For Elon Musk, SpaceX, Richard Branson,

Virgin Orbit & Galactic.

=

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 ŔÉŚ, 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.
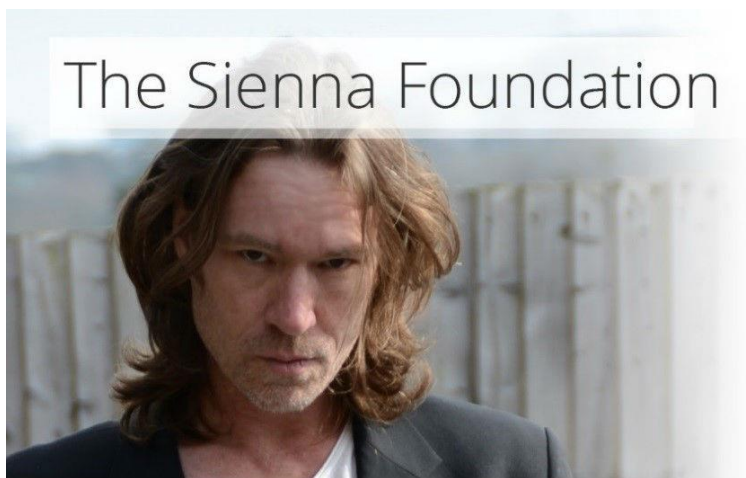
"Each one of us has to start out with developing his or her own definition of success.

And when we have these specific expectations of ourselves, we're more likely to live up to them.

Ultimately, it's not what we get or even what you give; it's what you become."

Mary Gates

The Sienna Foundation

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

By Nelson Mandala

Nanos gigantum humeris insidentes
Ex animo

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