

“Philosophical String Theory”

“String Theory”: A Genuine Contender for the “Theory of Everything”

May 2nd 2011

Nick Ray Ball: “Would mathematics in whatever form predicting future events partially validate the theory”?

Anthony Rauba: “Some but not all of the math is, thus theory, but as to predicting the future? I refer you to Asimov’s “Psychohistory” from Harry Seldon of the “Foundation Series”.

“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.”

Apple’s 1997 turn around “Think Different” Campaign: “It is only those crazy enough to think they can change the world that can.”

Margaret Mead: “Never doubt that a small group of committed citizens can change the world. Indeed, it is the only thing that ever has.”

If you are reading this, you are one of those citizens

American Butterfly
The Theory of Every Business

Chapter Eight

S-World Universal Colonization Simulator

Page 106: S-World UCS History

Page 127: Facebook Travel – Tutorial Game

Page 132: S-World UCS -QE & EEE Scores

Page 143: S-World UCS Game play

Page 151: S-World UCS – Special Projects

Page 154: Garret Lisi's "The Theory of Everything"

Page 159: Quantum Time

Page 162: S-World UCS Logistics

S-World UCS > Welcome



In August 2011 the link <http://theglobalchallengeproject.blogspot.co.uk/2009/08/theories-behind-global-challenge.html> to Lee Chazen's Global Change Project, a new innovation in teaching, inspired a new territory gain consideration into the gaming element to S-World, and the start of a dedicated chapter. But first a name needed to be considered as "The Tutorial Game" as had previously been detailed within the 2011 Facebook Travel concept, was less than inspired.

The name S-World Universal Colonization Simulator was chosen, as it was the most adventurous of the American Butterfly special project initiatives. The chapter was to tell the history of S-World UCS then present various components, including:

- A training and education platform.
- A platform to highlights Special Project ambitions.
- A scoring system that measures companies and staff QE & EEE Scores, which encourages behavior and spending patterns that assists networks ideals and economics.
- A competitive gaming platform which encourages competitiveness, whilst making real business more fun and a lot simpler.

Villa Mogul

Far from a new consideration within the global network, S-World UCS was originally considered in 2003 in the form of "Villa Mogul," which was to compliment the original "Lux Guides" Galileo-GDS (Global Distribution System) XML (Extensible Markup Language) driven global travel network.

Having created hundreds of attractive panoramic virtual tours of Cape Town and South Africa, the images were to become the visual stimulus for a turn-based management computer-game / business-simulation based around four games available at the time.

1. **Championship Manager:** A soccer management game that relied on team building, tactics and financial management.
2. **Railway Tycoon:** Based around territory expansion and finance.
3. **Civilization:** Combined research and territory gains
4. **Tropico:** Detailed the expansion of a holiday resort.

The idea was to create a turn based management game/simulation, where the user started a small travel business and built it into a global travel empire. The differences between Villa Mogul and other business simulation games available at that time were three fold:

Firstly, the Virtual Tours and maps, when displayed in Apple's QuickTime gave the game a visual edge over its competitors.

Secondly, and most importantly at the time: As Villa Mogul was based on a real business; the real business would receive additional exposure and generate additional profits.

Thirdly, the game/simulation could become a recruiting tool for franchises; the players over a certain age with the highest scores given start up funding and a real travel franchise.

However, one problem with the franchising concept was that those who won the game would probably not have the appropriate skills to run an actual business, as such, the system needed to handle finance, administration and customer service, whilst teaching the user various business and marketing skills. So over the following years, research went into looking into financial, organizational and CRM (Consumer Relationship Management) software packages, eventually concluding that a combined system would need to be built from scratch, with the financial software linking directly to a bank and master accounting office. In essence, the franchises would not control their own finances, rather just receive the profits.

Looking back, it's clear that Villa Mogul was a big influence on American Butterfly.

Below we see a look at how the game was to be set up in 2004, as seen within the S-World UCS interface.

Nick Ray Ball > S-World UCS > Games > Villa Mogul

S-World UCS

Start Game

Set personal Skills

Skills Development

Allocate Budgets

Hire Staff

Rent Office

Research Technology

Make Web Site

Marketing



Dear Nick Raymond Ball

Today 1st July 2002 you have open a Villa Rental company in Cape Town. You start with \$25,000 which you can spend of Offices, Staff, Marketing, Web Development or Technical Research.

Below you will find 16 personal skills and traits, you can assign 80 points, please assign traits consistent with your own.

Business Experience:	3	Drive:	9
Financial Experience:	1	Artistry:	6
Creativity:	10	Web Skills:	10
Marketing:	10	Search Engine Skills:	7
Customer Skills:	7	Salesmanship:	6
Languages:	0	Legal Knowledge	1
Man management	3	Branding Knowledge	1
Discipline	3	Luck:	7

At the begging of the game one sets their personal skills and experience, chooses which skill they wish to develop further, allocate budgets between staff, premises, technologies, websites and marketing.

As one progressed through the game the general idea was to identify the pitfalls in the form of “hidden attributes” which contributed to the dreaded “other” field within the financial accounting section, and to make the player appreciate that if you have adequate marketing and superior visual, unless one really messes up, one will end up on top.

In August 2011, the Villa Mogul game was expanded upon as the first part to the business development plan for Facebook expanding into travel, as seen as chapter 14 on www.s-world.biz.

Facebook Travel – Tutorial Game

The Facebook Travel “tutorial game” is positioned as the first of the eleven chapters that made up the original Facebook Travel initiative. Alongside a game, “The Tutorial Game” was intended to be the first steps into gaining a job, contract, franchise or other opportunity.

Whilst this chapter was written around Facebook, most of its content was inspired by the plans for a global travel franchise “Lux Guides” and a pan African travel company “Experience Africa,” To avoid confusion from here on in, I shall refer to the Facebook Travel as S-World Travel.

The general idea behind S-World Travel was to give individuals the power of a travel agency, including the business tools, websites, marketing and client enquiries. Holiday makers or business travelers would have the options to choose their specific representatives based on their physical location, personal traits, their ratings from previous clients, alongside other items.

In many cases the travel industry has been dominated by large and small companies with agents that are poorly paid, many of whom have never been to the country they were recommending who recommend venues due to company policy, which was usually dictated by the greater discount offered by suitable accommodation venues.

However within S-World Travel, if the vacationer or business traveler wished to visit a particular location, not only are they assured the representative they talk to has local knowledge, they could go deeper. If the traveler liked nature and scenic tours, they would pick a representative who had similar passions, who may take their guests to, or advice upon, the best places to go.

A real life example would be taking an excursion to the Cape Town Wine-lands, with over 200 different wine farms, located within 8,600 square miles (larger than Luxemburg, Mauritius, Hong Kong and Samoa combined) and all guidebooks in general being rather non committal, or worse, bias due to advertising, a day out in the Cape Wine lands can be a very hit or miss affair. However having done the research, the answer lies within a selection of about 6 venues in Franschhoek, about 50 minutes from Cape Town, invaluable knowledge in terms of maximizing the experience for clients, available only from locals with a passions similar to their clients.

On the other hand, if the vacationer or business traveler wants to enjoy Cape Town’s nightlife, they would be better choosing an agent who’s trying to break into the film and fashion industry, as they would know where the best parties are and often arrange guest lists and invites for private villa or yacht parties.

Financially, due to the economics of the system which at a starting point see the agent and system split the profit made from a sale (often 10% of the booking fee each) it made the individual representatives or agents about five fold the income they would receive for an agency, and so, with the agent and the holidaymaker having similar passions and the representative receiving more money, and venues evaluated by the “per human results search engine” in the vast majority of cases, the holidaymakers experience would be significantly improved.

The tutorial gaming contingent revolved around 20 advances in travel that had been considered at the time which were to assist individual travel reps and agents.

Customer Service	Website	Marketing	Networking	Finance
Act or Goldmine CRM	Content Management	Search Engine Optimisation	Live Chat/Skype	Quick Books
Experience Economy	Virtual Tour	Affiliate Partners	Facebook	Pastel
CRM1 - Organiser	Free Websites/S-Web	Travel Service Ratings	S-World Travel	SW/CRM Link
CRM2 - Client Gifts	Virtual World 1	Branded Travel Magazines	SW Travel Reps	SW/Bank Link
CRM3 - Psych Tests	S-World Network	Give Half Back	SW Travel Agents	Total Reporting
CRM4 - Total Email	Virtual World 2	Global Distribution System	S-World VSN/VBN	Audited Accounts

In 5 categories, the top two lines below the headers displayed advances in travel that had been made in the 21st century; the 20 below in purple were all new, and exclusive to the S-World network. On the original webpage each advance was a web-link leading to a description and further details. For quick access follow this link: http://www.s-world.biz/FaceBook/1_The_FaceBook_Travel_Tutorial_Game.htm

Most of the advances are elaborated upon within American Butterfly in one place or another, one that has not been, was within the Customer Service section CRM (Consumer Relationship Management)

3 – Psychology tests. An extract from the original Facebook Travel chapter follows:

“At the start of your game, there will be many hidden attributes, a staff member may seem excellent from there viewable attributes, but what you can’t see are some unwanted character problems, such as, laziness, sickly, problems with authority, dishonesty or over ambitiousness. However on the positive side of the coin potential staff could equally have good hidden characteristics such as, loyalty, hard worker, nice to be around, works out of the office well, motivator, or team player.

As mentioned, one of the main objections of the game is to get S-World travel reps & agents to appreciate the new travel advances, if we take the “CRM3 – Psychology Tests” as an example, this particular advance can reveal the negative or positive employee traits.

“CRM3 – Psychology Tests” only becomes available after playing the game for a while so, its exact time of being unlocked depends of which areas of research have been prioritized and how much profit is assigned to research. Within ones game, by the time one has researched “CRM3 – Psychology Tests” the game player may have quite a few staff members.

As soon as the “CRM3 – Psychology Test” advance is researched, all the attributes of the worst traitied staff member are shown, and you see how much money has been lost and how many game points he/she has lost you.

I will give an example of a test I have used many times over the years, always with surprising accuracy. To see the entire test follow this link http://www.s-world.biz/FaceBook/CRM_Psychology_Test.htm. This test in particular, would be performed at an interview to determine whether an employ has genuine excitement for the job, or if they are just looking to pay the rent. Question’s 3 & 4 tells you a lot,

3. You are on a journey, you come to the end of suburbia and in front of you is nature. Describe

the nature that you see?

4. Is there a path?

If the interviewee has a thick forest without a path; they are working until something better comes along. On the other hand, an applicant who describes a flower covered meadow with a large path in the middle; will most likely be a very willing employee that sees his or her future with the company."

Collectively the 20 advances, give solo representatives or individuals who wished to create agencies, the power of a large travel agent, with the individual local knowledge of a niche operator and by starting the candidate off in the past the candidate learns to appreciate the technology and understand why it was created.

Other significant sections within the original tutorial game chapter include:

An early version of territory gain

"One point to highlight in the S-World Travel Tutorial Game, is that it is not simply a management game, like Football Manager or Zoo Tycoon. It is also a territory advance game, like Civilisation or Age of Empires, but instead of making an army, one battles for market share. An attack would typically involve, making a superior website in another's area, marketing campaigns, out bidding rivals for Pay per Click's advertising, trying to make favourable relationships directly with competitors' suppliers and/or undercutting competitors' prices.

Whilst this approach would be more fun to some gamers, in the long run, more often than not, it would not be as effective, as one would have to set up a base in the new location, which can be costly and time consuming. Diplomacy on the other hand see's one making an alliance with a partner in the location one wishes to expand into, such actions costs little or nothing to set up.

For example, if the game is started in Cape Town, South Africa, dealing with luxury villa rental, every now and again clients will wish to book a safari. Making a partnership with a safari specialist will make a good source of extra cash, if the client that enquired about a villa also books a safari. Indeed by the time one has included peripherals often there is more to be made from the Safari booking than the villa booking.

Another good example, is in considering Cape Town is for most a winter sun holiday, as such making partnerships with other suppliers of other winter holiday's increases your chance of making bookings, should ones clients from previous year wish to try a new location, such as Australia, Thailand, Brazil or skiing in Europe or the USA. One of the main things we are looking to achieve from our S-World Travel Reps and Agents is cultivate repeat business, and develop relationships for life.

NOTE: To really maximise supplier partnerships, gamers will attempt to make reciprocal arrangements. This affiliate partnership process, whilst one of the most effective ways to win the game at the beginning, becomes far simpler when the advance in marketing technology "S-

Web/Free websites” opens up, this technology instantly reveal’s partners across the globe, and web site development costs are free.

In this example what we are trying to accomplish, is to get our Travel Agent to really appreciate the Free Websites technology, having respected the amount of time it takes them to develop partnerships in the game and how much extra money it made. At the same time teaching them how to use the website building engine, which builds amazing looking well researched comprehensive travel websites in areas our reps wish to represent, which can be used in real life.

General points on game play

1. If the rep does not have good personal admin and financial attributes, until the finance software is researched, they will see the dreaded expense column “Other” increase rather quickly.
2. From the beginning, having an excellent website and images is essential to attract customers.
3. Shops and offices are often a waste of money, especially at first.
4. Sales staff who excel, may leave and start rival business if they are not nurtured into partnerships or financially incentivized by, profit share or increased commission, or a status title, (Note the Psychology tests let you know what incentivization are most effective in pleasing employees)
5. Trying to sue anyone is often a waste of time, expensive and time consuming.
6. If the Travel Agent does not have good warm and friendly characteristics, they need to hire someone that does or the company loses repeat business.
7. Stock is king, the more stock, the better chance of negotiating lower rates and the client has a better chance of the finding his dream venue.
8. Developing higher discounts (STO’s) from suppliers is a good way to improve profitability.
9. Getting exclusive stock so the S-World Travel Reps and Agents can affiliate market to travel companies around the world is an excellent way to improve, but mind, property management is not to be taken lightly, outsourcing the management whilst retaining exclusivity in marketing is often the best route.
10. One overall factor to win the game is customer service, time spent with clients, when they arrive, during their stay and on departure (if they wish it), then after they have gone home. It will be a factor that can be easy to work out, but time consuming, until the CRM advance CRM2 – Client Gifts is available, which will send previous clients, cards and gifts on special occasions.

TV Reality Show

On my birthday, August the 2nd 2008, I woke up with the idea of how to turn the game into a real life global competition. By giving the top 8 or so winners in different locations their own travel franchise and a \$100,000 start up kitty, which was hoped to come from game royalties. Where-after their progress was to be followed the via a TV reality/game show. The critical

element in terms of popularity was to include one expert business person such as Sir Richard Branson helping each contestant and franchise, advising and teaching the companies. By the very nature of the exposure from the TV show, all eight contestants would do well, an early example of circular events.

Unfortunately in practice, at the time it was unrealistic, who would look after and greet the clients? It would need a team of people and a lot more start up funding.

However, now within a social networking environment, instead of looking for one good rep or agent per territory, we can look for hundreds and thousands, and due to the advances, there is no need to offer start up money, training, offices..... no costs at all really, the S-World Travel Rep or Agent, being quite happy with their commission.

And so now there is a good opportunity to launch an interesting game show, the same as before, but the S-World Travel Agent can work with S-World reps across the globe, so solving the service problem. "Who wants to be a S-World Billionaire" would be a fun title following 16 different S-World agents, all aided by a prominent business men or celebrity, in a ongoing competition to make money and please the customer, each representing a different region as mapped out here http://www.s-world.biz/FaceBook/16_Global_Territories.htm

The additional interest and coverage from such a TV show will highlight too many, the opportunities and advantages of working not only for S-World Travel, but also the many other industries that S-World and the advances can be adapted to.

Having highlighted the competition between these 16, it will make the general scoreboard of all S-World Agents & Reps more significant, a general scoreboard of all agents and reps will be available, not only does this turn their now, real life business back into a game of sorts, it also makes a perfect meeting forum, for Reps and Agents to network across the globe when they have clients going to areas they do not know, it also gives clients the opportunity to see the experience level of reps and agents.

The scoreboard will also calculate the total amount of money spent in terms of special project spending.

S-World UCS

The concepts, Villa Mogul and the Facebook Travel Tutorial Game were innovative and offered an improvement in travel in general, from choosing agents with similar tastes to viewing venues in S-World VSN. However, as far ahead as it was in comparison to what is available within travel today, there was a large element of uncertainty in terms of territory gains, be it affiliate or conquest.

One could program the game to behave and concede at a certain point, but in real life, it does not always work out, alongside this came the consideration that within American Butterfly we are long past considering a travel application, rather the tutorial game needed to span many or all industries, plus it needed a better name.

Enter S-World UCS, Universal Colonization Simulator, and a simple consideration...

Instead of giving the construction suppliers tenders to all 256 first phase US mother networks, we could half the amount or quarter it, and in so doing the territory battle will be for the vacant lots. This territory battle was certain, well, it was certain that someone within the network would win against another. So to further level the playing field and add more game play one could encourage partnerships between different suppliers, to bid for collective tenders. For instance if "The Window Factory" specialized in Aluminum windows, it could look to make partnerships with other window types to offer a more complete solution to a mother network who did not have such products made within its construction sector.

In addition, one could make tenders not simply about price and quality, one could introduce a points system that would ultimately make the network more efficient and encourage behavior in-line with the networks ideals/goals, be they: ecological, philanthropic, conservation or complexity saving. (saving us)

S-World UCS – QE & EEE Scores

For every game there needs to be a score, be it the owner of The Window Factory conducting real business or Aamina a 17 year old girl in Ethiopia, who via the extensive education applications within S-World UCS is learning English, studying, taking exams, familiarizing herself with the business systems and looking to find which industry which she enjoys and excels at, hoping her score will see her recruited to a resort network, science or network city.

I appreciate most in Ethiopia do not have as much food as they would like, let alone have a computer with internet access. However this point is covered expertly within the second and third American Butterfly books, the discipline a simple mathematical wonder I call "Angel POP," which is best considered as one of Sienna's gifts for us.

The score in S-World UCS is not simply how much money one accumulates, this is of course important, but as important is a companies or individuals EEE and QE Scores.

The EEE (Ecological Experience Economy) score takes into account a number of factors: Ecology, research, philanthropy, sports media & PR, systems knowledge, consumer rankings, suppliers EEE scores and other items.

The QE (Quantum Economic) score is a company or individuals "Profit vs. Revenue Ratio" percentage.

Below, once again we see the Profit vs. Revenue analysis for The Window Factory as seen in chapter two, presenting a total QE Score of 58.9%, which tells us, that for every dollar The Window Factory receives, 58.9 cents will be made in profit by the network. Split into five profit centers: 30.8 cents directly via The Window Factories sales, 21.6 cents via their materials suppliers, 2 cents via their media and marketing companies, 2.1 cents from staff and 2.4 cents on miscellaneous items

	The Window Factory	2018		Staff			Total Profits
a	Company Revenue	\$7 938 477	l	Bonuses	\$330 034	x	\$4 675 526
b	Profit	\$2 441 125	m	Salaries	\$445 550		(b+f+j+r+v)
c	Profit vs. Revenue (b/a)	30.8%	n	Sub Total	\$775 584		Total QE Efficiency
	Suppliers		o	Payroll + Income Tax	\$193 896	y	58.9%
d	Spent	\$3 175 391	p	Income After Tax	\$581 688		(x/a)
e	QE 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)	21.6%	s	Profit vs. Revenue (r/a)	2.1%		(estimated)
	Media			Miscellaneous			Total QE Tracking
h	Spent	\$300 000	t	Spent	\$350 000	aa	83.9%
i	QE Efficiency	54%	u	QE Efficiency	54%		(x+y)
j	Profit from Media	\$162 000	v	Profit from Miscellaneous	\$189 000		Economic Black Hole
k	profit vs. Revenue (j/a)	2.0%	w	profit vs. Revenue (v/a)	2.4%	ab	16.1%

The Window Factories 30.8% Profit vs. Revenue score is simple; The Window Factory received \$7,938,477 in revenue. and generated \$2,441,125 in profits. The profit is divided by the revenue equaling 30.8%.

At 21.6%, the second largest contribution is made via their material suppliers; in this case (As seen in the next graphic) we have three main suppliers of Aluminum, Glass and Handles.

Within the set-up of each resort network cube (8 mother networks close to each other,) other construction sector business will be working similar suppliers butterfly model, so we expect most to have a similar QE Score. For this example I have slightly lowered the Window Factories score and applied an average score for suppliers un the construction sector to 54%.

As such, of the \$3,175 391 spent on supplies 54% will be recorded as network profit, to one Network Company or another. So we divide the \$3,175 391 spent on supplies, by the estimated average 54% QE Score of the suppliers, leaving \$1,714,711 in profits for the network, which equals 21.6% of overall revenue taken.

Lastly we add the smaller additions from media, staff and miscellaneous spending, increasing network profit by 6.5% adding up to the Window Factories overall QE score of 58.9%.

Initially the QE Score was considered, as a way to optimize network profit within renewable energy projects. For instance, if the network was to invest build a giant dam that cost \$2 Billion to build, how much would network construction sector make in profits?

However, understanding its importance, it was adapted to look at tenders, collectively as a typical resort would spend upwards of \$2.5 Billion on construction. This being so, if within the resort network, all companies have a collective QE Score of 54%, then the various network construction sector companies will have generated \$1.35 billion in profit.

This profit alone, is enough to cover all the profit required for the first three years of all network expenses and profit targets: \$200 million in year one, \$400 in year two and \$600 million in year three. Leaving a further seven business sectors of equal size to generate additional profit. (Each network is broken into 8 sectors of 12.5% each)

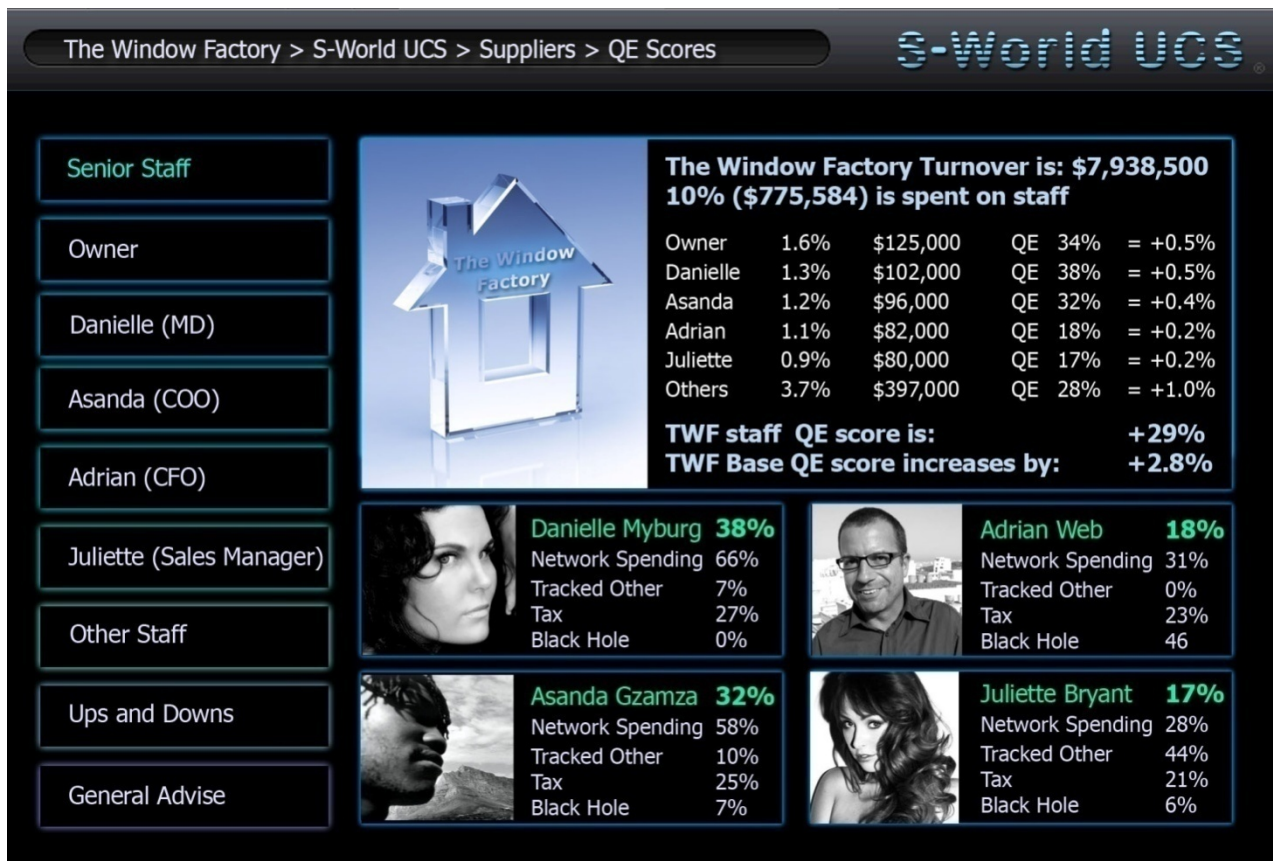
S-World UCS Interface

Below we see how S-World may present various statistics to UCS-users, in this "Suppliers QE Overview" window, we are looking at the suppliers QE scores, which range from 46% to 60%. In terms of improving the window factories overall QE Score, changing to suppliers with higher scores will increase The Window Factories total score, however QE scores are just one element, price, consumer ratings and EEE scores are equally important.



Staff QE Scores

Before moving on to EEE scores, we shall examine the QE scoring for staff and in so doing explore the very heart of Quantum Economics: "The analyses of transactions made by every person every day."



In 2018 the Window Company is forecast to spend \$7,938,500, 10% of which is on staff, in the example above we see that of the 10% of revenue spent on staff 2.8% is turned into profit for various network companies.

Staff spending is broken down into 4 sectors.

Network Spending: Money spent on goods services and shelter directly from network companies.

Tracked Other: Money spent on goods, services or shelter directly from other companies, in such a way as it can be tracked, for instance goods purchased via a network affiliated bank card, or a mortgage paid via a network affiliated bank.

Tax: Is all taxes paid.

Black Hole: Is cash spending, or spending via financial institutions not affiliated to the network.

Please Note: Staff members “QE” and “Black Hole” scores directly affect their bonuses.

Please Note 2: In 2018, the Window Factory financial forecast predicts that profit share would be equal to basic salaries. Profit share and bonuses are always paid via Network Credits; this being so, all staff will have spent a degree of their income on network goods, services or shelter.

Analyzing individual Staff QE Scores:

Danielle Myburg: Danielle has the highest QE Score at 38%, Danielle spent 66% of her income on network goods, services and shelter. Each purchase Danielle makes is multiplied by the QE score of the supplier she purchased from, be it the house she lives in or her weekly shopping. To gain her 38% QE score, on average the companies she transacted with would have had a 58% QE score.

Danielle spent $66\% \times 58\% = 38\%$. Note, the higher the QE score of the business Danielle purchases from, the higher her score will be.

In this example we are highlighting Danielle as the “poster girl” for QE scores; she really cares about it and is proud of her high score, either as it awards her a higher bonus, it impresses the boss and indeed the system, or Danielle is simply in tune with the overall ecological, economic and philanthropic goals, most likely a combination.

With a “Tracked Other” score of just 7% and no “Black Hole” score, it is expected that Danielle lives within a resort network, so housing and most daily expenses generate profit for network companies.

Asanda Gzamza: By the looks of things Asanda also lives within the resort network, or at the least lives in a house or apartment built by the network in the greater local community. Asanda is not as clinical as Danielle with his spending, but still has a respectable QE Score.

Juliette Bryant: Juliette lives outside of a resort and likes where she is living; there are no “outside” developments in her town, albeit the system records Juliette’s interest to purchase a house in her local town. When there is enough interest, a development will be built, from a handful of houses to a Golf Estate.

Juliette will be penalized for her lower network spending, but as for the best part she is using network affiliated financing she lowers her penalties. Added to which she has the option to mitigate her losses by earning e\$ (EEE Dollars) (EEE = Ecological Experience Economy)

Adrian Web: Adrian spends little of his spare money on network purchases and is not using a network bank hence a QE score of 18% and a Black Hole rating of 46%, this is not good, but Adrian is stubborn like that.

Unfortunately the low network spending decreases profit for all, and in so doing slows down the ecological, medical and philanthropic initiatives, alongside decreasing the profit for the Window Factory, which in turn decreases the profit share for Adrian and his colleagues.

The high black hole score limits the PQS’s ability to count and so predict/enact/control future growth.

The spreadsheet below illustrates the effect QE and Black Hole statistics have on profit share allocations, this however is the starting point, where-after other factors, such as EEE scores and general performance contribute.

In this example all four employees have the same \$70,000 basic salary and the bonuses pot is \$280,000.

	Staff Salaries	QE Score	QE Bonus	x 3.81	Bonus Sub Total 2	Black Hole	Bonus Deduction	Pre Tax Income	Tax	Take-home
Danielle	\$70,000	38.0%	\$26,600.00	3.81	\$101,346	0%	\$0	\$171,346	35%	\$111,375
Asanda	\$70,000	32.0%	\$22,400.00	3.81	\$85,344	7%	\$5,974	\$149,370	32%	\$101,572
Adrian	\$70,000	18.0%	\$12,600.00	3.81	\$48,006	46%	\$22,083	\$95,923	25%	\$71,942
Juliette	\$70,000	17.0%	\$11,900.00	3.81	\$45,339	6%	\$2,720	\$112,619	29%	\$79,959
	\$280,000				\$280,035		\$30,777			\$364,848

Firstly the salary is multiplied by each staff members QE Score, this figure is then pro rata increased so as to account for the entire bonus pot. (Bonus Sub Total 2)

From here the bonus is multiplied by each person's "Black Hole" score, which is then recorded in "Bonus Deduction" This figure, is deducted from staff salaries and donated to a "Special Project" of the staff members choosing.

Lastly tax is calculated before arriving at the take home figure.

As we can see, having a low QE score and a high Black Hole score dramatically affects bonuses, Adrian receiving a \$16,000 bonus in comparison to Danielle who receives \$101,000, indeed Danielle has benefited from Adrian's losses.

At the same time \$30,777 has been raised for "Special Projects" Ecological or Philanthropic projects which will be detailed shortly.

Fortunately for Adrian QE scoring only affects 50% of the bonus pot, EEE scores directly address the other 50% before performance statistics then affect the sub total.

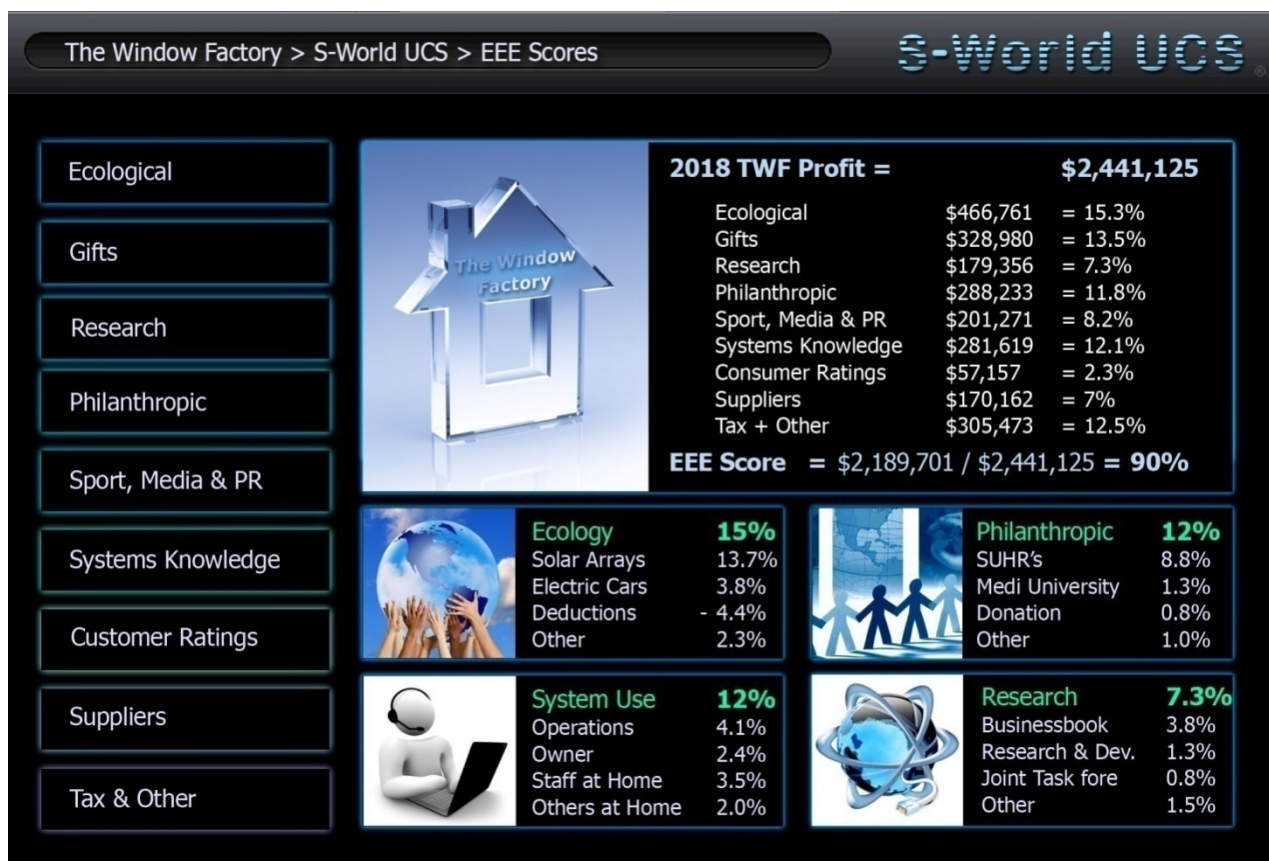
EEE Scores (Ecological Experience Economy)

Retrospective note: The exact process for defining EEE Scores and awarding EEE Dollars (\$e) is a fluid concept, to be defined and redefined, the following extract documents the first consideration, within which certain parameters and priorities may be altered when creating a working system. For instance a conservation initiative has now been considered and needs to be included within the mathematics.

EEE Scores are designed to encourage Network Company's, their staff and other S-World users into good practices, from ecological responsibility to individual physical fitness. In the graphic below we see The Window Factory has made \$2,442,125 in actual profit, below this figure we see the 9 sources of \$e (EEE dollars) which tally to \$e 2,189,70

To obtain a company's EEE score, the collective scores of the company and its staff are divided by the company's profit, which in the case of The Window Factory gives them an EEE score of 90%. In the future, other parameters may be added, but as a stating point, we use $\$e \div \text{profit}$.

In general 90% is not a good score, and so certain tenders will not be available for the Window Factory. When we consider one tender, as outlined in the suppliers butterfly created about half of the \$129 million profit, collected by The Window Factory from 2014 to 2036, missing out on any tender due to a low EEE score, costs the company and its staff a vast amount of money, as such the EEE score becomes pivotal to financial success.



The Window Factory e\$ Breakdown

In this example roughly 50% of the Window Factory's e\$ are earned via their Give Half Back, special projects contributions, (for more detail, see "Baby POP" spreadsheet, American Butterfly 2 & 3). These contributions include investment into renewable energy, staffing the SURH's (Super University Resort Hospitals') and staffing the university and operation centers.

Before delving in, a couple of points on the spreadsheet should be clarified; EEEP (EEE Percentage) is the percentage contribution from an individual item to the total company EEE Score. Below in row "a" we see GHB (Give Half Back) Solar Arrays create an EEEP of 13.7%. As such, 13.7% of the Window Factories collective EEE score of 90%, is earned by the building of solar arrays.

Another important factor is the M column, this is the multiplier, to encourage and reward mandatory and additional investments into renewable energy, for every actual dollar spent 4 e\$ are rewarded. Further down we see to assisting the sending of gifts by businesses returns 3 e\$ and Research and Philanthropic spending has a multiplier of returns 2 e\$. (Conservation may be exchanged for sending gifts, in the next update)

	Ecological	Item	Resort Spend		Sub Total	M	EEEP	EEE Dollars
a	GHB	Solar Arrays	\$68,500,000	3.43%	\$83,609	4	13.7%	\$334,434
b	GHB	Electric Cars	\$19,000,000	0.95%	\$23,191	4	3.8%	\$92,763
c	Operations	Power			-\$12,394	4	-2.0%	-\$49,576
d	Operations	Fuel			-\$14,887	4	-2.4%	-\$59,548
e	Human	Various			\$13,834	4	2.3%	\$55,336
							15.3%	\$373,409

Ecological: In the ecological category above rows "a" and "b" are specific to the "Give Half Back" investments into solar arrays and electric cars. Row's "c" and "d" are the amount spent on power and fuel, which act as a negative. Lastly row "e" represents various ecological endeavors performed out of office hours by the business owner, staff or their families, for instance: recycling.

	Gifts	Item	Resort Spend		Sub Total	M	EEEP	EEE Dollars
f	Operations	Sent			\$62,785	3	7.7%	\$188,355
g	Operations	Received			\$46,875	3	5.8%	\$140,625
							13.5%	\$328,980

Gifts: The gifts category is simply the amount of business to client gifts sent or received.

	Research	Item	Resort Spend		Sub Total	M	EEEP	EEE Dollars
h	GHB	S-World Opps	\$37,500,000	1.88%	\$45,771	2	3.8%	\$91,542
i	GHB	Research & Dev	\$12,500,000	0.63%	\$15,257	2	1.3%	\$30,514
j	Operations	Join Taskforce			\$10,000	2	0.8%	\$20,000
k	Human	VSN Rendering			\$118,650	2	9.7%	\$237,300
							15.5%	\$379,356

Research and Development: In the research category, rows "h" and "i" are specific to funding S-World Operations and the Research & Development department at the University. "j" The "Joint Taskforce" indicates that a collection of network companies have joined together to invest in a specific type of research.

Row “k” represents staff family and friends rendering parts of the local area in S-World, which has contributed nearly 10% of The Window Factories score.

NOTE: If instead of The Window Factory a dedicated Pharmaceutical, Software Development or Research Company were to be measured in this category, they would have a high score based on their achievements.

	Philanthropy	Item	Resort Spend		Sub Total	M	EEEP	EEE Dollars
l	GHB	Teaching	\$12,500,000	0.63%	\$15,257	2	1.3%	\$30,514
m	GHB	SURH's	\$87,500,000	4.38%	\$106,799	2	8.8%	\$213,598
n	Operations	Donation			\$10,000	2	0.8%	\$20,000
o	Human				\$12,060	2	1.0%	\$24,120
							11.8%	\$288,233

Philanthropy: In the philanthropy category rows “l” and “m” are specific to SURH’s investment (Medicare & Medicaid alternatives), “n” is a simple charity donation and “o” represents volunteering work performed by the owner, staff or their families.

	Sports, Media, PR	Item	Resort Spend		Sub Total	M	EEEP	EEE Dollars
p	GHB	Department	\$31,250,000	1.56%	\$38,143	1	1.6%	\$38,143
q	Sports	Various			\$134,789	1	5.5%	\$134,789
r	Media	Various			\$135,876	1	5.6%	\$135,876
							12.7%	\$308,808

Sports Media & PR: Row “p” signifies the Give Half Back funding to the university Sports, Media and PR Department.

Row’s “q” & “r” present opportunities for companies to acquire a significant amount of e\$ by encouraging the company and staff to assist the operation centre media department in the making of adverts, productions, local network documentaries, or reality TV shows, be it in front or behind the camera.

Equally the participation in network sports leagues is rewarded.

Retrospective Note: For various reasons investment into sports and media has since been substantially increased. See the Angel POP graphic within The Network on a String.

	Consumer Ratings		Total Sales	Rating	Sub Total	M	EEEP	EEE Dollars
s	All		\$7,938,477	72.00%	\$5,715,703	0.01	2.3%	\$57,157
							2.3%	\$57,157

Consumer Ratings (The per human results search engine): In Consumer Ratings the average rating achieved is multiplied by the amount of goods sold, then multiplied by 0.1%. This does not leave a particularly significant figure, however as consumer rating are available for the public to see, motivation to excel in this department is already encouraged.

	Systems Knowledge	Hours	\$	Sub Total	Achievements	Exams	EEEP	EEE Dollars
t	Operations	2846	\$2.50	\$7,115	\$22,015	\$12,953	1.7%	\$42,083
u	Owner	425	\$25.00	\$10,625	\$22,467	\$12,856	1.9%	\$45,948
v	Staff at Home	13248	\$5.00	\$66,240	\$65,293	\$27,391	6.5%	\$158,924
w	Others at Home	54724	\$0.25	\$13,681	\$34,976		2.0%	\$48,657
							12.1%	\$295,612

Systems Knowledge: like “Sports Media & PR” systems knowledge is another “without cost” way to gain e\$. In row “t” we see the amount of hours all staff have spent using any S-World systems at the office, not specifically the hours logged on but a combination of hours vs. key strokes vs. moving in a direction that makes sense.

Achievements are the completion of certain tasks, such as creating partnerships or adding something to the system that is to the benefit of the network. Exams are simply e\$ rewarded for passing exams.

In row “v” staff working from home, generates the highest figures, here staff are encouraged to play the S-World UCS game/simulation version of The Window Factories real life business activities, making partnerships, applying for tenders and expanding overseas, taking the company to new heights or on occasion new depths if ones strategy did not work out.

To quote Schrep, Facebook VP of Engineering: “Get out there and try something, and don’t be afraid, there are lots of people to catch you, and you will never get criticized for trying something for the right reasons and making a mistake”

Via S-World UCS one can make mistakes, take risks and try new things without costing the company a cent, and when something pays off, it can be brought to the attention of boss and company hierarchy as a strong consideration of the next real life step.

In row “w” we see the “Others at Home”, this is a collection of either friends or unknown game players who have asked or been asked to play S-World UCS under The Window Factory” banner. In many cases this will be someone in the local area wishing to work for a company within the local network, or someone who wishes to apply to start their own company.

	Suppliers Score	Purchases	EEE	Sub Total	QE	Sub Total	M	EEEP	EEE Dollars
x	Aluminum	1,190,770	83%	\$988,339	55%	\$543,587	0.1	2.2%	\$54,359
y	Glass	793850	129%	\$1,024,067	60%	\$614,440	0.1	2.5%	\$61,444
z	Handles	793850	73%	\$579,511	50%	\$289,755	0.1	1.2%	\$28,976
aa	Other	397000	139%	\$551,830	46%	\$253,842	0.1	1.0%	\$25,384
								7.0%	\$170,162

The suppliers Score: takes the amount of real dollars spent with each supplier multiplied by the suppliers EEE score, and then multiplied by their QE score then multiplied by 0.1

	Others	Item	Resort Spend		Sub Total	M	EEEP	EEE Dollars
ab	GHB	University	\$12,500,000	0.63%	\$15,257	1	0.6%	\$15,257
ac	GHB	Building	\$18,750,000	0.94%	\$22,886	1	0.9%	\$22,886
ad	Tax				\$845,934	0.25	8.7%	\$211,484
ae	Operations	Various			\$12,643	1	0.5%	\$12,643
af	Human	Various			\$34,986	1	1.4%	\$34,986
							12.2%	\$297,255

Others: Finally the Tax and Other includes, Tax paid multiplied by 0.25 alongside “Give Half Back”

University Staff and Building Budgets, alongside a collection of smaller inputs. Note in particular the relatively high score that paying tax gives; this is deliberate, rewarding the company for their contribution.

As an economic solution, the system looks strike a balance between tax efficiency and network profitability, higher taxes may see a higher multiplier or 0.5, to motivate, especially if the country receiving the tax is creating a circular event by enacting an extended infrastructure project using network construction sector companies.

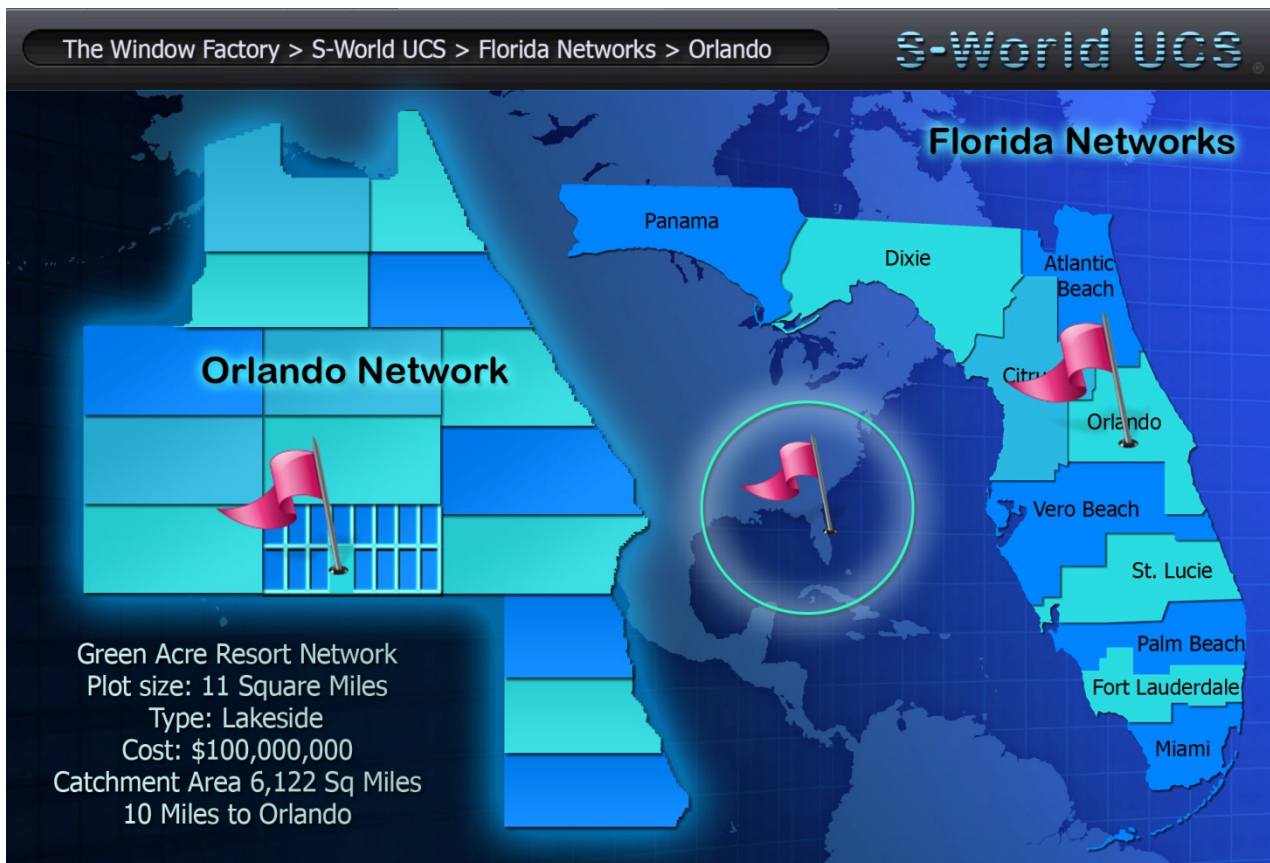
	Total							
ag	2018 EEE Dollars							\$2,191,435
ah	2018 Profits							\$2,441,125
ai	EEE Score						89.8%	-\$249,690

Total: In total the company made \$2,44,125 in profits and \$e 2,191,435 so generating a 89.9% EEE Score.

UCS Game play

UCS game play is exactly the same for the boss of a company, as the staff or general public, in creating innovative game play concepts for S-World UCS, many concepts translated into the make-up of the actual network business activities/rules.

At this point, the simulation and the way we wish real life business to be conducted become within the network become one in the same.



In the map above we identify the network where the Window Factory are located, a real plot available for purchase for \$100,000,000, ten miles from Orlando, on a large lake, within an eleven square mile plot.

Once established the Window Factory will be able to bid for tenders in networks that do not have suppliers of Aluminum Windows. Within the following graphic we see that two networks need a supplier, of aluminum windows.

A zoom into Fort Lauderdale shows a tender with a PQS (Predictive Quantum Software) estimated value of between \$4.6 million and \$6.9 million. In this scenario to acquire the tender, a cost was incurred equaling \$e 1 million and 10% of actual profit.

Note: the concept of advantageous partnerships coming in exchange for \$e does not affect the Window Factories EEE score. In 2018 the Window factory are forecast to generate \$e 2,189,701, within that year, if they wish to acquire the Fort Laure dale tender, it will cost them \$e1 million, leaving \$e 1,189,701 to spend on other items. (Their EEE score is based their yearly total profits so far, which is not decreased by spending e\$.)

\$e can also be applied to applications for tenders and partnerships, In the real world this process greatly increases the thought and preparation made in applications and sees only serious bids. Much like a Pay per Click add on GOOGLE, it does not mean the company is of any better quality that any other, it does however illustrate their serious intent to conduct business.

The same principle can be applied to staff and contracts:

If it is free to apply for a job, or to pitch for a contract then many will apply, if however, applications come with an \$e cost, then it assists the employer or contract owner, as they will know, the applicants interest has a value, saving time in going through CV's by identifying willing employees who have given the matter sue thought.

The Window Factory > S-World UCS > Florida Networks > Tenders

S-World UCS

Florida Networks

Adjacent Networks

US Networks

Global Networks

Free Triad

Partnerships

Tenders

Franchises

Investments

2 Tenders available in Florida Networks

Panama

Dixie

Atlantic Beach

Citrus

Orlando

Vero Beach

St. Lucie

Palm Beach

Fort Lauderdale

Miami

Fort Lauderdale Resort Network

QE Rating: 56.5% 4th in State 144th in USA

EEE Rating: 93.4% 7th in State 368th in USA

1st Year Profits: \$326 Million

Tender Duration: Until POP1 First Sibling (2.34 y)

Tender Value: \$4.6 Million to \$6.9 Million

Tender Cost: 10% of actual + \$e 1Million

Population: 2,653,872

Square Miles: 5,238

The Window Factory > S-World UCS > Partners
S-World UCS

Florida Networks
Adjacent Networks
US Networks
Global Networks
Free Triad
Partnerships
Tenders
Franchises
Investments

Partners

Sheer Windows Florida

Application cost: \$e 50,000
Partnership cost \$e 250,000

Sheer windows is in first place for attaining the 3 year Tender at the Cape Coral Network in Florida, Sheer windows needs an Aluminum Windows partner.

The Cape Coral Resort Network order for Aluminium Windows over 3 years is estimated at \$1,842,888.

Frameless		QE/EEE/CR
SW	Flo	59/114/82
TTF	Flo	52/152/93
EFW	Geo	53/89/98
GFW	Ala	62/75/79

Wooden		QE/EEE/CR
WWN	Flo	54/78/87
CC	Bah	46/251/79
CWW	Flo	61/83/75
WD	Ala	59/70/92

Classic		QE/EEE/CR
CWC	Flo	58/173/62
OW	Geo	53/94/77
WW	Flo	61/111/73
CF	Geo	56/101/82

Shutters		QE/EEE/CR
CS	Flo	63/95/86
MSS	Bah	51/294/82
WFS	Geo	57/104/79
GSG	Flo	62/83/91

Above we see the “choose partners page” offering information specific to creating a partnership. In this scenario, the Cape Coral network is looking for a supplier for all window types, as a result, the Window Factory is required to make partnerships with other window manufacturers in different sectors.

The screen offers information on Florida network companies that produce frameless, wooden and classic windows, alongside a company that specializes in shutters.

Highlighted is Sheer Windows, who are close to attaining a joint tender worth nearly \$2 million for the Window Factory, however, there is an application cost of \$e 50,000 and a partnership cost of \$e 250,000

This said, if staff or outside simulation players have already played this scenario within their own UCS game and made contact with various staffs from Sheer Windows, the cost may be negotiated lower, or for free.

At the bottom right of the screen-shot, we see other network companies who one can make partnerships with, displaying first the initials of the company, followed by their location, in this case either Florida, Georgia, Alabama or the Bahamas. After which the QE (Quantum Economic) score is presented, followed by the companies EEE score, and finally its Consumer Ratings score.

For simulation players, business owners and their staff, the accumulation of \$e is of benefit, encouraging all who would use S-World UCS into behaviors that assist the networks economic ambition directly alongside its ecological and philanthropic desires.

An useful side effect, is the ability to assist struggling companies. For example, if within a resort network there is a particular restaurant that offers a good food, service and experience, but due to “sods law” is underperforming. In such a circumstance the system can temporarily raise the restaurants EEE score, and assign additional e\$ to anyone who eats there by offering a multiplier of 4, so increasing trade.

POP Expansion

“POP” Expansion is detailed extensively within American Butterfly books two and three, initially the process called “Baby POP”, sees mother network profits invested in such a way as to eventually creating a further 15 resort networks, where after Angel POP sees a global initiative follow the math to global prosperity and ecological balance.

Below we see a global map that presents POP franchise investment opportunities, within the same industry as the Window Factory is skilled.



However, in the scenario, below we see that due to the Window Factory having an EEE score under 100% it is precluded from applying to invest its POP funds into an additional US operation. Where-after it is advised to invest in a network that gives bonus EEE points.



The next graphic, (top right) displays a screenshot zooming into the African Continent.

The Blue markers indicate mainly economic opportunities and the red award additional EEE points due to philanthropic gains. The green markers indicate networks planned within the "African Rain" Special Project, a vast solar powered desalinization project aimed at turning vast chunks of the Sahara desert, back to its pre "influenced by mankind" fertile state.

The following graphic (bottom right) zooms into the Network City of Al Sabkar in Libya.

Alongside general information about the development, four sets of statistics are presented detailing the construction timeline, costs, returns and the increase in EEE points attained.

In this case, by electing to invest in the Al Sabkar network, the Window Factories EEE score would rise by 12% so achieving a plus 100% EEE score, thus enabling them to apply for lucrative tenders within the USA.

TWF > UCS > Global Opportunities > Franchises > Africa

S-World UCS

North America

South America

Europe

Africa

Middle East

North Asia

South Asia

East Asia

Australia

Agents

Partners

Free Triad

Franchises

TWF > UCS > Exp > GI Opp > Franchises > Africa > Libya > Al Sabkah

S-World UCS

S-World VSN Tours

Financial Overview

QE & EEE Overview

Trade Routes

Opportunities

Treats

Core Network

City Planning

Meet Employees

Dear Nick Raymond Ball > Welcome to Al Sabkah Network City of Science, Libya.
 Al Sabkah is part of the "African Rain" Ecological Desalinization Initiative, choosing to expand your business to this location will greatly increase your ecological score.
 Al Sabkan boasts 30 Miles of coastline and is the Network City for North Africa, its close proximity to Europe and the Middle East suggests excellent trade and tourism.
 Libya boasts 3% of the world oil but only 0.1% of the worlds population, due to this, its location, democracy and EEE status by 12/04/2021 82% of Libyans will be in the middle or upper wealth bracket, 70% are expected to live in Al Sabkah
 The City is fully rendered in S-World VSN, please click a picture above to explore.

Time Line		
Todays Date:	34/09/2018	
Infrastructure Starts:	12/12/2018	
Building Starts:	16/01/2020	
Resort Fully Open:	12/04/2021	

Returns		
4 Year Sales Profit:	\$960,000	
5th Year:	\$460,000	
Rising Annually	7%	
2223 Assess Value	\$1,600,000	

Costs		
Factory & Equipment:	\$650,000	
4 Beach Huts	\$480,000	
Exhibition Hall Space	\$80,000	
Total Cost	\$1,210,000	

QE & EEE Points		
QE Score	49%	
Ecological Points	+49%	
Philanthropic Points	+33%	
Your EEE Score	+12%	

Investor Tour

City Tour

Tourism Tour

African Rain Tour

Nightlife Tour

Real Estate Tour

Libya Tour

African Tour

Trade Routes Tour



Network City is situated on the North end of Al Sabkah Lake, as per general guidelines one square mile has been allocated to each of the 216 countries and sub counties.

Above we see the design for the US Sector.

Graphics by: "Sim City" (S-World's preferred virtual rendering software partner)

Now we see the Al Sabkah network via S-World VSN, and have the opportunity to explore the entire city as it will look when constructed.

Above we look at the design for the US sector within the city

The next graphics (top right) we see the permanent expedition centre within which, the Libyan franchise of Window Factory will have a stand.

In the following graphic (bottom right) we see an option to purchase a selection of beachfront properties, which will be owned by The Window Factory.

Investor Tour

City Tour

Tourism Tour

African Rain Tour

Nightlife Tour

Real Estate Tour

Libya Tour

African Tour

Trade Routes Tour



Here we see the exhibition hall, dedicated to building and construction companies, state of the art design, 400,000 sq ft.

There are many well located permanent pitches available. The minimum size is 2000 square feet at a cost of \$80,000.

Investor Tour

City Tour

Tourism Tour

African Rain Tour

Nightlife Tour

Real Estate Tour

Libya Tour

African Tour

Trade Routes Tour



The one commodity Libya has more than oil is sand and beaches, to the joy of most Westerners.

The franchise offered includes a residential building allowance of \$480,000, the PQS predicts the best return is to build 4 beach huts/villas on a man made Island on the Al Sabkah Lake

S-World UCS – Special Projects

Recruiting aside, the UCS game play is based around the tremendous wealth that can be accumulated by the collective network companies and the creation of “Special Projects”.

Not only are Special Projects noble endeavors that will either assist the human race or protect it, Special Projects become a significant branding exercise for whoever undertakes them. Special Projects in whatever form install pride and give unity to those that undertake them, assisting to unite the fractious global population to a common cause. or indeed causes. In the following graphic we see the entry page to the S-World UCS “Special Projects,” with eight projects identified.

1. **African Rain:** the ambition to return the Sahara desert to its pre-Roman state of fertility, via solar powered desalinization initiatives.

(1b.) **The Babylon Project:** looks to follow a similar root across the Pakistan, Afghanistan, and Iranian borders, in both cases the project brings networks and network associated benefits.
2. **Middle Earth:** Other than protecting ourselves or colonizing space, the only way to ensure survival of humanity in the case of and ELE (Extinction Level Event) is to build underground cities and eco zones beneath the Networks. At first these can act as 365 day a year tourist resorts, but over time become a genuine safe-haven and a part solution to overpopulation. The technology used in this process will also be useful in universal colonization. If one has heat from the core of a planet, one can make light, with light one can make oxygen, from which plants can grow, as such there is no reason why an underground series of networks on Mars could not flourish.
3. **Solar Moon:** looks at generating solar power from the moon and sending it via microwaves to earth, which if facilitated (infrastructure and transport provided) can be 30 times cheaper than building solar arrays on earth.
4. **Planetary Defense:** aims to protect the world from asteroid collisions.
5. **Mission Gliese:** Given enough capital, it is possible to reach the nearest habitable planet “Gliese 581g.” Problems with artificial gravity aside, we have the engineering skills to build a ship that could house 1000 nuclear engines, an ark and drilling equipment to build underground cities, incase after arriving there is no atmosphere.
This “Special Project” becomes the flagship for Global unity and is the project that gave “S-World Universal Colonization Sim” its name.
6. **The Poverty Line:** powered by “Angel POP,” seeks to bring all of earth’s citizens who have adopted adequate measures and teachings to stop rampant over population above the poverty line, by the mid century.

7. **Global Cooling:** stopping the use of fossil fuel alone will not stop global warming, it will only slow it down, the only way to cool the earth is to produce more oxygen that carbon dioxide. In short, plant lots of trees, and protect forested areas.
8. **The Yellowstone Lid:** Seeks to dig a gigantic trench around and build a sequence of giant containment structures, to stop the spread of dust from the Yellowstone Super Volcano, which is a genuine ELE event which is already late. This project may take 5000 year to complete.

Nick Ray Ball > S-World UCS > Special Projects
S-World UCS

Overview		African Rain Votes: 1,245 Million UCS \$: 835 Trillion Progress 34.5% Actual \$: 28.3 Billion		Middle Earth Votes: 734 Million UCS \$: 672 Trillion Progress 12.5% Actual \$: 42.1 Billion
African Rain		Solar Moon Votes: 512 Million UCS \$: 572 Trillion Progress 4.5% Actual \$: 22.8 Billion		Planetary Defence Votes: 745 Million UCS \$: 672 Trillion Progress 42.4% Actual \$: 44.2 Billion
Middle Earth		Mission Gliese 581g Votes: 1.7 Billion UCS \$: 1,689 Trillion Progress 6.7% Actual \$: 33.8 Billion		The Poverty Line Votes: 231 Million UCS \$: 289 Trillion Progress 47% Actual \$: 29.6 Billion
Solar Moon		Global Cooling Votes: 341 Million UCS \$: 436 Trillion Progress 29.3% Actual \$: 18.5 Billion		Yellowstone Lid Votes: 769 Million UCS \$: 1,192 Trillion Progress 2% Actual \$: 2.4 Billion
Planetary Defence Grid				
Mission Gliese 581g				
The Poverty Line				
Global Cooling				
Yellowstone Lid				

Next to the pictures are 4 text fields.

1. **Votes:** indicate the amount of UCS game players that have started or contributed the project
2. **USC \$:** indicates the amount of e\$ ("game" dollars) that the UCS users have communally spent on each project within the simulation.
3. **Progress:** indicated the real life progression to stage one of each operation.
4. **Actual \$:** Indicates the real life total investment spent on each project, projects such as Global Cooling, African Rain and The Poverty Lines are automatically funded by the Give Half back "POP" process, others see funding from Angel POP and discretionary spending.

Retrospective Note: At this point whilst creating the S-World UCS chapter, I viewed a U-Tule documentarily by Garratt Lisi's.

After which, instead of writing a single chapter detailing various physics influences, before concluding with a mother network profit forecast, as had been the plan, a further two books were written:

American Butterfly pt 2

Spiritually Inspired Software

(Previously titled "Quantum Economics" then "Superstring Economics")

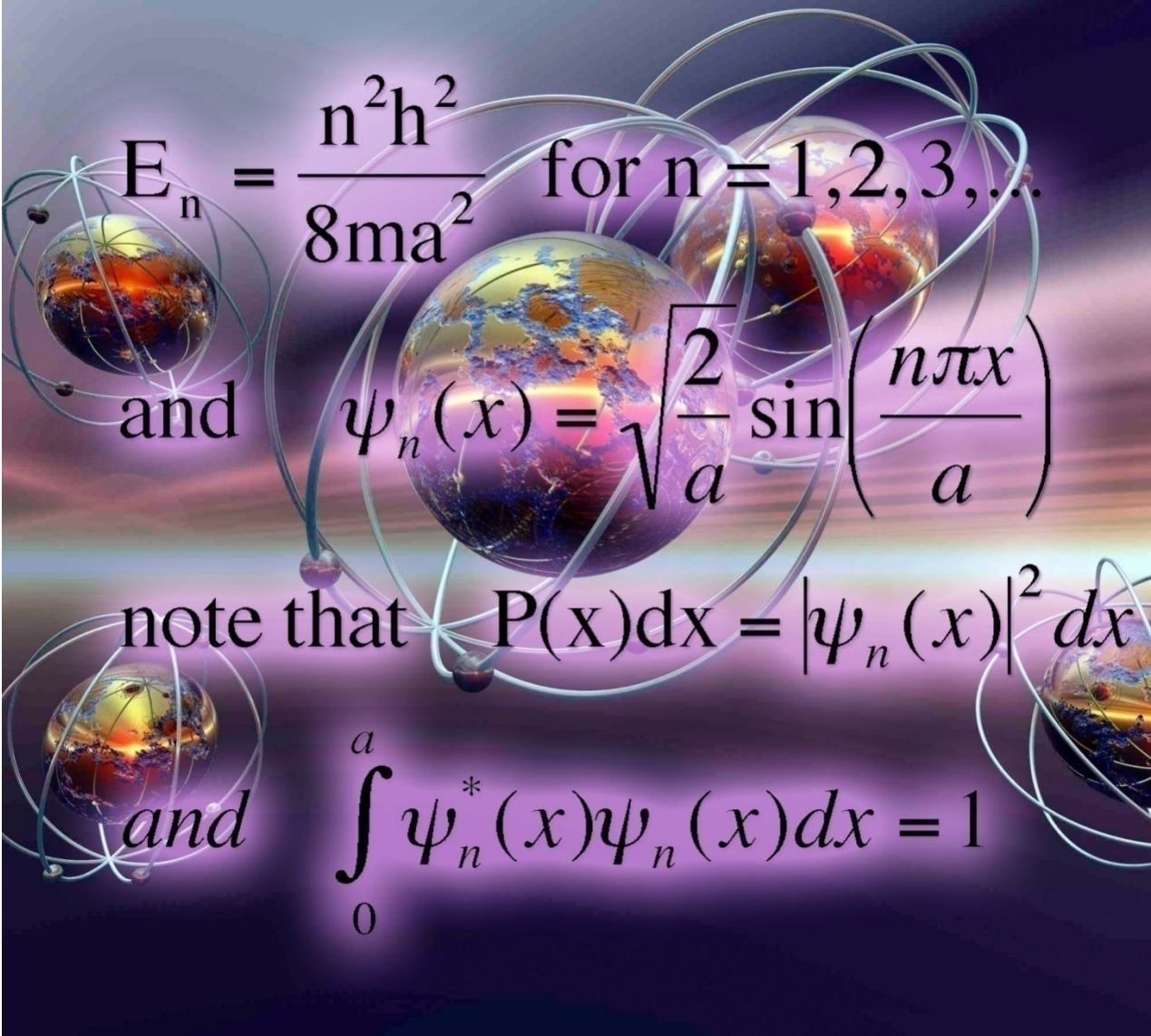
&

American Butterfly pt 3

The Network on a String

The documentary was
Garret Lisi's 2008 TED lecture on
"The Theory of Everything"

www.ted.com/talks/garrett_lisi_on_his_theory_of_everything.html


$$E_n = \frac{n^2 h^2}{8ma^2} \text{ for } n = 1, 2, 3, \dots$$

and

$$\psi_n(x) = \sqrt{\frac{2}{a}} \sin\left(\frac{n\pi x}{a}\right)$$

note that

$$P(x)dx = |\psi_n(x)|^2 dx$$

and

$$\int_0^a \psi_n^*(x) \psi_n(x) dx = 1$$

I can't read this!



Or this!

Do we need to read the language?

Of course we don't, that would be like saying there is no point in doing business with China if you don't speak Chinese's. The first equation was specific to Quantum Mechanics, but it's the second set of hieroglyph type squiggles which makes the point, as the second are specific to "Electricity." You don't have to understand the language of electricity and its equations to use a TV set or a hover, all you need to know is where the plug point is.

We have seen some fundamental aspects of S-World UCS, however to fully appreciate its capacity to improve the network and to make the creation of Special Projects a reality, not hypothesis, we need to know a little more about quantum mechanics care of Garret Lisi, recent creator of the acclaimed E8 248 dimension "Theory of Everything." Below are words from the opening section to his 2008 TED lecture.

Quantum Mechanics by Garrett Lisi

Starts with a blackboard full of equations, Garrett says: "Wohhh dude, check out those killer equations, sweet!(but continues)

Actually, for the next 18 minutes I'm going to do the best I can to describe the beauty of particle physics without equations.

It turns out there's a lot we can learn from coral. A Coral is a very beautiful and unusual animal. Each Coral head consists of thousands of individual polyps, these polyps are continually budding and branching into genetically identical neighbors. If we imagine this to be a hyper intelligent Coral we could single out an individual and ask him a reasonable question. We could ask "how exactly he got to be in this individual location compared to his neighbors, if it was just chance, or destiny, or what?"

Now, after abolishing us for turning the temperature up to high, he would tell us that our question was completely stupid, (these Corals can be kind of mean you see, I've surfing scars to prove that). But this polyp would continue and tell us quite clearly, that his neighbors were identical copies of him, that he was in all these other locations as well, but experiencing them as separate individuals.

For a Coral branching into different copies is the most natural thing in the world, unlike us, a Coral would be uniquely prepared to understand Quantum Mechanics.

The mathematics of Quantum Mechanics very accurately describes how our universe works and it tells us our reality is continually branching into different possibilities, just like a Coral, it's a weird thing for us humans to wrap our minds around, since we only get to experience one possibility.

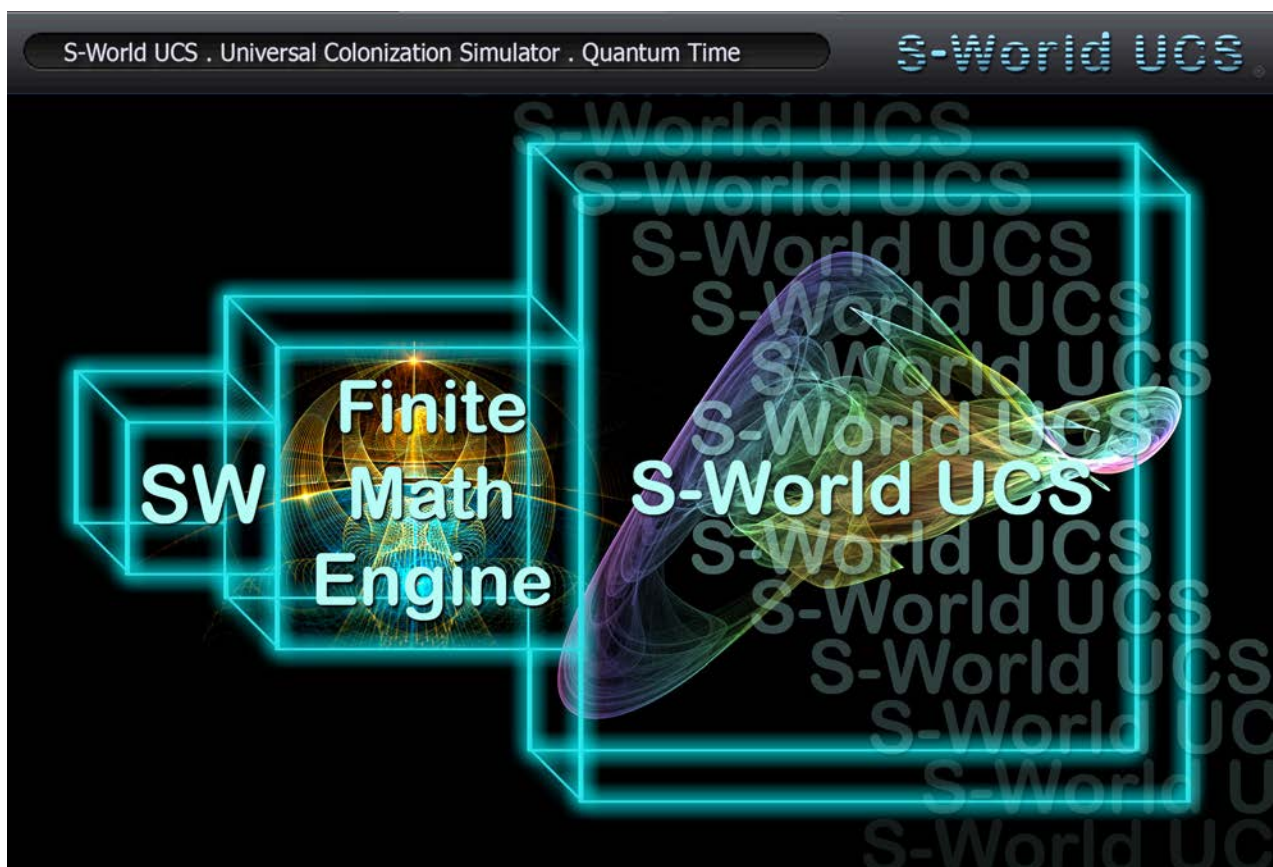
This quantum weirdness was first described by Erwin Schrödinger and his cat. Schrödinger is in a box with a radioactive sample, that by the laws of Quantum Mechanics branches into a state that is radiated, and a state that is not. In the branch in which the sample radiates, it sets off a trigger that

releases poison and Schrödinger is dead, but in the other branch of reality he remains alive, these realities are experienced separately by each individual, but as far as either can tell the other does not exist.

This seems weird to us, as each of us only experiences an individual existence and we don't get to see the other branches. It's as if each of us, like Schrödinger here, are a kind of Coral, branching into different possibilities, The mathematics of Quantum Mechanics tells us, this is how the world works at tiny scales and it can be summed up in a single sentence:

“Everything that can happen, does”

That's Quantum Mechanics.



Graphic for **S-World UCS** from American Butterfly pt 2: “Spiritually Inspired Software”

1. SW = S-World; all who work directly for S-World, including university, research and operation centre staff.
2. FME = Finite Math Engine; represents the usage of CFM “Compatible Finite Math,” RES “Revenue x Efficiency x Spin” and the POP “Pressure of Profit” investment and number management systems. Covered in books two and three
3. UCS = Universal Colonization Simulator; network staff and businesses, UCS game/simulation players, businesses and people who wish to work or partner with the network, S-World VSN (Virtual Social Network) users, S-World.biz users, S-Web users, partner social networks users and S-World environment users.

Quantum Time

Without being able to understand the equations of Quantum Mechanics, and without really having the first idea what Quantum Mechanics was, Garratt's explanation of the coral, creating identical copies of itself, where "each individual was in many other locations, experiencing them as separate individuals," saw the S-World UCS light bulb flash.

Garrett's lecture became the tipping point where the plans for a simulated game and business software, became a way for the businesses within the network, to replicate the quantum theory model and so be in many different places at the same time. As each individual UCS game player, was in effect an identical copy of the business, experienced by another individual.

As the data from all scenarios was available for analysis by the primary/actual business, when using the S-World UCS, network businesses like corral are uniquely prepared to understand quantum mechanics, or more to the point benefit from quantum mechanics.

Shortly after considering the different users of UCS as proverbial corrals in Garrett's presentation, the idea came to create a copy of the UCS game/simulation/database, and send it forward in time, at double speed, so a month in our time was two weeks within UCS. This simulation was given the name UCS Voyager, within half a year of our time it, Voyager would be a year ahead, and so on.

This Voyage simulation would always have to stay true to real life events and would update when actions happened, a typical example would be in the gaining of partnerships and tenders. If The Window Factory has fifty persons playing, it would have fifty different UCS futures, and at some point each player updates to the actual path that was taken, if their scenario had differed.

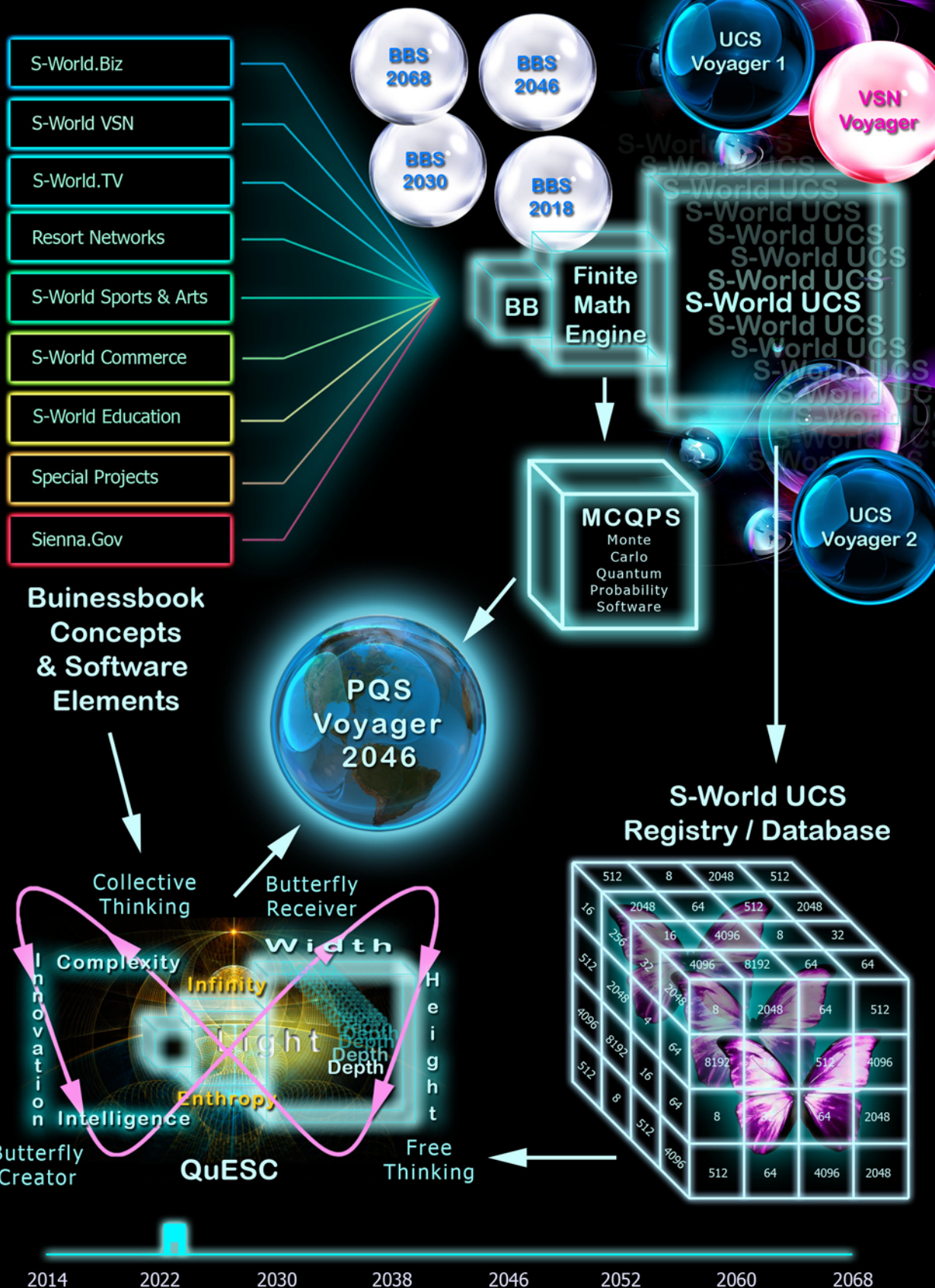
With fifty or so "human" futures, plus far more simulated by the PQS software, the owners and decision makers within the businesses can see where success are and take the necessary steps to enact the result, at the same time, avoiding messy, or simply not as good outcomes.

Alongside UCS Voyager, fixed time simulations could be programmed and manned in the Future, if we look at our next graphic for the PQS "Predictive Quantum Software, in this graphic, alongside the S-World software family, QuESC, the MCQPS and the UCS Registry, we see PQS Voyager 2046.

This simulation becomes the "Heaven on Earth" where, a future is programmed to include all of the ideas of S-World: Angel POP, Special Projects and a supercharged economy. From which point it is reverse engineered back through various stages in time, to meet with real time, in such a way that Voyager 2046 is an achievable target.

From Voyager 2046, we see where networks will be built, the allocation of tenders and the creation of Special Projects not yet underway.

PQS > Predictive Quantum Software



In S-World-UCS We could create a simulation of the network in the future, which is a heaven on earth with everything as it should be, then reverse engineer it back to our timeline, and enact it.

This concept was directly in line with the founding future looking philosophy, which inspired the search and integration of elements of physics within S-World" Isaac Asimov's "Psychohistory":

"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."

As a result, the S-World UCS Mantra was created, and for the first time, since the discovery of POP another element of physics influenced the programming, of S-World and in so doing added significant strength.

S-World UCS

What if you could look to the future and see millions of eventualities for the actions you take today?

What if you could use the information today, to choose the paths that lead to your desired eventualities, whilst avoiding less fruitful journeys?

What if you could do this from your phone, TV or laptop?

Welcome to S-World UCS
Welcome to your future

At this point (September 2012) in the creation of American Butterfly "The Theory of Every Business" I decided the influences from physics which had been stacking up, needed to be written into as a separate book, as opposed to the intended single chapter.

As it turned out, two books were written, "Spiritually Inspired Software" and "The Network on a String" largely telling the same story, with the first book, looking and explaining the basic considerations via observation, the other looking at the same development in terms of physics.

However, as the following two books, largely look at the mid to long term network picture, particularly in view of finance, a conducting chapter of Mother Network short term profitability was necessary, written with the hindsight of books two, three and the beginnings of book four "Butterfly Games" combining the Butterfly Effect with Game Theory to create a starting platform for S-World

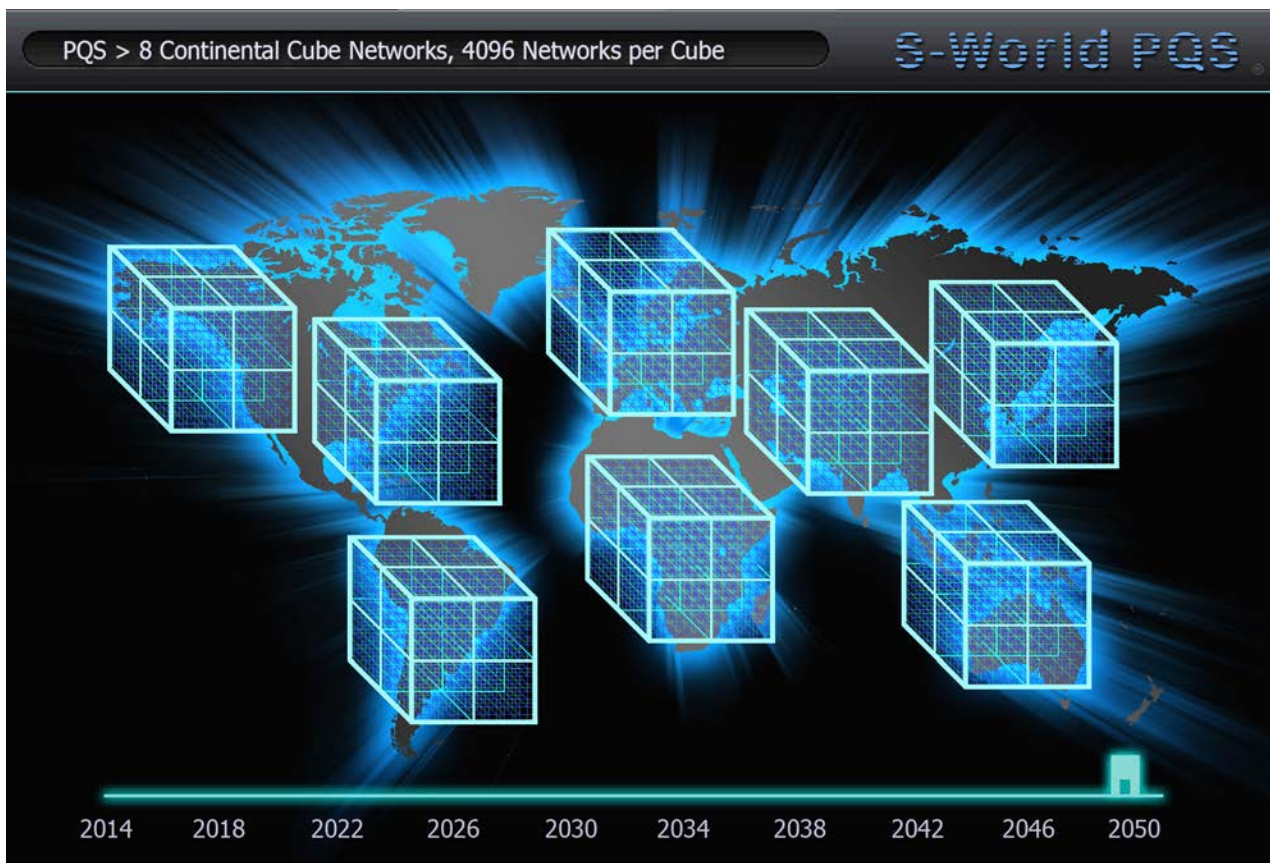
This is not the end for S-World UCS as points 9 to 14 of SUSY Similarity within "The Network on a String" revisit and expand upon the topic. It also needs to be stressed that book 2 "Spiritually Inspired Software" was written in response to the creation of this chapter.

UCS Logistics

Before moving to the concluding chapter, to return to UCS in the following book's, there is one bonus side effect of S-World UCS, which needs to be presented, and that is in its power to organize logistics for both the physical and practical creation of networks and the organization of the businesses and staff who will be entangled with them.

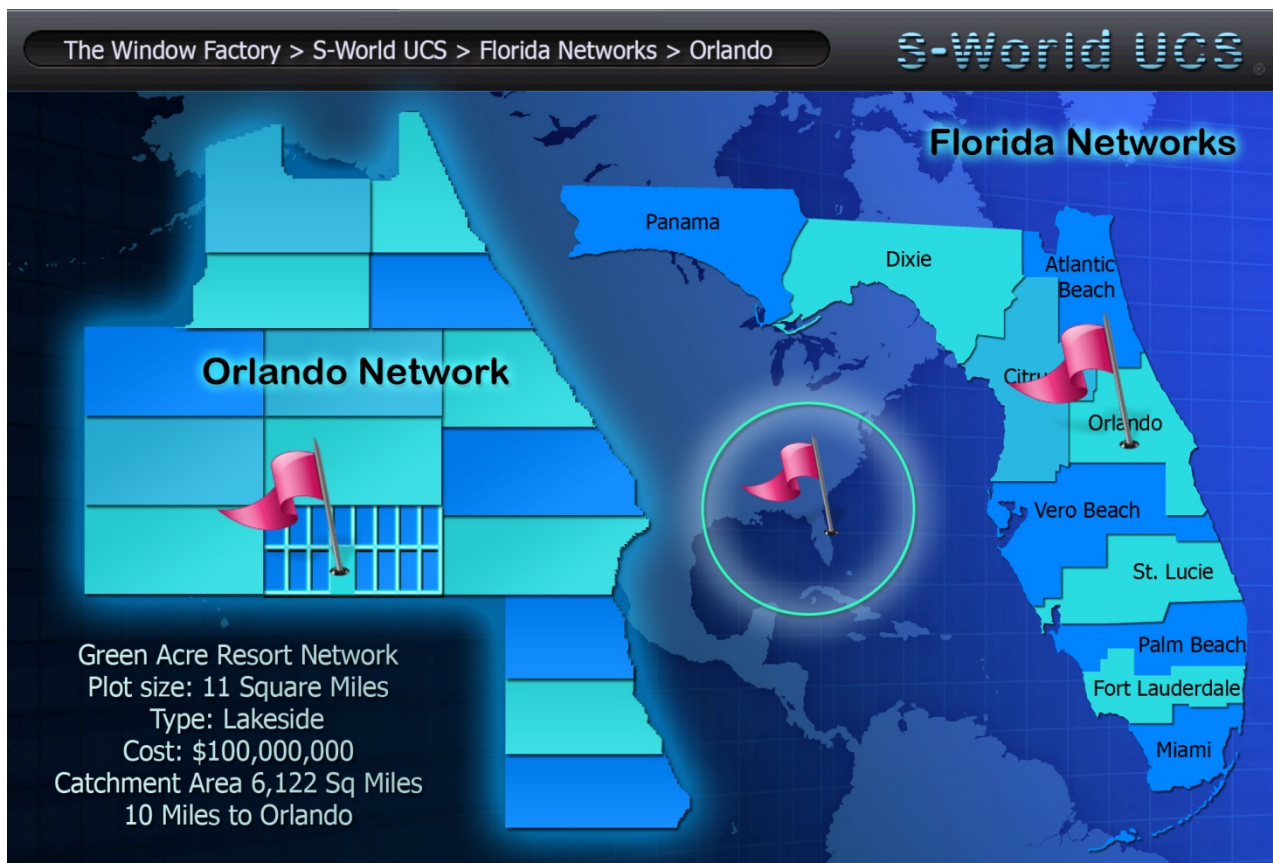
American Butterfly is a gigantic initiative, especially when considered globally, below we see the global network cube, seen in the mid 21st Century. Each cube representing 4,096 networks creating a total of 32,768 networks, a figure that could double when satellite networks are included.

Placing satellite networks a side, as each Mother network creates 15 Baby networks we divide 4,096 by 16 which gives us 256, which is the figure we have worked to thus far, remembering that the USA has two cubes and so actually creates 512 networks, but further remembering US mother networks are created in two phases, which is currently suggested to be two years apart.



From a logistical perspective, it's easier to conceptualize, when considered as ten Mother Networks per US state.

Below we return to the UCS Orlando Network map. This map accounts for all 512 US Mother Networks approximately ten per state, with the Orlando Network serving a catchment area of slightly above 6,000 square miles.



Within the close up of the Orlando Network we find 16 relatively even lots at about 375 square miles each.

If we look closer in, we see within a further 16 sub divisions leading to rectangle squares of about 24 square miles, half of which would be a good sized site for a resort network. As such, given a clean canvas there would be 500 plots of land available.

Within which, one could expect between twenty and fifty potential sites, more if the desired rezoning of farmland directive is enacted, which in most cases will be a question for local authorities and residents.

IMOTRANT NOTE: it needs to be pointed out that the network building plans by 2050 are below the current stated requirement/plans. This is pointed out, as some pay protest at building in any form, regardless of ecological awareness, the point being, the properties are going to be built by someone, but that someone does it in an ecologically responsible way, which enact benefits in many areas from medical initiatives to global cooling.

Considering we have between 20 and 50 potential sights for any mother network, and consider further that within the first phase Orlando and Vero Beach would be twinned, now creating 40 to 100 genuine contenders for a Mother Network.

The beauty of UCS is that it the general public can join S-World UCS, or use the Facebook app to walk into S-World VSN, within which, any user can select a site to build a mother network and virtually start building, using the SIM CITY rendering software. As long one has an internet connection, there is nothing to stop anyone from building a virtual network.

The next step is to choose a network from all created so far, as an official contender, which will be done largely by public vote and some usage of e\$. However if a local council has made a concessions on available land, such an organized gesture could well swing the vote.

Within a few months after launch, a contender for each of the possible places will be set, at which point, the simulation changes and people now choose to join one network or another, and business start to pop up, some imaginary, but some real, creating genuine trading partners and utilizing the business software as it is at that point. At this point it's not utterly essential for a business to pick the correct location, as when the field thins, the businesses will have a choice of network to move to.

However, as enrolment in S-World gets more popular and there are more than the allowed 4,096 business bidding for 4,096 business sectors available, then some serious strategic thought as to which sector will likely be the Mother Network will be necessary, as only by being and trading in that network, is any company assured of inclusion in the first phase.

Of the possible 20 to 100 sectors, not all will be viable, hi priced areas, with already crowded infrastructure, may not be cooperative, however, it's probable that at least 16 plots are found in suitable positions where the planning permission has been either approved, or the county has indicated it will not block the development under the ecological and aesthetic conditions that apply to all networks.

From 16, down to 8, down to 4, by which time, in most or even all states in the USA there is quite a frenzy over the last 4, which would all be granted future Network status.

Long before it gets to choosing the first network, the development plans would have been approved and far more businesses that can actually be launched in a Mother network will have been using the systems, already trading and ready to invest.

That's how a logistical operations, far greater than any that has been performed to date, gets expedited within a year from the launch of S-World UCS, and if you're wondering how long it will lake to create UCS, considering the foundation via S-Web are currently being developed, from the moment of substantial assistants from one of the big Tech companies, or The SIMS, we should have a working version in six to nine months.