

Mission

Fund, Build and Govern tiny private cities producing all essential **Goods** onsite.

Distribute **Land** ownership to you, as you build or operate or maintain those supply-chains.

You may hold that **Land** to avoid paying rent or profit.

You may sell surplus **Goods** for profit, but those new users must also gain **Land** ownership.

Timeline

- Buy undeveloped land and startup supplies to build communities producing all essentials onsite
- Distribute land ownership to the users who do that work, or the supporting work required to ensure that production.
- Produce enough surplus to sell for Profit and thereby:
 - Pay financial investors.
 - Pay taxes to external governments.
 - Buy goods and services not yet produced onsite.
 - Increase vertical integration to reduce imports.
 - Buy more land to grow and onboard new users.
 - Distribute land ownership to the users who paid that Profit.

Value Propositions

- Financial Investors - Profit margins increase as internal monetary costs decrease.
 - Internal Rent is zero for occupant housing.
 - Internal Rent approaches zero for each step in every supply-chain.
 - Internal Profit on goods approaches zero as vertical integration increases supply-chain ownership.
 - Wages approach zero as workers are paid more with **Tickets** and **Deeds**.
- Workers - Home ownership and Vertically Integrated Health Assurance (VILA).
 - Sign a **Contract** to earn **Tickets**.
 - Fulfill a **Contract** to earn **Deeds**.
 - Hold the **Deed** to own your home and never pay Rent.
 - Hold the **Deeds** to co-own supply-chains and never pay Profit.
 - Produce surplus goods and services to sell or "give away".
 - Every user must gain **Deeds** of land ownership.
 - The seller may choose to buy a new parcel of **Land**.
 - The seller may REALLOCATE **Deeds** to the new **Land**.

- Users - You must gain **Deeds** of land ownership whenever you:
 - Fulfill a **Contract**.
 - A "daily" vesting schedule is suggested to increase worker loyalty.
 - Buy or "receive as a gift" any good or service under these terms.
 - The "best" vesting schedule is not known at this time.
- Owners - You will own your home and your supply-chains, and you will love it!
 - You may hold **Deeds** to govern future production.
 - You may split **Deeds** to localize control.
 - You may join **Deeds** to scale production.
- The Earth - You may gain health as you more carefully steward your localized biome.
 - Owners are directly impacted by the decisions they make.

Terms

Legal Instruments

- **Ticket** - A legally binding claim on future production, redeemable for 1 serving-size of a specific kind of good or service, with a natural window-of-validity set by the requirements and timeline of that production, and by limitations of storage and other real-world considerations.
- **Contract** - A legally binding commitment to fulfill 1 step of specialized work in a **Ticket** supply-chain, usually over the next Year.
- **Deed** - A legally binding title of the land ownership required to fulfill 1 step in a **Ticket** supply-chain.

The DAO manages these through [Ricardian Contracts](#).

DAO Actions [Automation]

- Ask users for the future goods and services they want produced.
- Issue 1 **Ticket** for each specific requested future good or service [OUTPUTS].
 - Issue 1 **Contract** for each specific commitment of future work [INPUTS] required for 1 step in that supply-chain.
 - Issue 1 **Deed** for each specific commitment of land [INPUTS] required for 1 step in that supply-chain.
- Offer *many* kinds of **Tickets** for each **Contract** signature.
 - This is how you implicitly trade your future work for the future work of others.
- Vest **Deeds** of land ownership to users who fulfill **Contracts**.

User Actions [Buttons]

- Create **Ticket** - Describe any good or service you want to produce
 - A **Ticket** may be from a co-owner like "Fix a pothole on a shared road".

- A **Ticket** may be from a sole-owner like "Fix my kitchen sink".
 - Each **Ticket** must list all **Deeds** and **Contracts** required for fulfillment.
 - Each **Ticket** is only as valid as the **Deeds** and **Contracts** it requires.
- Select *many Tickets* - Request future goods and services.
 - This is how you "vote on" the future production you want (signal your 'demand').
- Create **Contract** - Define the work required for 1 step in 1 (or more) **Ticket** supply-chain(s).
 - Each **Contract** must contain details specific to that kind of work.
- Sign **Contract** - Commit to work in the future in exchange for *many* kinds of **Tickets**.
 - This is how your future work "pays for" your future goods and services.
 - This aligns the goals of the worker with goals of the user.
 - For example, imagine a **Ticket** for "Keep my car in working condition".
 - If you sign a **Contract** within that **Ticket** supply-chain, you have incentive to choose long-term solutions and preventative maintenance to thereby reduce the total amount of work required to fulfill your **Contract**. The usual combative stance against the customer has been removed because your goal is to *decrease* your workload by mitigating potential problems.
 - This aligns the goals of the user (reliable transportation) with the goals of the worker (less work required to fulfill the **Contract**).
 - This enables the use of automation and robots without danger because perpetual work is no longer a goal.
- Fulfill **Contract** - Fulfill your Work commitment in exchange for *many* kinds of **Deeds**. This is the *work-to-own* pattern.
 - Vesting a micro-amount at the end of each day may increase worker retention.
 - You gain the same *kind* of **Deeds** used to fulfill the **Tickets** you selected.
 - For example, if you select Bread **Tickets**, you gain **Deeds** in a Farm and a Mill and a Bakery.
 - During the "startup stage" of each parcel, the land you gain was not used to fulfill the **Tickets** you selected.
 - For example, imagine the DAO has purchased the land and startup supplies to begin the pilot project.
- Govern **Deeds** - You hold **Deeds** to control and *own* that future production. This is the *own-for-good* pattern.
 - You may hold some **Deeds** as sole-owner and some as co-owne.
 - Each sole-owner may exclude everyone, and owns 100% of that future production.
 - For example, the sole-owner of a single tree owns all of that future fruit.
 - Each co-owner may exclude everyone not in that group.
 - Each co-owner owns the same % of that future production as the % of **Deeds** they hold.
 - If you co-own 1% of an orchard, you own 1% of that future fruit.
 - Each co-owner must "pay" their % of the costs to operate and maintain each supply-chain so it continues to fulfill **Tickets**. The amount and form of payment is arbitrary, and decided by those co-owners voting.

- Each co-owner may "split" **Deeds** from any grouping to form a subset of co-owners or to become a sole-owner.
 - This localizes control and resolves the "Tyranny of the Majority" when subgroups can reasonably secede from larger groups.
- Each sole-owner may "join" **Deeds** to become a group co-owner.
 - Each group may also group, recursively, to govern organically.
- You may sell **Deeds** for Money.
- The DAO cannot sell **Deeds** for Money.
- Sell_Surplus - You may sell goods and services, with no limit on price.
 - Some % of Profits are returned to financial investors for a period no longer than 7 Years *for each land purchase*, meaning each parcel has its own 7 Year vesting schedule which begins when that parcel is purchased.
 - Some % of Profits are used to import goods and services not yet produced onsite.
 - Some % of Profits are used to increase vertical integration to reduce imports. goods and services not yet produced onsite.
 - Some % of Profits are used to buy more land without debt.

Optional Funding Mechanism

The DAO may mint 1 **Coin** for each square_meter of land, and then attempt to sell those **Coins** to thereby fund the purchase of that land and the startup supplies required to begin production on that parcel.

NOTE: **Coin** holders are not land owners and have no governance control of any kind.

Static Supply

This fungible token (cryptocurrency) is hard-capped at 510 Trillion, which is approximately equal to the surface area of the Earth (including all bodies of water), in square_meters.

Circulating Supply

Coins are "sold into circulation" during the **Coin Auction Sequence**.

This means the number of **Coins** in circulation is set by the number of square_meters of **land** held under these Terms.

The **DAO** cannot add or remove **Coins** from circulation for any other reason.

DAO Actions [Automation]

- Ask for the *size* and *price* of any land currently for sale on the open market.
- Issue 1 **Coin** for each square_meter of that land.
- The DAO sells each **Coin** *at or above* **minimum_price**.

- The `minimum_price` for each **Coin** = `price_of_parcel` + `price_of_startup_supplies / size_of_parcel`.
- If all **Coins** for that parcel are sold, the DAO buys that land and startup supplies and announces the first day of onsite work.
- The DAO cannot sell **Coins** for any other reason.
- The DAO cannot "give away" or "airdrop" **Coins**.
- The DAO cannot remove **Coins** from circulation.
- The DAO cannot "burn" **Coins** (whether in circulation or not).
- **Coins** do not represent land ownership.
- **Coins** convey no rights of governance.
- **Coins** have no redeemable value.
- **Coins** are not used by the DAO to organize production.
- **Coin** holders are not land owners, and have no claim on production.
- **Coin** holders are not Financial Investors, and have no claim on Profits.
- **Coin** holders cannot communicate with Workers or Owners.

User Actions [Buttons]

- Add land - For any land currently for sale, enter the `size` (in `square_meters`) and `price` (in the currency accepted by these sellers) into the DAO's land Registry.
 - This triggers the DAO to begin a **Coin Auction Sequence** specific to that parcel.
- Buy **Coins** - Play "Number go up!".

Commentary

Governance

You own and control *future* goods and services when you:

1. Hold the **Deeds** required for that production.
2. Hold the **Contract signatures of others** required for that production.

This eliminates the final sale, causing Profit and Rent to disappear.

Growth

When goods and services are not sold, Profit and Rent cannot exist.

You may sell surplus goods and services to collect Profit and Rent from others.

When you sell or "give away" any good or service produced under these terms, those new users must gain **Deeds** of land ownership.

This causes the user-owned "core" to grow, as those new users gain ownership until, theoretically, all essential supply-chains might be user-owned.

Profit and Rent may still appear for unpredictable events such as new inventions, late decisions, emergencies, etc.

Zeroes

- Rent is zero when you hold the **Deed** proving you own your home.
- Profit is zero when you hold both:
 - The **Deeds** proving you co-own a perfectly vertically-integrated supply-chain.
 - The **Contract** signatures of others proving you co-own that future **Work**.
- Wages are zero when you instead:
 - Sign a **Contract** to earn **Tickets**.
 - Fulfill a **Contract** to earn **Deeds**.

Comparisons

Bitcoin

- Bitcoin does not represent land ownership, conveys no rights of governance and has no redeemable value.
 - This **Coin** has those same limitations.
- Bitcoin has a static total supply of hard-capped at 21 million.
 - This **Coin** has a static total supply hard-capped at 510 trillion [approximate number of square meters of the surface of Earth, including all bodies of water].
- Bitcoin is slowly distributed to those who 'mine' each block.
 - This **Coin** is slowly distributed to those who buy it.
- The rate of issuance for Bitcoin decreases geometrically (the periodic halving).
 - The rate of issuance for this **Coin** is set by the difficulty in buying more land.

Free Software

The GNU GPL uses Copyright law to gain authority over the *immaterial* Sources of production, and then uses that legal authority to ensure users gain *their own instance* of those *immaterial* Sources.

We use 3 laws to gain legal authority over the *material* Sources of production:

- Property law governs **Deeds** representing real land ownership.
- Employment law governs **Contracts** representing commitments of future work.
- Crowdfunding law governs **Tickets** representing future production.

We then use that legal authority to ensure every user gains access to *their own instance* of the *material* Sources of production, specifically land.

Ownership Models

Worker Ownership

In a "worker owned" business, each stage of production is co-owned by the people who operate those material Sources, while the users have no voice. The intermediate product must be sold at each step in each supply-chain.

For example, the Farmer owns the Farm and sells grain to the Miller who owns the Mill, who then sells flour to the Baker who owns the Bakery who finally sells to the user.

User Ownership

In a "user owned" business, all steps in each supply-chain are co-owned by the people who will use that good or service.

The intermediate products and the finished products are never sold because the users who will finally consume them *already* own them.

This *full* vertical-integration eliminates *all* changes of ownership.

For example, each Bread eater owns a tiny portion of the Farm, the Mill and the Bakery.

- The Miller marks the Farmer's **Contract** FULFILLED to accept custody of Grain.
- The Baker marks the Miller's **Contract** FULFILLED to accept custody of Flour.
- The user REDEEMS a **Ticket** to accept custody of Bread.
 - This implicitly marks the Baker's **Contract** FULFILLED.

User-ownership safely eliminates Profit for those in that group, for that good or service, because those co-owners accept the product itself as the *natural* return on investment.

The price they each pay as a user is simply the costs they already each paid as a co-owner, and Profit does not exist because those goods and services were never sold.

Notes

See LinkTr.ee/earthChange for more details.