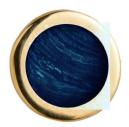


Koins In Space ("KIS")

KOIN Ltd. and the way to build a profitable commercial space program in 2014 starting with kids in shopping malls

20.July.2014 Forty-fifth Anniversary of first Manned Landing on Moon





Mar'tan 1

38.6° N., 78.8° W.

Preface

Koins-In-Space or "KIS" is an ongoing public, social process that involves the use of the KOIN (Knowledge Object (Operative) Intelligence Network ("KOIN") and koin artifacts (devices, objects), along with an open-ended and continuous involvement of social media communications and sharing that includes private commerce, games, contests, special offers, awards and prizes. All of the KIS activities involve common and central themes that pertain to Space – extraterrestrial, in-orbit, and deep-space (solar system and beyond) exploration, commercialization, travel, industry, planetary protection and security, colonization, and other aspects typically and frequently associated with "Space" as it is understood by most people.

This is not a completed document, nor can it be, by intention and design. It is a "working document" and the "feeder" for others (text, graphics, video, other media) which are meant for other persons – namely the readers of this prototypical piece – to produce. There are many variants of the same basic Idea-Plan-Implementation ("IPI") presented here, and this constitutes a preliminary "list" that is presented in several sections of text and graphics.

Consider this to be The White(Black)Board and the Professor is giving you the first lecture of the semester and filling up the board. Now you have to take this and make something of it, including your term projects and papers. That is the metaphor. The reality is that you take this and build different facets of the project and take it to certain financial/banking people and convince them to get fully onboard. Some of those people are in the USA, but most are in the UK and Europe. Some, however, are in China, Japan, Korea, India, Australia, Canada, and several other countries. Almost none of the Right Persons to whom you need to take this are in places like NASA, Washington, DC, or Silicone Valley. A few really are on Wall St. and @ New York City. Some are individuals already highly visible and active, and with more than sufficient resources for what KIS needs.

There are obvious prerequisites for understanding most of what is presented herein. Those "pre-reqs" are covered in other material which the audience of persons receiving this document have previous received. Such materials cover KOIN and everything to do with KOIN (koins, Kyberos, iBanks), LUX and the software components therein, some of which figure strongly into KOIN business and products,

¹ Martin Joseph Dudziak, PhD, Institute of Innovative Study, TetraDyn Ltd., et al

and CUBIT with its four product groupings, including MagicApps and koins themselves (for they are physically to be understood also as a type of "cubit" product-entity), as well as CUBIT-Pods.

Assuming you have at least some basic understanding of CUBIT, LUX, KOIN, and also some understanding of the other basics within the long-term scientific and technical foundations of TetraDyn that are in areas of energy including production/generation and applications including propulsion for space travel and space-based uses, Read On...

If you feel that your understanding is inadequate, then you should still Read On, because you will get something out of things here that will aid you in understanding better that you should do next.

For all of us – not just some of us – there is No More Spare Time to Sit Around, Criticize, Pontificate, Reject, Ignore, or further talk about "I don't get it, and you ought to do X." About this claim, the present author leaves you with simply, "today's evening news from Planet Earth."

Introduction to KIS

Koins-In-Space or "KIS" is an ongoing public, social process that involves the use of the KOIN (Knowledge Object (Operative) Intelligence Network ("KOIN") and koin artifacts (devices, objects), along with an open-ended and continuous involvement of social media communications and sharing that includes private commerce, games, contests, special offers, awards and prizes. All of the KIS activities involve common and central themes that pertain to Space – extraterrestrial, in-orbit, and deep-space (solar system and beyond) exploration, commercialization, travel, industry, planetary protection and security, colonization, and other aspects typically and frequently associated with "Space" as it is understood by most people.

KIS is the "central" project, focal demonstration and focal effort for KOIN Ltd. to introduce koins and everything related to koins and the KOIN technology and system, to the world. It does not preclude or supplant any other particulars, such as the "Our Sons and Daughters" project for use of koins, but the latter and any others take Second Place to KIS unless and until they become financially very dominant, well-supported, and demanding of attention. However, in such a case, there will be sufficient funds for KOIN and partners to move forward on parallel and mutually supportive "tracks" with the other projects simultaneously with KIS as presented here.

KIS is a business process, and it derives from the technology and product offerings of KOIN Ltd. It employs other technologies, products, knowledgeware and skillsets from the other companies in the TETRAD Consortium (family) of businesses and organizations, and it necessarily, absolutely involves all types of collaboration and cooperation with other people and other organizations worldwide.

KIS also involves something called KISS – Koins-In-Space-Shares – and this is part of the overall business process, involving what are functionally small-cap share-like investments in future endeavors of a Space-like nature, but KISS does not involve explicit shares in a defined security (e.g., company equity, bond, future, derivative, or any other formal security). KISS is the key to making KIS work, thrive, be viable, be successful, be profitable and dramatically results-full.

KISS is the "kiss that bestows wealth" upon KIS and thereby other projects and activities including everything that has been described with phrases and terms such as

"20 under 20 who will change the World by 2020"

and the youth-oriented finance-education project connected with KOIN and koins and also SPACE,

The 2020 Project

which is also connected with the businesses within The TETRAD as a consortium.

Through KIS and KISS and related functions, introduced in this document, multiple goals are achieved. These include the advancement of the basic business of KOIN Ltd. and its product line. These goals include the advancement of other business and also non-profit members of The TETRAD, the Consortium or Family of Organizations as introduced and described at http://tdyn.org.

Finally, these goals include the advancement of the missions of all those member entities, missions that extend far beyond the constraints and traditional limited scopes of most for-profit and non-profit organizations alike in the modern era. KIS and its connective elements provides the ability for the Private Sector, working independently of and also in synergy with the public sector, to achieve sustainable high profitability while at the same time accomplishing things that are very long-term, very challenging and often misconstrued and misperceived in the contemporary business and scientific sectors alike, and to do so with minimal overhead, risk or complications.

Introduction to the Landscape (Spacescape) of KIS

Our objective is twofold:

- (1) to make sustainable, sizeable and very-low-risk Profits using the Space themes woven in with everything and anything else involving KOIN and koins.
- (2) to apply a substantive measure of such Profits to other business investments that will specifically push forward, along with the combined collaborative and "coadunatio tempo" efforts of other partners (far and wide, large and small):the <u>SPACE Industry and some specific goals</u> of ours these involve:
 - CUBITs for instance (Pods for applications like MOSES, HALO, ECCOS, ASTRIC) and also
 - (very much so) advanced, non-chemical-combustion energy/propulsion technology development

In general, we aim to use profits from what we describe and explain here as KIS, including what we describe and explain as KISS, to advance very serious, private-sector-led, multi-national, multi-generation, open-ended, Space Exploration and Commercial Development.

Thus, our "scope" encompasses and can encompass projects, programs, companies, and other entities around the world, such as (for instance) CubeSat (Clyde Space), SKYLON (Reaction Energy), the UK Spaceport endeavors, projects to reduce risks from asteroid and large-meteor collisions, missions to Mars and other planets, and many more.

We are in this as both <u>Doers</u> with our own scientific and technological work, designs, technologies to be furthered carried through R&D into maturity, and as <u>Investors</u> in the work of others.

What does KIS entail?

Special sets of unique-designs (mass-produced and also custom art) for koins.

Special built-in information content on certain sets of koins, as well as web resources and apps Games, contests, prizes that are based upon people owning, trading, collecting certain types of koins and the information thereon

Learning about space and the rest of science and indeed STEM in ways that are fun and can be profitable in terms of cash income and also making personal investments, even small ones (see below about KISs in terms of its other meaning: **KOIN** Investment **S**pace **S**hares) and also in the personal, intangible realm of making new friends, new relationships, etc.

There will be koins, for instance, released as a set, for which there are unique artistic designs, and unique packets of information provided to the buyer-users, that pertain to Space topics.

Consider koins with images (and corresponding other features) that pertain to known planets and exoplanets. Consider a collection of koins with images (printed (plastic, metallic (laser-cut, diestamped, etc.), and hologram images as well, of planets and astronomical objects:

- · known and common
- known and uncommon (outside our solar system)
- artists' renderings of actual places, and conjectures about others that may be, etc.



Starting with basic plastic, metal, precious-metal, composite and inlay koins, we do exactly the same procedures and put in the same functions as for other uses of koins that have been described elsewhere (e.g., the "Our Sons and Daughters" uses for personal safety and security).

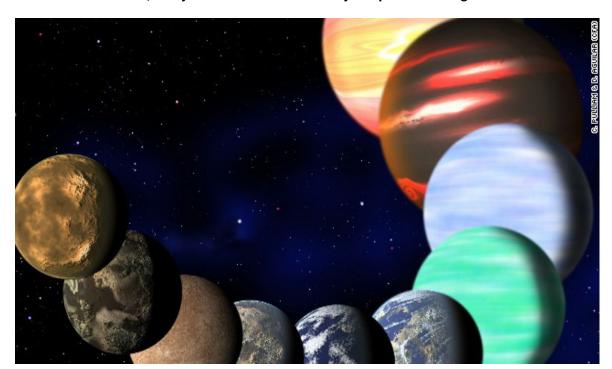
Here, now, we go into a different world-order with the designs.

KIS Designs

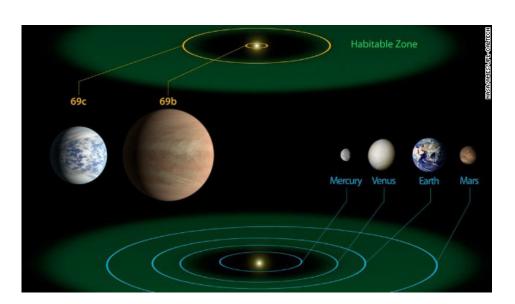
There will be on its obverse and reverse surfaces images in different styles that connect with, and make up a multi-koin collection, of different images (plus the resident "special data" to be used for many different applications including gaming, contests, prizes and awards).

Note that these designs will be of many types and can be user-specified (in the sense of how people can have jewelry, clothing, and even tattoos, piercings and and related body-ornamentation be highly individualized). Some of these planetary designs (not limited only to "planets" per se, although in the mass-market lines KIS-related koins will be focused on nearby known planets and known, identified exoplanets with evident and/or speculated habitable environments for living organisms of our earth-based types). Some KIS koins, for instance, will have colors and features in their surfaces that will boost the value and the cost to all levels comparable with the finest of jewelry. Our mission at KOIN and with the KIS program is to make such designs popular, in high demand, and with high-valuation, among millions of people worldwide, including many who prior to KIS never thought much at all about "space exploration, industrialization and colonization" for instance.

Through koins, people will Connect with things that are not so exciting presently to the current masses of humans on the planet, but let us never forget that in the mid-1950's and through the 1960's and even into the 1970's, every aspect of Space was Very Big for Millions and especially for Americans and all Europeans. Now it is bigger than most americans, for instance, imagine, but in place like China, India, and other parts of Asia and South America (e.g., Chile), and it is Becoming Big in the United Kingdom and especially in Scotland.

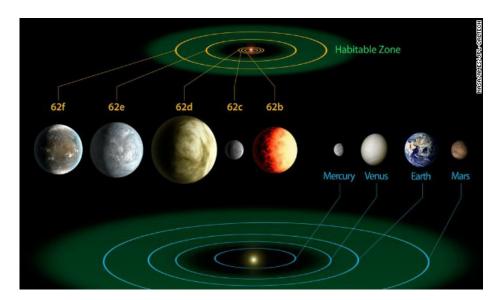


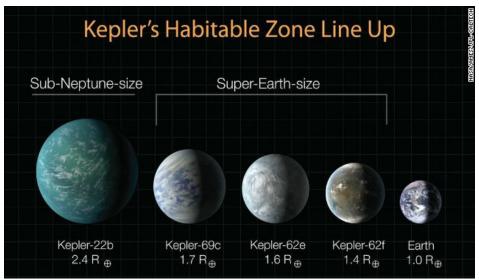
MANY PLANETS, Many Potential Homes of Many Peoples including Our Future Race



Moreover, koins are not restricted to being discs! There is no geometry "off limits" for koins, and especially for KIS-related koins. Some could be in very interesting shapes, reflecting spacecraft and space habitation designs.

Moreover, the images can include not only planets and other natural objects in space but historical spacecraft such as Apollo, Soyuz, Mercury, Voyager, ISS, "Enterprise", and vehicles from Star Trek and Star Wars. "The sky is certainly not the limit" - and neither is the edge and "Outer Limits" of the Galaxy.





What goes into the making of the physical koin images? That depends on the quality level – are these 3D-printed, mass-produced, or are they custom artifacts made by artisans, one-off or limited-copy editions?

What goes into the information sets? All sorts of interesting and educational data, yet, but also things that open into what appeals to human nature for collecting, sharing, trading, and gaming. Just as with other types of koins and other KOIN functional features, this opens up the prospects for things like LUXworlds that can be entered only "through" (with, by means of) a koin or a set of matching and integrated koins.

What might be in those particular "virtual" worlds? All manner of things both instructional and information as well as entertaining – fantasies, games, stories, and most importantly, here, stories and adventures that are open-ended, non-static, and co-creatable by the navigating users themselves.

Let's not forget some easy sources of revenue. Just as many Youtube and news-channel videos have either prelude advertisements or some text-over-video adverts during the film or concert clip, there can be the same with any koins including these within KIS. What are the specifics of such adverts? That

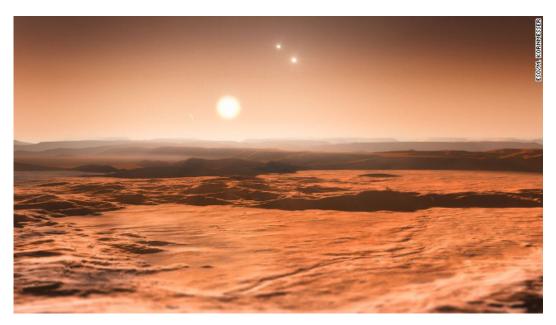
is totally up to the interactions and negotiations between marketing, advertising, and other personnel. KOIN Ltd. Simply provides the terms and the contracts and the means by which the advertisers can get their media content into the koins that will be handled and used by millions of people.

Simply think of what would you as an advertiser want to put into the hands, eyes, ears and minds of people who have koins that connect-up so directly with Our FUTURE Worlds...

LUXworlds and Games in KIS

Imagine also, connected through and by "koin" mechanisms, a LUXworld that people can enter and play creative, original, ever-changing GAMES.

A LUXworld that is on a planet like Kepler-62f, or Kepler-69c, or Kepler-186f



Handling just like Google Maps because it is precisely Google Maps software that is being used, entirely, for the navigation. Map views, and also "satellite" and ground-level views. Easy, simply generic software to do all this, and it takes artists with computer graphics skills, not programmers.

Business Excellent Principles At Work with KIS

Bear in mind please, that right here, in this example about something for consumers, users, gamers, we have a beautiful illustration of the TetraDyn Business Excellence Principle ("BEX") of Organic Multi-Function Technology and Experience ("OM-FUTE"), a synergy and symbiosis of business capital, technology, people, marketing, and the markets themselves, the customers and their multi-desires that can be fulfilled, intelligently, in more than one way simultaneously.:

We are taking a common, familiar, easy, "natural" experience-mechanism, namely, Google Maps visualization and navigation, and making it into something that works for consumer entertainment, games and basic commerce. But at the very same time, we are building, implementing, maturing, testing, refining, and improving something that for others – all those conventional, old-style-thinking "corporates and academics" - would require a huge infrastructure, long delays, extra expenses and overheads, for getting some tiny NASA or ESA grant, and/or some venture/angel investment, to produce, and we are receiving all this paid-for-by-regular-commercial "BIZNIZ" and including, also, the free, convenient, testing and trials and consequent improvements from the best test audience – people of all ages but especially kids from 6 to 26 who are the dominant players of computer and internet games.

Result (one of them) - from simple and smart going-about-things the TetraDyn manner of management and business process:

CyberNaut - the next-generation system, beyond Surface-type tablets and Kinect, etc., for enabling the 3D, hands-fingers-gestures and body-movement – even in zero-G environment(!) --- for

CYBER CONTROL OF MULTIPLE MECHANICAL DEVICES IN A 3D SPACE ENVIRONMENT



However, let's briefly return to the navigation of a 3D world that is like Kepler-62f, using a Google Maps software engine, and now we want to simply consider WHAT ELSE GOES INTO THAT which is going to be useful and interesting to millions of users, worth \$\$ and time and energy to them, attractive to others to join-into as well as their friends, and producing revenue for KOIN Ltd. and its partners?

The answer is "profoundly and profusely simple."

We give the users to opportunities to express their desires, their trends, tendencies, proclivities and dispositions in how they navigate, how they populate the world with additive objects and features, how they behave, and in the process we are continually giving them information that includes things that are point-blank simply advertisements, attractors, magnets, draws, for doing things that have two preeminent qualities:

- (1) purchasing something from a vendor, and thereby we earn some commission-percentage
- (2) providing information of value to some advertiser-sponsor of ours

Into the Kepler-62f Virtual World, for instance, the user himself and also we as manager-controllers can place objects that are images, video clips, and other data links – this is "Web 101" transformed into "Web 999" by the power of software functions such as Shumeru and Open Net (ours, enhanced with other software modules 99.9% of which are completely free for use as we wish).

There can and will be user-created, user-enabled, user-enhanced information and that includes fantasy. What you-he-she wants to be and do in another world, whether it is being directly and immediately conceived as as "exoplanetary" or simply "other" and using the landscaping tools that KOIN provides through KIS in order to create and to experience and to share those fantasies.

Enough for here and now. This is, after all, a White(Black)Board document, intended to give basic ideas and to outline things, not provide everything lock-stock-and-barrel complete and final. Besides, there is never any "complete and final" with today's and tomorrow's products especially in the information-intensive, internet-enabled world – that is a fallacy of old-style "yester-year" thinking business people who are all on the way "Out!" because they cannot Adapt. There is only "here, let's do this and keep in mind that we will be adapting and changing every step of the way, and never shall we get locked into static, status-quo-loving old-style thinking!"

In conclusion for this part: IF IT IS SOMETHING THAT CAN BE DONE WITH A koin AND IN THE KOIN SYSTEM, THEN IT PROBABLY MAKES SENSE FOR THIS ASPECT KNOWN AS AS KIS.

SO, GO BACK TO OTHER KOIN DOCUMENTS, ALSO TO LUX, also to earlier material on all the other software we can and will use that is in EpiXaT and KOIN, coming from years-back or "just across the street" (3rd party, Open Source, etc.). Take that, eat it, digest it, learn it, and IMAGINEER it into KIS where we are deliberately, consciously, and with every bit of "subliminal suggestion" we can muster and apply, steering People Into SPACE-think and SPACE-like and SPACE-want and SPACE-play-game-enjoy, and SPACE-support.

The KIS Master Goal

The Master Goal is all this is to amass and build up and strengthen and build up still more

- MASS GLOBAL CONSUMER INTEREST, ADVOCACY, SUPPORT AND ENTHUSIASM FOR SPACE (everything) and
- CAPITAL FROM THOSE PEOPLE AND ALL OTHER KOIN-RELATED USERS capital that can then be applied to *Our Special SPACE Program*.

What about that capital? How much, and will there be enough for all the "usual" uses and directions of movement for profits?

Let's simply say, a mere few single-digit \$Million, Rightly Directed and Applied, as the Catalyst, Trigger, and Influence Set for bringing in much larger capital and in-kind support and teaming from Many Others – and here we get to the private sector in Europe, Asia, and North America for Space Industry Activities.

There will certainly be enough left over for the usual disbursements of profits.

For the specifics of the Master Goal in terms of Our Special SPACE Program within The TETRAD, the reader is directed to Ecoaduna Foundation and http://ecoaduna.org including the short video clip presentation about the Big Picture and that gets into ASTRIC, the rest of the MOSES "space Pod" engineering, and the further and much longer-term R&D and engineering that pertains to what is categorized and bundled as CYGNUS:

- the large-field condensation-like extraction of photons from dark-energy perturbations, shifts
 and discontinuities in space which can be exploited with low-power energy catalytes (e.g.,
 specific laser-based soliton interaction and interference patterns), resulting in very substantive
 and continuous streams of energy that can be transformed into electricity and especially into
 ion propulsion beams
- other forms of energetic manipulations that can potentially include practical "wormhole" designs.

However, FIRST THINGS FIRST.

And the First Space projects are more focused upon Pods, control (e.g., CyberNaut) and current space engineering capabilities. Doing what we could have done as a nation, as an international consortium, and even as a single private company, five or ten years back, and certainly very straightforward to do Now, with literally Everything Ready and Set for us to use in the way of components, materials, software.

In order to get there "ASAP" it is necessary to have the most acceleratable and mass-market-appeal product line that is possible. Thus KOIN and koins and thus KIS, and now with KIS, using it as a platform we achieve KISS. Here is where there is a global audience, global receptivity, and money flowing in to us for a globally-desired Purpose.

KOIN Investment Space Shares

We offer to all koin owners/users/members – all who do things with koins through KOIN – something called KIS Shares (thus "KISS").

A KISS is something that costs a person (now, today) a fixed, finite amount of money. Let's say, for now, that the price of one KISS is set at \$1.00 USD.

Buying a KISS is in a way like buying one of those bricks that have a person's name on it. But whereas those bricks only go into some sidewalk somewhere, and for a finite number of years, at best,

One KISS gives you one share in a Future Real Space Program.

Your name is unimportant! However, to satisfy egos, we will put not only your name but as much of your personal data, including images, that we can fit into @ 1GB on our servers here on Earth and up to a max of 1 MB on something that will absolutely go into Deep Space. (Although that may seem small by today's typical standards, Thus, 1,000,000 individual KISS shareholders will have a maximum dataload of 1 TB that is going to go into Deep Space.)

Your KISSes are very important.

All of your KISSes are going to be invested into what amounts to being a carefully managed mutual fund (not one fund but several) for optimizing not only growth in assets but sustainability, liquidity, and risk.

If we can attain in one year 1,000,000 persons making KISS investments that average 25 KISSes per person, then we have a base fund of \$25,000,000. \$25M is a good place – to START.

We will not begin using much of the KISS fund until @ 2016 or 2017, and initially, only from earnings, not drawing upon the base capital. Meanwhile, there will be more KISS investments and the momentum will build.

We should be able to attain to \$100M minimally by 1.January.2017.

Each KISS investment is made in perpetuity, but with some very interesting provisions. A relatively minor and really insignificant provision, mentioned above, pertains to things that will "memorialize" each KISS investor and his/her family FOREVER and not only on Planet Earth.

However, there is more, and of a financial nature that is very personal, very unique, very long-term, very outstanding.

The more KISS shares that a person purchases, the higher goes his or her rating in KISS points.

The sooner people buy their KISSes, the higher goes the rating.

At some points in time there are special limited-duration options – similar to "sales" offered by retailers. We then have an algorithm for KISS returns.

The limited-duration options (LDO's) provide for other increases in ratings, some potentially of a large order-of-magnitude increase per share and also potentially affecting the ratings for prior shares purchases by the same individual (person or company).

Ratings and KISS points – what do they do for the KISS investor?

Based upon the point levels, a KISS investor has a higher KISS rating. The different algorithms may be compared to how conventional "credit scores" are calculated in today's financial services industry. There are different factors that go into a KISS rating – the points from KISS share purchases, and other factors such as the family status, number of children and their ages, and many other things.

The result, the **KISS Rating** (or simple, the **KISSR**), provides the basis for TERMS for Special Returns in the form of:

- cash
- various negotiable securities (including company stock that is available to the KISS managing organization to bestow – for instance, shares in KOIN Ltd. or other securities that will be made available for such disposition and assignment)
- other options that may pertain to future life assurances and values of interest for the KISS shareholder(s) – these could and will certainly include many variants:
- commercial discounts and coupons in a present, current, or near-term upcoming "SE term" (present-time socioeconomic term period; e.g., the next 1 year, 5 years, 10 years)
- "secret bonus information" of use in upcoming contests, prizes and other competitions among koin-holders and participants in KOIN activities for such users
- and something very special for those who will have the intelligence and foresight to think more about their finances in the context of Charles Darwin's famous statement:

"It is not the strongest of the species that survives, nor the most intelligent that survives. It is the one that is most adaptable to change."

- Charles Darwin

What are the details of these "Terms for Special Returns" that can come to KISS investors? The details will evolve over time. Remember – this is an introductory piece, this document, not a final penultimate "bible".

Motifs and Symbols

Here, a few words about images, themes, motifs, and the kinds of symbols and signs we will and need to employ. These need to be used and woven together creatively:

Koins as value, securities, trading-power, money, wealth for the owners/users Space – anything and everything that comes to mind for most people Romance and sex ("Kiss" - get it?)
Future worlds, times – the user/owner's future life, etc.

Future Value – not only in money-measureable pseudo-wealth but in sustainability, security, and the creation of a basis to believe that ther can and will be Future Generations and not just a Big Die-Off Soon.

We need images, graphics, and especially Youtube video clips involving:

Space, Missing (romance, eros, but especially The KISS) – we need to really play on the words and phrases and imagery, and creatively make and use double entendre and innuendo and every bit of linguistic and visual play and control of the emotions the the subliminal reaching and "massaging" of the unconscious that we can do!

In the **Appendix** are some "starters" - not necessarily these specifically, but like these in "spirit and feeling".

Other Directly Connective Products and Markets supported by KIS and KISSes

Here, a few words about some things that we can sell as a result of koins, KIS, and also the way we will weave all this together with other product-ware of the other companies within The TETRAD – for instance, using some of the various mMagicApps and BEZO in particular.

This gets straight back to my points earlier about TetraDyn's Business Excellence Principle ("BEX") of Organic Multi-Function Technology and Experience ("OM-FUTE").

"Getting two birds with one stone" is another, more familiar, way of expressing things.

These are just some very brief notes here, in order to leave more to "suggestion" and to engender some creative imagination on the part of each reader.

Koins are mainly personal, and also social. They figure in with all the MagicApps, and especially with BEZO. So now we have been talking about Space, which at first seems quite "distant" and "far afield" from such things as provisioning for personal safety and security in times and places of potential grave and serious, even lethal-likely, personal danger. Think about the entire world today, all six inhabited continents, and think about the growing conflicts and wars throughout our world.

Now, with KIS and KISS we are going to engender self-funding and then co-funding and then a groundswell of greater private and finally public-sector support for SPACE. What is an important part of what we will be doing with regard to Space? It connects with Pods and things like MOSES, HALO, and ASTRIC. What does this involve greatly in terms of materials, the physical components? Intelligent carbon nanofiber, nanowire, and micro-woven materials, along with complex skin-like interwoven layers (e.g., our TetraDyn-proprietary invention, MITHRIL (named after the flexible magic armor used by dwarves and later hobbits in *The Hobbit* and *The Lord of the Rings*).

MITHRIL

MITHRIL is very important for Space and not only with what comes from The TETRAD.

MITHRIL is also very important today, right here on Earth, for people, everywhere. Not only for soldiers. For civilians, now, because in Today's World of Real and Chronic Warcraft, there are no "civilians" who are left alone by the warring armies – if you haven't realized it (and many people today

truly still attempt to not realize this basic Fact) there are only combatants and people who get in the way or are used by the combatants.

Thus, it turns out that we can capitalize immensely with something that gets woven into clothing and apparel that can be better than Kevlar, a special additive form of defensive apparel for anyone, anywhere, and one of the unique features of the MITHRIL technology is that,

- based upon inputs from both sensors woven into a garment or other object made with or using MITHRIL and from the human wearer/user directly,
- signals applied to simple microelectronics embedded in the MITHRIL will cause it to react, electromechanically and electrochemically, in a manner that turns a very light, airy, flexible, and reasonably comfortable "wearable"
- into a structure (still serving as a garment or covering for some object such as a vehicle, piece of equipment, or small building, but in most cases being used as a protective, defensive garment) that is extremely resistant to penetration by projectiles including bullets and shrapnel.

MITHRIL was designed and shown to be an exceptionally promising future-tech material for use in the protection of humans and other sensitive and valuable things against small arms and rifle fire as well as grenade and bomb shrapnel.

MITHRIL obviously has an immense global market.

MITHRIL was not mentioned earlier very much and is still a "quiet and confidential" topic.

MITHRIL is one of the special "unmentioned earlier" ingredients in CUBIT-wear and CUBIT-Care products and also it is intended for physical application in certain CUBIT-Pod structures.

MITHRIL is for virtually all the Space applications involving structures and machines.

As a result of KIS being the focus of KOIN, there will be KISS. As a result of KISS there will be funding for extending and expanding the work and development of everything for Space, including MITHRIL.

As a result of maturing MITHRIL, there will be products that can be manufactured very easily and simply, in a manner not much different from how clothing and various apparel are made today.

As a result of MITHRIL products for consumers the world over, all types, there will be very serious \$Billion\$ of revenue and a high percentage of that revenue will be Profit.

The Net Margins coming from following a course that begins with koins and goes into Space will create, within the matrix of The TETRAD, the

World's First and Largest and Most Powerful PEOPLE'S DEFENCE CORPORATION

and it will be a Force to be reckoned with respectful by all governments and all power-factions

because ... with MITHRIL

the People, who have thus far been weak, easily pushed around, easily herded and easily killed, will have a New Layer (lit.) of Defensive Power that changes all the Rules of the Game

The Producer

KOIN Ltd. was founded in 2014 as a direct offshoot from TetraDyn Ltd. Its business is the production and commercial operation of KOIN, a social and economic network for consumers worldwide. KOIN makes use of a class of individual-use devices providing secure information storage and transcription in the form of objects that are also valued for their aesthetic, artistic value. Principal offices are in USA (NY, IL, VA) with craft, technology and sales field offices in Europe and others planned worldwide.

KOIN provides digital and physical products that enable owners and traders to store any type of information using both physical koins (crafted as both economical coin-like objects and higher-cost *objets d'art*) and a global network of cloud-based data storage. Both facets of the product line employ innovative security resistant to current/projected decryption, hacking, counterfeiting or cyberattack. A koin is a medium of storage and usage and exchange based upon proprietary algorithms and internet+non-internet software protocols known as the Knowledge Object (Operative) Intelligence Network (thus, KOIN). (Note: a koin is not a unit of any internet currency such as bitcoins and other offerings.)

Competition re: KOIN, koins, and specifically "Koins In Space" ("KIS")

Our competition outlook is unique. On the one hand, we compete with the present field of nearly all social networking, media-sharing and cloud-service providers (e.g., Apple, Google, Twitter, Instagram, Facebook. Amazon). However, not one competitor among such firms nor any alliance of the same provides. or even remotely suggests, a product+service offering similar to what KOIN offers. We predict and plan for a massive upsurge of buyer-users that will drive up the visibility and popularity of what KOIN and the koins (as consumer commodities) offer, triggering a crowd-surge of popularity that can be sustained because of the unique nature of the koins as "digital art".

With respect to "Koins In Space" ("KIS"), there is currently not only no competitor to this avenue of business thrust and market penetration, but there is nobody operating or moving into even a close "second" or "related" area of business. The market is primed, the customers are receptive, the mood in the marketplace is "hot and ready", and the prize goes to the first suitor who is wise enough to see that for him the door is guite open.

Management, Operations, Finance

Please refer to the Executive Summary for KOIN Ltd. and other relevant business documentation.

Postscript

There is significance to the date of this document's production – 20.July, 2014. Forty-five years to the day after the first step taken by an earth-born living creature, a human named Neil Armstrong, on the surface of Earth's moon.

The last time humans visited and walked upon the Moon was on .

Our future existence as a species hangs in the balance, precariously, because we have abandoned the Mission set upon us as a species and which entails the dedicated continuation and march forward into Space in all manner, shape and form, including both human and robotic exploration and colonization.

We will do a remarkable positive step forward, another Great Leap for Mankind, to paraphrase Astronaut Armstrong on that fateful day in July of 1969, by employing the business of koins and KIS and KISS to help advance, not alone but with a global partnership,

Mankind's Return to Space, the First and Always Frontier From Hence We Came, to Whither We Must Advance and Explore

Readers are strongly urged to listen now to this 52-minute symphonic masterpiece. The visuals are excellent. The performance is by The Berliner Philharmoniker under the direction of of the greatest of the greatest – Herbert von Karajan.

Volume should be on HIGH, Video on Full-Screen. Attention at 100%.

The PLANETS

Gustav Holst, Op, 32

https://www.youtube.com/watch?v=83J68Y7Z1nk

It begins, appropriately, with what dominated the mind of the composer, Gustav Holst, and everyone around him, at the time of its composition, beginning in 1914, one hundred years ago,

Mars, the Bringer of War

Mars is back in full force in 2014.



He raises his sword and mace and tells to all, whether they will pay attention and listen or not, a message, and in one translation and transcription it is provided here:

You have a choice, People of Earth!

You have a choice, now, and it is time for you to make your choice, no more time to delay and wait for another day.

You can continue your ways and I will carry war amongst you all like you have never experienced or heard about ever before! You will feel the wrath of Real and Total World-Wide War! No continent, no ocean, no sea, no island howsoever remote, no country anywhere shall be spared! No people shall be spared, no city or town, no family, no children, no generation. And what I shall bring in my chariot will be like nothing that has been in any memory, in any history book from ever before!

What you have seen, and what you see around you now, on every continent of your habitation, is only a preview, a glimpse, a sketch of what WAR I shall bring upon you in response to how you live, how you act, and how you desire.

For I am Mars and I AM WAR – but I only bring and give to People what they have asked for!

Or, perhaps, if you will arm yourself with my sister Athena's Reason and Wisdom, and my sister Hera's Discipline and Order and Sense of Family and Home, and my sister Aphrodite's appreciation of Beauty and Love and the manner in which She teaches you humans to redirect and use your passions for pleasure and joy instead of for selfish gain and illusions of power with constant uncontrolled violence.

then, perhaps, just perhaps, humans! Unlike that immature and wayward youth, Paris, who understood only the beauty skin-deep, the mere surface of appearances, and who was captivated by his own narcissistic love of self and his infatuation with the consumptive, cancerous ignorance of believing that he knew everything when in fact he knew nothing,

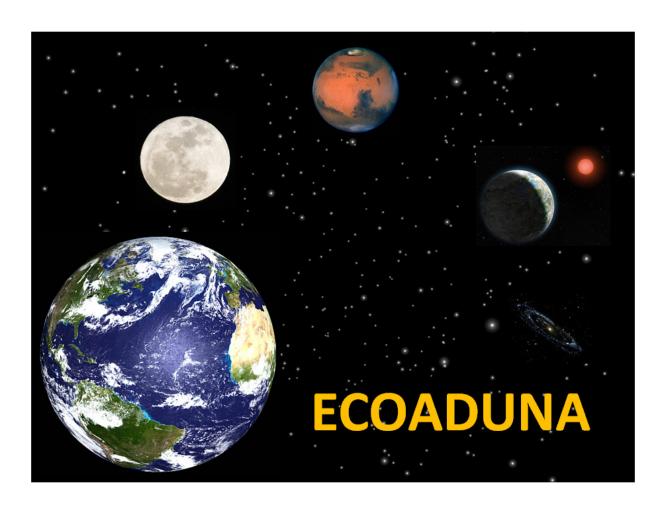
then just perhaps, humans! You may learn to walk out of your damnable hell into which you have now put yourselves, all of you, with your selfishness, your gluttony, your greed, your price, your avarice, your arrogance, your conceit, your love of I-me-mine and here-now, your infantile desire to possess and wallow in your own messes like a baby does before he learns the basics of living,

and then, just perhaps, humans! You will receive my powers and those of my many sisters and brothers and all our friends and lovers in ways that you cannot even begin to imagine will be possible to you, available to you, given to you freely, bestowed upon your with the knowledge and skill to use them wisely for your lives, your missions, your works, and your fates that shall take you, yes, you, too,

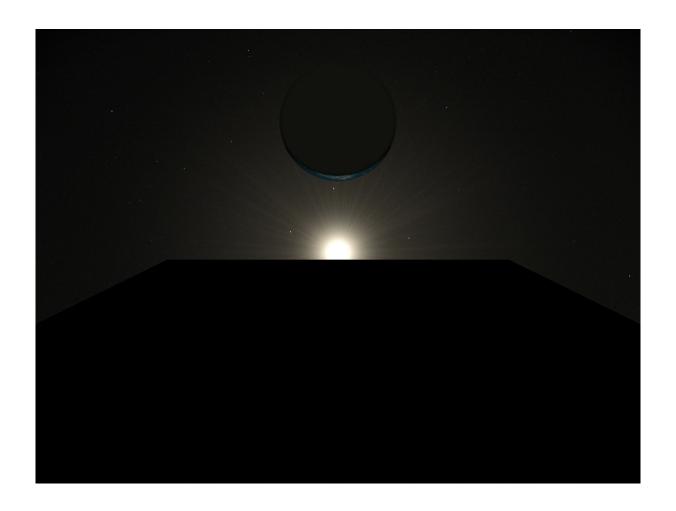
AD ASTRA

To the Stars

From Whence You Came and To Where You Belong









APPENDIX

Resources you can use. Some things at various URLs and right here, too.

http://ecoaduna.org and look at the other URLs there that refer to SPACE. (some of these are also at http://eta.ecoaduna.org/)

Then there is this, which only needed/needs \$100K to get going, and some Right Persons, especially of different colors and origins, who have not only some \$\$ but some personal charisma of the right varieties. It seems to me that today we have the makings of Making This Happen in a Different Way for ALL of The TETRAD including all our key corporate goals, but starting with a KIS and some KISSes.

http://arcs.tetradyn.com

(Here, enough of everything physical to do Everything and not only for KOIN and the other companies but all of the KIS and KISS – and within a few mere miles and hours of most of the readers of this document, and yes, within the USA, and yes, popular indeed if presented by those Right Persons to people like:

Barack Obama Ophra Winfrey Michael Jordan

?Hmmm, do any of you recognize any of these names Hope so?

Michael Jordan Shaquille O'Neal

?Do any of you realize that each is or can reach a Right Person?

Tavis Smiley Bevonce

? Have any of you even bloody thought once about trying to reach these?

Dr. Dre (not Dr. D – that's me)

Tiger Woods

Robert L. Johnson

Magic Johnson (remember we bring in BIOMED and that pertains to HIV/AIDS)

Will and Javda Smith (remember he starred in and co-produced "Pursuit of Happyness" ...

Almost ALL of whom have heard or received at their offices something about ARCS, by the way, but the people in Richmond, Virginia (both black and mainly white and very WASP) could not get themselves off their petty "I-me-mine" fixations, turf-battles and ego-trips, just btw like those rebels, separatists, nationalists, pro-this, anti-that and other *faction*-aries in Ukraine.

Now you have an Opportunity Right Here to ACCOMPLISH Something Real for:

20 under 20

America

World

and in the process, ves, vourself

(even if the Richmond VA politicos, WASPs, money-baggers and carpet-baggers won out and then have torn down that incredibly fine building complex at 1611 B. 21st. Street – there are plenty of other places just like that up and down the U.S. East Coast)

BUT YOU NEED TO PUT OTHERS FIRST AHEAD OF YOURSELF IN ORDER TO GET ANYTHING REAL FOR YOURSELF

OR ELSE WHAT YOU GET IS FAKE, AN ILLUSION, A SELF-DECEPTION

AND THEN YOU END UP WITH NOTHING – ZERO, NADA, NICHTS, NICHIVO, NOTHING

NEXT, HERE:

Graphics Resources:

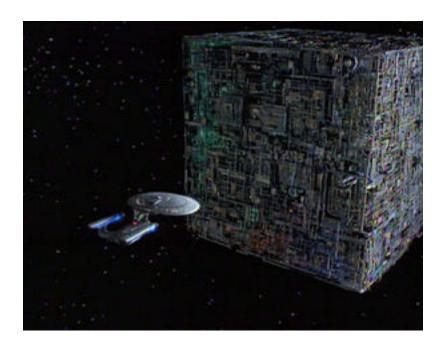
MIX, WEAVE, BLEND THESE WITH:

SPACE STATIONS, SPACESHIPS, SPACEPLANES and the MOST FEASIABLE AND AVANT-GARDE (but DO NOT BRING IN boring old-fashioned rockets – we want to get away from "Saturn-Atlas-SpaceShuttle-Booster" thinking entirely! That, including what SpaceX is doing by the way, is OLD-STYLE and "Gotta Go" mentality.

We want Sleek, Organic, Sexy, New.



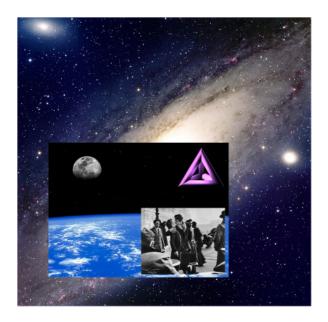
And of course, there is all the imagery you can want about spaceship One and two from Virgin Galactica, and many other designs, including some that are very futuristic, and also very "organic." We can even use the BORG – they are popular!



(Just remember ---- You have been Warned)

Resistance is futile!

Switching to more pleasant outlooks, see how one can weave-in these different "concepts" and "feelings" - now it can be done much better, or simply in a different style, with alternative starting-point images and motifs, and by using Photoshop rather than quick-fast-prototype PowerPoint – but you should "Get the Idea!"



Picture also this on a koin – and also in holographic form. Now make it also something astronomical, galactic/nebula-like. Especially in a hologram-flipping-back-and-forth manner.

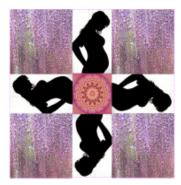
Use your imagination!

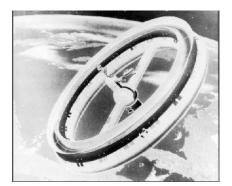


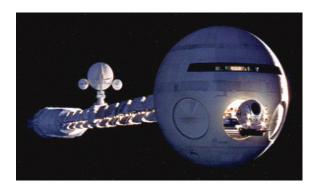
Koins-for-couples is certainly not just for Space themes, but it is good think about koins that can be designed FOR "couples". More ways to attract and sell them to more audiences.



This one – weave it into a design of a circular Space Station – getting away from the old, classical "wheel and spokes" or any like the horrible design of the current ISS.









Again and again – Use Your imagination!