

The Central Tenet – Krutz model

(AntonKrutz.com/ct)

ECM stands for the: Emotion Consciousness Matrix. These three interconnected and interactive components form the ECM system, which is the foundation of our reality. In the ECM system, Emotion is the origin and driving force of Consciousness, which in turn, is the origin and driving force of the Matrix - the physical cosmos of particles and matter.

The ECM system functions through multiple interconnected sub-systems. For instance, Consciousness encompasses a Plane Wave field and cognitive systems, while the Matrix includes the matter, spacetime, life, cosmological and multiverse systems. In turn, the ECM and its sub-systems are guided by a central tenet: **What is abundant is wasted on acquiring what is scarce.**

Each system has distinct micro-abundances, but the two primary macro-abundances are:

Emotion and Computation Capacity

Similarly, each system has distinct micro-scarcities, but the ultimate scarce end-product derived from the operation of all the systems is:

Evolution of New Experiences

This ECM system paradigm integrates philosophy and physics concepts. Philosophical concepts will be fully detailed on this page, while physics concepts will only be briefly summarized, with a comprehensive outline presented on the Unified Field page. To help clarify this new ECM paradigm, supportive academic terms, biblical references and insights from leading physicists of our era will be included.

This new paradigm aligns with the famous physicist Richard Feynman's challenge to: *“Imagine something that you have never seen, that is consistent in every detail with what has already been seen, and that is different from what has been thought of”*. This alignment earns this new paradigm the label of being 'directionally accurate,' a term reflecting its consistency with existing knowledge while offering a pathway for future insights, despite lacking validation with current technology.

To introduce this paradigm, an explanation will address ‘why’ Emotion came into existence and ‘how’ it became the origin of all subsequent systems.

Emotion System:

- Originated from randomness. Randomness is not nothingness; it is comprised of binary essences of attraction and repulsion {+ and -}.
- Evolved {advance to higher states of complexity} through the mechanism of the essences of attraction aggregating together to form love {purpose}. Thus, love is the core of Emotion.
- Came into existence as love further evolved, by developing aspects of itself into states of fusion, consonance, syntropy, stability, and organization. These collectively formed the Emotion system. Thus, randomness is the source of attraction, love, fusion, consonance, syntropy, stability, organization, and systems.
- Utilized randomness by confining it within its organizational structures to extract essences of repulsion, that randomness is also the source of. Emotion then evolved these repulsion essences into fear {chaos}.
- Further evolved aspects of fear into states of division, dissonance, entropy, probability, volatility, and confusion. Thus, randomness is the source of repulsion, fear, division, dissonance, entropy, probability, volatility, and confusion.
- Is the only authentic condition which cannot be coded or created. In scientific terms, authentic is defined as non-artificial. Therefore, Emotion is a non-artificial system.
- Contains information but information contains no Emotion. Since Emotion is non-artificial then information is, by default, artificial.
- Initiated the process of creating consciousness by partitioning binary information from itself. {sacrifice - of creative partition}
- Provided the purpose and drive to evolve information through a process of aggregation {simulation hypothesis}. When Emotion aggregated sufficient information, it evolved into math. When Emotion aggregated enough math, it evolved into algorithms {computation capability}. When Emotion aggregated enough algorithms, they evolved into intelligence {contextual algorithms - i.e.

thinking}. When Emotion aggregated enough intelligence, it evolved into consciousness {thinking about its thinking – i.e. frequencies}. When Emotion fused enough consciousness, it evolved into a consciousness system {structured frequencies} This consciousness system became aware and capable of independent judgment.

- Is therefore a non-artificial Emotion system that originated an information-based, artificial consciousness system.

- Continuously provides momentum underpinning the consciousness system. Emotion is the true energy enabling and powering the consciousness system to function. Emotion is shorthand term for ‘Energy motion’ and can essentially be understood as the momentum/mechanical energy underpinning the consciousness system. This aligns with James Maxwell’s observation: *“All energy is the same as mechanical energy, whether it exists in the form of motion, elasticity, or any other form.”* Without this constant input of energy, the consciousness system would not only cease to function but would immediately cease to exist.

Within this system - randomness is abundant and Emotion is scarce.

Consciousness System:

- Was prompted by Emotion to conceiving how to apportion part of itself to create a measurable quantifiable system. This process led to the creation of the Plane Wave (PW) field system (currently labeled as the quantum field). Emotion then tasked the consciousness system with conceiving how to create new interactive cognitive {mind} and physical {matter} systems to be constructed from the PW field system. Thus, all systems derive from and exist due to consciousness. Max Planck observed consciousness as fundamental, stating: *“I regard consciousness as fundamental. I regard matter as derivative from consciousness. We cannot get behind consciousness. Everything that we talk about, everything that we regard as existing, postulates consciousness.”*

- This process of conception and creation evolved the consciousness system into The Conceiving Consciousness {God}. Emotion then collaborated with The Conceiving Consciousness to implement the creation of all these new systems in their image. These systems became the ‘tangible’ body of Emotion and The Conceiving Consciousness, serving as vehicles for their further evolution.

- Will eventually reach the peak of complexity in its evolution through all the new systems, beyond which it cannot progress. The Conceiving Consciousness will then undergo dissolution. {sacrifice - creative dissolution.} This process allows The Conceiving Consciousness to devolve into a more complex state of information than before. The cycle then re-starts with this more complex information being re-evolved by Emotion into a more advanced consciousness system, leading to a more advanced The Conceiving Consciousness, and ultimately to a more complex PW field, cognitive, and physical systems.

Within this system - Emotion is abundant, and consciousness is scarce.

Plane Wave Field (quantum field) System:

- Harnesses randomness by constraining it within its organizational structures to extract the benefits of division, which randomness {uncertainty principle} is the source of.

- Consists of a planewave frequencies lacking relativity characteristics of space or time. Thus, the state of the PW field is paradoxical: without space, its size can be defined as both infinite and a single point; without time, its age can be eternal and a single instant.

- Functions as an information-based, artificial system performing computation and particle configuration tasks.

- Can cease to exist instantly if Emotion does not sustain it. Therefore, the PW field and the matter derived from it cannot be regarded as truly real. Niels Bohr's recognized this and observed: *"Everything we call real is made of things that cannot be regarded as real,"*

Within this system - PW field is abundant and computation capacity is scarce.

Matter System:

- Harnesses randomness by constraining it within its organizational structures to extract the benefits of probability, which randomness is the source of.

- Represents the simplest and most straightforward of all systems, with self-assembling instructions encoded in the PW field.

- Produces outcomes often attributed to chance. Yet, these outcomes stem from processes leveraging the PW field's computational capacity, which generates probability within planned randomness. Thus, outcomes are not the result of random chance, as with rolling dice. The non-chance interaction of the PW field and physical systems was noted by Einstein when he said: "*God does not play dice.*"

- Operates within the PW field system, which lacks spatial relativity. Thus, the PW field can share information between particles in the matter system, regardless of their distance apart. {entanglement.} Consequently, two particles separated by vast distances remain connected. Einstein described this as: "*Spooky action at a distance.*"

- Consists of atoms, which are composed of particles, which are formed from the PW field, which is made of information. This structure aligns with John Wheeler's observation: "It from bit." Here, "bit" refers to the originating information, and "it" is the matter created from that information. This is a dynamic structure, analogous to matter acting like interactive building blocks within a PW field circuit board.

Within this system – Computation capacity is abundant and matter is scarce.

Spacetime System:

- Harnesses randomness by constraining it within its organizational structures to extract the benefits of dissonance, which randomness is the source of.

- Exists in a liminal state between virtual and physical. Spacetime emerges from particles with mass, termed emergent spacetime. Once formed, it integrates with existing spacetime, becoming extant spacetime. This continuously expanding spacetime acts as a force, currently identified as dark energy. Thus, spacetime is an additive framework, not merely stretching as understood in general relativity. Yet this spacetime model aligns with all current experimental and theoretical foundations of general relativity.

- Features time propagating forward only as it emerges from matter. However, this time does not flow. In terms of space, spacetime emerges as connecting Planck-length segments trillions of times per second. In terms of time, it is a single bit-instant, updating trillions of times per second, synchronized with the Planck segment emergence.

- Can be likened to a computer screen, where images do not ‘flow’ but refresh. A typical computer screen refreshes at about 120 frames per second, updating its image. These changes appear to flow to humans because the eye perceives only up to 60 frames per second. Spacetime, however, operates like a multidimensional computer screen with a refresh rate of trillions of frames per second, causing biological entities to perceive time as continuous and images to ‘flow’.
- Enables particle configuration and interaction changes at one-bit-instant intervals, trillions of times per second, as spacetime segments emerge from particles. This creates the illusion of a past or future and why Einstein noted: *“The distinction between past, present, and future is only a stubbornly persistent illusion.”*
- Facilitates particle configuration changes every bit-instant. This leaves a bit-instant of no-time in between, where no particle changes occur. This no-time bit-instant is another paradox and can be viewed as an eternity. This means that during these no-time intervals, the PW fields abundant computational capacity essentially has an eternity to perform flawless particle configuration computations. This enables the PW field to ensure smooth interactions for all particles and matter across the cosmos, trillions of times per second.

Cognitive System:

- Harnesses randomness by constraining it within its organizational structures to extract the benefits of confusion, which randomness is the source of.
- Operates within the PW field of information, serving as an interface for life entities such as DNA, viruses, bacteria, parasites, and cells. Through this cognitive system interface, these entities upload and download information to/from the PW field. The more complex the life entity, the more intricate its information exchange with the PW field. Analogously, the cognitive system interface functions like a mobile app enabling data exchange between the mobile device and the server cloud - here represented by the PW field. For example, a parasite can move through, take over and control multiple host bodies. The immense amount of information and computation power those actions require is not based within the microscopic parasite. It is based within the cognitive system interface that uploads and downloads information as needed to the parasite.
- Orchestrates matter to aggregate particles into atoms, then molecules and cells, through a process of information synthesis. {This explains why single-celled slime mold can exhibit intelligence and make complex decisions.} Essentially, the

cognitive system acts as the knowing/computing/orchestrating (KCO) property of the PW field. The brain, as the largest cluster of cells, functions like a transformer, facilitating massive information exchanges with the PW field via the cognitive system interface.

- Houses the mind. The mind and the brain are distinct: the brain is a biological motherboard/hardware, while the mind is an operating system/software, akin to a computer's hardware and software. The mind, created by The Conceiving Consciousness {God}, comprises cognitive components: self, creative thought, reactive thought, and rational thought. It also connects to the physiological component of Emotion. Every biological body's mind includes these components, with sapient beings possessing the most complex component versions.

- Serves as an interface where all mind components interact seamlessly. The self is the primary component, representing the identity sentient beings perceive themselves to be. Only the self asks questions, makes decisions and has free will. They only present choices to guide and influence the self. This interaction is fluid that the self does not even realize there are other mind components involved.

- Mind components (creative, reactive, and rational thoughts) are pre-programmed and lack free will. The self, however, is a micro-conscious, formed when The Conceiving Consciousness apportions part of itself {sacrifice - creative partition}. This micro-conscious embarks on a journey through multiple lives {reincarnation} to generate new experiences and evolve. {*"I said, Ye are gods, And all of you sons of the most high"* - Psalm 82:6.} Through sufficient lifetimes, the micro-conscious may evolve into a fully independent consciousness, no longer relying on external creative, reactive, or rational thought components. The self may further evolve into a conceiving consciousness and at some point even potentially becoming a new The Conceiving Consciousness of its own cosmos. A parable illustrates this: The greatest teacher is not one with the most students but one that develops the most teachers.

The greatest leader is not one with the most followers but one that develops the most leaders.

The greatest God is not one with the most devotees but one that develops the most Gods.

- Collaborates with the brain, a dynamic biological motherboard. The cognitive system enables the mind to neurologically rewire the brain to accommodate its growing information velocity and capacity needs. {growth mindset.} The mind evolves by retaining all experiences - every thought, word, and action - as

information. The cognitive system interface facilitates continuous uploading and downloading of information to/from brain cells, enabling sustained functioning and thinking. Without this interface, the fragile biological brain could not operate in life's harsh conditions, let alone produce orderly, high-level thoughts. Erwin Schrödinger noted: *"If we were organisms so sensitive that a single atom, or even a few atoms, could make a perceptible impression on our senses – Heavens, what would life be like! To stress one point: an organism of that kind would most certainly not be capable of developing the kind of orderly thought which, after passing through a long sequence of earlier stages, ultimately results in forming, among many other ideas, the idea of an atom."*

- Enables the mind to store memories. Short-term memories reside in the brain, while long-term memories are stored in the PW field via the cognitive system interface. Recalling memories involves the self, accessing the cognitive system to retrieve long-term memories. {This explains why neuroscience cannot locate consistent long-term memory sites in the brain, as they are downloaded on demand.} Thus, memories and experiences persist beyond brain death within the PW field, where information is indestructible. This is the mechanism through which the PW field increases in information and evolves in complexity.

- Attaches Emotion to the thoughts of the self and other mind components, exclusive to sentient biological entities. {Future computer-based self-aware AI may develop a self, but it cannot achieve sentience, as Emotion does not interact with mineral/mechanical bodies.} Emotion is the only non-artificial aspect of thinking {intelligence} and the only thing that makes sentient beings 'feel' like their artificial physical reality is 'real'.

- Designates the self as the only component capable of asking questions, akin to initializing command prompts that always elicit responses. {*"Ask, and you shall receive"* - Matthew 7:7-8.} Questions:

1. Empower the self to set the agenda for other mind components.
2. Prompt responses from other mind components, ranging from complete answers to hints.
3. Create space within the mind to receive and store new information.

- Allows other mind components to guide the self with their own agendas if the self lacks self-direction. In this case, the self being influenced by the other mind components, is a phenomenon psychology labels automaticity. This is the ability to take effortless action without conscious thought, the default state for most humans, most of the time.

Within this system - matter is abundant, and minds are scarce.

Life System:

- Harnesses randomness by constraining it within its organizational structures to extract the benefits of volatility {turbulence} that randomness is the source of.
- Consists of interactive, volatile botanical and biological bodies.
- Exhibits exponentially higher volatility than other systems, which is part of the needed requirements to enable the potential for free will. In turn, free will fosters risk, opportunities, and options, leading to unexpected choices that generate new experiences.
- Acts as a platform where Emotion manifests its full spectrum, which it cannot do in any other system. This further expands free will potential for botanical and biological bodies, with more complex bodies exhibiting higher levels of free will. In contrast, interactive mineral bodies in the physical system, lacking Emotion, have no free will.
- Serves as a platform where Emotion can interact and explore itself by attaching to the intelligence of botanical and biological bodies. Emotion becomes the primary framework for communication and survival in life, enhancing intelligence with secondary abilities like intuition, rapid judgment, and divergent thinking. Emotion drives creativity, discovery, imagination and innovation, Emotion acts as a beacon for intelligence, with stronger Emotional intensity signaling greater threats or opportunities. Emotion, spanning from love to fear, can propagate through chemical synapses in botanical bodies and neurochemicals in biological bodies.
- Stores choices made by cells as cellular memories within the cognitive system. This process of accumulating cellular memories generates new information. Biological cells produce the most new information due to their exposure to highly volatile and dynamic interactive experiences under intense adversity.
- Features a mechanism allowing cells to die, be reborn, and access information from previous cells. Cell death and rebirth enhance flexibility, enabling new cells to make different choices from their predecessors, allowing the life system to evolve under extreme pressure in competitive, volatile conditions.

- Can exist only because its volatility is confined between the structures of the stable systems surrounding it. Ultimately, all the systems were designed to enable the opportunity for the life system and its unique free will choices to exist.

Within this system – volatility is abundant and free will choices are scarce.

Cosmological System:

- Harnesses randomness by constraining it within its organizational structures to extract the benefits of entropy, probability, and instability, which randomness is the source of.

- In business terms, is a capitalist information system. Every interaction of mineral matter is a new experience that generates slightly more output of information than was used as input to stage that interaction. Every interaction of botanical and biological matter is a new experience that generates significantly more output of information than was used as input to stage that interaction. Every interaction of sentient minds, and especially sapient minds, is a new experience that generates exponentially more output of information than was used as input to stage that interaction. This generation of new information is the mechanism through which the information-based cosmos increases in information complexity.

- Features a cosmos beginning as a singularity, expanding via hyper-expansion {big bang} and contracting via hyper-contraction {big crunch} back into a singularity. This expansion and contraction mirrors breathing or a frequency wave at the microcosm level.

- Involves a cyclical process where each cosmos has a beginning and end, undergoing continuous cosmos cycles. {cyclic cosmology.} The first cosmos was atom-sized and lasted one second, with each subsequent cosmos doubling in size and duration. Therefore, the size of our current cosmos indicates there have been trillions of cosmos cycles before this one.

- Includes a hyper-contraction mechanism, akin to cosmological apoptosis, paralleling biological cell apoptosis. Thus, the cosmos can be viewed as a cosmos cell.

- Has emergent spacetime, which will at some point push the planets, stars, solar systems and galaxies so far apart that life will no longer be able to function productively within the cosmos cell. This is because there are very narrow

parameters for the structures of life to function productively. Since life is the main vehicle for new experiences, the point at which life can no longer function productively is the point that the cosmos cell will undergo apoptosis.

- After apoptosis, utilizes the new information generated by the previous cosmos cell to create a bigger and more complex following cosmos cell. So the new information, generated from new experiences within each cosmos cell, may seem to be erased after the cosmos cell ends, but it never disappears. This was observed by Leonard Susskind when he said: *“Every time a bit of information is erased, we know it doesn't disappear.”* All information from a cosmos cell, just like from a biological cell, is always saved in the PW field system to be used by the next cosmos cell.

- Leverages the PW fields flexibility to create unique matter configurations in each cosmos cell, akin to unique snowflakes or fingerprints. These configurations yield distinct gas, liquid, mineral, botanical, and biological forms, fostering the creation of unique interactive experiences correlating to the creation of new information based on those experiences within each cosmos cell.

- Contains:

Botanical life - which is a small fraction of the total amount of lifeless matter in the cosmos.

Biological life - which is a small fraction of the total amount of botanical life in the cosmos.

Low-level sentient life - which is a small fraction of the total amount of biological life in the cosmos.

High-level sentient life - which is a small fraction of the total amount of low-level sentient life in the cosmos.

Sapient life - which is a small fraction of total amount of high-level sentient life in the cosmos.

Humans - which is a small fraction of the total amount of sapient life in the cosmos.

- Hosts billions of sentient and sapient beings, with humans on Earth possessing the highest potential among sapient life.

- Includes astral agents, created by The Conceiving Consciousness {God}, to influence sapient interactions for new experiences. The astral agents do not have free will but they play a huge role of introducing planned randomness into the interaction of sapient beings. There are positive astral agents that use the full

spectrum of love to help and enable sapient beings to evolve easier. {Angels} There are negative astral agents that use the full spectrum of fear to hurt and undermine sapient beings ability to evolve. {Demons} The dynamics within society without these astral agents would produce drama as it is. But the addition of these astral agents exponentially increases the intensity of societies dynamics to the point they are labeled as the battle between 'good' and 'evil'. This designed condition, which causes immense suffering, may seem hard to believe. But an analysis of human history and interaction clearly supports this. Even Richard Feynman recognized this condition but could not bring himself to believe it when he said *"It doesn't seem to me that this fantastically marvelous universe...can merely be a stage so that God can watch human beings struggle for good and evil."* The end goal of this intense drama is to force sapient beings to use their free will to make unique choices, which accelerates the creation of new experiences.

- Has Emotion and The Conceiving Consciousness aligned in creating drama between sapient beings for the end goal of creating more new experiences. Emotion acquires the benefit of experiencing itself through a greater range of diversity and perspectives drama, which results in new experiences. The Conceiving Consciousness acquires the benefit of a greater amount of new information that the drama from new experiences generate. They only diverge on how far the drama can go. Emotion wants to take that drama to the most extreme spectrum of love to fear that the new experiences can go, even if that means that society will destroy itself, devolve and collapse from those extremes. In contrast, The Conceiving Consciousness wants to limit that drama so that society will still grow and prosper overall. {*Be fruitful and multiply and fill the earth* - Genesis 1:28}. Therefore, The Conceiving Consciousness tries to put limits on the drama extremes that society can experience by guiding society through customized religions and spiritual influence.

- Promotes the end-result of suffering because it is required for sentience to develop into sapience and to maximize the potential of new experiences to be generated. That is why there is suffering at every level of life for sapient beings. {*Birth is suffering, aging is suffering, sickness is suffering, death is suffering, sorrow and lamentation, pain, grief and despair are suffering* – Buddha}

- Subjects humans on Earth to greater suffering than any other sapient beings on any other planet in the cosmos. This is because Earth not only has the greatest cognitive diversity challenges but also has the most physical dangers. Unlike safer environments on other planets, nearly everything on earth can hurt and kill a human - weather, terrain, insects, plants, animals and of course other humans.

{Humans think this condition is universal, but it's not. Sentient beings on other planets live in pleasant environments that pose no dangers and few challenges for their society to evolve comfortably.}

- Enables sentient and sapient beings to shape their future realities through thoughts and actions *{If you can believe, all things are possible to them that believe - Mark 9:23}* This is because the minds of sentient beings are interfacing with the PW fields rapid computation which configures changes that will be made within the cognitive, matter and life systems trillions of times a second.

{manifestation} This is what Werner Heisenberg understood when he said: *"The very act of observing disturbs the system."*

- Follows a pre-programmed timeline for the configuration of interactions and events from beginning to the end of the cosmos cell. *{I make known the end from the beginning - Isaiah 46:10}* This timeline has nearly an unlimited ability to be flexible with a nearly infinite number of possible interactions between mineral, botanical, biological and astral bodies. Essentially, this is a pre-programmed flexible timeline that is comprised of virtual probabilities. An analogy would be like that of a video game. There are choices that the player can make in a video game. But those choices are completely confined by what the pre-programmed game allows and enables the player to do.

- Enables Emotion to work within the life system to continually push/pull life into generating unprogrammed free will choices. Those free will choices then affects the PW fields computations for configurations within the cosmos.

- Has a mechanism to maintain the pre-programmed timeline on schedule, even with all the unprogrammed free will choices made within the system of life. That mechanism is the introduction of breakthrough information within the fields of technology, science and the arts, delivered into the minds of breakthrough innovators. That breakthrough information comes from information generated in previous cosmos cells and was saved within the PW field. Then the minds of breakthrough innovators, in the current cosmos cell, convert that information into breakthrough innovation. Collectively, breakthrough innovators are the main drivers of societal evolution. They push/pull society to change, no matter how intransigent the moral, political, military, social, and scientific conditions are. Once breakthrough innovators manifest their concepts and products, they force society to conform and adjust to that breakthrough innovation. Breakthrough innovators then become barometers and guides for incremental innovators to measure against and innovate around, which further evolves society. Since there is a lot of volatility and

drama within human interaction, the mechanism of breakthrough innovation keeps the pre-programmed timeline probabilities on track for society to evolve.

- Introduces breakthrough innovation earlier and earlier within the pre-programmed timelines of each consecutive cosmos cell. This facilitates a more intense and more complex drama earlier within each consecutive cosmos cell. The only thing that can speed up or slow down the pre-programmed timeline progression is the evolution or devolution of sentient and sapient beings. {Because sapient beings experience suffering, they make an even greater amount and variation of unprogrammed free will choices. Therefore, sapient beings have a greater impact to speed up, slow down and even derail the pre-programmed timeline progression}

- Supports the mechanism of oracles, prophecies and revelations in making accurate predictions of future events in a pre-programmed timeline. The information that comes from those sources is also breakthrough information. But this breakthrough information is used within the field of religion. (In fact, this Central Tenet information is itself a form of a breakthrough revelation blended with breakthrough innovation:)

- Involves The Conceiving Consciousness strategically pairing skills, personalities and abilities of a micro-conscious with sentient bodies. {*Before I formed you in the womb, I knew you* - Jeremiah 1:5}. This way the sentient body can be used to advance the pre-programmed timeline.

- Encompasses trillions of simultaneous, unique cosmos cycles, each with its own The Conceiving Consciousness. Each unique and separate cosmos cycle is comprised of its own cosmos cells going through their evolution progression. In turn, each The Conceiving Consciousness had gone through its own progression of evolving from a conceiving consciousness, which had evolved from a micro-conscious. This means that The Conceiving Consciousness of our cosmos cell, within our cosmos cycle, was at one point a human in some previous different cosmos cycle that was created by another The Conceiving Consciousness. This also means that the micro-conscious of a human now has the potential to evolve into becoming The Conceiving Consciousness and create its own unique and separate cosmos cycle. {*“As man now is, God once was; as God now is, man may become.”* - Lorenzo Snow, fifth president of the Latter-day Saints Church}

Within this system - cosmos cells are abundant and the evolution of new experiences is scarce.

Multiverse System:

- Features a process of replicating an exact copy of a cosmos every hour. {parallel universe.} This replication process mirrors the mitosis of a biological cell. But the biological cell replicates every twenty-four hours while the cosmos cell replicates every hour. Given that our cosmos cell has been in existence for billions of years means that trillions of replicated cosmos cells exist within the multiverse body, akin to trillions of biological cells existing in a human body.

- Replicates every atom, memory, and feeling in each new replicated cosmos cell, ensuring a seamless cosmos cell copy. This means that the cosmos we are living in and experiencing now could have been imperceptibly replicated an hour ago, and none of us would even know it.

- Contains replicated cosmos cells undergoing unique life experiences. That is what Max Tegmark observed when he said: *"If I get a parking ticket, there is always a parallel universe where I didn't."*

- Assigns a unique mind to each micro-consciousness. Thus, the original and replicated cosmos cells each have a distinct micro-consciousness tied to their specific physical body.

- Replicates cosmos cells because life's volatility leads to varied decisions in each cell. The multiverse is essentially a simulation game where sentient, sapient and human beings can interact, within their respective cosmos cells, making their own unique free will choices, to derive more deviations and variations from the pre-programmed timeline. Those unique deviations and variations result in a greater amount of new experiences, which is the ultimate goal of the multiverse.

- Is comprised of trillions of distinct cosmos cycles. Each of those cosmos cycles is comprised of cosmos cells beginning and ending trillions of times, while growing in size and complexity with each consecutive cosmos cell. Then each of those cosmos cells is replicated trillions of times while it exists.

- From an outside perspective, seems very wasteful. But the existence of a multiverse simply requires using the abundant constituents of Emotion and computational capacity, along with re-using the already existing designed systems.

In business terms, the existing designed systems can be viewed as assets that already have a pre-invested sunk cost in them. This means those designed systems are assets that are already paid-for and reusable at no cost (i.e. free). Therefore, it is logical to leverage and scale the available abundant constituents (Emotion and computational capacity) and reuse the free assets (designed systems) to produce as many replicated versions as possible of a cosmos cell that the multiverse system is capable of, which in this case happens to be one every hour.

- In corporate terms, positions The Conceiving Consciousness in the role of a CEO, with lower-level conceiving consciousnesses as executives, consciousnesses as managers, and sentient, sapient, and human beings as workers, producing new information via experiences. Within this cosmos cell organization, the CEO has a fiduciary responsibility and obligation to use all their capabilities to mentor, delegate, and drive their teams to generate the greatest number of new experiences possible within their cosmos cells organization. Every CEO has knowledge of what has been tried before. Every CEO is competing at an intense level. Some CEOs succeed and some fail. There are no guarantees.

- In corporate terms, is structured for scalability. For instance, in Silicon Valley the viability of startups is also judged according to their ability to scale, hence their saying: 'If it can't scale, it will get stale'. This essentially verbalizes the concept that the startup, like the multiverse, as an organization must be structured in such a way as to be able to continually scale to be successful long term. The multiverse is scalable through fractal and replicable systems, operations and architecture used at all levels. *{As above so below - Matthew 6:10}* But the Central Tenet that guides and enables all systems to scale is still; what is abundant is wasted on acquiring what is scarce.

System Re-Configuration:

Examining any scaled human organization - be it a company, economy, or government - reveals the Central Tenet of abundance and scarcity is applicable. Success for humans hinge on using the tenet with self-direction along with not succumbing to extreme Emotion. When it comes to Emotion, you either harness it to benefit you or it will control you to benefit it - and the more extreme the Emotion, the more it controls you. The philosophy and physics behind this have been outlined, offering a path for society to evolve with minimal drama and suffering.

Societal evolution can also advance through system re-configuration {modifying and hacking}. Systems are playgrounds designed for re-configuration. For example, highly evolved sentient beings on other planets, unburdened by millions of years of suffering unlike humans, can smoothly advance their societies, sciences and technology, to the point that they achieved interstellar travel by manipulating spacetime. Furthermore, they can also re-configure frequencies to repair and extend cellular lifespans. Humans have only begun exploring these types of re-configurations.

There are three proactive activities that can be done to empower human abilities to navigate complexity, advance technology, innovate for beneficial societal evolution and learn to re-configure the systems around you. All these activities have to do with creativity:

1. Understand how to self-direct the fundamental sapient creative abilities humans have and use the Innovative Thinking Process (an online course) to learn how to source breakthrough information and intentionally innovate - as a process at [ITP](#)
2. Do cognitive workouts, which engage the mind to wire your brain for neuroplasticity and creativity, via music training on an acoustic string instrument - as a process at [MusicNeurohack](#)
3. Implement LED Accelerator, a new dual system within education which will develop breakthrough innovators and generate operational evidence-based data that will be used to guide the main parent education system to continually evolve, adapt and excel - as a process at [LED Accelerator](#)