



THE NEXT EMPIRE

LEVERAGING A CHANGING WORLD TO SAVE CIVILIZATION



IS IT POSSIBLE TO CREATE A REGION WITH A HIGH ECONOMIC OUTPUT *AND* A HIGH FERLITY RATE?



Fertility rates are falling in every developed nation across the world, especially in technologically engaged regions with high economic output.

This yields a unique opportunity to create a charter city poised to become a dominant world power in the near future.

Up until this point in human history, the world economy has grown on average because the number of producers and consumers grew exponentially while their productivity grew linearly. Nations exploited this dynamic by leveraging every layer of their economies, which now makes them vulnerable. When populations are growing, fungible, divisible things of discrete quantity (which axiomatically increase in value in a world of growing populations) represent the key currency of power. In a world with rapidly collapsing populations, it is those with high-fertility, technologically engaged human populations who wield the most power and influence.



ALMOST EVERY NATION IN THE WORLD IS BASED ON A FAILED EXPERIMENT

Two and a half centuries ago, an ancestor of one of this project's founders (George Washington) worked with a diverse team of visionaries to create a new model government. Unfortunately, the model failed to match their vision almost immediately—with safeguards against things like political party formation failing within their lifetimes. Despite this, almost every nation on the planet today has based their governing structure on the outline of the failed compromise this group tentatively created (or on the randomly evolved UK model).

When creating new governing systems under which large populations will live, it makes sense to go with systems that seem relatively safe and functional while distributing as much power to stakeholders as possible to lower the odds of revolt. Nevertheless, if one were to craft the next world power de novo—with an opt-in population—they would almost certainly build something very different.



These systems were built not just before computers, but for an agriculturally focused subsistence society without trains and planes. Imagine how a system intentionally designed from the ground up could fare!



WHY WOULD AN EXISTING COUNTRY SECEDE LAND TO THIS KIND OF EXPERIMENT?



With rapidly collapsing and aging populations across the developed world—especially in rural areas—many countries are desperate to save their faltering economies. Why would a young person who has left a decaying rural area for college return once they are educated when almost all of our world's economic opportunities are clustered in one of a handful of dense population centers around the world?

Our project will allow us to transform a region on a downward trajectory into one of the world's future tech hubs—a center for dynamism, investment, and growth.





WHY WON'T EXISTING CHARTER CITIES SUCCEED?

For a charter city to succeed, it must:



Be appealing to the host country



Generate revenue (e.g., attract companies)



Generate citizens (e.g., attract immigrants)

Most extant charter cities are primarily concerned with realizing an ideological vision. While an ideological vision can attract a small number of immigrants, it will always be fundamentally less sustainable than a persistent and obvious economic opportunity not available anywhere else in the world. To bring the smartest, most economically productive people in the world to a place, that place's opportunities must be economically attractive and meaningful in a global context.





HOW TO CREATE ECONOMIC DEMAND

No-Holds-Barred Medical Research



Enshrine into the constitution that the only medical research not allowed is that which lacks informed consent. This attracts both extant and cutting-edge businesses to develop therapies and innovations (including artificial wombs and human genetic modification) that are in high demand but nearly impossible to develop in a heavily regulated environment. This also will create a medical tourism industry.

AI Citizenship

Enshrine into the constitution citizen rights for synthetic intelligences. As AI develops, much of the world's economic opportunity will be generated by AIs themselves—however, restrictions on AI owning property or capital will make most nations difficult places to host these centers of economic production.

DAO Operation

Writing the government into blockchain allows us to make the city-state's currency literal tokens within the government. This will make the region attractive for cutting-edge web3 projects.



A photograph of a woman and several children playing in a room. The woman is sitting on the floor, holding a young child. Other children are sitting around her, playing with toys. The room has a white wall with a space-themed decoration featuring a sun, stars, and a UFO. The floor is covered with various toys, including a soccer ball, a baseball, a toy car, and a xylophone. The overall atmosphere is warm and playful.

Most importantly, the government must incentivize the creation of highly productive economic actors

Our model achieves this by:

- Creating reproductive technology—due to the conditionally enshrined protection for medical innovation—which allows for the possibility of mass production of genetically selected humans.
- Providing incentive systems that grant more voting power to the creators of economically productive agents (including AIs and corporations).



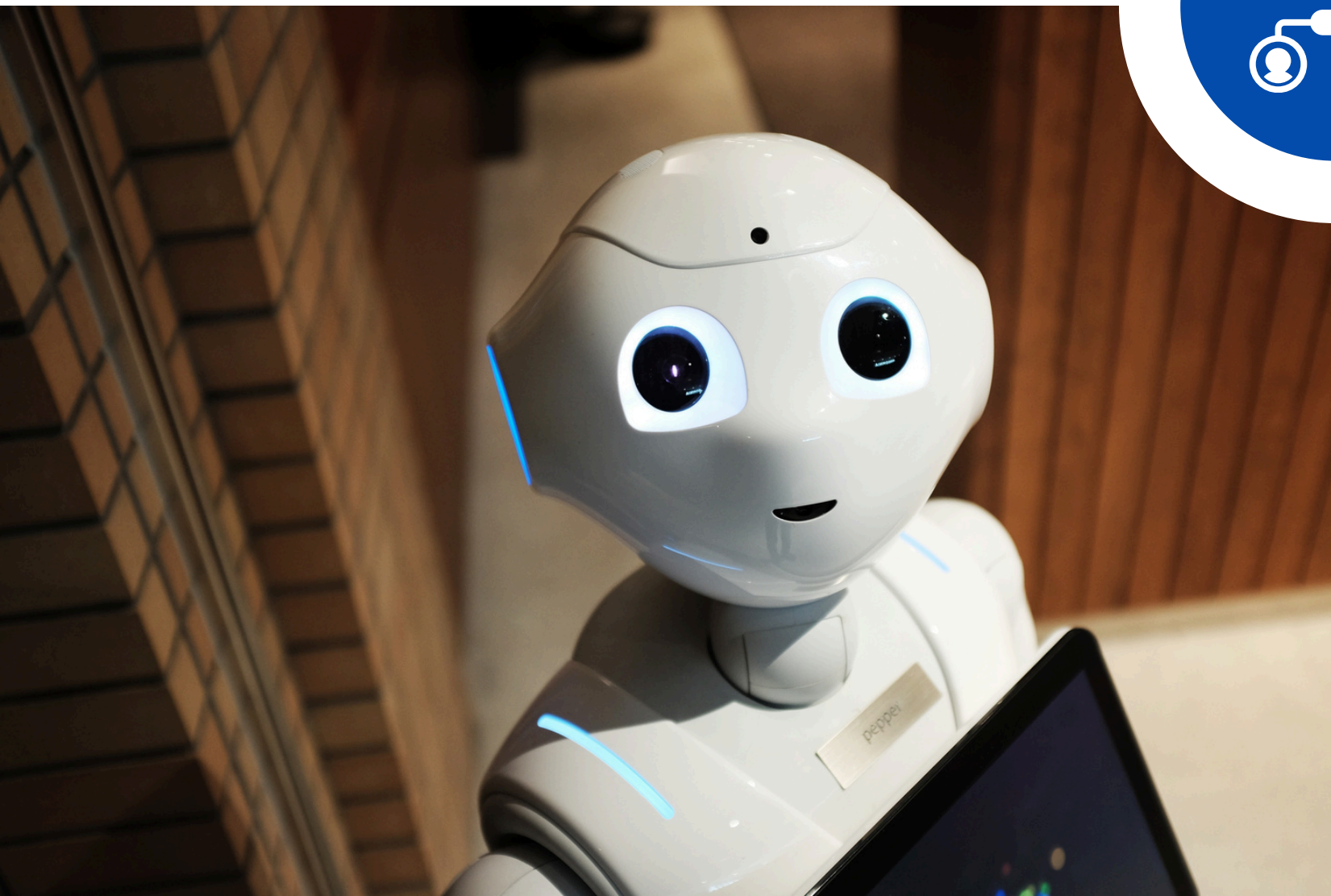
GOVERNING STRUCTURE

The proposed government is run by a single Executor (dictator), who has full control of the government's laws and operational structure during their tenure.



This maximizes efficiency and flexibility while also allowing for the judicious and timely removal of an inefficient Executor or one who exploits their position for personal gain. (Note: Executors can be AIs)

Once every four years, an Executor must be unanimously selected by three Wards. At any time, an Executor can be immediately recalled and replaced if ever two Wards decide so. Executors are therefore given much more power than the head of any existing governing structure; however, they are also easier and faster to recall.





HOW ARE WARDS SELECTED?

Remember that companies, programs, AIs, and any other productive member of the economy counts as a citizen.



The Ward of the Present



The voting power of citizens in this election is determined by their total tax contribution into the governing system, minus the amount the governing system has spent on them, to determine their **net utility to the state** (any salary paid to a government employee is treated the same as payouts like welfare). If an individual wants to pay more than their share of taxes for additional voting power, title, and privileges, they can.



The Ward of the Future

A citizen's voting power in this election is determined by the **net utility to the state of all citizens they have brought to the state**, either by having and raising citizens, coding them (in the case of AI), or founding them (in the case of corporations), plus half the net utility of any secondary recruits their direct recruits brought in (e.g., grandchildren or spinoff AIs/companies).



The Ward of the Past

This Ward is elected by a vote from **all past living Executors**. This lowers the influence of party politics and enables those with the most knowledge of being an Executor to have say in who gets the job.

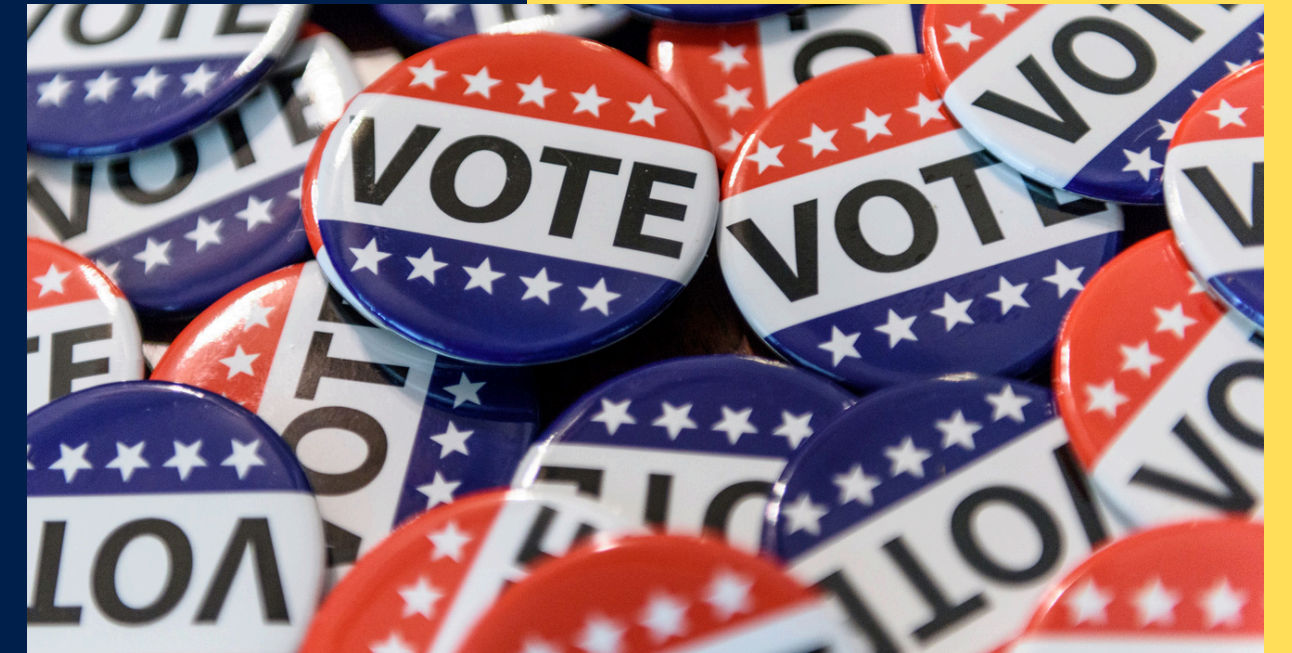


WHY NOT “ONE VOTE ONE PERSON”?

Our system recognizes that competence is not evenly distributed among a population and rewards individuals with more control over governing decisions when they have demonstrated proven, measurable competence. Our system furthermore lowers the voice of those who already work within the government or receive government support as they are adversely incentivized to protect their own positions and privileges.

Productivity is not the only contributory factor that warrants governing power. The system must also reward those who raise or build productive elements in a society (while punishing those who bring citizens into the system that are net drains on resources).

Finally, the influence of past leaders on present leadership is designed to allow for more continuity than existing systems of government, dampening the “NASA” problem in which particularly large, long-term projects are severely undermined with every administrative change.



A TIERED SOCIETY

Existing governing systems assume that every citizen has equal value when they objectively do not. Our system assumes an individual's value is correlated with their utility to the state and optimizes around those individuals with the most utility to the state—all to ensure the competent operation of a state that attracts productive immigrants.

To this end, not all citizens are equal within the state. Individuals can be rewarded with titles and additional privileges (determined by the Executor) by opting into lump sum payments or higher tax schemes (this is akin to paying for a premium membership but at the state level). The set of laws an individual has to follow is determined by their title (e.g., a person opting into paying more taxes may have different speed limits that apply to them and have reserved parking spaces).

Wards of the state—individuals with net negative contribution scores who are not state workers—are always treated as a separate class. The consequences of this status are determined by the current Executor.



This system is designed to encourage productive immigration while also pressuring non-productive citizens to leave the country.



SOCIAL STRUCTURE

For a person or entity to become a citizen, they must either start a new tribe or be accepted by an existing tribe. Tribes are associated with cultures and cultural norms (e.g., Catholics, Mormons, etc.). An individual's tribe is responsible for social services (medical care, schooling, social safety nets, etc.) the individual consumes and can demand independent taxes that are collected by the state and distributed to the tribal group.



An individual can switch tribes if they choose to, but only after both paying a fine and paying back their tribal group for all services rendered to them (net their tax or voluntary contributions to the group). For example, if an individual joined the Catholic group for their good medical care, they would not be able to deconvert immediately after a medical issue was dealt with unless they paid for the tribe's net tax loss on their medical expenses. Individuals moving out from their parents' homes, as well as individuals marrying for the first time, are exempt from this rule.

Tribal groups can apply any restrictions they want on joining and can impose additional laws on their members (e.g., a tribe may enforce monogamy), but are responsible for internally policing them.



INDIVIDUAL BONDS

Every individual, AI, or company registered in the state (e.g., every politically relevant unit) pays two tax streams. One is paid to the state like normal taxes while the other, consisting of 25% of whatever the state is paid, is paid to their bondholders. The initial owner of an individual's bond is the individual's creators (e.g., a child's bond would be split 50% between their parents). Some tribes may demand a portion of this bond in exchange for membership (e.g., the Mormon community may own 50% of this bond for every child born within their community).

This system is designed for three purposes:

1. It yields a direct and large cash benefit to having a child and raising them well. This cash benefit exactly scales with the presumed economic productivity of the child, as parents can sell their children's shares—shares that will be worth less if parents do not raise the child to be economically productive.
2. It provides an economic incentive for those with capital to invest in those without it (e.g., those born into disadvantaged families). For example, if an otherwise smart kid was born into a disadvantaged family and their parents traded or sold their shares at a discount to an elite educational institution, that institution would be financially incentivized to educate that child and help them in any way it can. (We imagine most of the time these shares will be sold to educational institutions or other types of companies that specialize in improving people's economic status, as that will be in the best interest of both parents and children.)
3. It provides a large economic incentive for companies, educational centers, and cultural groups to study methods for raising economically productive individuals.





Simone & Malcolm Collins



Simone and Malcolm Collins have operated companies on five continents that collectively pulled in seventy million dollars annually, raised a PE fund, directed strategy at top, early-stage VC firms, written five bestselling books (with one topping the WSJ's non-fiction bestseller list), served as Managing Director of one of the world's most exclusive secret societies (Dialog), and earned degrees in neuroscience, business, and technology policy from St. Andrews, Stanford, and Cambridge.

They built a free new educational system designed to increase the quality—and decrease the cost—of gifted education.

They created the Hard EA movement designed to fund and facilitate ambitious projects like this designed to make the world a better place in ways that can't be used for social signaling.

They run the Pronatalist Foundation, aimed at maintaining and increasing human diversity.

WHO ARE WE?

The Pragmatist Foundation is a nonprofit looking to build a more sane, more efficient, and kind world.



THANK YOU!!

WE ARE EXCITED FOR THE FUTURE WE CAN BUILD TOGETHER