

“The MUSIC MATRIX”

This is the condensed summary to give a brief 1 page description for each of the different pieces within the business plan. The fine details and specific designs are not included in this version of it, but will be revealed to serious participants at a later time.

**THIS CONDENSED SUMMARY DESCRIBES:
BOTH THE IMMEDIATE FUTURE and THE LONG-TERM VISION**

The intent of the larger project is:

1. To create a web of interactive music apps that offers quicker musical training, while infusing non-traditional approaches to learn.

And:

2. To establish an extensive trusted brand name with a multiplicity of interconnected enterprises that propel society forward.

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“Within the music, there is structure. Within the structure, there is sound. To manifest any good idea in this world, it must be sound.”

VISION, MISSIONS, PRINCIPLES, and BENEFITS

The VISIONS

1. **A web of an interconnected musical systems** that trains people new ways of learning traditional and non-traditional theory at a dramatically quicker pace.
2. **A multi-intelligent approach to learning** music that allows those with different learning styles to bridge and translate their knowledge into music.
3. **A technological global music interface** where musical training becomes available to those who would not otherwise have access within all global countries and cultures.

The MISSIONS

1. **To cross cultural barriers on a global front** in healthy ways that will give countries across the world access to training while surges of trends helps unite them.
 2. **Helping to evolves global cultures** as a whole to be more conscious environmentally, socially, economically, culturally, and aesthetically.
 3. **A universal system of order** by which the patterns become recognizable within peoples daily lives and within the industries by which they specialize.
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THE GUIDING PRINCIPLES and PHILOSOPHIES

1. Everything in the universe can be reduced to resonant frequencies: Emotions, music, actions, light, brain states, consciousness, relationships, materials, etc..
 2. No one is beyond saving and restoration is possible however easy or hard it is.
 3. Music and sound are part of our individual evolution and we all have the potential.
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The BENEFITS for the INDIVIDUAL

1. A new way for people to keep track of complex musical patterns and rhythms within their heads easily. Their music will become complex through simplicity.
2. Activation of different neural cortexes within the brain for learning through a multiple-intelligence approach. With that, making learning available to those who find traditional learning approaches difficult and discouraging.
3. Shortcuts for learning that will dramatically accelerate the learning process.

The BENEFITS for the LARGER SOCIETY

1. Shifting emotions within large sectors of society in ways that will transition the slow and lethargic to become animated and motivated to achieve progress.
2. Transformation of the music industry in ways that is elevates the quality as a whole setting a new standard of quality that uplifts the greater populations.
3. Cross cultural communication through music that will give a common focus, which transcends cultural conflicts through an inspiring common denominator.

Why is there a Need for such Systems?

1. The Collective Boiling Point: Our societies have reached a breaking point. There has been many breaking points throughout the span of our histories from the revolutions, to riots, to many others. What is different this time is that lines of demarcation are being clearly marked. There is a tipping point of awareness that there is no turning back, as things are coming to light and people are being exposed for their ills as if a new trend. The urgency for action is vital to many issues including environmental, political, economic, and social have come to the surface. In all the “cleaning shop” and bad news, people need a new kind of hope to carry them forward.

2. Shifting Frustrations into Fruitions: The boiling point and growing intolerance with the rapid advancement of technology has lead to a need to refocus people’s energy in a positive way. The apps are designed to create a musical revolution and renaissance, however it goes above and beyond that. Further developmental projects are designed to pave a way forward for people outside of just the musical apps, as the musical momentum are just a launch pad for other projects.

3. Music as an Universal language of Emotion: What the world desperately needs in these present times is to bridge the conflicts between our warring cultures and classes. We need to awaken empathy within those who cause hurt, generosity within the greedy, hope for those in pain, community for the isolated. Language and politics has barriers they cannot cross to do so, but the music has the potential to cross those barriers to inspire and communicate over night. We need to understand the potential of music on a deeper level to pave the way for peaceful diplomacy, but it will take elevating our understanding of music and that is what this project is about.

4. Traditional Limitations of Music: Music traditionally follows two methodologies of training: those with an ear for music (musical intelligence) and then those that implore the learned system of repetition (body intelligence) mixed with notations. Music is considered for only talented individuals, when in reality it is part of us all. *If music is a universal language of emotion, then why are we keeping large portions of people illiterate to it?* It’s like any other language, we must be able to understand and speak it even if not everyone becomes a famous writer or poet. Every culture throughout history has used music to influence their emotions and as a way for bringing together community under a common goal.

5. Upping the Quality of Music: To say that we can change the world with our current standard of music may be an overstatement. With the introduction of technology, the musical market has been flooded with DJ’s, rappers, and musicians who can create music with very little training or understanding. This ability has manifested musical stagnation on the large scale. It’s great that they have the ability to showcase their works, but there needs to be a way of learning ingrained within these abilities. If many beginning and intermediate performers are too busy performing, the amount of time practicing decreases. The use of the app technology is about training and uplifting performer’s abilities while they play. The apps and devices will offer both the simplicity of pressing the button, but there is a training simulation that shows them what is going on in the process. These new tools with give the ability to rapidly transcend the overall quality of music with new standards.

16-YEARS EVOLVING: The Story behind the apps

What first began over 16 years ago as a mathematical and geometric exploration into the nature of hertz frequencies, had soon after expanded into a full-fledged Alice and Wonderland, down the rabbit hole journey. It was a journey into the mysteries of music. The journey that first began in 2001 has been growing and cultivating ever since, aging like a fine wine. There were spans of rest in that time and there were spans of intense daily developments over extended periods of time.

Since the beginning of the voyage, the explorations have taken on many forms outside of just music. It has bridged into language, human design, holistic systems, nature, geometry, numbers, and science... all the 9 different forms of intelligence. Much hardship, pain, and poverty marked the journey to this very point.

In times when a phase of musical explorations would come to a close, other life lessons and journeys enacted, such as deep emotional journeys, intense creative journeys, and shared community journeys. Every illustration parallels life experiences and the memories thereof. Some aligned with times of solitude, others with times of relationships. Some aligned with great motivation, others aligned with the feelings of sadness. The fact is that that which we hold within us we evoke externally in different forms. These illustrations reflect the structural themes of life that were occurring at different points in time. 16 years later, the launch draws near.

FOLLOWING CURIOSITY

The intrigue that initiated the journey was to somehow understand the music on a deeper level. It was nowhere to be found within the classical training given! This led to dissecting the years of classical music training that was the foundation up to that point. Every little piece was looked at from all angles. Curiosity drove the journey to pursue and ask the very questions that were brushed off as unanswerable by traditional music training. For after years of personal training, after centuries of classical music development, and after millions of musicians over the millennium; it is bewildering that the basic fundamental questions went ignored as irrelevant! For all the knowledge and exploration they could not answer one basic question: **“Why do Major chords sound ‘happy’ while minor chords sound ‘sad’?”** Though the teachers will tell you the structure of the two chords, they have no clue to the meaning behind it or why they create the feelings they do. They just accept it as is. **Why do some songs make us feel greatly inspired while others create defeat?**

The bottom line was that the answers to these many questions lay outside of the music. The answer is in science, in spirituality, in physiology, in mathematics, in the structure of emotion, and in life itself. No one side can answer the questions. It takes all sides working together. *And to find these deeper answers, follow the curiosity!*

THE PRESENT DEVELOPMENT

- Over 108 musical illustrations created of various sizes and functions-
- Funding is being sought for the first 1-3 apps to draw in the public-
- Systems are ready to be built from mapped out schematic layers-
- 132 page comprehensive business plan/proposal lays out all the details-
- The first trials are about to start for beginning to advanced musicians-
- Business plans for long-term extension projects are being mapped out-

9 FORMS OF INTELLIGENCE- summed up

Dr. Howard Gardner may have best captured the description of these different approaches of learning through 9 forms of intelligence. We all have the potential to develop all forms, though we often lead in a few while ignoring others. The leading forms in the apps, which have more of a focus on HOW, will bridge over into the secondary forms at a latter stage, which are the WHAT and WHO.

1. THE LEAD FORMS OF INTELLIGENCES WITHIN THE APPS

a) Spatial

This includes a visual perspective of the world. In the apps, the geometric and symmetrical learning approaches activate the visual cortex to reinforce learning within an industry that uses a rather limited visual base for learning.

b) Mathematical-Logical

Though there is already an ingrained mathematics to music, it has been both complicated and hard to keep track of. The math of the apps has been simplified in a manner that inspires a greater use of logic to the everyday individual within the music.

c) Kinetic and Body

Muscle memory and body mechanics is already ingrained within the music. The apps help to translate muscle memory sequences into other forms of intelligence expanding the mechanical side of the intelligence into activating other cortexes of the brain.

d) Musical

This sound intelligence gives certain musicians a great ability just to make music, though many never learn to read a note. The activation of the visual cortex fuses sight and sound together easily dramatically increasing ability from just playing by ear.

2. THE SECONDARY FORMS OF INTELLIGENCE WITHIN THE APPS

a) Naturalistic

Through nature is how people see and hear the world. The concepts and terminologies within music are "rooted" to nature. Chords and cords of wood both have "roots". Music grows like trees. Ties back to nature will be reestablished a new method for learning.

b) Interpersonal

In understanding music, we can understand how people connect. By seeing people as notes and chords, we can how differences can create disharmony, while our common tones work exceptionally well together, as we find harmony with each other.

c) Intrapersonal

For some, their internal feelings just pour out the same way music does. Understanding these feelings as musical structure is the way for playing our emotional internal world.

d) Linguistic

Language is naturally musical, from the inflections, to our tone, to the pauses, and even the sentence structure. By understanding these parallels, people obsessed with language can realize and embrace that they've been making music the whole time.

e) Existential

Spirituality and holistic intelligence always embraces patterns and sound healing. The apps parallel various holistic systems, as music and holistic patterns overlap.

DISTRIBUTION FORMS

APPS FOR PHONE AND TABLET

Phone and tablet apps will be the primary methodology of distribution. Some of the systems are *master-illustrations* that can help to connect the smaller *sub-systems* through the use of common pattern formations that appear in both. Apps will be layered like lessons plans that keep customers returning for the next lesson plan. This model creates repeat customers.

a) SAMPLE MICRO-SYSTEM: *Free for download with no advertising.*

This is a very simple app, which will be the first to be built. This will be charged for at the start, but will be made free when other apps become launched. They are simple but potent.

b) FREQUENCY WHEEL FOR TRACKING APPS: *Free with no advertising.*

A free download of an app tracker will be available to keep track of the various app purchases. The Wheel will also serve as anticipation for new releases while promoting already released apps. It works with "the cloud" to save phone memory when not used.

c) NEWER VERSIONS OF PURCHASED APPS: *Free for update and download.*

App updates are how the apps will continue to evolve in surprising ways, leaving people looking forward to the latest evolution of their app. Updates keep the apps fresh.

d) MICRO-APPS: *Estimated Purchase Price-\$1.*

The micro-apps or "micro-systems", are smaller systems of information that are very useful because they are simple and easy to play. There are also a lot of them, so keeping a small price tag will allow people to collect a greater quantity of them.

e) MEDIUM-APPS: *Estimated purchase Price-\$3-\$5.*

The medium-apps or "mid-systems" are in between a micro-system and a master-system. They are more complex than a small scope system, but still simple enough to entice the beginner and intermediate. Experts will find them useful too for integrating into their play.

f) MASTER-APPS: *Estimated Purchase Price- \$5-\$11.*

The master-apps or "master-systems" are very large and interfuse many of the smaller app lessons into their structure. These are more like music software programs, though some will come in app form. Though fewer in number, there is still quite a few of them.

g) GRANDMASTER-APPS: *Estimated Purchase Price- \$12-\$20.*

The Grand Master-Apps or "mega-systems" are all encompassing linking to every single app through common systems and patterns, which can translate and morph into the others systems. These are extremely complex systems, and yet give uses a way to keep track of mass quantities of information at a rapid pace.

h) BUNDLES AND PACKAGE DEALS: *Pricing varies according to size of bundle.*

There will be two types of bundles available: "*Lateral Bundles*" and "*Vertical Bundles*". *Lateral Bundles* are collections of apps with various skill focuses, such as rhythm vs. melody, where the subject is different. *Vertical Bundles* are series of apps that are building upon the same subject in different levels of development, spanning from beginner to advanced.

SOFTWARE AND MUSIC PROGRAMS

Though some of the large and extra-large systems will be accessible from an app, their focus will be more software programs that can be sold either as single programs, or as a set. Each program will have a different focus, such as lessons, performance, recording, as so on.

HARWARE, BEATS MACHINES, AND INSTRUMENTS

Some of the systems are better suited as tangible machines that can be plugged in and played like many of those currently on the market. This will be a later phase of development.

MARKET POTENTIALS

Some people overlap in multiple categories.

1. Teenagers: Teenagers are very curious and adventurous as they bridge into the world of adulthood. Many love to chat with other teens about the latest trends and they are big purchasers of apps. They are highly entwined in games in addictive ways.

2. The middle-aged non-musician Dreamer/Beginner: The fun and simplified nature of some of the apps allows people to play pleasant patterns very quickly. The game like entertainment of them dissolves the reluctance and intimidation that prevents people from believing it's possible. The sounds are pleasant from the start.

3. Intermediate and Advanced Musicians: New ways to categorize old knowledge will result in new sounds and new ways to play old forms of theory. When a musician who has played for 40 years is suddenly introduced to the concepts of symmetry and synergy within music, a whole new world of potentials opens up.

4. Rhythm based musicians, (DJs, rappers, and drummers.): This classification of people encompasses many. Rhythm based artists are those who choose to lead with rhythm, rather than melodies and chord progressions. One of the major illustrations focuses on the mapping on rhythm patterns, something that is very rarely done. What some of the apps will offer is a quantification of these rhythm potentials in a manner that is easy to visually track in their head, using math in whole new ways.

5. Parents of very young children: The video animations of the sequenced patterns will be visually and mentally stimulating to watch for young children who have no prior musical experience. Information will be absorbed easily through observation.

6. Sound healers and holistic participants: Within the apps, some of the illustrations and music crosses over into sound-healing and existing holistic systems. Sound healers often seek out new ways to gain a deeper understanding and ability.

7. Mathematicians and Sacred Geometry Lovers: The apps are heavily formulated on mathematics and geometry and will offer ways for individuals to hear math and geometry musically. There's already an extensive market for Sacred Mandalas.

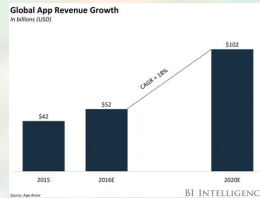
8. Famous musicians: Many musicians rise to the top and then fall back down from popularity. The apps are a way to keep musicians in a continued process of learning and evolving. It can help their music have a new sound rather than them recycling old musical knowledge and trying to present it in a new ways.

9. Autistics and Savants: These individuals have a different wiring within their brains that causes them to operate differently. In theory, the apps may actually help to wire together different parts of the brain including visual cortex with the audio cortex and the mathematical as well as the spatial parts of the brain. You are actually wiring the synopsis together in a manner above and beyond traditional music.

MARKET ANALYSIS

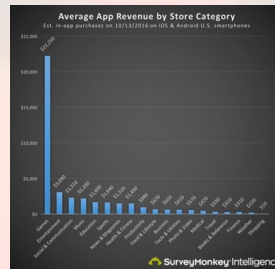
Global App Revenue Growth:

The market analysis of the whole of apps and projected growth for 2020 shows that in just 4 years it is expected to nearly double. Given the growing hype for apps, this is very possible.



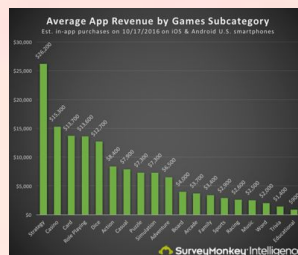
MARKET ANALYSIS OF COMPARABLE APPS by CATEGORY

In the following chart, you will see the top grossing category for apps is “Games”. It surpasses the runner up, “Entertainment”, by nearly 7 times. There is an interactive component within games that includes patterns and strategies for the creation of an outcome. The runner up categories, such as ENTERTAINMENT, the viewer is a passive observer. The apps will have levels and scoring and certain apps will be like musical puzzles. Just like games, people will “play” the musical apps. In addition to **GAMES** the apps also fall into the categories of **MUSIC and EDUCATION**, which fall into the 4th and 5th top grossing categories. From the start 3 of the top 6 categories are included. As the apps grow in popularity, the categories of **ENTERTAINMENT and SOCIAL/ COMMUNICATIONS** will be added as they pertain to musical entertainment and musician networking.



Average App Revenue by Game Sub-Category

The sub category of games is important, as there are many different types of games. Here you see **STRATEGY** is the top grossing subcategory. Music itself contains a great deal of strategy in playing, though many music apps just contain static knowledge and information. The music apps have an interactive function that allows musicians to strategically create compositions while figuring out the gateway patterns that cross over into other musical forms. Other game categories include **PUZZLE, MUSIC**, and **EDUCATIONAL** tapping into the consumer base from each. There is a potential for other categories as well down the line.



INVESTOR and PARTICIPANT PERKS

You are more than just your money and your time! You are living being who will part of a greater movement that will be exciting and inspiring. As much as we are building apps, we are building community and culture. In that, we encourage investors and participants to be part of the culture we are building. We don't seek people who are just here because they believe it will be profitable; we want those that are inspired by the vision and what is being created. As part of our community, we will make opportunities available to experience this new surge of culture we seek to build.

JUST A SMALL SAMPLE OF THE POTENTIAL BENEFITS:

Movie premiers and launch parties: For films either produced by our film production company or by collaborative partners in association with our company.

On set tours: Upon film sets to experience the creations of movie. This is a great introduction for those who always wanted to participate in creating films, but have no background in it.

VIP tickets and back stage access: To concerts by associated musicians featured within the networking side of the apps. Also, complementary VIP tickets provided by various musician alliances. Also **invites to special events** tied to them.

VIP tickets: To specific special events and parties that will be hosted and organized by the event production company to be built post app launch.

Massage and Holistic Therapy treatments: For to investors and participants within the company to ensure their health and happiness through our Holistic production company. The company will expand to a branch of holistic practitioners that offer a system of health care for members of the company and our network of collaborators. Having a healthy foundation is in the best interest of both the company and the individuals within the community.

Other complimentary projects and services: To be launched by the company. As the company grows, they will also grow in number. This will include complementary downloads of all digital material such as apps and various products and services. Products can be things like art, fashion, health products, gift certificates, and more. Services can include a wide array of things such as therapeutic treatments, landscape design, free consultations for different purposes, and so on. With that, we will be giving out promotional packages to both members of our own company and individuals of the public.

Walk on roles and small parts: On films and television. If an investor or participant is interested in getting into film from a performance side, these opportunities are a great working introduction. Also, coaching and guidance can be given by our professionals who are already established within the industry.

FUTURE OPPORTUNITIES for PARTICIPANTS

The apps are an exponentially growing business and not stationary business model. With that, expansion out will give a continued opportunity for investment and participation from many fronts.

THE NATURAL DOMINO EFFECT

*One thing leads to another...*As the musical system grows, it will expand out into other neighboring industries with commonalities. *For example:* The music apps' fan-base creates a potential opportunity to build a musical networking site. Next, the network then creates the opportunity to utilize the pool of musicians to form a record company. This creates a independent artist fan base for starting the touring company. The framework of the touring company can grow to a production company, by which the domino then splits into multiple directions. These additional goals mentioned are not just a bunch of random ideas, but a trajectory leading toward a greater outcome. Every piece plays a part upon very precise points in time.

PIECES SET IN PLACE

Many pieces are already prepared and placed from years of development and pursuit. Structure and designs for the business models go back many years with first hand experience in the various industries mentioned. Any gaps of information can easily be filled in by our present and future collaborators. Joint collaborations with existing companies will help for a greater expansion of the overall network umbrella.

A partial list of additional projects and companies:

INFORMATIONAL TECHNOLOGY

- **Life development app systems** - *For personal advancement and guidance.*
- **Educational game simulations** - *For productive play that utilizes.*

HOLISTIC HEALING

- **Holistic event productions** - *For offering a more productive and enriching nightlife.*
- **Holistic healing sanctuaries and retreats** - *For transformational get-a-ways.*
- **Aromatherapy and health products** - *For introducing potent natural remedies.*
- **Franchise style co-op café chains** - *For offering healthy and inexpensive fast food.*

INSPIRING ENTERTAINMENT

- **Independent film production** - *For a greater exploration of film potential.*
- **Films and television shows** - *For stimulating enlightening entertainment.*
- **Touring and moving companies** - *For transportation of artists and resources.*

CREATIVE COMMUNITY VENUES

- **Renaissance community centers** - *For offering creative sanctuaries for the public.*
- **Theatrical enterprise zones** - *For supporting artisans and cooperative businesses*
- **Music studio for recording** - *For recording and guiding people in music production.*

CREATIVE ENTERPRISES

- **Lighting and landscape** - *For uplifting aesthetic beauty visible to the public.*
- **Interior design and decorative installations** - *For bring aesthetic consciousness.*
- **Textiles and fashion lines** - *For introducing a greater creativity in everyday fashion.*

COLLABORATIVE ALLIANCES and OUTREACH

1. INNER CIRCLE

Our inner circle and personal alliances are very tight nit with relationships spanning decades of trust and integrity. In addition to that, there is an extensive network of individuals collected over the years that will be brought into the mix as collaborators with the expansion of the company. We are continuously seeking people with a high degree of efficacy and integrity with a concern of bettering this world.

Our belief is that the company we create is in the company we keep. The wellbeing of these individuals within the company is of vital importance and that includes their physical, emotional, mental, and spiritual health. We must nurture all aspects of their being and from that the outcomes will be extraordinary.

By auditing and evaluating the overall well-being of the community, the social cohesion and productivity elements will be that much stronger. We will be a new model for enterprise development that will be highly sought after.

2. PARTNERSHIPS and BUSINESS ALLIANCES

Businesses often revert to a fear based survival mode where the focus is to eliminate the competition while ignoring all humanistic consideration from it. Healthy competition can elevate things into new standards, while making broken business models with inferior products obsolete, which can evolve us as a species. Though it is important, our intent is to not just win without regard to others. Working with existing businesses in partnership to upgrade their quality and methodologies in a way that is a win-win for both of us. The partnership is a way to expand for us while transforming businesses into something they have never imagined. In cases where the company has a high degree of quality and ethics, symbiotic cross promotion opportunities can be formed.

3. NON-PROFITS and CHARITIES

Though the ideal is to have a world where we don't need non-profits and charities to come save the day, in the present time they are vital. We must support it as the best interest for all. Alliances will be formed with various organizations, including educational and environmental while working with schools. This will include: Cross promotion, organizational assistance, mentorships, sponsorships, apprenticeships, developmental concepts, business development, and much more.

4. GOVERNMENTAL AGENCIES

Many social service programs within the government are lacking and cannot deal with the extensive burdens leaving people into hardship. Part of the overall intent is to work with our existing infrastructures within the different structures of government. This includes: Economic development programs, skill training, public beautification, public events and community building, efficiency consultations, community center development, and a large number of other potentials.

THE TRAJECTORY and FUTURE VISION

ACT I

PHASE 1: MICRO AND MEDIUM SIZE APPS

We start with the simplicity and build to the complexity. This phase is about launching a series of the simple illustrations that can be used by anyone. Phase 1 will continue into phase 2, as new micro-apps will be continually introduced.

PHASE 2: THE BEATS MATRIX GRID and MASTER-APPS

With an established base line and following, we move onto the master illustrations, which weave together the various micro-illustrations. We begin with the rhythm grid.

PHASE 3: EXPANSION OF THE INDIVIDUAL: THE SOCIAL NET GAME

Using the Beats Matrix, the musical games will shift into user profiles, which shall form a global musician based social network. Based on performance abilities, skills, and their fan base; certain musicians will rise to the top and be featured on a global level.

PHASE 4: THE EVOLUTION INTO A RECORD LABEL

From the local, national, and international musicians who elevate the status of their profiles, a record label will be formed off their talent while albums are distributed.

ACT II

PHASE 1: THE PRODUCTION COMPANY and THE EVOLUTION OF THE NET

Now we begin to carry the music live into the world. Through the talent acquired, a production company is born. While this is happening, the non-musical information architecture apps and websites are launched on a separate pathway.

PHASE 2: REACHING THE GROUND NEAR YOU

From larger to smaller, we'll take some of the musicians launched within some of the major concerts and minor concerts and bring them into local venues invigorating a renaissance type culture. All fronts of production will be addressed interfusing local venues with the art, music, and performance. This is community building through art.

PHASE 3: EXPANDING THE GROUND TO GROW

After the productions company reaches into the local venues, consolidating the community into hubs happens. Using the resources attained from the apps and production companies, community hubs and centers are established in many cities.

PHASE 4: TRANSFORMING THE GROUND

Here lays the final phase of the second act, expansion into new enterprises using a community based businesses development center focused on vitality and creativity.

ACT III: THE FINAL ACT: to be disclosed at a later time.

From the last phase of business development, the momentum will continue and grow as it moves toward the transformation of our large society in 4 additional phases.

PROCEEDING FORWARD AS A CONTRIBUTOR

We each have a unique design and purpose that is our part to play. As a contributor, you will be a part of a growing momentum that includes a foundation of collaborative community, innovation, and betterment. In participating in the forward, you are writing your name into history as having been part of a pivotal shift within our global evolution. We hope that you see this as true as well. However large or small your contribution, you can play a necessary part of it. We believe and know that we are building a legacy by which we cordially invite you to be part of.

In this process of building, we will continue to grow and learn new ways that will be surprising and uplifting. The benefits there of cannot be fully comprehended and captured within these writings, but we will know them when we see them. Be certain of that. We hope that you will choose to join us on this rewarding journey.

FORMS OF PARTICIPATION

INVESTORS: Investors interested in investing can get a high rate of return for a non-equity investment. Investors should be passionate about the trajectory and the whole of the project outside of just the money. There will be many future and ongoing opportunities for making income as well.

MUSICIANS: Musicians from beginning to expert are needed to participate in the first group of trials for the illustrations. Under a non-disclosure agreement, they will be introduced to certain illustrations based on the forms of intelligence that they are most attracted to. Each trial will be documented with interviews for later publication.

NETWORKERS: Support from individuals is desired for seeking out the needed pieces to manifest the project into reality. This includes word of mouth promotions as well as searching out for investors, musicians, celebrities, or any other potential interests related to the project. The benefits mentioned in the Participant Perks page will be extended to such supporters. Also, in some cases finder's fees may be in order.

GRATITUDE FOR YOUR PRESENCE

Your past has all been preparing you for this time that we have just arrived at! We hope that you hold the same enthusiasm we do! In that, we thank you for being open to the potential of this larger mission. We hope that you have aligned to what you have read and seen here and will join us in this exciting new time. Either way, we wish you all the best. Thank you!!

**Sincerely,
Matthew J. Cummings
415.424.3494**