

Clawing Our Way Into A Brave New World

Thoughts on the convening of Asgardia's First Parliament.

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[TLDR; Candidacy Platform Sheet](#)
[Full 24 Page Candidacy platform](#)

[My profile on Asgardia.](#)

[My Collective Asgardian Writings](#)
(over 130 pgs)

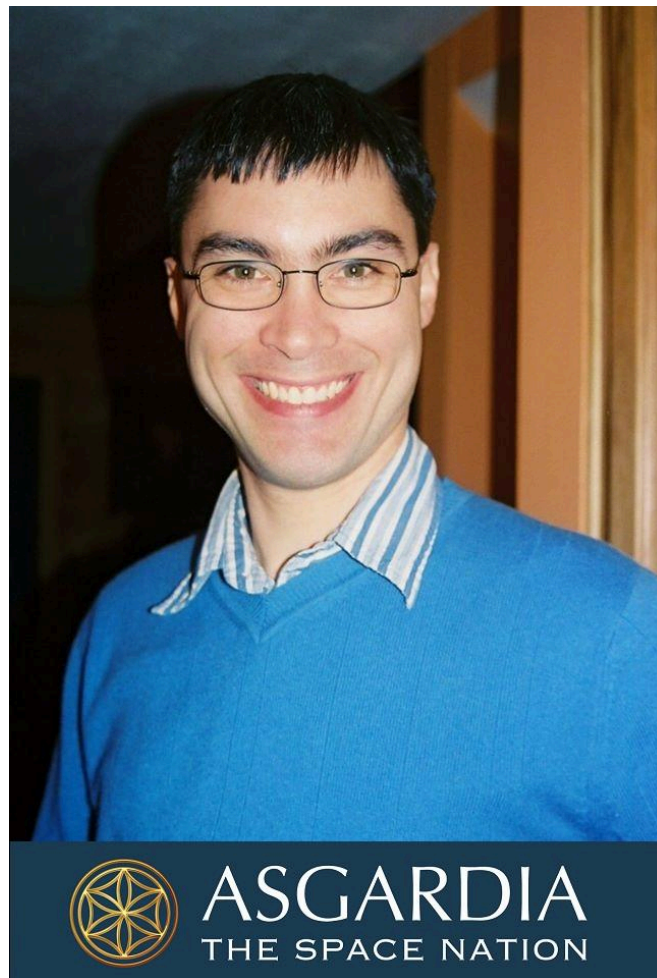


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Introduction

With the mess of the first parliamentary elections having just completed with elects declared (*almost*), slowly we move on into starting parliament up and attempting to get to work. Below I will talk about the top concerns that we need to address and keep in mind once parliament is able to actually get to work to start making things happen. The convening of the first Asgardian Parliament is set for **24 June 2018 in Vienna, Austria**, so we have some time to kill to start getting our thoughts together.

My thoughts were fairly well detailed in [my 24 page platform](#), but some more ideas and reinforcement was brought to the forward when talking with Dr. Spokoyny during the electoral process, as well as other random places. My platform could only ramble on for so long before it would become unwieldy (*Well, at least more unwieldy than it already is =>*), so, in this document, I will expound on the most important areas that should be addressed by Parliament before we tackle anything else:

- I. Parliamentary Procedures
- II. Constitutional Reform
- III. Citizen Activity
- IV. Technological Infrastructure
- V. Asgardian Finances
- VI. Claiming Asgardian Sovereignty

Do I think that we will be able to get all of this done during our first convening, which is merely a weekend? Not even a little bit, but these are the things that we need to complete before parliament considers working on anything else of substance. For without these in place we will not have a steady foundation to build any sort of future.

I. Parliamentary Procedure

A. General Parliamentary Procedures

No lies here. There is absolutely nothing sexy about this area. Nothing. It is a necessary evil. We have to have an agreed upon method of doing things - a method to our Asgardian madness.

As far as parliamentary rules are concerned we cannot use full on all 700+ pages of Robert's Rules of Order. This is not workable in any sense. We need a much simpler process or we will not get anything done. I do not have the time to read this procedural behemoth nor consult a process bible each time I want to say or do anything. I think it is safe to say that none of us have that sort of time.

B. Legislative Bills Process

So here is a process I have developed which pulls ideas from consensus based democratic work which will allow for a more open legislative process and more citizen participation. I also pull a little from Dahl's ideas too.

Why a consensus based process you ask?

Well, a majoritarian based process like we have in the US has created two-party based politics, divisiveness, grabs for power regardless of cost so they can control the process, and suppression of minority voices. Where the winner takes all for legislation, we all lose. =(

Consensus based democratic governments tend to be more cooperative, tend to eschew parties and party politics, tend to be more representative of the people, as well as respect and take into consideration minority voices due to the consensus based voting - all or nothing. When fine-tuned this process may move at a similar rate as a majoritarian based process. A consensus based democratic legislative process will more accurately embody Asgardian ideals of equality and openness.

Read the full post here:

[**Legislative Process for a Consensus Based Digital Democracy**](#)

II. Constitutional Reform

Fixing the most glaring issues is something that we should do first so that we do not move forward with a very broken system of government. The longer we wait and allow a broken system to exist and entrench itself in our processes and thoughts, then the harder it will be to get rid of it later on.

"We have lived with it for this long, so why change it now." or *"It has not been a problem yet, so we are fine."* We cannot allow these sorts of thoughts to occur and hold us back from progress. We need to fix these so we can prevent problems and streamline the process. More work now will prevent 10 times the work, frustration, and agonizing surprises later on, and we can start our first session of parliament with the feeling of a good spring constitutional cleaning.

My writings here cover some of the basic issues and my thoughts:

- [The Constitution of Asgardia: Stepping Stones to Tyranny](#)
- [Elections are a Self-selecting Referendum on the Age of the Candidate](#)
- [Commentary on the Asgardian Constitution](#)

There are 3 basic areas of constitutional reform we need to attack first and then later we can look at others:

- A. Fixing the Stepping Stones to Tyranny
- B. Fixing the Electoral Process
- C. Creating a Constitutional Amendment Process

As a part of this process we will want to collect everything we need to do a full rewrite of the constitution, to correct its many flaws and omissions.

A. Fixing the Stepping Stones to Tyranny

I have detailed my thoughts on this in a blog post and these points NEED to be fixed.

[The Constitution of Asgardia: Stepping Stones to Tyranny](#)

These issues are simple enough to be dealt with.

Kingdom?: Also, I will add as a part of this process since it is similarly easy to deal with, getting rid of kingdom from our name. This also needs to be done. Nothing says regression, oppression, feudalism, superstition, ignorance, theocracy, magical thinking, and misogyny and patriarchy like a *kingdom*. The word should be an affront to Asgardians everywhere and it goes against the very philosophical foundations of Asgardia.

B. Fixing the Electoral Process

1. Clean-up the Electoral Process

Let's face it, our first election was a huge cluster and this cannot happen again. The electoral process needs to be defined and cleaned up, and a process created that is fair, consistent, and representative so that we may maintain electoral integrity, and faith in our elected officials and country. Frustration, subjectivity, and distrust should not be a part of the process. As a part of our infrastructure we will want to look at using a blockchain based voting scheme too. Candidates should also not have to pay a fee to run for this creates an economic barrier to entry.

We should also change the age for parliamentary candidates - **it should be 18**.

2. Central Electoral Commission

The Central Electoral Commission is not a thing constitutionally, so we will want to do one or two things if we want to keep it, either: declare it in the constitution; or as a part of parliament's duties to create such an organization. We will also need to declare what its responsibilities are. It will probably be preferable to declare them loosely so we do not hamstring ourselves with an overly tight law.

3. Clear Communication with Candidates

Much more communication and emails are needed so candidates know what is going on and so they do not have to question their status. The website should give candidates such info on a candidacy status page, which could show the candidate's steps and state through the entire process of this election cycle as well as storing that data for them to analyze later. These stats will be good for historical analysis.

4. Candidate Platforms

Yes, this was the first election we had and nobody had a clue what the issues were or even what to say. However, some did manage to post something more than a line or two saying 'Vote for ME!!! I am cool!'. We all deserve better than that from our candidates, but I do understand, because it is all so very new, and exciting, and pretty much everyone here is not a career politician.

However, in the future we will also want to see candidates with platforms that actually tell us what they stand for and give us something to actually vote for. We will want to have a minimum word count implemented of some sort. Another even more powerful method help define the candidates is through a set of candidate stance questions about specific issues, so that voters can select the issues and stances that matter to them, and then find out which candidate matches such as with [ISideWith.com](https://www.isidewith.com/). This will also be a powerful way to help prevent the

formation of parties and party politics by having citizens concentrate on the issues that matter to them. It will also help the candidates to focus on the issues too.

5. Clean-up the Undemocratic Faux-Pas

Also, there were some undemocratic things going on during the election like showing how many votes each candidate had during the electoral process or listing the candidates in order of number of votes, which are big electoral no no's - very NOT cool.

C. Creating a Constitutional Amendment Process

Hell, we even need to create a way to amend the constitution, since there currently is not one. We may amend it first and then add the process into law, so that we are not potentially burdened by it, although this may not be a desirable process. To create the amendment process first and then use it, may be the most ethical way forward, but also the slowest.

D. Full Constitutional Rewrite

The constitution does a great job of creating a rather uninspiring and non-futuristic form of government that entraps us in the same issues as the majoritarian governments that came before us, but clothed in our wonderful utopian idealism. The government and founding documents do promote some revolutionary ideals if they are truly embraced, but the government formation and constitution does not manifest that at all.

I am in the process of a full constitutional rewrite with an incredible start to this process with 35 pages completed in rough draft. I currently have the first half done (23 *pages*), which is the text prior to the description of the Government. Currently, I am working on the governmental processes so progress is slowing way down. =)

When it is done I will put it forth before all Asgardians to consider. I do not imagine that we would have time for this during our first meeting, nor will I think I will be done by then, but I am throwing this out there for later consideration. I am not expecting us to tackle this in the first session, but this needs to be in our minds so we can collect problems and solutions.

III. Citizen Activity

A. Micronational Activity

Historically, micronational activity tends to be low and tends to center around only those people who are interested in government and nation building, which puts us at a very small amount of people. Although, there is still significant interest and excitement around Asgardia yet, so that may be able to sustain us for a little while. We will need to find a way to capitalize on that and to

keep people interested, otherwise, by this sheer fact alone, Asgardia - as all micronations with big dreams - we may be doomed to mediocrity and a mere journalistic footnote.

If no one is interested then there will be no revenue to support our government. We will have to reach out to those who have also not been back in a while to try to rekindle their interest - emails for happy birthday, we miss you, here's what's happening, what do you think about this issue (poll), etc. Keeping our citizens interested and somewhat active is going to be key to our survival as a micronation. Fixing the heavy-handed moderation policy, as I have been attempting to work on, and calling to those who have been driven away by it may also help to keep our numbers up. This may end up being a delicate game for our national survival.

B. Nothing to Offer

At this point, Asgardia has nothing of value to offer people to entice them to donate money or to even get involved. All we have is hope and magical and utopian dreams, which has raised quite a bit of money so far, but that will not last long, especially when there is nothing for our citizens to gain in the short term while a lot of people have been made cranky by heavy-handed moderation.

We can partially think of Asgardia like a Kickstarter: without prizes, a reward or some sort, some enticement, or significant level of excitement there is no reason for our users to stick around or throw money at the project. Perhaps once we get a comprehensive technological plan together and are able to offer people something of value, then this may change.

C. Citizen Achievements

Perhaps, as a method to help promote and generate participation, we can add citizen achievements, which would be not too unlike a social network or computer game achievements that could be unlocked.

Achievements can be similar to badges or medals of accomplishment. Each citizen will have a dashboard in their citizen profile like many video games have. These dashboards have icons for listing each achievement you have accomplished (and ones that you can still obtain), which are usually tied to certain quantifiable activities - something we can have statistics for. There are also different levels of achievements to unlock for a given activity in order to incentivise a person to keep going. Here are some examples:

Potential Achievement List for Forum Posting:

1. First Post (*created 1 post*)
2. Fledgeling Poster (*created 10 forum posts*)
3. Participation Trophy (*100 forum posts*)
4. ?? (*250 forum posts*)

Potential Achievement List for Commenting on Forums Posts:

1. First Comment *(created 1 comments)*
2. Fledgeling Commenter *(10 forum comments)*
3. Commenter Trophy *(100 forum comments)*
4. ?? *(250 forum posts)*

Asgardian Participation Achievements:

Not all achievements would necessarily need different levels, but they definitely could, and probably should. I hope this makes it a little more clear.

- You're a Voter *(first electoral vote)*
- Of the Government *(serving in the government in your first non-elected position)*
- They Actually Voted for You? *(holding your first elected position MP, Head of Nation, Minister, etc)*
- It's Raining Money *(donated to Asgardia)*
- Asgardian Consumer *(bought something from an Asgardian registered business)*

and so on...

When someone completes one level (first post) then they may be driven to get the next one (10 posts) and then the next one (100 posts) which can help to drive Asgardian activity and participation.

Here is a [site which lists many video games and their achievement lists](#).

Here is the [dashboard from the game Call of Duty](#).

We could also have different levels of personal achievements as a summation of the amount of achievements they have achieved:

1. Copper
2. Silver
3. Gold
4. Platinum
5. Lunar
6. Solar

Such personal ratings should be controlled by the user to see if they want such things public, although such stats should be available for mass aggregation for national statistics. Perhaps these could even be tied to rewards such as recognition, cryptocurrency, or others too.

We will need to strike a careful balance between achievements as a tool for motivation and recognition, and not be used for determining access to Asgardian services which would potentially violate equality.

D. Human Resource Survey

I fully expect that, at certain levels of the citizen registration process that we will really want to have our potential citizens, at some point, to register their high school and university diplomas, fields of specialization, their extensive experience or interests, and other professional skills and knowledge. With this, we can immediately recommend the tests to qualify their knowledge and skills, and the university areas that they may want to know about. The next section will talk more about that implementation.

Without this knowledge, we will have no idea what skills Asgardians have and will not be able to utilize their talents to get stuff done. Having this information will allow Asgardia to more fully utilize the skills and abilities of our citizens and to be able to get Asgardian projects done. Being a part of a project and seeing it through even a little bit will give each person a little bit of ownership and pride in how they have helped Asgardia become more fully realized, which can further increase excitement and participation.

If a government project or organization needs a skill set, it would check the database for everyone who had the desired skill set and see if they are open and available to work. If they are then they could be contacted and pulled into the project. If not available at that time then they would be left in that skill pool for future work and consideration.

This could also be tied to the achievement system mentioned above to drive people to want to learn more or to advance in their specialty, or to even learn about other areas of knowledge - creating achievement or learning paths to promote cross-discipline knowledge and thinking.

IV. Technological Infrastructure

A. Introduction

Note: *A lot of what I post here will be pulled from my candidacy platform but exploded considerably.*

We will need to segregate different aspects and audiences of Asgardia into different sites so we do not have a massive clutter of a single site that is trying to do everything and succeeding at nothing, while frustrating everyone. Clean design with concentrations on usability and

accessibility will be key design factors in making these sites work. Segregating the various audiences in to their own sites will increase usability and also allow us to have staff who concentrates on one content area, instead of all of the different content areas and being pulled into all different directions at once.

Before any significant website and application work is done we need to have a comprehensive website and infrastructure plan so that we may plan for the long term, otherwise there will be a lot of frustration and wasted time and money. We do not want that. We do not have the resources for that.

In its current form, the current website has A LOT to be desired, even with what improvements that have been made. And no, this cannot wait. This is honestly one of the most important issues we need to address because we will continue to lose people and/or to drive people away due to the considerable usability problems our web presence currently has. Asgardia seems to have raised a lot of money and this should be the one of the primary issues which will enable all other Asgardian works to go forward efficiently.

B. Breakdown of Proposed Asgardian Sites

I will admit that what I am laying out here is a rather grandiose and long term plan. Below is an example of how we can breakdown Asgardia into various focused sites so we can concentrate them on specific audiences. Even within these large sites, we may have to break them down over time into other sites under that umbrella.

With what I have so far, Asgardia can be separated into these 11 base websites. Having a matching mobile app whose core is the Citizen portion and then have installable add-ons to expand usage as needed. If each site only costs us \$100,000 then we are looking at \$1.1 million to start. A few of these sites will cost decidedly less and some of these sites cost decidedly more to develop even if we use open source products. The cost of the mobile apps might add that cost again or less. I am not sure and am not knowledgeable about such things.

For all of these sites, if possible, it will require a single unified platform and should be single sign-on (*with 2 factor authentication, although may allow authorizing computers for long term access*) so we do not have to have a plethora of usernames and passwords to navigate Asgardia.

Here are the audiences and their separate Asgardian sites:

1. **Asgardia.Space** - The public facing website which will be used for: public facing site for the Nation of Asgardia and its government, dissemination of information about Asgardia in general with publicly available information for its citizens like our constitution, laws, decrees, news articles mentioning Asgardia. We can offer an Asgardian time and date

server and a web service so that people can convert to Asgardian time/date here, so the world can participate.

2. **Government.Asgardia.Space** - The primary portal for government officials and work; much of which should be available to our citizens to peruse, as well as to be able to lobby or contact their representatives. (Could be *built from the tools from offices.asgardia.space from below*)
3. **Citizen.Asgardia.Space** - For citizen's interaction with the government such as: application for citizenship, application for services, requesting ID's and Passports, registering children, paying taxes and fees, donating, voting, banking, phone number, email, blog/personal site, etc. We can look to **Estonia which has completely digitized their government** (and includes an app) for an implementation.
4. **Business.Asgardia.Space** - For registering and starting businesses; paying taxes, fees, and fines for businesses; business website builder, sales portals, all other business management functions. This can also be where citizens go to access the various available businesses in Asgardia and buy things and purchase services (*with Asgardian sales taxes*). This is could also have an external facing website which could be monetized through usage fees.
5. **Community.Asgardia.Space** - Contains various public forums and social network features for citizens and visitors interact: voice, video, chat, forums, social networks, blogs, and so on. Where Asgardian culture will happen.
6. **Skills.Asgardia.Space** - Here we will have various integrated platforms all of which could have an external facing website branded for the public and monetized.
 - a. **Test:** declare, quantify, qualify, and test their skill set, knowledge area, and general education which can be used to: qualify for the various technical, scientific, and professional areas in SciTech; to rate your skills for employers and the Asgardian Government; to let you know where you stand so you can increase your knowledge or to help others learn.
 - b. **Work:** Because Asgardians are tested and qualified this will also be the primary place from which the Government will pull skilled volunteers or workers from since their skill set will be validated and tested and recorded. This can also be where Asgardian businesses can post and hunt for find qualified workers.
 - c. **Advance:** A focussed educational platform which is tied to the testing platform to allow people to advance their skills and increase skills and knowledge in specific technical and work related areas.
7. **Office.Asgardia.Space** - Create customizable Organizational Units (OU) and associate them with an organizational hierarchy; create departments and offices; project management suite, office suite, integrated email, phone, video, internal social networking, etc; cloud storage, code repositories, open source software development tools; wikis and other collaborative tools to get stuff done.

This could be the same technology and tools used to build Government.Asgardia.Space including the tools to build Issue Definition Documents. This could also have a external

facing and branded website that could be monetized for other organizations to use this technology.

8. **SciTech.Asgardia.Space** - Here we will collect the various scientific and technical areas so they have a place to talk shop, engage in research, share; create training for the training platform and the university, create the tests for the dynamic testing platform.

This could be built using the Office.Asgardia.Space tools as well.

9. **University.Asgardia.Space** - A full on educational platform handling K through postdoctoral with all knowledge areas setup in an interdisciplinary method, including mentors, and recorded and live video classes. Testing may be handled through the Skills.Asgardia.Space subsite. It also may have links to external educational sources which may meet our needs or may be useful for our citizens, especially if we do not have a class or skill covered. This also could be monetized externally.
10. **Data.Asgardia.Space** - Asgardians can access the various pools of data about Asgardia and Asgardian Census info, etc (*like a portal for Freedom of Information Act requests in the US*) either viewing it directly through the site in graphs, etc, or as downloaded data, or through a web service. They can access Asgardian scientific research results as well as acting as a repository for any other data that is aggregated for use in research by the government or its institutions, which is also made available with sources, so the public can check it out, use it, and validate it. This portal could be used by citizens to request datasets as well as to offer data to be stored and used for government and the public's consumption.

How about a list of all of the worldwide weather conditions since weather was recorded and have it all in one place. Those Asgardian scientists who study weather may find this useful, and so on. Perhaps one of our satellites will have sensors. That data can be available here. We may also want a robust querying system and method of displaying data in various forms of graphs, etc. We could also attempt to integrate various AI and neural languages for processing data.

We could have access to cloud based server clusters for shared computing for research. This could also integrate with an Asgardian Distributed Computing Network (ADCN) like **World Community Grid** (*which might also be used for cryptocurrency mining*). External access to our aggregated data and processing could be monetized.

11. **Virtual.Asgardia.Space** - open world virtual reality where people can see and interact with Asgardia and even see the dream. This may also be used to visualize educational concepts in ways that even video cannot.

Notes on Skills.Asgardia.Space

This area will have a tremendous impact on Asgardian government and citizen life and processes. Here we can have educational classes, informational videos, and tests for:

- citizenship with various levels of naturalization
- candidates to learn about their positions
- government workers to learn their positions
- people to rate and improve their skills and knowledge
- Government and businesses to know what a person's actual skill level is

... and so on. Citizens, once tested, will have been assessed and ready to be used in government and other related positions.

Dynamic Tests - To start tests should be dynamic where questions change in difficulty from subject area to subject area to get a good measure of their strengths and weaknesses in their knowledge area. Will measure: time to answer, how correct the answer is, complexity of answer. Through this it can determine whether to ask a more difficult or an easier question while trying to find the boundaries of their knowledge. This will be done for each topical area for each profession, science, or technical area, so there is a LOT of work to do.

The process for each test for each citizen, technical, professional, science, task, government position, etc shall be basically the same:

1. **Infomercial:** They watch some baseline educational and informative videos on their chosen skill area and level to help them evaluate if this is the skill area and level they want to pursue.
2. **Test:** they will take a test on their chosen skill and level
3. **Email:** Testers will receive automated email with their rated knowledge levels and the next steps to increase their knowledge and proficiency all of which is stored in their user profile and available for historical analysis and potential employers to access if you allow.
4. **Links:** links will now be available to the skill area's group, forums, educational materials, etc on Skill.Asgardia.Space and possibly to the SciTech.Asgardia.Space areas too.
5. **Resource Pool:** Citizen will be made available as potential worker in that skill pool
6. **Follow-up:** the government and organizations can follow-up with them for work

Why Create Our Own Infrastructure?

We can and will have to use other solutions to meet our needs like we are now with Facebook, etc, until we have our own uniquely Asgardian tools. The considerable benefits to hopefully, successfully, creating our own tools and sites is this:

- Currently we do not have control over such platforms which is a mixed blessing. When we create our own tools and sites we can create a more Asgardian culture and environment more easily, and can support Asgardian laws and philosophy
- Creating a collective space that can be identified as to where Asgardia IS (and is not) should be a boon towards claiming sovereignty. Also, our citizens will not have to hop around the interwebs and wonder where is this Asgardia information or site - is it on

Facebook, the main site, Google Docs, or somewhere else - which is a lot of what we have now and it is annoying.

- Currently, we have nothing to offer citizens to have them want to stay or even be interested for too long after the excitement wears off, or to even want to donate to keep us afloat, which we will desperately need soon.
- Having our own tools will allow Asgardians to create a uniquely Asgardian community where Asgardians know where Asgardia is located - a sense of belonging and community, which we will not have if we are in Facebook and other spaces, because that is Facebook ,etc.
- Perhaps even more importantly at this point, having our own tools will also mean we can monetize these tools and sites for we are going to desperately need sources of revenue to keep our sites, tools and nation funded, not to mention to even consider funding a space program of any sort.
- We will also have control over our own data and not have to worry about if our data is being sold out. We can even implement solutions that support individual privacy.

C. Robust Blockchain Infrastructure

We will need a strong, robust, and secure blockchain infrastructure not only for Solar, the proposed Asgardian cryptocurrency, but also for voting, ID's, passports and anything else we may want to use them for. This will be key to enabling Asgardia to function as an advanced digital nation. Again we will want to look to Estonia and even Switzerland for inspiration or even guidance as we move forward. ([Estonia which has completely digitized their government](#))

D. Conclusion

Keeping our various areas separated, focused, clean, and organized will make things easier to use, flow well, and will keep our citizens and users happy, as well as allow us to potentially monetize it. If our websites do not look good or frustrates users, then we shall never be taken seriously by our own citizens, nor by the people of the world, nor by the corporations and the various nations of Earth. Every day we put this off is one more day that inefficiency and an unprofessional image pulls us down in ways that will add up penny by nickel by dollar, which shall compound itself painfully over time. A powerful and well organized website(s) can catapult Asgardia forward and make us agile in ways that other nations and organizations could only dream of.

V. Asgardian Finances

Our financial status, I can imagine, will be tenuous without Igor and NGo's support ([Decree 15](#)). As an MP, I will be quite curious to see where Asgardia stands financially and how entangled NGO and Igor will be or will be required to be to keep the country solvent prior to reaching the self-support point. Below I will list some thoughts and concerns regarding Asgardia's financial future:

A. Registration of Businesses in Asgardia

1. Business Registration in the Digital Nation of Asgardia

We will need an approach that embraces that we are a digital nation, a nation that has no land to claim as sovereign soil, which should change how we think about ourselves and the way we work as a country. We are primarily an online entity and *that* needs to be the focus of how we frame our issues and solutions to all problems.

Our citizens will all have a home country and will have to deal with those laws. Asgardia is a layer on top of their home lives that will, hopefully, at some point, give them something more. Now, if we end up being a method of stateless persons to gain a citizenship and then immigrate to an Earth state then this becomes a slightly different issue, although there are NGOs that already specialize in such things, such as the [World Service Authority](#) which I do recommend we look at potentially working with.

We will have to be careful here because we are not a recognized nation. We do not want to get our citizens in trouble with the laws of their country. I know I would be very angry if something happens and the IRS shows up asking question about my taxes, and then I have to hire accountants and lawyers to sort it all out.

How would the laws treat a company that is formed purely in Asgardia for operating in their owner's home nation? Will that even be a thing? Will they have to register it as a foreign company in their home country even though it is physically based in their home country? They will still have to pay taxes on their business there too. Will it be considered foreign income even though their clients in the same town or country? We will probably have to have them register their company first through their home nation and then to Asgardia so as to prevent those problems. If there comes a time where we can realistically have purely Asgardian companies, that would be amazing!

If we have hopes to have Asgardian businesses or to have businesses operating in Asgardia we will need an infrastructure to enable and manage that. This will be one of the many parts of the infrastructure plan which I have already talked about in the previous major section.

To be honest, we really need to look to the most digitally advanced nation, Estonia, for such answers as I talk about in my post: [Looking to Estonia, the Most Digitally Advanced Nation](#). Estonia is currently running their E-residency program for businesses and this is exactly what we need to be doing too. This will be needed to manage Asgardian businesses, but also businesses whose nation of origin is NOT Asgardia. It is blockchain based with tokens and everything, which is exactly where we need to be headed.

2. Business Ratings and Achievements

As a part of this we may want a rating system for business so the government and our citizens know about the business. Things such as:

1. What is their country of origin? Preference for Asgardian business?
2. Do they accept the Solar or other cryptocurrencies as payment?
3. How well does the business measure up to Asgardian values or the Supreme Values?
4. Reviews

Perhaps, we can also add achievements, not too unlike a social network or a computer game to help drive business and consumers forward: First Purchase, Asgardian Consumer (*10 purchases*), Founder (*created/registered a business in Asgardia*), Commerce Giant (*More than \$10,000 or ?? Solar credits in business*), Good Business (*more than 100 reviews with greater than 4 / 5 rating*). **Note:** Some of these are personal achievements and some are business achievements.

We could also have different levels of business achievements as a summation of the amount of achievements they have achieved:

1. Copper
2. Silver
3. Gold
4. Platinum
5. Lunar
6. Solar

B. Taxation of Businesses Whose Nation of Origin is Not Asgardia

1. The Double Taxation Problem

If we start taxing businesses which register with us that have a country of origin other than Asgardia, then we will have to strike a careful balance, because almost all businesses will exist in the wider world and already be paying taxes to the governments of their nation of origin. We cannot have an acceptable tax policy that effectively taxes them twice in a similar manner - once by their nation of origin and once by Asgardia.

As an example: If their effective tax rate is 20% in their nation of origin, then an additional Asgardian tax of 15% is not sustainable for the business and will dissuade businesses from even considering working with or within Asgardia. Double taxation like this and on this scale should be avoided.

2. Fee or Tax?

Perhaps a significantly lesser tax or fee could be used such as \$100 per year for registration (*made proportional to the approximate amount of buying power in their country or origin*) and 1% of revenues, whichever is greater; or just a sales tax of 3% to all business done in Asgardia.

Now, the next question is “How do we figure out an income tax?” Net or Gross income? Or should we do something else? Based on the number of people working at the company? Domain valuation? Taxation is a significantly complex issue, so we will need some expert advice, especially with the implications of Asgardia as an unrecognized country.

Do we label it as a tax or a fee? This will affect their taxes in their nation of origin, so it is a very important question. Most likely we will have to start with “fees” until we are recognized as a nation by the UN or other entities, otherwise this may cause issues with the businesses taxes if they have to start declaring income and expenses from a foreign nation that does not exist according to their country of origin, which could cause their tax authorities to fine them or cause other legal issues. Perhaps the simplest way to deal with this is an Asgardian Business Service Fee (*an additional sales tax on all business made using Asgardia’s business portal*).

C. Taxation of Businesses Whose Nation of Origin IS Asgardia

If business is created that is purely an Asgardian business, if that is ever a thing, then we will have more flexibility. Since, we will have a system in place for our businesses to have a home page, advertise, and buy and sell stuff to Asgardians which all will be easy to track with an Asgardian shopping cart and sales site. We can take out the taxes/fees right away without having to ever wait or for their business to worry about it. For this situation we can do a simple sales tax to keep things easy for everyone with no end of year fuss, unless they will declare purchases to Asgardians that happened within Asgardia, but outside of the sales system. We will need a way for these businesses to just add in these entries so they can submit their taxes to us.

D. Cryptocurrency as Currency

1. General

I do not know as much about this as I would like to, especially since this will be a very important part of Asgardia’s financial future. We will have to request a summary report on blockchain and cryptocurrency technologies so we can educate ourselves on this very technical topic. I have a degree in programming and computer networking and I still do not completely understand it, nor do I keep up on it as much as I should. =)

This may be a very difficult thing (*or not*) to get to work because it is a very technical and evolving technology, requiring considerable server power. Not only that, but we will also need to differentiate ourselves in the cryptocurrency market. Perhaps, because the Solar being a micronational currency will be enough or maybe we will need to integrate some other new blockchain technology too?

While that is getting started, we will need to raise money to pay our bills, which will not be a small amount. We will also not want to rush this process. Take the time to plan it right and then get it out, so that we do not have problems later. This important national step is worth measuring 3 times and cutting once. This is also a process that will most likely need an advertising campaign too which could draw people. I know Estonia is gaining people into their E-Residency program because they are offering a cryptocurrency.

How do we value it? Do we try to regulate it so that its value does not change internally to Asgardia? Is that even possible? Do we allow it to organically change and therefore allow our country's economy to be at the mercy of external markets? Something else?

Perhaps, also as a requirement for registering businesses with Asgardia they must accept Solar in some capacity in payment in purchase of services or products.

2. More Equitable Mining

I am hoping for a more equitable method of mining cryptocurrency for Asgardia which could lower the barrier to access for all. Something more along the lines of distributed computing such as the [World Community Grid](#). I have this installed on pretty much everything from my tablet, phone, home computers, and work computers. When the computer is idle it uses the processor and memory to crunch numbers in order to solve cancer and various other computing heavy problems.

3. More Equitable Currency Distribution

Regardless of the form it takes, and to achieve a much more equitable result with mining, I would recommend that the number of cryptocurrency that one earns not be tied to how much they have mined, or perhaps very, very limitedly so. Maybe we can have a scoreboard available so that recognition is apart of the Asgardian award for participating in and supporting the Asgardian economy (*global boards, continental boards, national boards, city boards, etc*) and awards associated with that.

Perhaps to start, (*I am just throwing numbers out here*) 50% of the mined currency will go to the Government to give them income to pay their bills and to be able to pay its workers, 25% will be doled out equitably to the active citizens as a sort of UBI and as a way to stimulate Asgardian economic activity, and 25% will be used so that others may purchase it as a method to raise capital for Asgardia.

E. Monetize Asgardian Applications

This will not be possible until we have a comprehensive infrastructure plan for all Asgardian websites and apps which was talked about in the previous section. Once we get that set then we may be able to find a way to monetize Asgardian applications and sites mostly for external businesses.

As an example, if we are able to develop applications like a skills and knowledge testing application or an educational platform which companies outside of Asgardia could use, then we could generate revenue from that, and still have it used as a primarily free engine for Asgardians.

Much like Estonia's E-resident program which provides services to businesses on a global scale. We will want to think about services that we can provide for a global audience that may solve problems dealing with a distributed citizenry. If we can solve an issue for businesses around the world, this will bring revenue.

F. Crowdfunding Asgardian Projects

We could do a fund drive in a crowdfunding sort of way in order to raise funds for specific projects. People may be willing to throw money at specific projects with seeable results instead of just throwing it into the black hole of government expenses. =O

G. Personal Taxation?

At this point, I do not think we could demand payment or personal taxes from citizens when we can offer them basically nothing that they cannot get anywhere else. We provide nothing beyond a substandard website and forum with heavy-handed moderation. It will be awhile before personal taxation will be a realistic thing, so we may have to rely on voluntary donations from those we would like to do so:

If we have 150 MP's and each give \$100 that is only \$15,000. That might pay our internet fees for the year and maybe have room for a bagel fund. Myself, I have no problem throwing in another \$100 to help get things started. My time (*and the time I have already put in*) and the potential I see here is more than worth at least that much.

If we have a mere 10,000 citizens that were somehow willing to give \$100 each that will be \$1 million, which, I think would keep us going and get us a nice start to really getting the infrastructure needed for Asgardia to actually be a thing, and possibly even pay staff to work part time or more.

If we have a 100,000 citizens somehow willing to give \$100 each, that will be \$10 Million. We can do a lot of something with that. Perhaps with a significant plan, especially one that concentrates on building our infrastructure, sites, and blockchain services and cryptocurrency, we may be able to raise that sort of money, especially if such things will be something that our citizens can benefit from and we can monetize.

There will be no shortage of things to spend money on - passports, ids, certifications, websites, servers, project management, email, security, advertising, designers, consultants, and so much more. We might even have something left for us to invest and keep to pay the bills during lean times, which we, as a micronation, will most assuredly will have.

Voluntary donations may be a way to raise money, if only as a stop-gap, until things get started, but this is completely reliant on how many active people we have and how we keep them engaged. We will need a comprehensive plan to deal with that or Asgardia will cease to exist sooner than later.

H. Investment Portfolio?

Perhaps as a last parting gift from Igor could be an investment fund that could be turned over to the government to help in the long term sustaining the government. Now, the next question would be "Who would own the portfolio?" since Asgardia is not a recognized nation or legal entity anywhere, then it would have to be a private business or other entity which would represent us and which follows its home nation's laws. Such a thing further muddies our claim to sovereignty. If there is a way that Asgardia as a governmental whole could be used as the recognized owner then that would be an amazing step forward, but I do not think that will happen any time soon. This should be something that our Ambassadors could be working on - being able to use Asgardia as an entity itself. Getting just one foot in the door, with one business, country, or other entity would be a great start. Perhaps this would be the first foot in the door towards that process.

I. Fund a Space Program?

And then we want to fund a space program too? This may be very difficult to do with all of the above things going on. I do realize that this is an important part of Asgardia's national identity and sovereignty. A space program will probably need to raise money independently of the nation building to start or as a specific crowdfunding venture, because there is an incredible amount of infrastructure to be built not only for the governmental sites and apps, but also for running and managing a national cryptocurrency and blockchain infrastructure.

Then there is the question of the ownership of the satellite(s). I expect that Asgardia NGO (*which is not Asgardia the country since it is a Non-Governmental Agency which is owned and run by Igor and company*) owns the Satellites and that Asgardia just uses NGO's satellite, which further muddies our claim to sovereignty.

That is something that needs to be figured out and, if Asgardia can own the satellite(s), then that would be a great start, and would give us collateral, a sovereign soil to speak of, and a claim to existence beyond a website. This would also provide a drive for Asgardia to expand, since the satellite would be ours and reinforce our claim to sovereignty. I know it is much more complicated than this, especially at the scale of the costs involved, but this should give you some ideas.

J. Economic Model Tied to Asgardian Values and Good for Humanity

A large part of the perversion of global economic models is that they are so far removed from the values and common good of the people and of society in general. The sole end of all economic movement is profit regardless of the cost to Humanity or the environment. The values of economies and businesses and how they are judged is purely by how much or little money they make - GDP, ROI, etc. That is much of the world's problem, because these numbers have no bearing on how that businesses or nation's works affected the lives of the people.

There is more to life than money. There is the happiness and welfare of the people, clean environment and food, doing something that helped to lift someone up or to increase equality. There are no measurements for company progress or value based on social values or good done by a company. A separation of the engine of the economy from that for which it should serve, society as a whole, is what has caused monetary systems to be a powerful destructive force throughout the world. It divorces the company's works from the people, it disavows its interdependence in the whole cycle of the community.

How many times has a business' taxes been modified by how well they helped clean-up the environment or how they support equality? How many times are businesses valued first by how they help the fellow man? For our management and valuation of businesses we need to judge and value them first by how they have helped Asgardians, Humanity as a whole, or our environment and then deal with their financials based on that. Watch this video: [Economy for the Common Good](#) for more information on this idea and its support.

The website for [Economies for the Common Good](#) cover just this with a **Common Good Balance Sheet**. We should look at getting Asgardia as a nation valued through this and also possibly to start to create an Asgardian version if needed, or to join them and use their system to value Asgardian businesses and Asgardia too. Our tax system can also be influenced by this rating systems too. Businesses that score really high may pay no taxes and those that score really low will pay much more.

As a matter of fact, this is so important that an entire organization such as the Asgardian Core Values Ministry should be created around monitoring, studying, and understanding this, so it can advise the government and the people. This values based valuation should lie at the very heart of all Asgardian things. Laws and businesses especially should be guided by such things so that we can make sure that we do right by humanity.

There are other valuation indexes for which I think we should look at learning from and/or getting us into so we can make sure that we are on the right path, the path that is best for all Humanity.

VI. Claiming Asgardian Sovereignty

A. General Thoughts

Advancing, claiming, and achieving recognition of our sovereignty as a new nation is going to be a task of Herculean proportions. No micronation has ever really accomplished this. Sealand had a partial and short-term one, but we are NOT Sealand. We do not suffer from the foibles that micronations with land based claims have. I like to think that there is hope because of this! =)

B. Advancing our Sovereignty

This does not really have to be something we need to do out of the gate, but we do need to be thinking about this and we need to come up with a plan sooner than later to try to work towards validating and achieving our sovereignty. Here are some ways to work towards this:

- Putting out official government statements (*ie acting like a nation*)
- Have the government accepted as a signer to a contract and own real property
- Have Asgardian satellites owned by the Asgardian government.
- When we have ID's and passports, having them accepted somewhere.
- Start writing the papers to convince the UN (*and the world*) that we have valid claims to sovereignty and to be recognized
- Start courting the UN for their opinion and start to break down those walls.
- Create Ambassadors to a country and attempt to have them obtain diplomatic status, begin diplomatic relations, and file for diplomatic immunity
- Our own country code for phone numbers although having all numbers as toll free sounds great. Run a virtual pbx to manage our phone system.
- Our own TLD for Asgardia as a country
- Asgardian open source license that has software free for personal use. Free for Asgardian businesses and entities within Asgardia, but requires payment arrangement for business use outside Asgardia.

There is so much more. I expect we will have to get creative to get make headway in this process. If we get our foot in the door once, that will make it easier as we go because we can say that we have that.

C. New Head of Nation

In order to truly be seen as a nation state that is not a puppet state to a Russian oligarch we must hold an election for a new Head of Nation. We may want to do this sooner than later, so we can have a Head of Nation elected by Asgardians cast their votes in our government.

VII. Reference Writings

If you are looking for my previous writings for references and to get to know me a bit more as we move forward, then here ya go:

- **Parliament and Asgardian Laws**
 - [Candidacy Platform 2018 \(24 pages formatted\)](#)
 - [Legislative Process for a Consensus Based Digital Democracy](#)
 - [Elections are a Self-Selecting Referendum on Candidate's Age](#)
- **Writings on the Constitution**
 - [Commentary on the Asgardian Constitution \(*first pass is done*\)](#).
 - [The Constitution of Asgardia: Stepping Stones to Tyranny](#)
- **Others**
 - [Looking to Estonia, The Most Digitally Advanced Nation](#)
- **The Case for an Asgardian Economic System**
 - [\(Part 1\): The Problem](#)
 - [\(Part 2\): The Solution](#)
 - [\(Part 3\): The Implementation](#)
- **Other Resources**
 - [My Personal Blog](#)
 - [The Cancer of Capitalism and Its Antidote \(my ginormous blog post\)](#)
 - [The New Human Rights Movement \(book\)](#)