A Hyper Tile is a 3D space and time compass rose \* Dapp to get you from where you are within a problem space to where you want to be.\*\* Offering a unique solution by offering an action map in the form of tiles prioritised to guide you into success. The aesthetic is a series of 3D tiles which gather together into a bespoke, problem-solution tile. Each tile can be configured to solve problems (contracts) of a particular nature or knowledge domain. Each tile could be the basis of a commercial venture in its own right or collaborate with other player's tiles to create ad-hoc decentralised organisations of a temporary or more formal, permanent nature, as required.  
  
Hyper tiles are initially arranged as cubes and the user can sculpt or in other ways personalise by clicking upon an event to reveal a step by step guide from their problem into a solution. This produces fast efficient results. Users may gain 'loyalty' points from usage and additional points for sharing. Points may also be purchased.   
  
The sum total of publicly shared tiles composites a real time 3D rotatable landscape with Geographical Information System(GIS) drill down functionality  
in much the same way that pixels composite a 2 dimensional image.  
  
Three levels of subscription are envisaged.  
  
Free - Unlimited and non-expiring, 6 tiles comprising a cube whose sides are made up of six tiles that can be activated to reveal the dimensional steps or direction to take - effectively collapsing a given problem into a creative solution. (i.e. the solution is literally, 'Out of the Box'). The six free tiles will be;  
Personal Security, Mobile Information Security, Personality Development, Intellectual Property Management, Creative Solutions Relationships, Personal Creativity.    
  
Individual and Not-for-profit Organisations  
- 18 tiles, or three cubes, renewable my monthly or annual subscription.  
The eighteen will be, the six free ones for workers and co-workers and executive management. The additional twelve will be Career development, Marketing, Sales Order, Credit return, Invoicing, Cash Receipts, Payment Received, Payments made,  General Ledger, Credit and Collections, Product Management, Disruptive Technologies, Inventory Management  
  
Corporate- 32 tiles, or 8 Cubes. renewable my monthly or annual subscription.  
The thirty-two tiles will be the six free ones, the twelve individual ones. The remaining fourteen ones will be; Imports, Exports, Market Share, R&D,  Black Swan Management, Human Resources, Fleet management, Facilities Management, Communications Management, Corporate Security, Public Affairs Diplomacy, Financial Technology, Global Finance, International Relations.  
  
For the free and individual subscriptions, Points earned, and tiles sculpted may be donated to charity, shared privately or publicly, and may be downloaded for integration with a bespoke, classic GIS system with Geographical Overlays.  
   
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\*Compass Rose  
So called because the directions of the compass, once extended to the centre of the compass, create a rose like figure. The practice has been around for centuries but has great applications for the future.  
  
For a general discussion see:   
Also see http://www.gisnet.com/notebook/comprose.php  
This site has great GIS resources as well for those interested.  
  
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\*\*For the inner geek in all of us...  
Using a mix of public and private block chains, hyper tiles will be provided such that solution spaces are nested inside problem spaces but accessible and manipulable. Imagine, if you will, a nested set of Russian dolls.   
  
The interior of each doll is the problem space. The painted exterior, is the solution space, snugly fitting within the problem space of the next level up. To visualise the degrees of freedom with which problems spaces and solution spaces can be intertwined, hyper-spatially, as it were, we need one last leap of imagination which is;  
  
Instead of nested Russian dolls, imagine nested Rubik's cubes. Each configurable, malleable, twistable, displayable. Such are hyper tiles. The personal GIS problem / solution space being the most immediate, obvious application.