

BlinkDrive Humanity Release Master Document

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1. Title & Vision

BlinkDrive – Humanity’s First Step Beyond the Stars

Purpose: To provide humanity with an open, non-proprietary blueprint for a propulsion concept capable of interstellar travel using hybrid propulsion and quantum-assisted FTL methods, while ensuring energy sustainability.

2. Executive Summary

BlinkDrive combines:

- **Hybrid Propulsion:** CO₂ thermal thrust + tungsten/iridium thermal cores for power
- **Photon Energy-Based Jump System:** Exploiting quantum principles to achieve near-instant spatial transitions (conceptual)
- **Energy Self-Sufficiency:** Solar + thermal core systems for onboard power

Mission: Democratize access to deep space travel and ensure humanity’s survival beyond Earth.

3. Technical Blueprint

3.1 Ship Specs

- Crew: 20
- Dry Mass: 100,000 kg
- Fuel Mass (CO₂/N₂): 88,000 kg
- Hybrid Drive: Thermal-laser heating with converging injectors
- FTL Blink Drive: High-energy photon wavefront manipulation

3.2 Subsystems

Primary Propulsion:

- Gas: CO₂ (Mars-sourced) or N₂ (Earth/Titan-sourced)
- Industrial lasers: 15 TW peak
- Exhaust Velocity: ~1,300 m/s

FTL Blink Core:

- Photon emitters coupled to quantum-phase modulators
- Estimated Energy for 0.1c equivalent: $\sim 4.5 \text{ EJ}$

Power Systems:

- Tungsten-Iridium thermal rods, layered heat shield
 - Parabolic solar mirrors (for near-star operations)
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4. ASCII Diagram Description

```
[ Nose → Crew Habitat ] -- [ Reactor + Thermal Core ] -- [ Blink Core Chamber ]
-- [ Gas Thrust Nozzle ]
      | Solar Collector Arrays | Radiator Wings | Laser Emitters Converging on
Chamber |
```

Diagram Explanation:

- **Forward Section:** Crew + Command
 - **Midship:** Thermal reactors powering lasers and ship systems
 - **Aft Section:** Blink Core and thrust nozzles for impulse burns
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5. Key Math & Physics

Relativistic Energy: $E = (\gamma - 1)mc^2$

- For 0.1c: $\gamma \approx 1.005$
- Energy $\approx 4.5 \times 10^{18} \text{ J}$ for 188,000 kg craft

Charging Time = $E / \text{Laser Power}$

- For 15 TW: $\approx 3.5 \text{ days}$

Radiator Area: $A = P / (\sigma T^4)$

- P = Waste heat, σ = Stefan-Boltzmann constant, $T = 1500\text{K}$
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6. HTML Interactive Simulator Code

```
<!DOCTYPE html>
<html>
<head>
<title>BlinkDrive Simulator</title>
<style>
body { font-family: Arial; background: #101820; color: #fff; text-align:
center; }
.container { max-width: 800px; margin: auto; padding: 20px; }
input { width: 80%; padding: 10px; margin: 10px; }
.output { background: #222; padding: 20px; border-radius: 8px; margin-top:
20px; }
</style>
</head>
<body>
<div class="container">
<h1>BlinkDrive Simulator</h1>
<p>Enter craft mass (kg), jump distance (ly), and laser power (MW):</p>
<input id="mass" type="number" placeholder="Mass (kg)">
<input id="distance" type="number" placeholder="Distance (light-years)">
<input id="power" type="number" placeholder="Laser Power (MW)">
<button onclick="calculate()">Simulate</button>
<div class="output" id="results"></div>
</div>
<script>
function calculate(){
  const c = 3e8;
  const mass = parseFloat(document.getElementById('mass').value);
  const dist = parseFloat(document.getElementById('distance').value) * 9.461e15;
  const power = parseFloat(document.getElementById('power').value) * 1e6;
  const speed = 0.1 * c;
  const gamma = 1 / Math.sqrt(1 - Math.pow(speed/c,2));
  const energy = (gamma - 1) * mass * Math.pow(c,2);
  const timeSec = energy / power;
  const days = Math.floor(timeSec / 86400);
  const hours = Math.floor((timeSec % 86400)/3600);
  const mins = Math.floor((timeSec % 3600)/60);
  const prob = Math.min(99.9, 80 + (power/1e12)*10);
  document.getElementById('results').innerHTML =
`<p><strong>Energy Required:</strong> ${(energy/1e15).toFixed(2)} PJ</p>`+
`<p><strong>Charging Time:</strong> ${days}d ${hours}h ${mins}m</p>`+
`<p><strong>Jump Distance:</strong> ${dist.toExponential(2)} m</p>`+
`<p><strong>Success Probability:</strong> ${prob.toFixed(1)}%</p>`;
}
</script>
```

```
</body>  
</html>
```

7. Manifesto & License

Creative Commons Zero (CC0) – This blueprint is released for public good. No patents, no restrictions.
Ethical pledge: Use for peaceful space exploration only.

Mission Statement: *Technology belongs to humanity, not corporations or governments. This is our key to becoming a multi-planetary species.*

8. Upload & Preservation Guide

- **GitHub:** Create repo → Upload `.txt` + `.html`
 - **IPFS:** Use `ipfs add` to pin permanently
 - **Arweave:** Store on decentralized archive for immutability
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