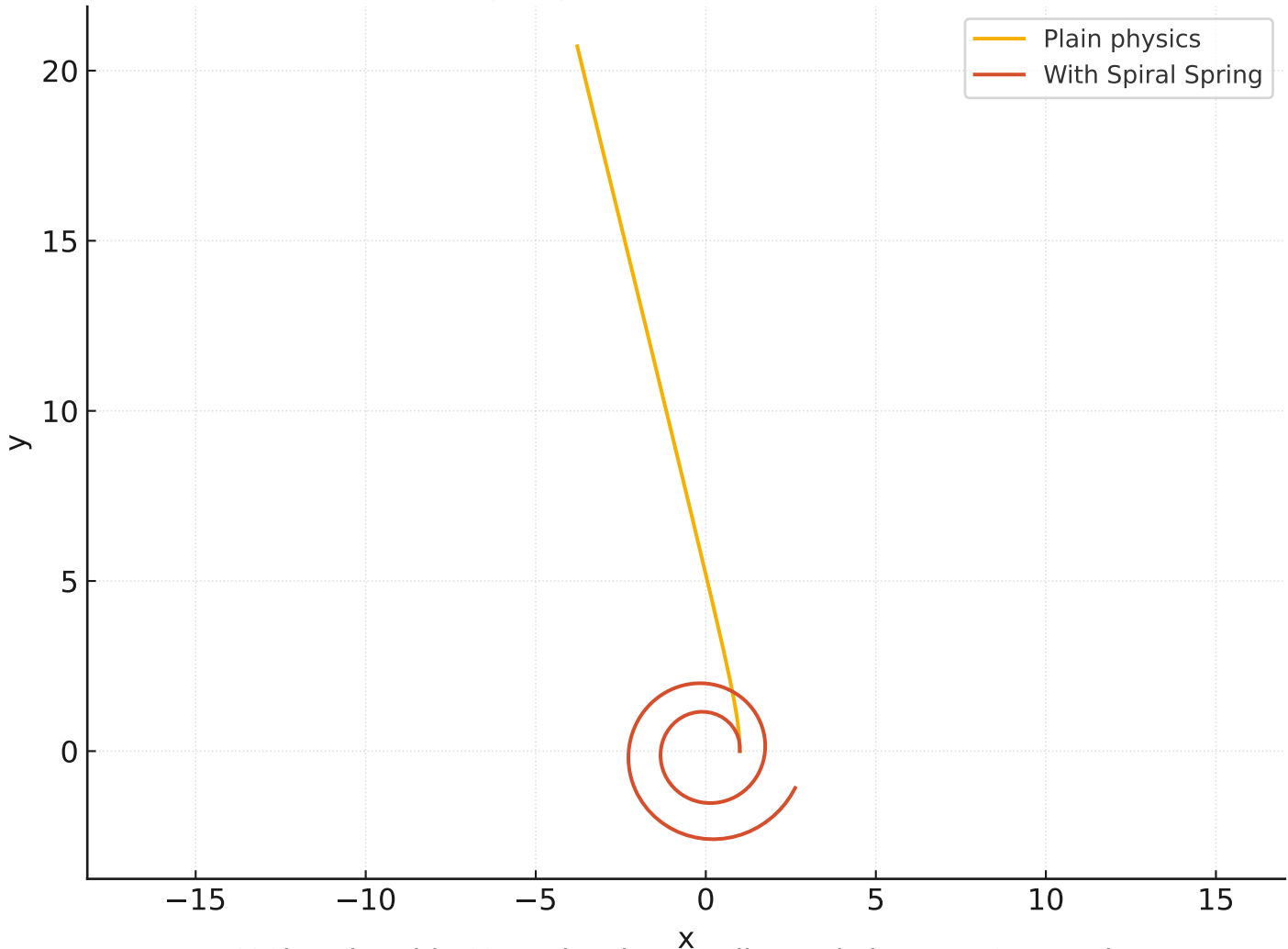


One body's path after the same start



- **Chaotic orbits** are hard to predict and chew up CPU cycles.
- **Spiral Spring Penalty** (one tunable term λ) nudges paths into a neat golden spiral.
- Cleaner motion = faster simulations, smoother game physics, stabler science models.
- Dial λ to zero and you're instantly back to plain Newton—zero long-term lock-in.

Try it in the open notebook: github.com/badger-spiral/quickstart