

To Broken Lizard Group,

This message is to pitch to you [www.earths.army/www.force.army](http://www.earths.army/www.force.army) and another ~150 domain names, all ending in .army.

As one of your shortest, biggest fans, I have much respect for your grandiose humor that really spells love, good times, and respect.

Earth's Army will be a very unique system for global participation by video game simulators, or "simmer's" as I now define it, where there is a unique reverse attention economy and an ethos or motto where the two rules are respect and GLHF (just have fun!). Both attributes will be the core of a global FPS ACTION SHOOTER Military Simulator where the real goal is uniting all peoples, military forces through gamers/simmers to get a sort of meta or clandestine army of digital operators ready for a war with possible alien life forms or, if we are already under safe protection, a Final Battle when the local Fractal (Paradoxical/Recursive) Time-Universe will come to a "boiling point" with other Fractal Universes controlled by intelligent+evil beings.

For reference, some of my unpeer-reviewed philosophical hypotheses on Time-Quantum physics can be found at:

[https://github.com/earthsarmy/Time\\_Quantum\\_Physics\\_Paper](https://github.com/earthsarmy/Time_Quantum_Physics_Paper)

As well, for laughs, there is a short introductory montage of clips I had A.I./GANs/Deepfakes put together for a documentary film I was working on before I pivoted to the action FPS video simulator.

[www.github.com/earthsarmy/GLHF\\_documentary](http://www.github.com/earthsarmy/GLHF_documentary)

The reason I am pitching you this project is that, as I said earlier, your love for respect and humor are exactly the tenets of this global initiative to secure Earth with video game simulators as we will soon have Quantum Physics technologies based on Negative Energy that will permit things like advanced robots, Quantum Wormholes, food replicators, and time encrypted lasers or phasers (a la Star Trek), wormhole-based Light Sabers, all biological issues cured and future prevented (including aging and disease), and obviously propulsion technologies. Additionally, quantum entanglement will allow what most of the universe probably already knows as quantum wormhole-based quantum entanglement brain-computer interfaces where a non-invasive entanglement-based scheme allows brain-to-brain control and communication through a network that consists of time-negative energy Quantum Computers (again please see my non-peer-reviewed philosophical science paper for reference).

The video simulation's feel, physics, game handling, and philosophy will be based on America's Army. This is the 21-year-old, 4-game franchise by the United States of America government to help find new enlistments for the military force.

As a lifelong FPS ACTION SHOOTER gamer or simmer, I have played all the earliest serious FPS games. Pop quiz answer: The early FPS shooting simulator, True Combat Elite, was the first FPS game to implement Aim Down the Sights handling on the Computer platform.

America's Army: Proving Grounds, the 4th installment, has what I believe to have one of the most pure feelings for any FPS I have played in a developed fashion that has an long staying power or lasting relevancy. AA:PG has one of the most minimal overall designs, but is extremely difficult to get good at. I only started playing the 4th installment a year ago but have found the small community of maybe 300 users to be warm, kind, loving, respectful, fun, and super intelligent. I believe the developers found the perfect balance that evidently took us Humans decades to discover and refine.

Just to name drop, my family is made of Architects, Doctors, and Engineers. My uncle Bill Chu, actually in his mid-70s, still works at Draper Laboratory in Boston, Mass as a nuclear missile guidance

Aerospace Engineer. Pew pew! I myself have a Bachelor of Fine Arts in Photography from Ryerson University in Toronto, Canada (now known as TMU, lol).

The ecosystem will be funded in a multitude of ways and here are just a few. We will make money at first through schemes like in-app ad viewing before being verified to stay in a server.

Media projects like streaming contracts with participant users, breakfast time talk shows, as well as short-form and long-form programming could all supply funds.

Eventually, [www.earths.army](http://www.earths.army) will run a Guns and Ammo business with domains like [www.guns.army](http://www.guns.army), [www.firearms.army](http://www.firearms.army), [www.ammo.army](http://www.ammo.army), [www.accessories.army](http://www.accessories.army), and associated subdomains like [shotgun.army](http://shotgun.army), [9mm.army](http://9mm.army), and [shoes.army](http://shoes.army).

I hope if we can convince the world's regions, countries, and leaders to put aside our judgments of differences, we can convince them that international financial support for this fresh and innovative proposal would be good for all nations and territories as surely we are not the first alien species to think that their sun revolves around "them."

As a serial, wanna-be entrepreneur I have many other projects on paper or were attempted. I really think your team of 5 superstars could capitalize on this project as a way to expand your entertainment portfolio. And hey, who doesn't want to get into the 200 Billion USD gaming industry, lol?

Now, with the advent of A.I. chatbots like CHATGPT, video games can be very economical to make with small teams. A.I. can be used in contemporary times to do much of the work a developer or coder would waste as repetitive work like searching for information to get the job done.

I've been informed, now this might seem like a scam all of a sudden, by my NFT/Cryptocurrency developer friend in New Jersey, Mike Howlett of Help the Homeless Coin, that A.I. is so advanced now, a new video-based action FPS simulator DEMO or Proof of Concept could cost in the range of \$25,000 USD to develop. While, yes, triple-A video games still cost \$50 million to create, but I truly believe that number will drop with more and more adoption of A.I. by current and future developers who will use A.I. in ways we couldn't even imagine at the current time. And believe it or not, the design work will take 2/3rds or more of the budget while coding will mostly be manipulated into existence with A.I.

Most of the domains in current possession related to [www.Earths.army](http://www.Earths.army) – I have many more :) Please see the attached domains list. \*

We will have a unique way of encouraging global judgment-free participation. The FPS Action Simulator will permit users to upload with the help of A.I. custom-made maps, weapon skins, and related logic/physics/audio and other necessary components. The idea here is that users can with the help of newer more advanced GANs or video A.I. make maps and weapons and characters from any battle they know of. This is a way to stop the ancient saying, "it's the victors that write history." I really think this innovative tactic will help bring us together as beings of the Time-Universe.

Thanks so much for reading this, guys!

Attached is the domain list, the short film intro., a brief overview by CHATGPT of my notes that consists of around 30,000 words (and growing), and the full chat log of my use of CHATGPT to record my notes in lists with some experimental or testing of its editing capabilities. What I did end up finding was CHATGPT in its current free version and paid version were not able to edit my notes effectively. Thus, I have added to my list of required team members to first include an English editor. Sorry, my Asian parents were your typical robotic immigrants with not much skill in reading or caring, lol. Additionally, I have yet to make a business plan for this project, nor a pitch deck. I have experience doing this for other ideas of mine including NFT Community management, an NFT classifieds free-to-

use platform, and more). I'm hoping if you 5 guys are interested we can all work on this together.

I really think with these ideas and the domain names we can really accomplish the unimaginable. Dominating the FPS ACTION industry with honesty, care, loyalty, love, fun, and respect.

Thanks again for reading this. Sorry, this is rushed, I've moved recently and am without internet.

Be well :)

Best regards, Kevin Huang

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Feel free to see my school photography work at [www.kevinhuangphoto.wordpress.com](http://www.kevinhuangphoto.wordpress.com) – Careful if you zoom in a lot you might see my Wang but I doubt it :P