

My speculation about the coordinates and the PanCosmologizer

What do the six cities/coordinates mean?

We have to set of 6 coordinates

	Set1:	Set2:
Gaea (our world)	40.4167, -3.7033 MADRID	41.2362, -80.812804 WARREN
	51.4646, -0.1705 LONDON = Madrid2	48.139999, 11.58 MUNICH = Warren2
	55.6763, 12.5681 COPENHAGEN = Madrid3	43.619999, 1.45 TOULOUSE = Warren3
	42.3589, -71.0568 BOSTON = Madrid4	35.683331, -0.6 ORAN = Warren4
	43.6702, -79.3868 TORONTO = Madrid5	43.0742, -89.40065 MADISON = Warren5
	-22.9035, -43.2096 RIO DE JANEIRO = Madrid6	-15.78 -47.91 BRAZILIA = Warren6

The six coordinates represent the same city on the 6 world types, respectively. This means all coordinates of set1 are Madrid and the place of Madrid2 in world2 lines up with our London, Madrid3 of world3 lines up with our Copenhagen and so on.

So each world will probably perform a labyrinth run in their Madrid. We have now to calculate where the other Madrids will be on our earth and perform a labyrinth run there. So we will have 6 locations on our earth (Madrid, London, Copenhagen, Boston, Toronto, Rio de Janeiro) linking to one Madrid of the other worlds, like described in Chapter 10:

“Therefore, in order to coordinate with the maximum number of possible worlds, a single world will often cause a simultaneous labyrinth to take place in six varied places, each mapping to a practicable place in an at least one ring of other worlds”.

The other worlds can also calculate the position of Madrid of the other 5 and perform labyrinths there – this could be of course totally different cities than London, Copenhagen, ...

The second set (Warren) is from another synchronization event (eventually 4 years later?)

Why make it this way?

In my opinion this is a very clever way, to communicate the location of six places with one simple data exchange. Instead communicating 6 coordinates one will simple distribute the information “Madrid” and all worlds can calculate the 5 missing locations.

So Madrid is the key word or... the **omph knot**?

To calculate the missing 5 locations one has

- 1) to know where Madrid is on the other worlds
- 2) know how this world is positioned relative to our world

The second question depends on how the worlds are aligned to each other and is described on the next page

How to align worlds in the PanCosmologizer (PC)

Assuming that world2 is Neo-Pangaea Madrid2 (P1) could be here:



Now just move Neo-Pangaea in such a way that P1 lines up with London



But we still do nothing about the rotation! Fortunately we have a second set saying that Warren2 of Neo-Pangaea is where Munich is on Gaea. If Warren2 (P2) is for example here:



Then, because the distance between Warren2 and Madrid2 on world2 is the same as the distance between London and Munich on our world, a simple rotation would line up both combinations and the relative position between Gaea and Neo-Pangaea is found



Problems:

- Assignment of worlds and coordinates:

Which world belongs to London/Munich (Neo-Pangaea was just an example), which to Copenhagen/Toulouse,...?

Helpful hint:

There is one combination with a larger distance: Boston/Oran which means world4 is the only one besides Gaea where Europe and North-America are not near to each other. So world4 might be Kenorland or Nuna.

- Finding Warren and Madrid on the other worlds:

This seems like a bigger challenge. Actually it is only possible to make rough guesses, taking the distances between the corresponding cities into account.