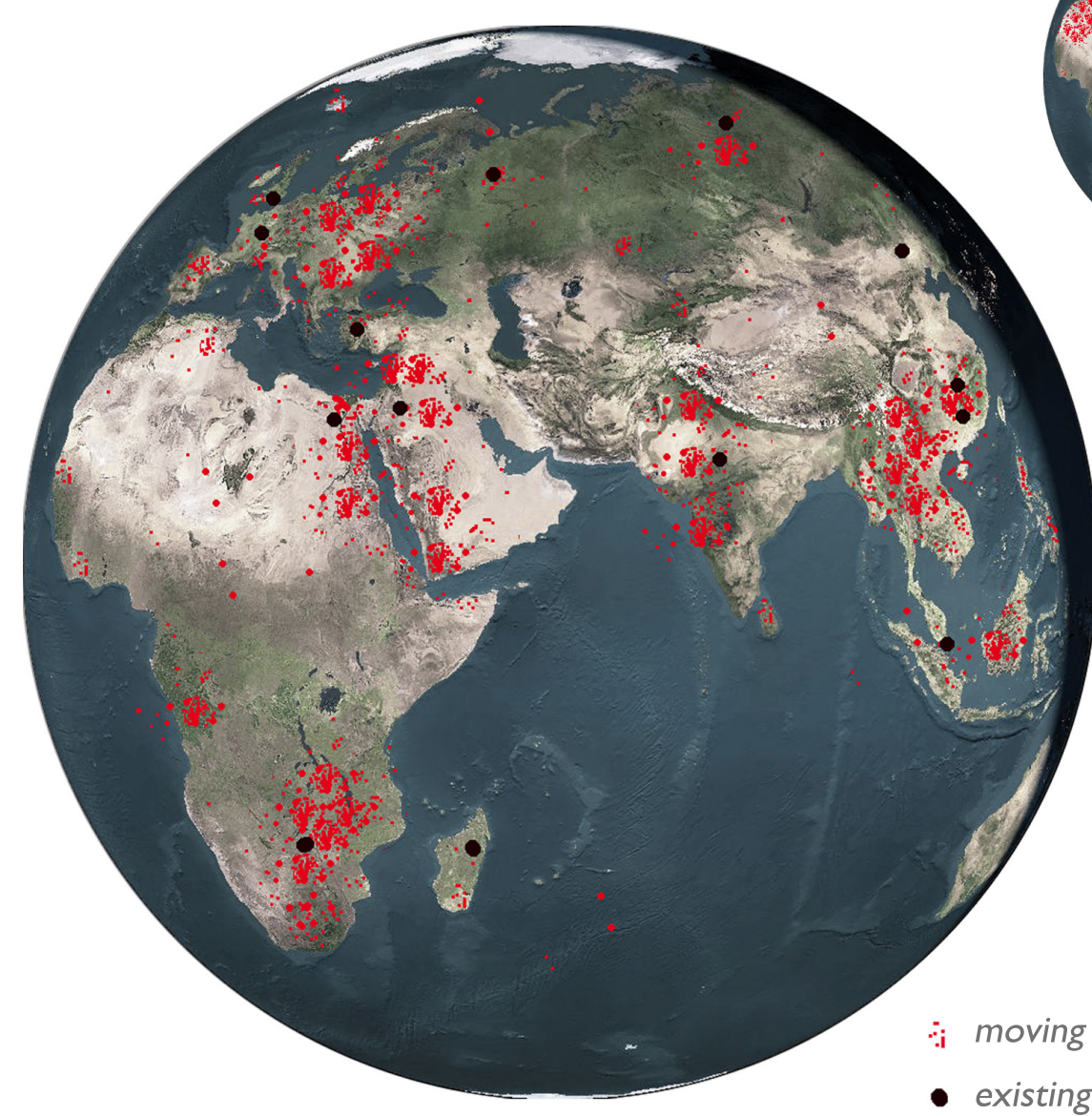
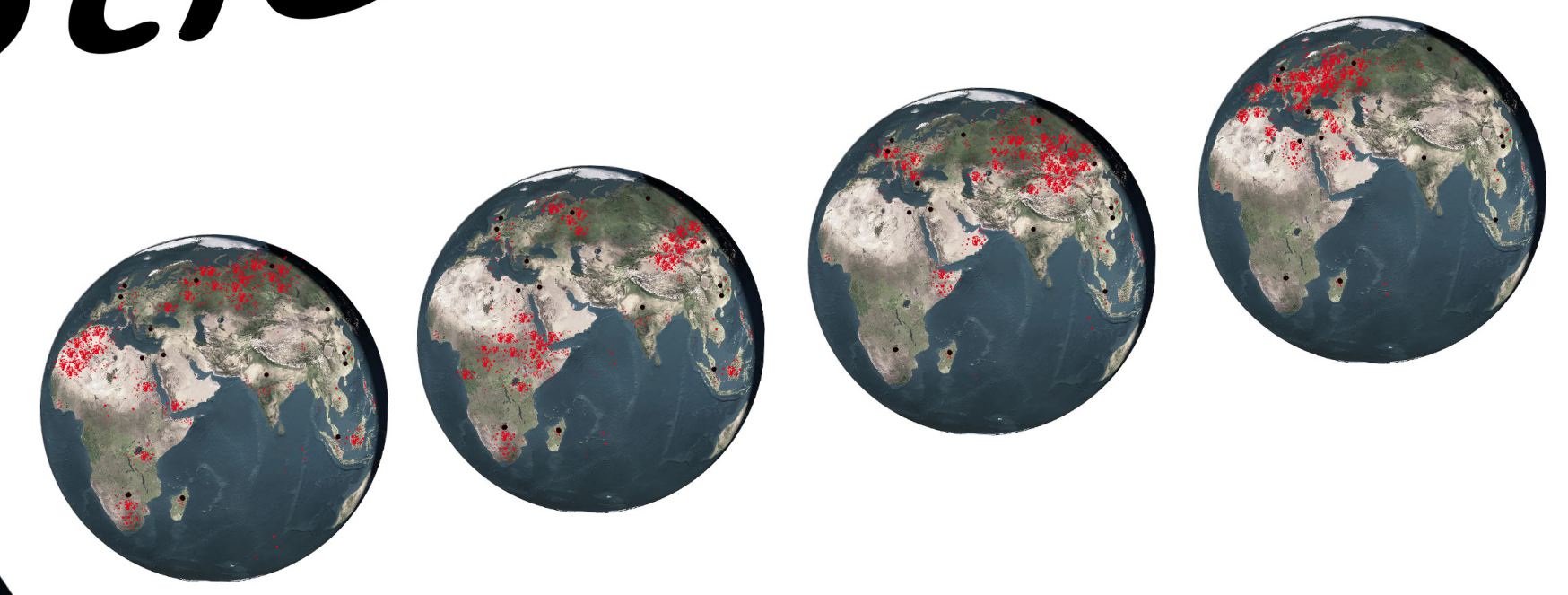


WE NEED MONEY AT THE MOMENT, WE ARE STAYING AND WORKING HERE.

Mobility =>

Symbiotic World



MOVEMENT

moving community can change position all around the world and stay in symbiosis with existing cities or nature

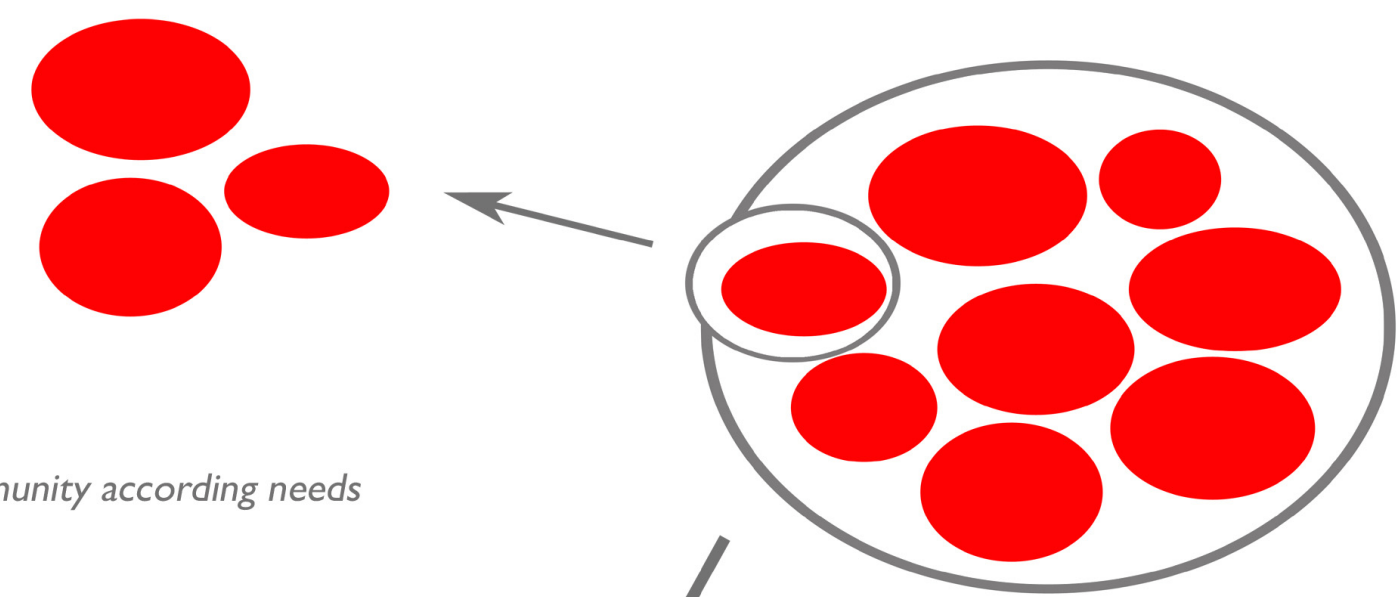
- it can:
- travel all around the world
 - join an existing city and share sources with it
 - join another moving community and socialize with its members
 - stay somewhere on its own

- moving communities
- existing city

MOBILITY

personal units can change community according needs

- it can:
- travel all around the world on its own
 - join a moving community
 - change a moving community



SYMBIOSIS

units move, in a symbiotic way, looking for opportunities, thus they leave weak places that can't support a demographic increase, and go where it is expected. *world's entropy is provided by moving communities*

- ways of symbiosis:
- moving community needs shopping, but also shops need more customers
 - moving community needs earn money by working in factory, but also factories need more workers
 - children in moving community need to attend school, but schools couldn't exist without having pupils enough

