So I modeled it with inspiration from, Issac Asimov, and I started to approach it as though an ecosystem was a being that could have laws, like the three laws of robotics. And those laws could set the groundwork for how value and worth move in an ecosystem, and it’s important that I didn’t say money because it is about value and worth. So, I created three laws and the first law is the law of manipulation. As an ecosystem, I must protect myself, and the participants in the ecosystem, from being able to manipulate the system to harm someone else in the system. And that’s a lot of “the system” but you get it. The point is, I have to stop anyone from hurting anyone else by manipulating me. So the second law, is the law of valuation. I cannot allow my value to drop to zero. So, I have to protect the value of the assets that are in me, and allow stability, so that things can grow for people rather than shrivel up. And we’ve seen that recently, with like so many of the NFTs have shrunk to values that are almost non-existent. So there has to be utility inside of an ecosystem to sustain long term value and growth. And the final law is the law of liquidity. Which is, I cannot allow my worth to drop to zero. And notice I did say worth instead of value because these are very different concepts. We put a value on something, it’s a price tag, but the worth is what we gain from it. So that law of liquidity is about making sure that there is always worth for the participants by being part of the ecosystem and whether you’re using game economy, or whether you’re using investment philosophy, these three laws build entire new ways of looking at how we share these systems with each other.