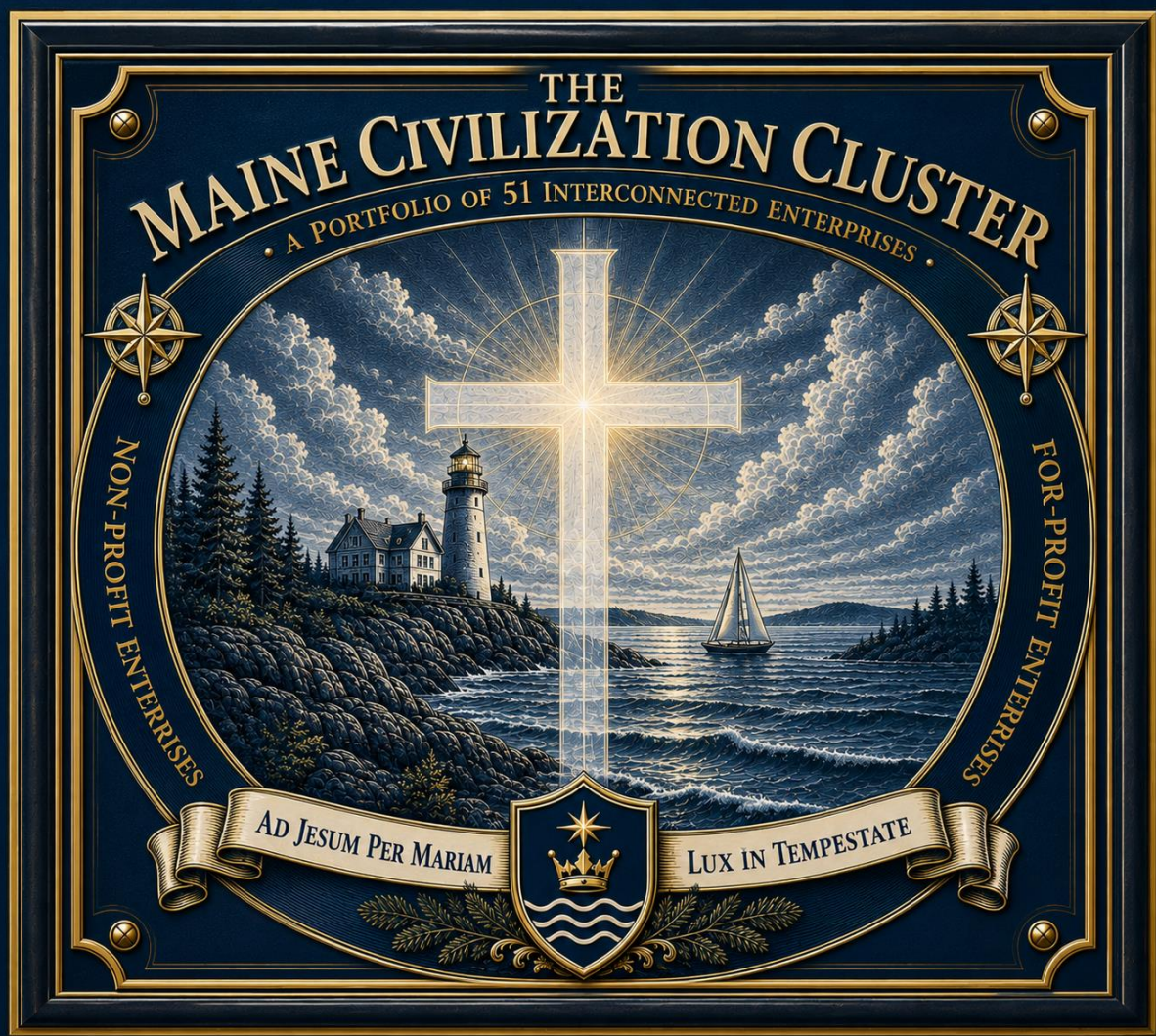




RENEWING AMERICA

A Framework for Building Again

A public framework originating from THE MAINE CIVILIZATION CLUSTER

Maine · United States · 2026

THE PROBLEM IS FRAGMENTATION

America has many capable institutions. Except they often operate separately.

A community may have employers, farms, manufacturers, schools, hospitals, housing providers, financial institutions, charitable organizations, churches, technology companies, and government agencies—each addressing a legitimate part of the human and economic landscape.

The difficulty is that the pieces are frequently designed independently.

A workforce problem becomes a workforce program. A housing problem becomes a housing project. A technology problem becomes a software company. An elder-care problem becomes a care facility. A capital problem becomes a financing program.

Each may be useful on its own. But the larger system can remain unchanged.

The Cluster thesis begins with a different question:

What happens when productive enterprises, physical infrastructure, human capital, technology, capital allocation, and permanent institutions are deliberately designed to reinforce one another?



FROM PROGRAMS TO ARCHITECTURE

The central idea is not another program. It is institution building.

The Maine Civilization Cluster describes itself as an interconnected architecture rather than a collection of independent ventures. Its common denominator is not a particular industry. It is institution building.

Some institutions are commercial enterprises. Some are laboratories or technology companies. Some create physical infrastructure. Some hold intellectual property. Some allocate or preserve capital. Some are nonprofit institutions whose purpose is not financial return.

The connecting principle is deliberate design: purpose determines architecture; architecture determines the people, technology, capital, and infrastructure required; and scale follows only after those foundations are established.

The objective is to create institutions capable of becoming stronger with time rather than requiring each generation to rebuild what the previous generation created.



THE COMPOUNDING SYSTEM

CREATE → BUILD → SCALE → HOLD OR MONETIZE → RETAIN VALUE → REALLOCATE → BUILD AGAIN

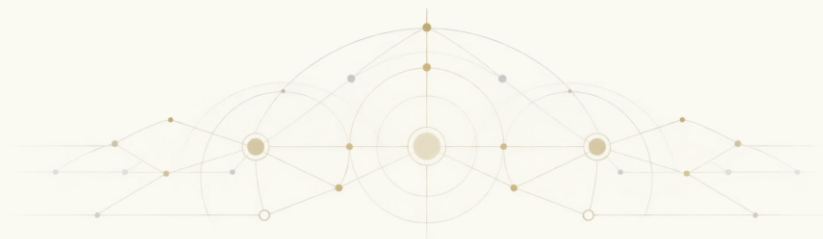
A successful enterprise does not have to serve only its own balance sheet.

Within an integrated architecture, an enterprise can create capabilities that become useful elsewhere: intellectual property, skilled people, supplier relationships, physical infrastructure, data, technology, customer relationships, operating knowledge, or capital.

Some businesses may be held for the long term. Others may be monetized when a sale creates greater strategic value. The important question is what happens to the value created.

The Cluster model is designed around the possibility that successful outcomes can accumulate. Capital can be redeployed. Intellectual property can remain useful beyond an individual company. Infrastructure can serve successive enterprises. Human capability can move where it is most needed.

The system therefore seeks to turn individual enterprise success into increasing capacity for the whole.



WHY MAINE?

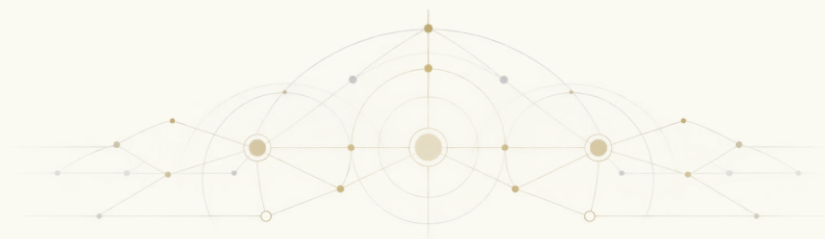
The first implementation is intentionally local.

Maine provides a real environment in which an architecture of this kind can be tested against actual conditions: geography, workforce availability, existing infrastructure, agriculture, maritime industries, advanced manufacturing, technology, housing, transportation, and the needs of local institutions.

The point of beginning in Maine is not that every community should become Maine. It is that an architecture has to be built somewhere before its principles can be evaluated in the real world.

The Maine Civilization Cluster is therefore both a local undertaking and a potential proof of concept.

If the underlying principles prove useful, they may provide a basis for developing state-specific versions elsewhere—adapted to local assets, industries, workforce, geography, institutions, and needs.



ONE ARCHITECTURE, MANY PLACES

Replication should mean adaptation—not duplication.

A state in the Mountain West does not have Maine's coastline. A manufacturing region does not have the same agricultural base as an agricultural region. A major metropolitan area does not have the same land constraints as a rural community.

A future state-level Cluster would therefore not simply copy a fixed list of enterprises.

The transferable element is the method:

- Identify the community's unmet institutional and economic needs.
- Identify its natural, human, industrial, technological, and geographic assets.
- Determine which enterprises could create durable economic value.
- Determine which institutions require permanent support.
- Design the connections among capital, people, infrastructure, technology, and mission.
- Build only after the architecture has been tested against reality.

The number and nature of enterprises would change from place to place. The first principle would remain: build an ecosystem, not merely a collection of projects.



WORK, ENTERPRISE, AND HUMAN DIGNITY

Economic renewal is ultimately about people.

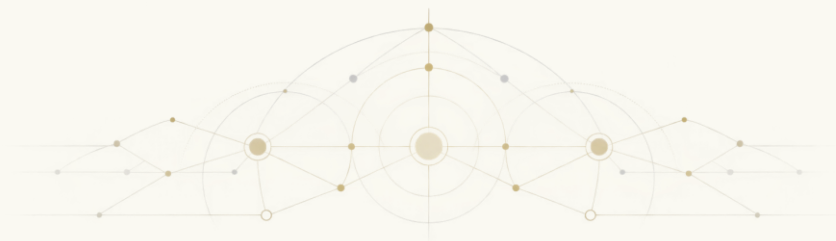
A productive economy requires more than jobs listed on a spreadsheet. It requires places where people can acquire skills, build careers, form families, care for one another, and participate in institutions that give their work meaning.

The Cluster's underlying objectives include creating places where families can work, businesses can grow, technologies can develop, skilled trades can endure, elderly people can be cared for with dignity, people can rebuild their lives, knowledge can be preserved, and communities can form.

This is why enterprise and institution building are treated together.

A company can create employment. A training institution can create capability. Housing can make relocation possible. A care institution can preserve dignity. A financial system can preserve capital. A nonprofit can carry a mission across generations.

Designed separately, these functions remain fragmented. Designed together, they can reinforce one another.



CAPITAL WITH A LONGER HORIZON

The architecture treats capital allocation as connective tissue.

The Cluster draws, in part, on the discipline associated with permanent-capital businesses: own durable assets where continued ownership creates value, reinvest when opportunity is attractive, and avoid forcing productive assets into premature exits simply because a fund has reached the end of its timetable.

That principle is adapted to a different problem: creating enterprises and institutions from the ground up.

Some enterprises are intended to generate recurring cash flow. Some are designed to create substantial enterprise value and may eventually be sold. Some assets may be retained indefinitely. Nonprofit institutions have a different purpose altogether.

The long-term objective is to create a system in which commercial success can increase the financial capacity available to sustain permanent institutions.

The Cluster's public materials describe this simply: the system gives from what the system owns.



PERMANENCE

The objective is not simply to build successful companies.

A company can be successful and still disappear when its founders leave, its ownership changes, or its economic purpose changes.

Permanent institutions require a different design.

The Maine architecture therefore distinguishes between enterprises whose appropriate destiny may be growth and exit, enterprises whose value may be greater if retained, and nonprofit institutions intended to endure without a conventional exit.

The broader proposition is straightforward: if a community wants institutions to last for generations, permanence has to be designed from the beginning.

Capital structure matters. Governance matters. Ownership matters. Physical design matters. Talent matters. Intellectual property matters. Culture matters. Time matters.

Endurance is not an accident. It is an architectural objective.



THE MAINE PROOF OF CONCEPT

A local beginning can test a broader proposition.

The Maine Civilization Cluster is at founding stage. The proposed institutions and enterprises are not presented as completed accomplishments. The work ahead includes formation, capitalization, regulatory review, land and infrastructure decisions, technical development, hiring, construction, and validation of individual business models.

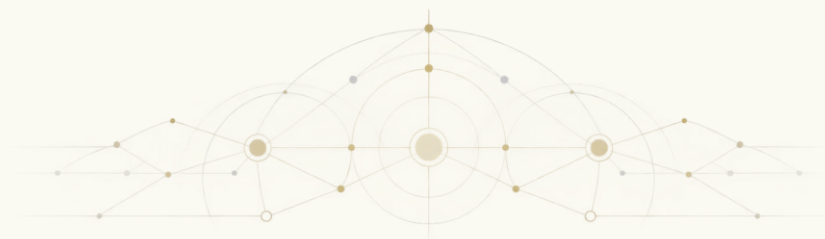
That distinction matters.

The purpose of the public framework is not to claim that a national system has already been built. It is to make the underlying proposition understandable:

Can a deliberately interconnected ecosystem of enterprises, capital, infrastructure, talent, technology, and permanent institutions produce capabilities that isolated projects cannot?

Maine is where that proposition is being pursued.

What comes afterward should be determined by evidence, execution, and the conditions of each place.



THE WORK AHEAD

A framework for building again.

When the Maine experiment produces durable results, the most important outcome may not be the number of enterprises created in Maine.

It may be the development of a repeatable method for communities that want to build productive capacity rather than continually manage its absence.

That could mean state-specific clusters built around local strengths: advanced manufacturing in one region, agriculture and food systems in another, maritime technology somewhere else, aerospace and advanced materials elsewhere, or combinations that cannot be predicted in advance.

The principle is broader than any one industry:

Build productive enterprises.

Build the infrastructure they require.

Develop the people who can operate them.

Create capital that can remain productive.

Connect successful enterprises to one another.

Preserve value where permanence matters.

And build institutions capable of serving people long after the original builders are gone.



A DIFFERENT QUESTION

The question is not only what can be improved. It is what we can build that does not yet exist.

The Maine Civilization Cluster began with a simple observation: many difficult problems persist not because good people are absent, but because institutions were never designed to produce a different result.

The response proposed here is neither a single policy nor a single company.

It is a way of thinking about construction.

Start with purpose.

Design the institutions.

Connect the enterprises.

Allocate capital deliberately.

Build the physical and human infrastructure.

Test what works.

Retain what should endure.

Monetize what should be monetized.

Reinvest what is created.

Build again.

Maine is the beginning of that work.

The larger question is whether the method can help other places build again on their own terms.



THE CONVERSATION

Maine is where the work begins.

The Maine Civilization Cluster is a founding-stage undertaking. Detailed materials concerning the specific enterprises, technical architecture, physical plans, engineering, financial structures, regulatory pathways, and execution strategy are reserved for the appropriate private stages of the work.

This public framework is intentionally different. It is an invitation to understand the proposition before deciding whether it deserves further attention.

For those who want to explore the Maine implementation, the next step is a conversation.

For those interested in the broader question—whether this kind of architecture can be adapted beyond Maine—the same conversation begins with a more fundamental inquiry:

What would it take to build an ecosystem in your state that creates productive capacity, develops people, strengthens institutions, and preserves value for the future?



DISCLOSURE

About this document

This is a public, high-level conceptual framework describing the philosophy and potential direction of The Maine Civilization Cluster and possible future state-level adaptations.

The Maine Civilization Cluster is a founding-stage concept. Proposed enterprises and institutions may not yet be formed, capitalized, licensed, constructed, or operating. Statements concerning future development, economic outcomes, enterprise value, replication, or institutional permanence are objectives or possibilities rather than guarantees.

This document does not constitute an offer to sell securities, a solicitation to purchase securities, investment advice, or a commitment to form any entity or undertake any transaction. Specific investment opportunities, participation terms, financial models, technical materials, engineering documents, intellectual property, regulatory strategies, and other confidential information are addressed only through appropriate private processes and documentation.

Readers should rely on their own professional legal, tax, financial, and other advisers before making any decision.



ABOUT THE FOUNDER

Eric Coley — Founder & Executive Chairman

Eric Coley is a technology venture builder, network engineer, and systems architect. His career has included building businesses from the ground up, developing early-stage technology ventures, and working on transactions approaching \$80 million. His technical work has crossed telecommunications, broadband satellite infrastructure, metropolitan fiber networks, cybersecurity, and advanced financial-data protection. He is the holder of U.S. Patent No. 7,415,017.

Over the course of his career, Coley has written hundreds of technical, financial, and commercial white papers for clients and ventures of his own, frequently taking complicated systems and translating them into architectures that could be understood by business leaders, investors, engineers, and other stakeholders.

That approach became the foundation for The Maine Civilization Cluster. Rather than conceiving its 51 enterprises as independent businesses and institutions, Coley designed them as parts of a single architecture—commercial, technological, financial, industrial, and charitable organizations intended to reinforce one another.

At 62, Coley is retired from his previous career and has committed this next chapter of his life to building The Maine Civilization Cluster. He is now working with investor representatives as the Cluster moves from architecture toward implementation and intends to spend the remainder of his life building it.

PRIVATE INQUIRIES

Eric Coley

Founder & Executive Chairman

The Maine Civilization Cluster

eric@stellamarismaine.org

[Explore The Maine Argument →](#)

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