

THE GREEN CODE: A GUYMON & HOOKER STORY

(Explained to a 5-Year-Old)

Imagine underneath the towns of Guymon and Hooker, there is a giant, hidden underground lake called the **Ogallala**. This secret lake gives water to all the farmers, the cows, the cornfields, and the drinking fountains in town. It is our most precious treasure.

But right now, our town has two big problems. First, the old hoses carrying the treasure to our houses have tiny holes in them. Second, giant robots (Data Centers) want to move to our town. These robots think so hard that they get burning hot, and they want to drink our secret lake dry just to cool down!

The Green Code is a set of rules to fix the hoses and teach the robots how to share. We do it with three cool tricks:

Trick 1: The Robot Ears (Fixing our Hoses)

Underneath our streets, the town's water pipes are leaking into the dirt. Instead of digging up every street in Hooker to find the leaks, we put tiny **Robot Ears** on the pipes.

These ears have super-hearing. They listen for a very quiet "hsssss" sound that a tiny hole makes underground. When the ears hear the hiss, they draw a treasure map right to the spot! Then, the town can dig one small hole and put a band-aid on the pipe. We save the water without tearing up the whole street.

Trick 2: The Magic Water Bottle (Stopping the Thirst)

When the giant robots move to Guymon, we tell them: "*You cannot drink from our farmers' secret lake!*" Instead, we give the robots a **Magic Water Bottle**. When the robot gets hot and uses water to cool down, it isn't allowed to throw the water away into the clouds. The Magic Water Bottle has a special washing machine inside that scrubs the water completely clean and puts it right back in the bottle. The robot drinks the *exact same water* over and over again forever, and leaves our underground lake alone.

Trick 3: The Cool Nightlight Brain (Fixing the Robot)

But why do the robots get so hot in the first place? It's because their brains are silly. When they do math, they turn on *every single light bulb* in their head at the exact same time, which makes them feel like a hot oven.

The Green Code gives them a new, smart brain. Instead of turning on all the lights, this brain works like a **Cool Nightlight**. It only shines a tiny beam of light exactly on the math problem it's trying to solve. The rest of the brain stays dark and cool. Because the robot isn't hot anymore, it doesn't even feel thirsty!

The Happy Ending: By using the **Robot Ears**, the **Magic Water Bottle**, and the **Cool Nightlight Brain**, the giant robots get to live in Guymon and Hooker, but they never steal the water. The farmers keep their secret lake, the cows stay happy, and our treasure is safe!