1 **dv**	2 **ev**	3 **fv**	4 **gv**	5 **hv**	6 **iv**	7 **jv**
Developer **V**ersioning	**E**nclosed **V**ersioning	**F**eedback **V**ersioning	**G**row4Jubilee **V**ersioning	**H**istoryLog **V**ersioning	**I**jtihad4JUB **V**ersioning	**J**ubilee4All **V**ersioning

12Tr **1**	12Tr **2**	12Tr **3**	12Tr **4**	12Tr **5**	12Tr **6**	12Tr **7**	12Tr **8**	12Tr **9**	12Tr **10**	12Tr **11**	12Tr **12**
East seed Air **Z**	**S**outh feed Earth **I**	**W**est grow Water **O**	**N**orth reap Fire **N**	001	010	011	100	101	110	111	000

1 Lion Rahab	2 Human Tanninim	3 Eagle Leviathan	4 Bull Behemoth	5 Yas
Mut	**Com**	**Rec**	**Sel**	**Mig**
Mutate	**Com**-plete	**Rec**om-bine	**Sel**ect	**Mig**rate
W*alk*	**A***dd*	**S***end*	**P***urify*	Build Life

KK **K**nown **K**iller

HEB GoBeyonder Wanderer Explorer Innovator Transgressor

AMO	HIT	CAN	PHE	JEB	HIV	GIR
AMOrite \TopSpeaker \PowerElite \Influencer	**HIT**tite FearHandler RiskReducer Fighter	**CAN**aanite ProfitTrader Distributor Dealer	**PHE**resite OpenDecider PureExpert Reviewer	**JEB**usite Stampeder RuleFollower Administrator Server	**HIV**ite \TempTent Rotator \NicheVil-lageBuilder \Searcher	**GIR**gashite \Crushed Dust \Ignored Othered \Sufferer
KnowNot: stay poor in spirit 2 rule Mt.5:3	Mourn 2 heal	AllowOthers 2 inherit	Yearn4Justice 2 be satisfied in open worlds	Empathize 2 get mercy	UnBiasLogics 2 see Reality	MakePeace 2 belong

8Bl*adeBlessings of the LAMB* [Mt.5]

JUD	ISS	ZBL	RUB	SME	GAD	EFR	MNE	BNJ	DAN	ASR	NAF
Praised-Famous	WorkFor-Hire	Place-ToLive	SeeThe-Son\Role	Unearned Answer	LuckIf-Pressed	Double-Portion	Makes-Forget	SonOfRight HandLuck	Judge-ment	Lucky-Happy	MyFight
Void	Info	Tech	Type	Hope	Equal	***Grow***	Care	Base	*Judge*	Value	Logic
↑ **Ark** has 3 day **lead** to move ↑ **in deserts** of BABL → Num.2,3;7:10	***Arise, Reality, to destroy LIEs!*** *Moses, Aaron, Priests* **Serve Common Code**	East South	←*Tools*: **Structure Space** *Bitter\Meran* @Move: **Cover Links** *Foreign\Gershon*	Need Equal GAD **Trust** LVI **before Growth** EFR	South West	*vs LVI Trust* **Content Data** *Assembly\Kohath* is ←@Move and @Rest: **always manual**	West North	*vs JSF Life* Rest[Tools]: **Cover Links** *Foreign\Gershon* ←←Move@ES. MIS **Rear Guard** is DAN-**NAF**	***Rest, Reality, in all RealityWrestlers!***		

StayVS-Ez37Rod-iv_LLoL_**PP**v**2**:**1**p0_2025m08d04

ACD	TTT	GAT	MYM	LUC	RES	FRE
Adventure **C**alls **D**are	**T**rial **T**ribulation **T**raining	**G**ain **A**dvantage **T**emptation	**M**eet**Y**our **M**aker InfinityAlone	**L**ucky**U**lti-mateReward **C**omedy	**RES**cue TripTo **RES**urrection	**F**ree**R**eborn **E**volving Better
KB	WB	IB	PB	RB	VB	OB
Knowledge ***Uncertainty*** **B**ase ↑Evolvix ↓Isa.11 Reality *know* **Yah**	**W**isdom ***Condition*** **B**ase 2019: Data Wisdom *infer*	**I**nsight ***Context*** **B**ase Oriented Insight *apply*	**P**ossibility ***Planning*** **B**ase Insight Council *plan*	**R**easoning ***Discernment*** **B**ase Storage ... Strength *decide*	**V**alue ***AimsTimer Training*** **B**ase Knowledge *implement*	**O**bserved ***Feedback Fear*** **B**ase RealChange Fear *see* **Yas**

7Spirits \SpaceProcesses illuminate Reality in ZION

s11=sB	s10=sA	**s9**	**s8**	**s7**	**s6**	**s5**	**s4**	**s3**	s2	s1 =	s0 =
=m0	=m1	=m2	=m3	=m4	=m5	=m6	=m7	=m8	=m9	m10=A	m11=B

AIMS Plotter scale classifies for given aims (task, vision_ project) the current **M***aturity* [**m**emoranda-review rounds] and planned **S***taging* [scheduled **s**peedup **s**eason]:

Zoning Serendipity	**Buggy BABL**	**Now Do**	**Align Flow**	**Decide Try**	**Overview Plan**	**Count Down**	**Recreate Be**	**Short Term Offer**	**Mid Term Focus**	**Long Term Aim**	**Whenever Aim**
Stay open for surprise new insights: *creatio ex nihilo* by *River of Life events* grows *ToL in ZION*	Stay alert to intercept **ToK***Tree of Knowledge-faking* bugs that grow BABL unless fixed in *HELL*	Planned flow to stay in the flow zone; s9 is the max anyone can plan for; s10-s11 only occur if time has flexibility	Batch tasks by type to improve efficiency of flow in s9	Pause, learn, reorient, train, problem-focus – to improve s8-s5	Update project work-breakdown structure – to serve **ToL** *Tree of Life-giving choices*	Tactic to win if there is a due date to race towards – but careful: *ToK* easily poisons races	Relax re-envision; Sh*Abbat* is key to take the ego-I out of what else turns to Shlt by ToK	Track options, goals, and opportunities *Over the Short Term* **OST**	The key to succeed long term is: adjust focus *Over the Mid Term* **OMT**	Strategic horizon *Over the Long Term* **OLT*; grow a better Jubilee view	Build case for eternal Warranty via trial by tale for prior art; record all results in *HELL* base for *ZION*

seed	feed	grow	reap	farm	vs
Self **E**levating **A**uthority	**L**andHoarding **P**erishing **I**nnovation	**I**ncluding **S**elf-**M**agnifying **R**uuining	**C**orrupt **O**ptima **P**essimism	Millstones grinding in deserts to	**BABL**
Dice	Deep	Link	Name	Pack	**ToK**
Roll	State	View	Type	Plant	*Tree of Knowledge-faking* shortcut mistakes stored in
Is ...	Do ...	Re ...	If ...	Code	**HELL**
Value statement – *Historically*	**Assign** expression – *Experienced*	**Function** map – *Lessons*	**Grammar** Rule – Learned	**Turing** ... AI **Machine** – *Library*	

1 Survive: I am **vs** ↔ fear	2 Create: I feel ↔ guilt	3 Dignify: I can ↔ shame	4 Hope: I love ↔ grief	5 Voice: I speak ↔ hide LIE	6 Vision: I see ↔ splinter SIN	7 Beyond: I think ↔ self-limit to DEATH
MM	**NN**	**OO**	**PP**	**QQ**	**RR**	**SS**

12Ga **1**	12Ga **2**	12Ga **3**	12Ga **4**	12Ga **5**	12Ga **6**	12Ga **7**	12Ga **8**	12Ga **9**	12Ga **10**	12Ga **11**	12Ga **12**
East seed Air **Z**	**S**outh feed Earth **I**	**W**est grow Water **O**	**N**orth reap Fire **N**	001	010	011	100	101	110	111	000

1 Lion	2 Human	3 Eagle	4 Bull	5 Yas
EVA	**TCH**	**PAS**	**PRO**	**APO**
Good News, Inspirer	Teach All, Trainer	Pastor Inter-preter	Profess. Prophet Tester	Apostle, Amba-ssador
Measure Min	**M**easure Max	**T**ackle Testing	**U**ntil Unit Dan.5	**P**arting Paths

StayVS-Ez37Rod-iv_LLoL_**PP**v**2**:**1**p0_2025m08d04

TT ***T**rusted **T**ested*

ISR *Reality-Wrestler* AnyRole Joker Wildcard *T**rifecta** **T**esting*

EPH Earth 001	SMY Water 010	PER Fire 011	THY Air 100	SAR Sound 101	PHI Light 110	LAO Thought 111					
EPHesus \NextRelease \Innovate \Aphesis 4Jubilees	**SMY**rna \TrialByFire \TestEndure \Standardize	**PER**gamon LikeMarriage ScaleUpRise Commercialize	**THY**atira \Smells LikeTest \RefineOpen CoreRules	**SAR**des \Monetizing \MassMarket Graciously	**PHI**ladelphia LoveTheLike \SeekNiche TruthSearch	**LAO**dicea CrowdJustice \Justify Generic Grind -or-Jubilee					
JUD	RUB	GAD	ASR	NAF	MNE	SME	**LVI**	ISS	ZBL	JSF	BNJ
Praised-Famous	SeeThe-Son\Role	LuckIf-Pressed	Lucky-Happy	MyFight	Makes-Forget	Unearned Answer	Link-Connect	Work-ForHire	Place-ToLive	Take-ToGive	SonOfRight HandLuck
Void	Type	Equal	Value	Logic	**Care**	**Hope**	***Trust***	Info	**Tech**	***Life***	**Base**
Rev.7:21 for use in ZION to grow Jubilees	→	→ *OLT* stable **Wo***rk*-**L***ogic* **C***ascade* **WoLC* →			1Cor.13 →	→ grows slow-motion explosion of common sense →	*vs EFR Grow*			*vs DAN Judge* →	Physics ← Bernal J.D.(1929)

7ChangeStages of the functional innovation model of ZION

Rev.2:3 ←

1 Lion	2 Human	3 Eagle	4 Bull	5 Yas
Z*one*	***I**nvesti gate*	***O**rga nice*	***N**avi gate*	JUB
Next	Next	**3Fest**:	**Sab-**	JUB\
Sh-	**New**	Past, Now, Soon	**bat-**	**Jubi-**
Abba	**Moon**		**icals**	**lees**
-t 7d	1/mo	3/year	7-yrs Isa.56	50-yrs

ZION ***T**rifecta**T**esting* JubileeSafe Foundations

RoL **BoL** **ToL** *River, Bread, Tree of Life-giving choices*

MM Paal	NN Piel	OO Hiphil	PP Hithpael	QQ Niphal	RR Pual	SS Hophal
Mockup **M**odel for Visionaries	**N**imble **N**onsense for Fighters	**O**ddly **O**perating for Traders	**P**ath **P**robing for Reviewers	**Q**uality **Q**uest for Admins	**R**eviewed **R**elease for Industry	**S**table **S**ource for JubileePrep
→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability

7StayC ←

k11=kB	k10=kA	k9	**k8**	**k7**	**k6**	**k5**	**k4**	**k3**	**k2**	k1 =	k0 =
=f0	=f1	=f2	=f3	=f4	=f5	=f6	=f7	=f8	=f9	f10=fA	f11=fB

AIMS Plotter scale classifies for given aims (task, vision_ project) the real_, aimed, best **A***daptation* [**f**it] of long-term **I***mpact* [karma **k**icks] for all parties affected:

MM	NN	OO	PP	QQ	RR	SS
MainDebts **M**astering Ensure debt-free start of innovation	**N**urture **N**egotiating Feed to grow and guard best talents	**O**dds **O**rganizing Explore best general opportunities	**P**urpose **P**urifying Delimit best boundaries to stay open	**Q**uandaries **Q**uerying Refine problem quarantine quarries	**R**esources **R**eleasing Choose how to best aid releases	**S**ystems **S**upporting Systematize to improve stable ways
→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability

7MentO

Jubilee Aim Anticipating	**Kill Box Averting**	**Ultimate Lead**	**Views of The Weak**	**Ground Breaking**	**Purge Problem**	**Essential Care**	**ToDo Main**	**Improve More**	**Question Ideals**	**HELL of Mount ZION**	**Fashion Individualize**
Jubilee-worthy goals hoped to be achieved by innovating OLT by good organizing for Jubilees	Avoid KK BoxCanyons of *ToK* weed that grows extinction risks in BABL via idols of OSCR & ORCS	~0.1% key insight sparks new innovation cycles to inspire many projects (k8-k2;s9-s3)	Weak Values to improve in a project or next; sort to improve AlignFlow in projects for best Jubilees	TopSpeakers define ~1% of projects in core values for logics to help HIT cut risks to help focus care	Roadblock Care for Critical Path Logics to build ~10% features for ~50% cases for MVP use	Grow most hope: focus on ~20% features for ~80% cases of use to build a first monopoly	Optimize ~80% key features for ~95% cases of use to serve most in the mass market	Catch close optima with ~99% of all features for ~99.9% of all cases; k3 is limited by k8 insight limits	Rebuild for better balancing and to improve flexibility OLT for Jubilees	Historically Experienced Lessons Library compiled to ***never forget*** causes of disasters	Ideals to customize to refresh insights and uniquify how to best serve now and in next Jubilees