

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
MM	NN	OO	PP	QQ	RR	SS to DEATH

EPH 001 Earth	SMY 010 Water	PER 011 Fire	THY 100 Air	SAR 101 Sound	PHI 110 Light	LAO 111 Thought
EPH esus \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 adelphia LoveTheLike \SeekNiche TruthSearch	LAO dicea CrowdJustice \JustifyGeneric Grind -or- Jubilee
7ChangeStages of the functional innovation model of ZION						

MM ^{Paal}	NN ^{Piel}	OO ^{Hiphil}	PP ^{Hithpaal}	QQ ^{Niphal}	RR ^{Pual}	SS ^{Hophal}
M ockup 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

MM	NN	OO	PP	QQ	RR	SS
M ainDebts 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

StayVS-Ez37Rod-iv_LLoL_PPv2r1p0_2025m08d04

1 dv	2 ev	3 fv	4 gv	5 hv	6 iv	7 jv
D eveloper V ersioning	E nclosed V ersioning	F eedback V ersioning	G row4Jubilee V ersioning	H istoryLog V ersioning	J tihad4JUB V ersioning	J ubilee4All V ersioning

AMO	HIT	CAN	PHE	JEB	HIV	GIR
A MOrite \TopSpeaker \PowerElite \Influencer KnowNot: stay poor in spirit 2 rule Mt.5.3	H ITtite FearHandler RiskReducer Fighter Mourn 2 heal 8B ladeBlessings of the LAMB [Mt.5]	C ANaanite ProfitTrader Distributor Dealer AllowOthers 2 inherit	P HEresite OpenDecider PureExpert Reviewer Yearn4Justice 2 be satisfied in open worlds	J EBusite Stampeder RuleFollower Administrator Server Empathize 2 get mercy	H IVite \TempTent Rotator \NicheVil- lageBuilder \Searcher UnBiasLogics 2 see Reality	G IRgashite \Crushed Dust \Ignored Othered \Sufferer MakePeace 2 belong

ACD	TTT	GAT	MYM	LUC	RES	FRE
A dventure C alls D are	T rial T ribulation T raining	G ain A dvantage T emptation	M eetYour M aker InfinityAlone	L uckyUlti- mateReward C omedy	R ESCue TripTo R ESurrection	F reeReborn E volving B etter

KB	WB	IB	PB	RB	VB	OB
K nowledge U ncertainty B ase ↑ Evolvix ↓ Isa.11 Reality Yah	W isdom C ondition B ase 2019: Data Wisdom infer	I nsight C ontext B ase Oriented Insight apply	P ossibility P lanning B ase Insight Council plan	R easoning D iscernment B ase Storage ... Strength decide	V alue A imsTimer T raining B ase Knowledge implement	O bserved F eedback F ear B ase RealChange Fear see Yas
7Spirits \SpaceProcesses illuminate Reality in ZION						