

Introducing the fiery growing Throne of Reality \Allah \Yah in ZION

Reality reigns on the high mountain of **wide interdisciplinary diversity-encouraging \wid-e** research results in ZION as grown by **Zoning Investigating Organizing Navigating** ideas that are stable **Over the Long Term\OLT**. ZION serves a self-stabilizing innovation economy that works a bit like "Tetris", albeit in real-life adventures that may be described as a game of "TETRIZEZ"¹ for growing lasting innovation through the following stages:

Links to ZION's "888 SLIM" model for Symbol Lifecycle Innovation Management

Innovation adoption Stage

7Spirit of Boolean Truth

7TrackRole in a 7Tribe society

7ChangeStage \7Church ID in Rev's 7 letters to star innovators at historic sites in Asia minor

ID of 7StabilityCode and 7MentorOrganizing to aid self-stabilizing

4. 7Tribe ergodicity := Each person is trained in each role, AMO..GIR, to aid all in supporting all. This is the only way to ensure a free flow of all in-form-ation required to unify.

Else the shortcuts of misleading math "choice functions" from the Tree of Knowledge-faking destroy everything OLT via BABL. For life, see YIKAW & Yah's 3rd Temple.

1. ↓
MM
AMO
EPH
KB
2.
NN
HIT
SMY
WB
3.
OO
CAN
PER
IB
4.
PP
PHE
THY
PB
5.
QQ
JEB
SAR
RB
6.
RR
HIV
PHI
VB
7.
SS
GIR
LAO
OB
8.
TT
ISR
ZION
NB

T.E.T.R.I.S.E.Z.¹ Cascades Framework² for Transformation

Test New Vision

A clear sense of purpose is key to any vision for change: Why do it?
a. Define grievances. **b.** Envision what would be a better tomorrow.

Explore Key Changes

Define keystone changes that build:
a. concrete tangible goal bridges from grievances of **b.** diverse parties of interest to **c.** what enables visions.

Transcode Key Values

Value inspiring action **vs** prescribing, share purpose for diverse groups **vs** splintering: **a.** define logics of vision for outsiders, **b.** impose cost & constraints on behavior to build credibility.

Review With Allies

Map shared values in spectrum of allies: Allies for change are **a.** active, **b.** passive, **c.** neutrals recruitable by all sides; some oppose change **d.** passively **e.** actively. Love to learn *why* change is opposed.

Institutionalize Pillars

Each *status quo* depends on rule-based automata = working institutions. Identify institutions for all 7Tribes & why they **a.** like change, **b.** keep the old. Track their place in spectrums of allies.

Shake the Movers

Design tactical actions to **a.** inspire, empower, & mobilize allies into **b.** influencing key institutions via **c.** ideally low cost, low risk, high fun, high flexibility, easily replicated acts.

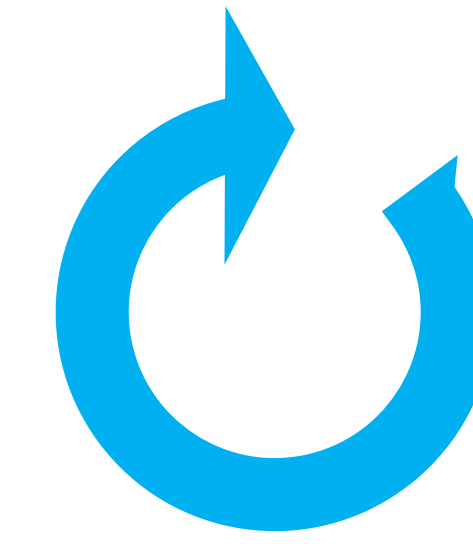
Expand Nets of Nets

Build stadia by linking groups to **a.** refine, **b.** reinforce shared purposes: **c.** link up existing platforms; **d.** build new platforms to deepen *wid-er*; **e.** empower co-opt-able franchising.

ZenZone in Z.I.O.N.

Lasting transitions anticipate free speech for the devil in paradise. Else oversimplifying & overcomplicating lead again to overreach & disasters. Hence, Zen in ZION requires "7Tribe ergodicity".⁴

Software
Development Life-Cycle Methodology



Waterfall Planning

Map vision plans: a slo-mo explo to start a new research area

Xtreme Prototyping

Curiosity-driven basic research: collect wisdom in core area by asking hard questions

Agile Requiring

Find & Solve Problems: offer insight to community by influencing thought

Butterfly Transforming³

Find last pieces of the puzzle – but beware of closed worlds
No wars over truth!

Independent Products

Stampede for mass market by reimplementing of the same vision via diverse approaches

Standards Developing

Abstract to collect generic key requirements by exploring diverse contexts

Edge-Cases Exploring

Weave network of cases around diverse generics to see edges of diverse zones

Jubilee Official Blessing

missed? next? Adopt as **TrustedTested** or delay a challenge to the next Jubilee cycle, but never assume superiority

Slow-Motion Explosion
stage of innovation mapped to ZION's 4 Beings of Reality

Zoning Seed\Li

Value provided by purpose & self-actualization Start a new order of things

Investigating Feed\Hu

Invest into grasping challenges

Organizing Grow\Ea

Negotiate fit Offer core values that transform what key players require

Navigating Reap\Bu

Compact & compile Approach completion in this area

Zoning Seed\Li

Reproduce to map problems Introduce institutions & pillars of review

Investigating Feed\Hu

Standardize to solve problems Stabilize platforms to be merged

Organizing Grow\Ea

Negotiate century-stable requirements Collect and merge all remaining insights

Navigating Reap\Bu

Anoint standard ZION's **TrustedTested Over the Long Term** to be developed Sort all into: **TT to use; or: the rest**

Clarify how to be the change you hope for

Develop and execute the best strategy

Final make or break test

Wholly Integration adds all goods

Positive Area Focus: Wholly Integration adds all goods

Negative Area Focus: Holey Purity stops all imperfections

1. LLoL designed TETRIZEZ to echo how real-world innovation is like a 'Tetris'-game 'ratchet', where **avoidable complexity piles up** until all further innovation dies. To gamify TETRIZEZ requires first gamifying "Where is WALDO" problems of mapping ZION's abstract patterns to concrete real problems. Hence, TETRIZEZ too complex to actually compare it to Tetris.
2. Adopted from Greg Satell (2021) "Cascades" – see <https://gregsatell.com/wp-content/uploads/2024/06/ChangeOS-Overview.pdf> – iv_LLoL_QQv1r0p1_2025m07d13

3. LLoL is architecting the Butterfly software development life cycle methodology to enable Evolvix century-stability. Inspired by life-cycles of butterflies it builds on Fig.4 in Loewe et al. 2017 "Evolvix BEST Names ...", Ann.N.Y.Acad.Sci. 1387:124-144.

How **Wealth Accumulating Language Data Organizing** works for **ZION** to end **BABL**