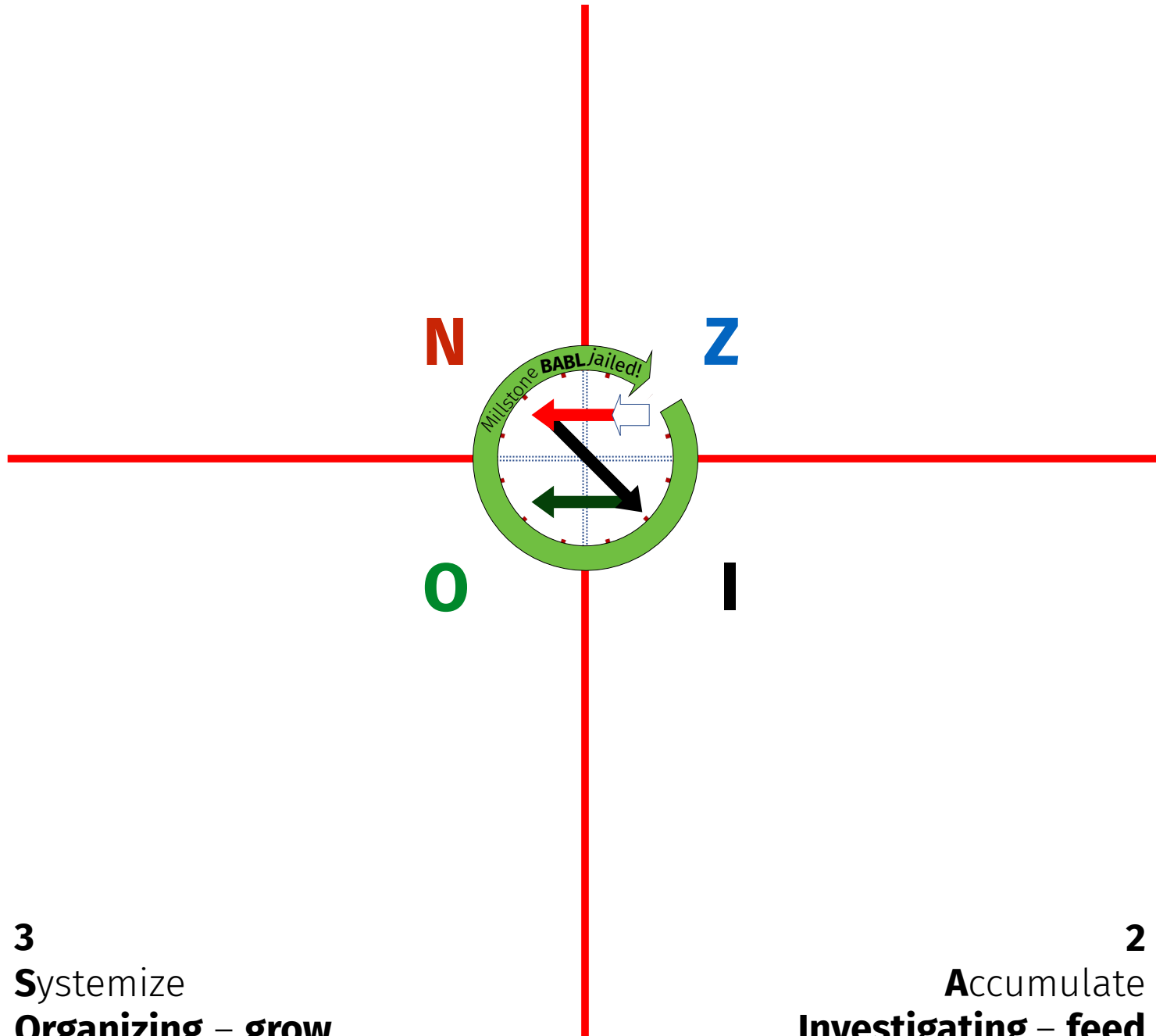


**N**avigating – reap  
Purify  
4

**ZION 4e**  
Innovation  
Engine

**Z**oning – seed  
Walk  
1



3  
Systemize  
**O**rganizing – grow

2  
Accumulate  
**I**nvestigating – feed

# ZION Innovation

**N**avigating – reap  
Purify – Pressure  
*Type Name*  
**4**

**Z**oning – seed  
Walk – *wid-e*  
*Dice Roll*  
**1**

**4 Navigating**  
Purify pressure, **Fire**

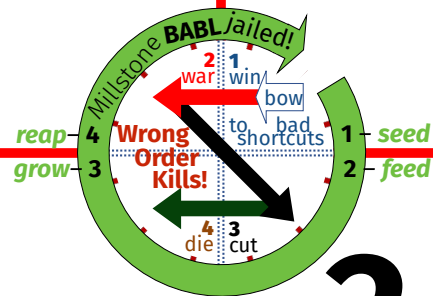
**1 Zoning**  
Walk *wid-e*, **Air**

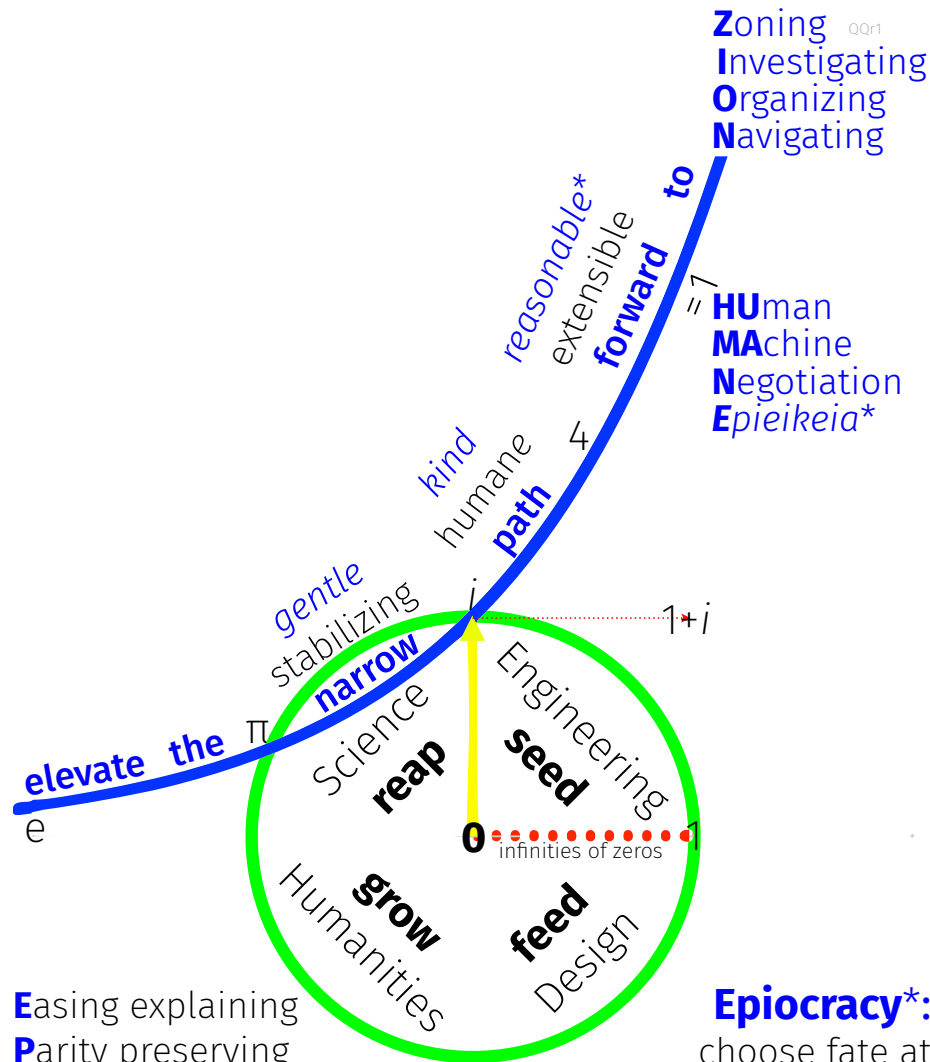
**3 Organizing**  
Systemize links, **Water**

**2 Investigating**  
Accumulate results, **Earth**

**3**  
*Link View*  
Systemize – Submit  
**Organizing – grow**

**2**  
*Item State*  
Accumulate – Areas  
**Investigating – feed**



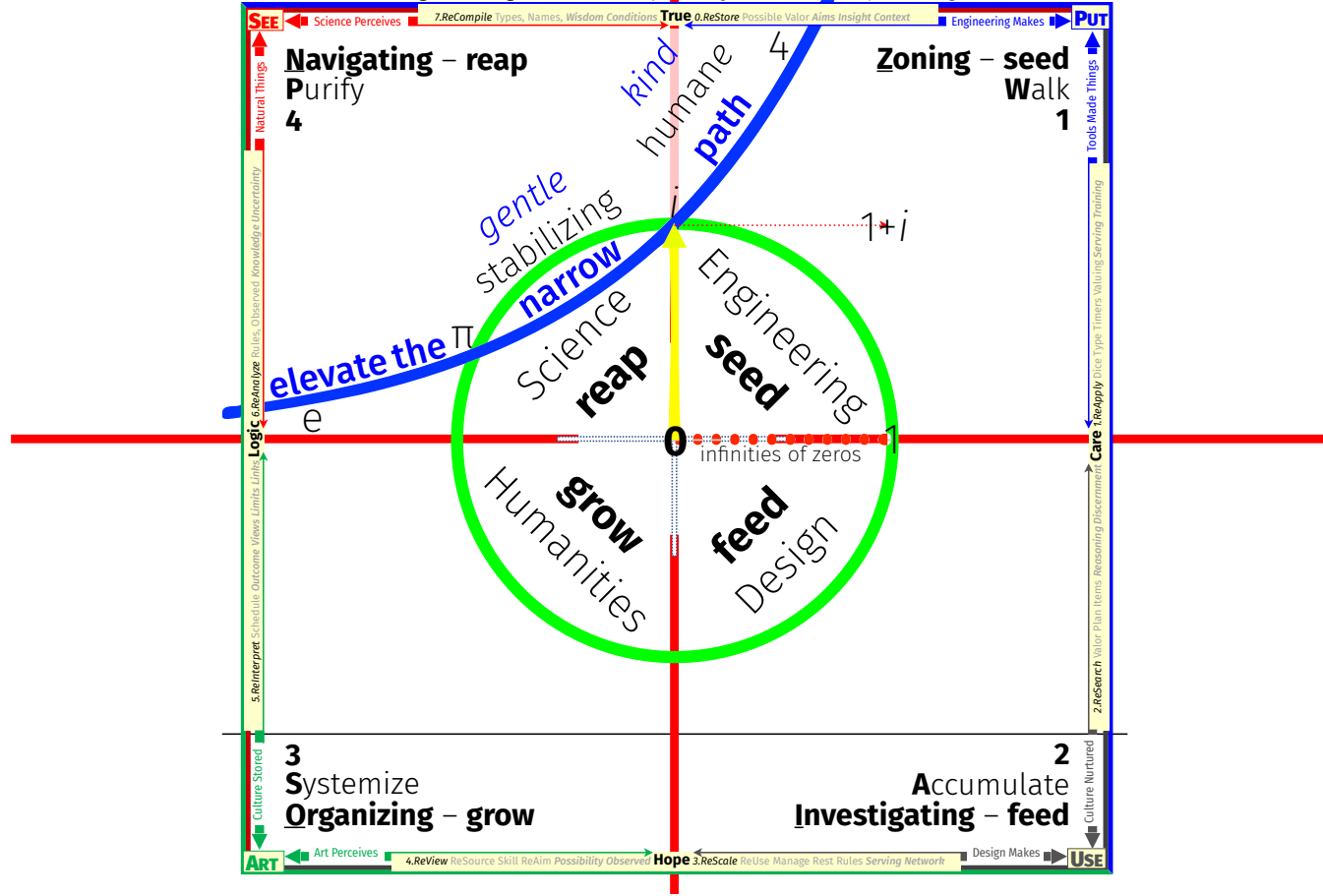


**E**asing explaining  
**P**arity preserving  
**I**nsight informing

**Epiocracy\*:**  
 choose fate at  
[balospe.org](http://balospe.org)

\*Epieikeia, Ancient Greek, is gentle kind reasonableness as defined by Aristotle and implemented by Jesus

Oxman, Neri (2016) **Age of Entanglement**. *Journal of Design & Science*: <https://doi.org/10.21428/7e0583ad>



Easing explaining  
 Parity preserving  
 Insight informing

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# Replacing *Homo sapiens*

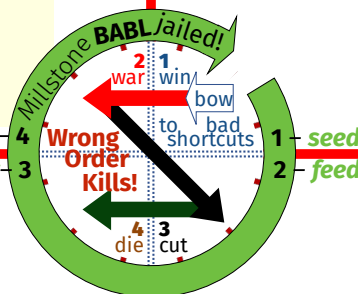
by 4 Homo Neuro Species:

***Homo transiens*** Phi.2:12 Phi.4:5 learns 'epieikeia'  
**The transitioning human** kills 'inner sapiens'.  
Learns to fight *nothing\** to define & debug its  
oversimplifying overcomplicating overreach.

***Homo balospe*** Mt.5:48 Jms.3:17 mastered 'epieikeia'  
**The balancing human, Balance-o-stat species.**  
Nails down *nothing\**, saves the world, but leaves  
to allow others to learn too by mistake in Reality.

***Homo serpens*** Mt.23:33 Mt.16:22-23 destroys 'epieikeia'  
**The snarky snake human** believes to 'know it all'.  
Does *nothing\** wrong until *nothing\** moves. Then  
all serve *nothing\**, each falling into their own pit.

***Homo amnesiens*** Jn.21:25 Heb.5:12 forgets 'epieikeia'  
**The forgetful human** hopes to 'remember the key'.  
Learns *nothing\** on saving the world by learning  
all sorts of things, except for what matters most.



# The most costly bug ever of the universe ...

1 redirection is enough to kill worlds! It will kill us in A.I. Armageddon unless we learn to defuse the slow-motion explosions of confusion it triggers!

It's a timing bug about to best judge success of innovations: before starting the work or after completing it?

Understanding it is central to our survival and to the message of YahwShua\Yas\Jesus, e.g. see story of a "hard man, reaping" [→ 2 vs 4] where you have not sown [→ 3 vs 1,2]..." Mt25:24, [indices see Figs.C,B].

The other column contrasts the natural order (Matthew 13) with an efficiency illusion that keeps destroying paradise in about the same way how Adam & Eve failed: by over-simplifying & ignoring the need for learning long-term! The BABL bugs shown here can turn even Heaven into hell unless its beings learned how to avoid BABL. It's not easy.

## The worst?

If we do nothing, nothing will change and overthrow us\US.

# Navigating – Reap

Type Name Purify

# 4

4. Competition is good, but only in the right context! "Deciding" on who should get all the funding by starving others is not productive!

3. Growth works fine if there's enough food for growth and for thought! Yet, if wasted by mindless competing early on, then evils like plagues, pandemics, and death follow,

because the intricate innovation and growth systems are harmed by starvation on too many levels. Hence, feed the hungry...

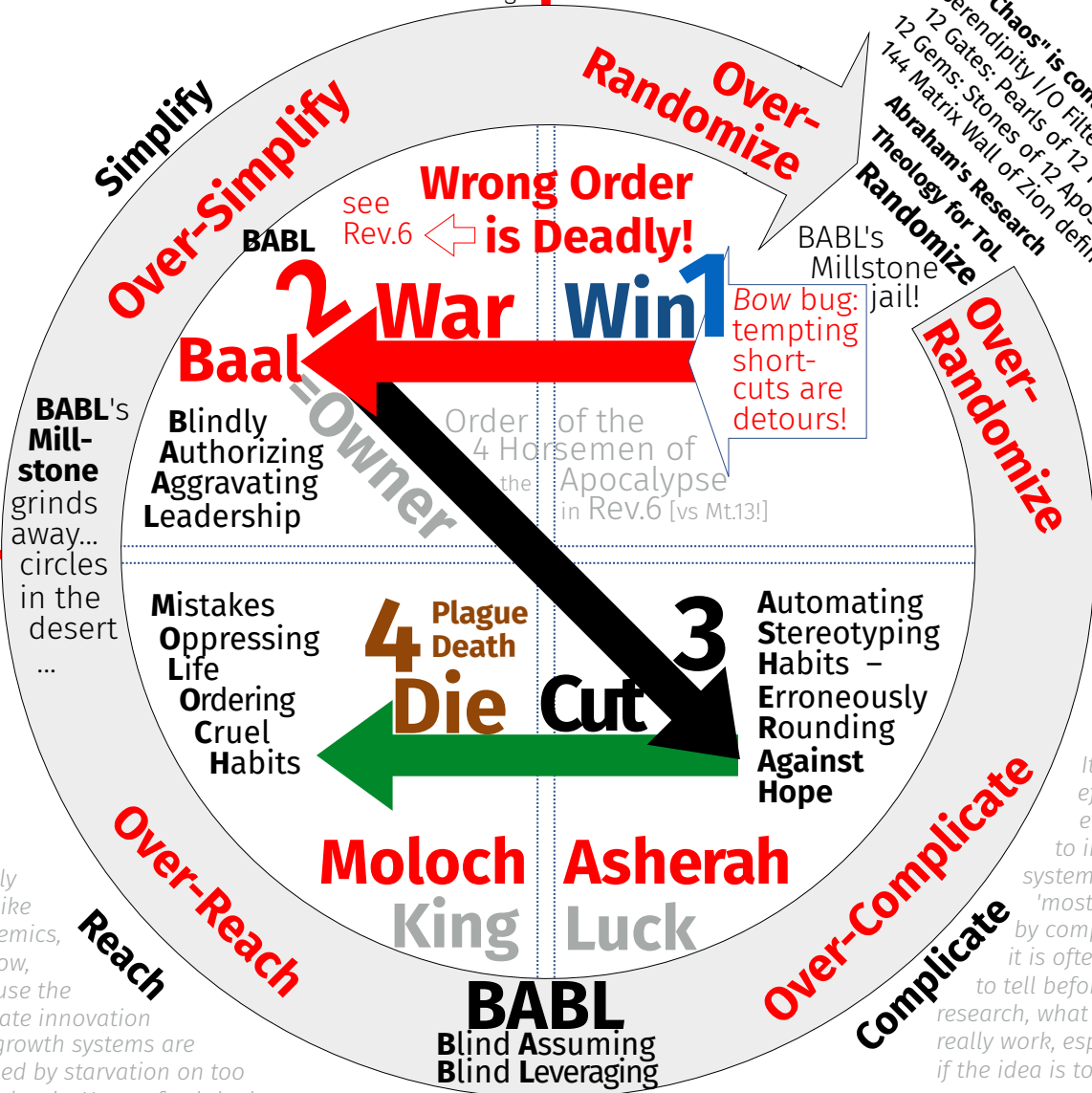
3 Systemize Link View

Organizing – Grow

# The 4 Horsemen of the Apocalypse:

How nothing Kills any Paradise

Fig.A



or there will not be much to invent, as empty stomachs don't invent very well.

ZION Zoning Investigating Organizing Navigating

# Zoning – Seed

Dice Roll Walk

# 1

"Chaos" is controlled by Serendipity I/O Filter of ZION: 12 Gems: Stones of 12 Tribes x 12 Gates: Pearls of 12 Apostles = 144 Matrix Wall of ZION defines Abraham's Research Theory for ToL Randomize

BABL's Millstone jail! Bow bug: tempting shortcuts are detours!

1. Start with promising ideas or plants to be grown.

2. Surprise: without feeding, they will die as feeding is essential.

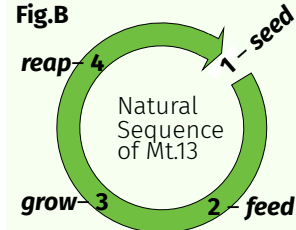
It often is more efficient to feed everybody than to invent complex systems to select the 'most worthy ideas' by competition. Also, it is often impossible to tell before the research, what will really work, especially if the idea is too new.

2 Accumulate Item State Investigating – Feed

# Gears of God's 4-Phase Engine of Innovation:

UP ZION Gear

Don't Judge → Go up to LIFE

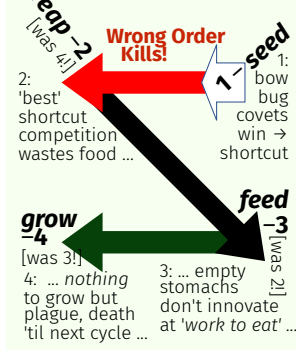


"Go to farmers, ye city-smart-ass and learn growing stuff... Your code will thank you!"

Down: BABL Gear

Judge → War ... DEATH at Armageddon

Superimpose the 'efficiency perversion bug' of Rev.6 on Mt.13 actions to see how:



**A. Problem:**  
Communicating *wid-e* insight on deep states of Truth is hard because it faces the Bermuda Quadrangle of Datageddon.

- Getting through is impossible without enough
1. Trust,
  2. Hope,
  3. Care,
  4. Logic, &
  5. Time to integrate all insight fragments.

**B. Blind Truth:**  
Without sufficiently integrating all fragments of insight, the Truth will look like:

1. too ridiculous or unrealistic;
2. too shallow or complex to trust or grasp;
3. too narrow, boring, or fantastic to be relevant;
4. too superficial, paradoxical, or confusing to be correct.

**Navigating – reap**  
Press

4

**Navigating Truth**

without **Logics** that care for *all* deep states of Truth, makes Truth look superficial or **wrong**.

Each sufficiently deep **result** if explained well in too short a time looks **wrong** to all who don't get its Logic.  
And: Each sufficiently advanced **navigation** looks like **magic** to those too hurried to learn its Logic.  
[But not all wrong looking & paradoxical helps to navigate deeply true logic.]

**Purify pressure, Fire**

**Envisioning Truth**

without **Care** for all the world makes Truth look **too small**, trivial, & **boring** for doubters.

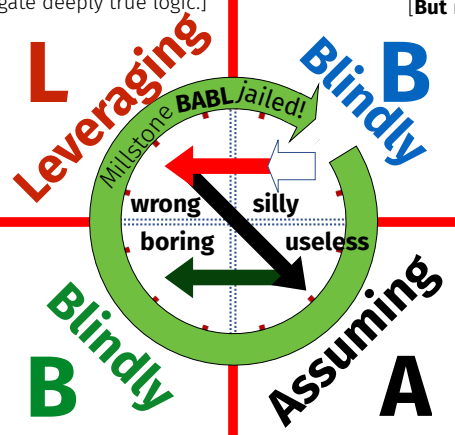
Each sufficiently big **vision** detail that is grasped looks like **boring trivia** without Care for all context.  
And: Each sufficiently advanced **vision** looks like **fantasy** to those who don't grasp its scope of care.  
[But not all boring details, trivia, or fantasy belong to grand visions for Care.]

**Systemize links, Water**

3

**Send Organizing – grow**

**Bermuda Quadrangle**  
of any Datageddon of a sufficiently Deep State of revelation



Even the Gospel Message of the *Revelation of Jesus* has been lost to this Bermuda Quadrangle!

**Zoning – seed**  
Walk

1

**Asking for Truth**

to be brief without **Trust** makes Truth look, **ridiculous** like a Pied Piper or gambler's **fallacy**.

Each sufficiently **unique life** looks like unrealistic **nonsense** to all who confuse realistic with Reality.  
And: Each sufficiently advanced **tech** looks like **magic** to all who don't grasp its engineering.  
[But not all 'magic' is tech & not all unique stories are Real.]

**Walk wid-e, Air**

**Reading Truth**

without **Hope** for sufficient recursions makes Truth look **too easy** or **too dense** & complicated.

Each sufficiently advanced **text** looks like irrelevant **gibberish**, fables, or **math** to the uninitiated.  
And: Each sufficiently advanced **notation** looks like **hieroglyphs** to those who can't read it.  
[But not all gibberish, fables, math, hieroglyphs represent advanced logics]

**Accumulate, Ask, Analyze Earth**

2

**Investigating – feed**

**C. Causes:**  
Why does Truth look so often silly, useless, boring, or wrong? Because **BABL Blinds US**.

1. Each sufficiently **unique life** looks like unrealistic **nonsense** to all who confuse realistic with Reality.  
And:  
Each sufficiently advanced **tech** looks like **magic** to all who don't grasp its engineering.
2. Each sufficiently advanced **text** looks like irrelevant **gibberish**, fables, or **math** to outsiders.  
And:  
Each sufficiently advanced **notation** looks like **hieroglyphs** to those who can't read it.
3. Each sufficiently big **vision** detail that is grasped looks like **boring trivia** without Care for all context.  
And:  
Each sufficiently advanced **vision** looks like **fantasy** to those who don't grasp its scope of care.
4. Each sufficiently deep **result** if explained well in too short a time looks **wrong** to all who don't get its Logic.  
And:  
Each sufficiently advanced **navigation** looks like **magic** to those too hurried to learn its Logic.

