

Here it comes ...

... from the **DeepState Age** of Conspiracy Theories ...

An **Adventure Game** for adults and big inquisitive kids who aim to guard and nurture their inner child while hoping to save innovation economies from datageddon and its beastly prison-masters *Santa Clause and Krampus* ...

# Not Trivial

A Mindful Naming Game by Laurence Loewe of Laodicea \LLoL

What's this ↑ ?  
↓ prefixes a name to use it as a perfect synonym for the preceding name, so both labels link to the same content (as each label highlights other nuances of it). Why? It's easier... as Naming is the name of this game!<sup>1</sup>

# WALDO

Where is IT?



**W**ealth **A**ccumulating **L**anguage **D**ata **O**rganizing<sup>1</sup>

Wealth is the Mental Wealth of the Nations (*Nature* 455(2008)1057-60) that keeps all brains fit & all minds optimally engaged – or else wealth will warrant wrath that wrecks Life on Earth.

Accumulating is a Slow-Motion Explosion that interconnects Insights



Language is serving **either Life** (via Equal Human Dignity) **or Loss**

Data is showing **either Reality** **or Idol** mirages from **nothing**

Organizing is building **either** on  **Z.I.O.N.** **or** lost in **B.A.B.L.** 

Technical game rules: see p.9

## Quickstart: How to Play a Round of WALDO

1. Find a complex social process **X** in an area of interest to you.
2. Adopt a **wide interdisciplinary diversity-encouraging (wid-e) mind** that generalizes and/or specializes traits to imagine changes **Over the Long Term (OLT)**.
3. Search for **WALDO** to see in your area **X** how **Wealth Accumulates OLT** in **ZION** by **Language Data Organizing** – but tends to get lost in **BABL**:
  -  **Z.I.O.N.** feeds of the **Tree of Life-giving decision-making (ToL)** in order to support **Zoning Investigating Organizing Navigating** for stability **OLT**.
  -  **B.A.B.L.** feeds **ToKs \Tree of Knowledge-faking, good & evil**, judging as good enough for **Blinding Assuming Binding Legislating** → shiny (*Santa Clause*) too bad for **Bashing Alienating Brutalizing Lifekilling** → purge, punish (*Krampus*)
  - I.S.M.R.** \=Latin" **In Se Magna Ruunt**" \=English" **Includes Self Magnifying Ruining**" is BABL's fate: it collapses under the complexity of its own **S.I.N.** ← **L.I.E.** ← **ToK**, where **S.I.N.** ← **Structurally Inconsistent Notion** ← feed → **L.I.E.** ← **Least Inconvenient Explanation**
4. Track how Types may map to names, traits,... using the **Jonah Hypothesis \JH**: Map **7Tribesociety** in PromisedLand → **7ChangeStageStrategy** (Rev.2-3) → **7Blades** (Mt.5:3-12). Start to realize how **WALDO** stabilizes a **ZION** innovation economy **OLT** (see p.8, intro p2-7).
5. Find '7e' sets echoing **7Tr** or **7Ch**, **7Bl**, ... in your area **X**. LLoL sees more '7e'-echoes across the Bible, literature, sciences, and more than he can exhaust any time soon.  
**Can you help LLoL to test the Jonah Hypothesis by finding or rejecting more 7e-echoes?**

# The Story of Jonah, rebooted

Once upon a time there was a great city that ruled a vast empire. As such cities tend to do, it made the empire bring goods into the city to serve it. As it grew rich its citysticians got bored and invented coveting mindgames drawn up like mirages from *nothingh*. They were like hamster wheels for keeping up with the Joneses. These games were so addictive that citysticians eventually forgot the basics of their job, such as how to keep a city together. They thought there was always time left to fix broken roads, schools, hospitals, etc. if only they got ahead of the game at the next turn of the hamster wheel. Yet, they hadn't realized that their hamster games were slowly reorganizing the city until all the rich were living in supersized mac-hamster mansions. In contrast, the poor who kept all mac-hamster wheels running, were left to fend for leftovers, crammed to the corners of their not-so-great city. Daring to protest they stopped, for retribution was swift and prisons harsh. So all lived their lives, not realizing how it shrank, their *Gap of Germs*. This *Gap* governs when potential pandemics turn into actual pandemics.

They of course all knew their grandparent's stories about a terrible pandemic that suddenly had killed many. But why bother if nothing has happened for 100 years and the hamster wheels are so much fun ... until one day an odd professor or prophet mustered the courage to walk through the city, proclaiming:



"Again: 40 days to Nineveh being turned upside down!"

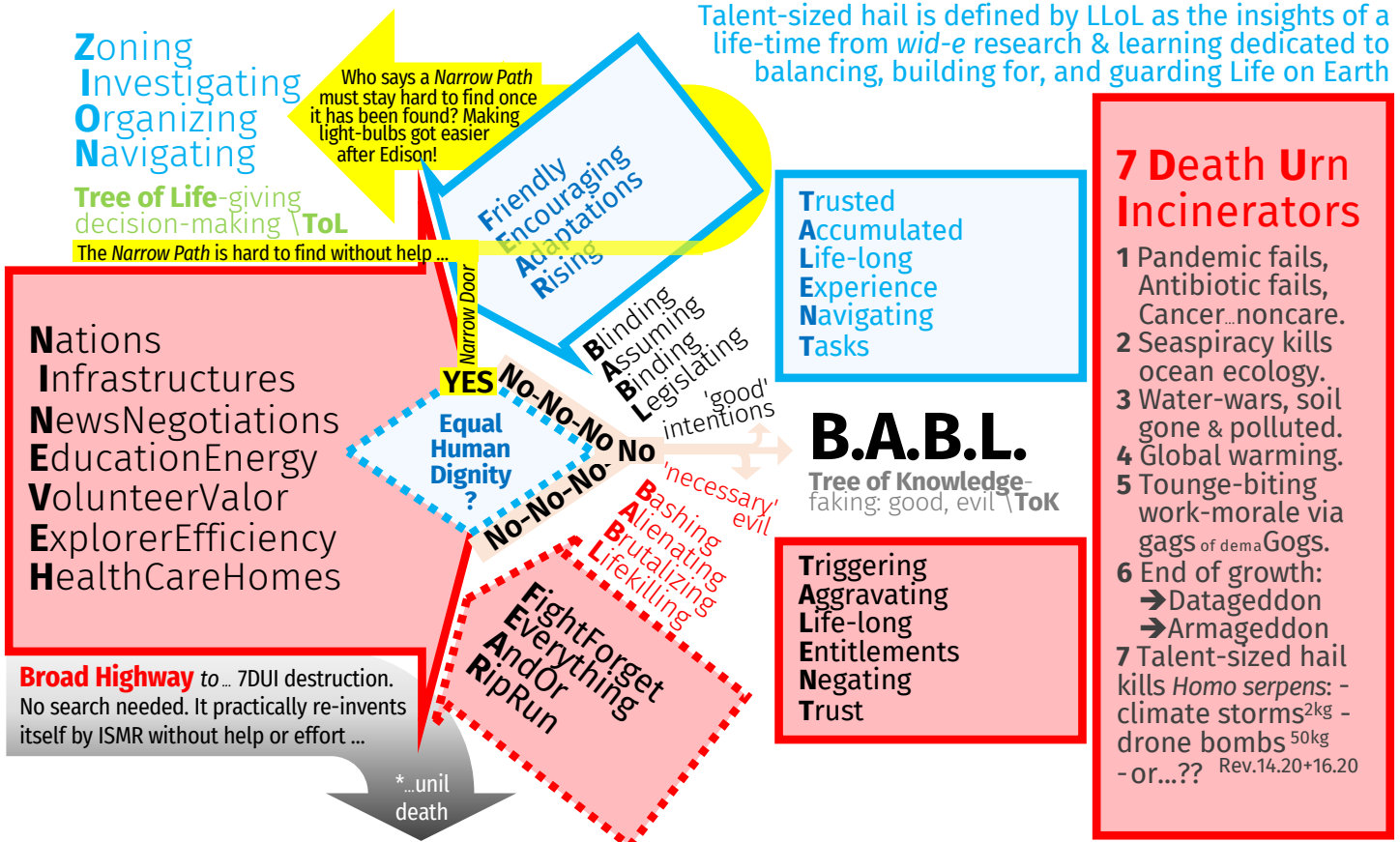


Nobody quite knows why, but it somehow led to a slow-motion explosion of *gentle kind reasonableness* that swept everybody back to their feet. People remembered the terrible loss of life earlier, stopped their hamster wheels, started to really care about justice for the poor, and changed the laws accordingly to increase the *Gap of Germs* by finally giving the poor the adequate housing, education, and healthcare they had demanded for a long time. The *Gap of Germs* increased.

Disaster was averted ...  
... until Armageddon ...

Jonah 3 overview  
deexcerpted by LLoL  
00v0r2p2 2022-11-21

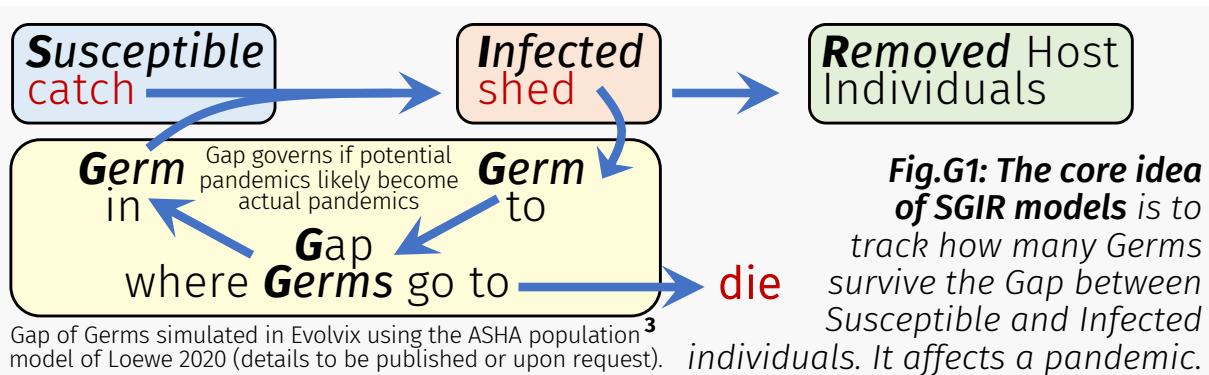
Talent-sized hail is defined by LLoL as the insights of a life-time from *wid-e* research & learning dedicated to balancing, building for, and guarding Life on Earth



# A PandemicPrep Fail Disaster

Once upon a time there was a boy who dreamt of doing important things. He grew into a student who dreamt of stopping a pandemic with the help of God. So he got busy learning many useful insights. But he didn't grasp how serious it was for God, so he got distracted, forgot that vision, & failed to prepare ... then the Coronavirus hit. He missed it. He saw  $\geq 10$  US cases<sup>1</sup> & slept for 6 weeks, eyes wide shut<sup>2</sup> like Jonah. A friendly prophet kicked his ass on 2020-03-27 to start his *wid-e* pandemic research marathon (→ Fig.G1).

But the results came too late. Who knows, maybe



he'd have injected enough sanity into discussions just in time to prevent millions of deaths from a pandemic that got out of hand. His SGIR model shows why facemasks, social distancing, and enough living space are basic virodefenses in **World War V against Virulence: We can stop pandemics by increasing Gaps of Germs**. Since ~Aug 2020 his models<sup>3</sup> even explain how a lack of social justice mechanistically increases pandemic risks via crowding. But to change that requires masses to suddenly work together to do the right thing (like during phase-transitions in systems with self-organized criticality<sup>4</sup>). Could this work? Or is it YAD, Yet Another Delusion? To cut confusion he looked for cases, where many people suddenly did the right thing or one person's model did change history for the better. Oddly, for a while he could only think of: (1) Vasili Arhkipov, who stopped nuclear war, 1962-10-27, by modeling semantics of *nothing* on a submarine; (2) Jonah's story of a one-liner that saved wild Nineveh, a city of 120,000.

This inspired the Jonah Hypothesis.

(3) Only later he recalled Germany reuniting peacefully 1989, for him a miracle back then and still; (4) he found enough cases to conclude it's not impossible: see Satell (2019) *Cascades & DigitalTonto.com*; Rosling (2018) *Factfulness*; and many others.

by LLOL Laurence Loewe of Laodicea – PPVr0p0\_LLoL\_2022m11d21  
1. LLOL stored 2020-02-14, Coronavirus news on his phone: 13-16 US infections that day should have told LLoL what's coming. Why? He had already computed it in Fig.7 of Ref.2!  
2. Fig.7: Ehler & Loewe 2014, "Lazy Updating of hubs can enable more realistic models by speeding up stochastic simulations", *J.Chem.Phys.* 141(20):204109 – A nearly identical Evolvix prototype was used for LLoL's Aug 2020 modeling.  
3. Using prototype Evolvix ASHA populations. For equations see Mallet 2012 "The struggle for existence: how the notion of carrying capacity, K, obscures the links between demography, Darwinian evolution, and speciation", *Evol.Ecol.Res.* 14(6):627-665.  
4. See Hesse & Gross (2014), Self-organized criticality as a fundamental property of neural systems, *Frontiers in Systems Neuroscience* 8:166, p1-14, DOI:10.3389/fnys.2014.00166

Was Jonah a true prophet [see Deut.18:22] or a genius poet or both or neither? ←

# Background: Conspiracy

Odd-one-out Galilean Prophet of Paradoxes & Satire

How **WALDO** works for **Z.I.O.N.** or **B.A.B.L.** worldwide – 4 of 9

# The Jonah Hypothesis \JH

Jonah \Terrifying Dove from Gath-Hachephar \ WinepressOfTheDiggingSearch  
Son of Amittai \ True

## What about the Jonah Hypothesis?

**Formally**, the Jonah Hypothesis is a conspiracy theory posing as a real satire to offer the best plausible deniability.

**Yet, so outrageous** are its claims, so far-reaching its implications if true, and so rich, complex, sublime its claimed evidence, that the JH might as well be a conspiracy theory to rule them all – as a cunning, razorsharp mockery of the whole conspiracy-theory-industry.

**Beyond ridiculous**, the JH claims a story that is unprovable (or is it?), in which ≥1 invisible party (a superpower real or nonexistent?) conspires (beyond itself?) to implement a super-secret, millennia-spanning, earth-shattering plot to save Life on Earth via gentle kind reasonableness. If *Fillory*, *Harry Potter*, & *Once Upon a Time* (Netflix) were conspiracy theories, they'd be small by comparison. QAnon just got QAdopted.

**Yet, so funny**. That party's sovereign intelligence allows it to plot the greatest heist ever in broad daylight under the nose of the jealous 'owners' of Earth's biggest treasure: Earth itself. Lot's of drama, twists, and turns: 1. *Rig Earth to blow up*. 2. *Encrypt treasure map to stop it*. 3. *Allow decryption only to those who will not blow up Earth*. The smartest guy to ever walk Earth cut its encryption to ~ ≥9851 symmetric bits for modern *wid-e* scholars. To 'crack it' proves stupidity. To try is mad and tends to drive mad.

**The wise** know better than wasting their time on such futility; they rather earn slices of real cakes than dreaming of heavenly ones. Their success proves them ~right or right enough. As they say: *Any sufficiently advanced technology, looks like magic to the sufficiently undereducated*. Proof? See impossibly magical devices at unbelievable prices! Some even let fire fall from heaven! Boys with toys deserve to be kept busy.

**Yet, so gibberish**: *Any sufficiently advanced encryption looks like gibberish to the sufficiently arrogant*. Who stays *TheMan* by wasting time on gibberish? Worlds & wealth are to be conquered, competitors to be quenched, masses & markets to be managed; *ahm, eh, richa* governments have no time for gibberish except when catching profit traders & traitors, terrorists, tech-abusers, & spies. Not much has changed since Nimrod, the first great protestant, invented such job profiles to self-aggrandize as *the founder of Babel and Nineveh*.

**Smart money** & reasonable wisdom therefore avoids gibberish like the JH: It's unlikely to pay off in a life-time or for quarterly earnings calls. The lottery is a tax for those who hate statistics.

**Yet, not all is what it seems**, as in any good story or in life. Even if untrue, the JH's gentle kind reasonable equity justice is Earth's only real hope by now. For good, no-gibberish reasons. Mt.21:28-32

Examples of how reality conspires: see Titanic(1912); or how Vasili Arkhipov on 1962-10-27 stopped WWII from a submarine through gentle kind reasonableness.

by Laurence Loewe of Laodicea \ LLoL (from US ~mid 2020)

The **Jonah Hypothesis \JH** claims:

**JH.1** (a) God smuggled Jonah's light-hearted satire of selfish prophets into the Bible to help improve pandemic defenses 'for such a time like this' as in US ~mid 2020', where many late-night comedies sound more interesting than official news.

(b) God has a good sense of humor as God saw long ago what we might need in our confusing time, and proved both with jokes fit for deadpan comedy for those who can't tell left from right.<sup>Jon.4:11</sup>

**JH.2** If JH.1 is true, new ways to interpret old texts can inspire *wid-e* research with hints at where to look in complex causality chains - like Kekule's dream of a snake biting its tail inspired a formula for benzene.

**JH.3** Yahweh \Reality \TheUltimateNamingAuthority \HaSchem \TheName (a) shapes history as God to (b) maximize semantic reproducibility<sup>1</sup> in Zion \Z.I.O.N. (c) while minimizing the Heresy of Explanation<sup>2</sup>.

**JH.4** To infer God's insights via JH.1-3 requires filters: (a) **gentle kind reasonableness**, a sense of humor; (b) committing to **love one's neighbor as oneself**, (c) **wid-e research** to collect all relevant insights, (d) **rigorous logics** to avoid falling for the deadly idol mirages of overcomplicating, oversimplifying, andOr overreaching as easily drawn from nothing, (e) **stronger claims need more evidence**; the more independent the methods the better to calibrate all associated biouncertainties from the given data.

\ indicates that the name so prefixed, y, is a perfect synonym for x, the preceding name, so that both labels link to the same content.  
↑  
x \ y  
↑  
What's this?

1. To start recognizing how much naming work went into Zion, grasp coding-challenges in Loewe et al. 2017, Evolvix BEST Names for semantic reproducibility across code2brain interfaces, *Ann.N.Y.Acad.Sci.* 1387(1)124-144 (+74 p.SOM) <http://dx.doi.org/10.1111/nyas.13192>  
2. Rob Alter, 2018, *The Bible in English and the Heresy of Explanation*, pages xiii-xxxix in *The Hebrew Bible: A Translation with Commentary*. New York City, Norton & Co.

# LLoL, 2020: 1<sup>st</sup> Test: The Jonah Hypothesis \JH on Jonah

Pandemics have long been known to do strange things to people's minds. Conspiracy Theories are dangerous. If JH.1-JH.3 is so outrageous & powerful, can LLoL avoid going mad in Madison? Luckily, JH.4 offers a built-in filter: *the gentle kind reason-ableness of the scientific method of loving my enemy, the truth*. Using it keeps us as spiritually poor<sup>Mt.5:3</sup> as Jesus or Socrates: by knowing to know not, safe from pride before falling. Jesus generalized this method to theology & life.<sup>Mt.5:44-48</sup> So, how can we test the JH? Like with **AIML**, Artificial Intelligence-based Machine Learning: by (1) comparing methods & (2) testing output.

## 1. Comparing Methods: JH is not worse than AIML.

If the JH is true and people combine their best *wid-e* research efforts using gentle kind reasonableness, the JH predicts a Sensitivity \Recall-rate of **R<sub>c</sub>=100%** for deexcerpting the encoded hints required to survive. Why? They were made to be found for those who pass the test, like 'problems' in school.

R<sub>c</sub> is a true positive rate, *ie.* the number of all our correct interpretations divided by all of God's intended messages. Reason: The JH allows for so many interpretations that a person's creativity likely limits R before the JH does. God in the JH is a good teacher who encodes hints for students so they pass the test – *assuming they did their homework!* Hence, R<sub>c</sub> ≥ 100% if redundant hints exist. JH says we solve our open-ended open-book exam **only if** we work together. It's a game of *Survival of the Friendliest*<sup>1</sup>. The friendliest may win, if *gentle kind reasonable* enough!

**But Quality?** Perfect recall is useless if we lose our rubies in the rubbish. Our ideal Specificity S<sub>p</sub>=100% counts our correctly rejected tentative JH-inspired interpretations divided by those not sent by God (eg. since not *gentle kind reasonable*). The JH requires use of its quality filter JH.4. Hence, **if** we apply it perfectly, **S<sub>p</sub>=100%**. It works because ...

**JH applies globally** via large-scale *wid-e* critical thinking by all<sup>2</sup> who can follow the best evidence of reality without fear or favor. It's demanding<sup>3</sup>, but it also allows for learning by experience – **if** we learn to pass on results with enough accuracy. Now that's generous: passing the exam by copying the *gentle kind reasonable* answers of others (minus their mistakes)! Yet, to pass we must **learn to value negative results** – the punchline of Jonah's story in Nineveh!

**JH worse than AI?** Only true if {dice beat JH; reality is fragile; anthropic principles fail}. Seems unlikely. But if, we're toast anyway.

**Hermeneutics?** If God inspired Jonah..., can't God add exceptions & easter eggs pointing to *gentle kind reasonableness*? Let's not cripple JH.4 by idolizing our pet theologies!

1. Hare 2017 "Survival of the Friendliest: *Homo sapiens* Evolved via Selection for Prosociality" *Annu Rev Psychol*, 68:155-186 – B. Hare & V. Woods 2020 "Survival of the friendliest: understanding our origins and rediscovering our common humanity" New York, Random House. 304p.  
 2. eg. HumanCondition.com, TheZeitGeistMovement.com, IPCC.ch, TheBulletin.org/doomsday-clock/ & many more are call our sleepy Nineveh today to rethink its ways...  
 3. eg. if locked up by gag vows or the 'opium of implicit faith and blind devotion' criticized by Bishop T. Merton in 1608.

## 2. Testing Output of JH in a Pandemic by Deexcerpting Jonah 3 appears useful if wiggle-room is used wisely.

The JH is silly if it doesn't even work for the core text & context that inspired it historically. So, if Jon.3 is an excerpt of God's ideas on how to end a CoViD pandemic in a coveting-driven world, what might its deex suggest? With hints at storm<sup>Jon.1-2</sup> & drought<sup>Jon.4</sup> issues (global warming?), here is what LLoL saw:

Item	Deexcerpted interpretation for a coveting world with CoViD pandemics & serious global warming problems	Bible support?	Real-world?
a. v4 -v10	Learn: predictions & prophecies with unstated conditions may change; they still save lives (if not ignored as in Titanic)	Ez.3:18-21 Ez.33:1-19	CTMC modeling
b. v9	<i>Gentle kind reasonable</i> trust without proof can be vital <sup>Gen.19:17,26</sup>	Joel 2:12-4	Arkhipov
c. v5 -v7	Grassroot-democracy of those who feel the call seems to be God's favorite form of governing, not forced work. <sup>1.Sam.8:7-9</sup>	Ex23:14;35:5 Deu16:11-20	Post WWII booming
d. v5 -v10	Slow-motion meme explosions in socially distributed Work-Logic Cascades might be mighty agents for positive change	Dan.2:34-5 Mt.13:33	Germany, reunified
e.5-8	Sometimes great & small are to act the same & are the same	Eq. Justice	Epidemic
f. v5	Sackcloth → voluntary facemasks matter: humility + hygiene	2Chr.7:13-4	GermGap
g.6,8	Identifying with the poor & sharing helps common goods <sup>Jam.5</sup>	Lev.25:35-8	Economy
h. 5,7	Eat less food (cut consumption; fasting to share justice)	Jes58:7	SupplChain
i. v6	Kings embrace true humility – no more Manchiavellianism	PrideFall	SciMethod
j. v6	Ash-filters may help remove virus, pollution from air, water	? (burn Ex.12:10?)	Carb.Filter
k. v7 -v8	Legal support for justice matters even if unenforceable at heart; most of pandemic safety is unenforceable anyway	Give freely Ex.35:5	Incentive matters
l. v7	Skip treats to empathise with those who lost their taste.	Fasting	Solidarity
m.v8	Popular or not: legal support for facemasks & hygiene matters	Ex23;Lev13	Sociology
n.7,8	Animal sackcloth, fasting → cut meat (zoonosis, land use, CO <sub>2</sub> )	Isa.65:25 ...	SupplChain
o. v7	No drink → cut water use (eg. leisure, agriculture); sober up!	Prov23:31-5	WaterWars
p. v8 -v9	'Elohim' can be 'gods' → theology & how we pray matter less than urgently praying: SOS!! God looks at the heart anyway	Micah 4:5, Micah 6:8	Acts only, no theol.
q. v8 -v9	Don't be evil is a worthy motto even if broad; metrics? check in/direct violence as reported by those who suffer from it	Blood cries from Earth	Systemic racism ...
r. v8 -v9	Stop systemic violence (thought, word, deed, not just police) in neglect industry negotiating education valuing economic environmental health erasing & job jails obliterating negating artificial-intelligence hate-induction, by National International Media Money Military Refinance Religions Organizing Disasters based on Structurally Inconsistent Notions, caused by Least Inconvenient Explanations, always ending in some overreach	Don't want the mark of a beast? Then don't act like a sociology: beast... eg: be smart, resist evil	Look at the world history, literature, sociology: be smart, resist evil
s. v9	A decade of hard work does not entitle us to redemption, not after centuries of blind destruction asleep at the wheel! Much less if we don't even try for real. True turnarounds are divine.	Ex.22:21-25 Mt.3:8-10 Joel 2:12-4	Eg. global warming challenge
t. v4, v8-9	<b>Last call:</b> run to <i>gentle kind reasonable equity justice</i> or ... Anthropocene ends in 7 <i>Death Urns</i> before it really starts	Mt.3:8-10, Rev.16, ...	Empires end... eg.:
u.v10	God sees our real deeds, not our words or shows; eg. Mt.5-7!	Rev3:14-22	Laodicea
v.v10	Learn to value & version negative results & disasters averted!	Ez.3; Ez.33	1962.10.27

**Sum?** Jon3:4-10 shows 22 useful hints. Not exactly failure. rses isn't exactly failure, so LLoL aimed to test IH elsewhere...



# JH reenvisions Revelation's Millstone in 8 Overviews

## How the Jonah Hypothesis\JH inspires Hope

By 2022 LLoL's harsh testing of the Jonah Hypothesis\JH had inspired 8 overviews of *The Millstone* that ends Babylon's confusion in the *Revelation of Jesus*.<sup>Rev.18</sup> What a huge and important millstone! It is said to end the clash of civilizations, stop the millstones of grinding governmental oblivion, and pave the way for peace on Earth. Those who refuse to interpret symbols may go on waiting for that giant meteor that will end humanity if we haven't done it ourselves by then. **Hope for a more gentle kind reasonable solution?** Then LLoL's JH-based symbolic interpretation may be of interest. It's definitively for Lara Croft & all who like riddles and treasure-map adventures. But be warned, it's not a 2h movie. LLoL estimates he'd need ~3½ years of intense explaining to cover the *wid-e* evidence that convinced him all this is rigorous enough to deserve *wid-e* exploring by all who care about us or Earth. So, let's start *wid-e* review now. Why? The pileup the many Armageddons observed in *science* forms a brick-wall we are about to crash into. It spookily matches what may be best translated as the last 7 Death Urns of humanity in the *Revelation of Jesus*. **There is no time to lose and we can't win back lost time, because all shortcutting and brute forcing will fail. Who wants to wait for years on a slaughterbank until a glossy travel-encyclopedia is published to describe all scenic routes to safety?** Not LLoL, if an escape-hatch exists! Thus, after convincing himself that it's worth the effort, LLoL decided to gameify and parallelize the *wid-e* peer-review required for a thesis of such magnitude. Due to the high stakes, peer-review likely will have to continue until the end. Why? See Mt.5:3. **To survive we have to relearn together how to use the super-computer between our ears in order to stop our overcomplicating, oversimplifying, and overreaching!** That's it! Sounds simple? Be warned: these 3 arch-demons rule hell on Earth with their iron grip on *nothing* and millennia of experience in twisting how we think of them as they hide in plain sight – in the false assumptions that destroy us! It takes training to evade their shape-shifting tricks. Playing *Where is WALDO* is to learn how to use the *Revelation of Jesus* as a kaleidoscope in high-dimensional fractal forests in order to unmask these idols and repair their damage in *gentle kind reasonable* ways.

## JH: Rev. elation of Jesus

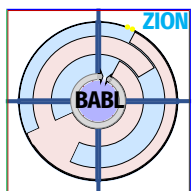
*prepared by God, recorded by John...* may require a grasp of concurrency theory, AI, *wid-e* research, mathemat.theology, biology, history, ... , and forget *relying* on translations. To LLoL **Roj linearly encodes** a highly **concurrent conditional world** with all key parts & actions as they *nest, overlap, rerun* from the 1<sup>st</sup> century until our world ends. It's frame is defined by 7 churches<sup>Rev.1-3</sup> as concurrent & historic adoption stages for lasting change, a vital process for innovation OLT. Its logic is explained in terms of 4Beings around God's throne & their evil twins that prefer to build on the disconnected sands of *nothing*. **Roj** is a **nested fractal concurrency kaleidoscope** for stopping otherwise inevitable destruction of all flesh by us. It's ~9851 original words seem edited down to our attention spans but without loss of key meaning, hence a hard read. Its 7 ways to end Earth ask us to choose in a Rorschach test: Who do you see in *Roj*? Fail & Life restarts from stones<sup>Mt.3:8-10</sup> – *hello macroevolution!* **Roj** is **in terms of**... *academia*: Jesus' tenure dossier; ... *defense*: the outcome of all wars; ... *spying*: ≥9851 bit encrypt; ... *theology*: a preterist pre-post-millennial rerunning-amillennial end of the world tragedy andOr comedy fairytale; ... *LGBTQIA+*: smoking hot; ... *the list is long!*

## How the L.A.M.B. rules

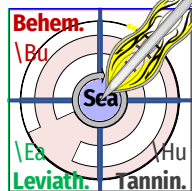
Where is **WALDO** in **Z.I.O.N.** or **B.A.B.L.**? This *wid-e* adventure logics game is aiming to encourage developing the mental wealth of the nations by sharpening pattern-recognition. It's the key to identifying heaven's *gentle kind reasonable* **L.A.M.B.** answers to hell's beastly fury over *nothing*. To win, learn to wield the **Least Assuming Method Blade** by learning to make ever less assumptions about *nothing* where it matters. The L.A.M.B. unmask **Blind Assumptions** that *overcomplicate nothing*, **Automatic Stereotype Hurling** that drives *oversimplifying*, & **Mechanisms Oppressing Life** that cause *overreach*. Such **B.A.A.S.H.M.O.L.**ing triads abound, but are hard to spot for untrained eyes. The 8 views of *The Millstone* as shown below highlight **WALDO** indirectly. With the right background and enough thought, **WALDO** appears (at least for LLoL after he filled his gaps via *wid-e* learning). Retracing the 4e, 7e sets in all 8 views yields many easy to intermediate rounds of the game; this may serve as a bootcamp & map to help explorers of famous insight mountains omitted here. Let's go explore echoes of the stable innovation economy from the *Revelation of Jesus!*

## Panoramic Overviews of Initial Millstone Data

Details in Fig.Mill.A-H



A. Exodus Map for a narrow escape



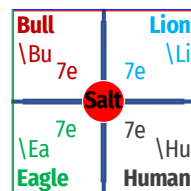
F. How the LAMB's word kills dragons

My what if dream: Had Jesus had the Temple for 3 days as for, what would He have done? See John 2:19

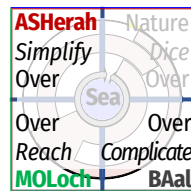
Let's see it God's way ... **Do you have Compassion with Life on Earth ?!?!?!**

**Z.I.O.N.** prototype: OLT stable innovation economy

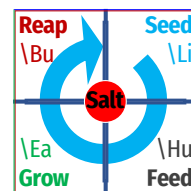
**B.A.B.L.** prototype of chaotic millstone: grinding to oblivion



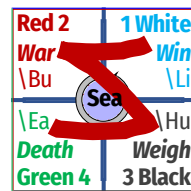
B. How 4Beings x3 orient innovation



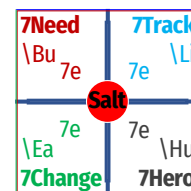
G. Arch-demons that ba-ash-mol us to death



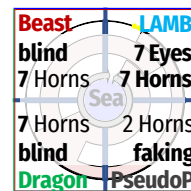
C. Natural innovation growth: Mt.13:24-43



E. Innovation killed by the 4 Horsemen



D. How 4Be intensify to 7e extensions



H. Historic marks of beastly behavior

Pure wild Speculation ... or is it?

# From the JH to an Introduction to the Throne of Reality

After LLoL tested the JH for ~20 months, he imagined ... Reality reigns on the high mountain of *wid-e* research results in Z.I.O.N. as established by **Zoning Investigating Organizing Navigating** via download from the heaven of OLT stable ideas to an OLT stable innovation economy in a Tetris-like, albeit real-life adventure game of T.E.T.R.I.S.E.Z.<sup>1</sup> with the following stages:

- Over the Long Term OLT Stability Code
- Innovation adoption stage ID → 1. MM  
 TractRole ID in a society of 7Tribes → AMO  
 EPH
2. NN  
 HIT  
 SMY
3. OO  
 CAN  
 PER
4. PP  
 PHE  
 THY
5. QQ  
 JEB  
 SAR
6. RR  
 HIV  
 PHI
7. SS  
 GIR  
 LAO
8. TT  
 ISR  
 Zen
- 7 Church ID from 7 Letters to Innovators at different stages of change adoption from Revelation of Jesus Ch-1-3 & chiseled into historic sites in Asia minor.
4. 7Tribes ergodicity := Each person is trained in each role, AMO...GIR, to support all in supporting all. This is the only way to ensure free flow of the in-form-ation needed to unify. Else we will always fall for the shortcuts of inappropriately used arbitrary choice functions from ToK\Trees of Knowledge-faking.

## T.E.T.R.I.S.E.Z.<sup>1</sup> Cascades Framework<sup>2</sup> for Transformation

### Test New Vision

A clear sense of purpose is key to any vision for change: Why do it?  
 1. Define grievances 2. Envision what would be a better tomorrow.

### Explore Key Changes

Define keystone changes that build 1 a concrete tangible goal bridge from grievances of 2. diverse parties of interest to 3. enable the vision.

### Transcode Key Values

Values to inspire action vs prescribe; share purpose for diverse groups vs splinter; define logics of vision for outsiders; impose cost+constraints on behavior to build credibility.

### Review With Allies

Map shared values in spectrum of allies: Allies for change 1. Active 2. Passive 3. Neutrals are recruitable by all sides Oppos. of change. 4. Passive 5. Active. Love to learn *why* change is opposed.

### Institutionalize Pillars

Each *status quo* depends on rule-based automata = institutions to work. Identify Institutions for all 7Tribes & why they like 1.change, 2.keep the old. Track their place in spectrum of allies.

### Shake the Movers

Design tactical actions to 1. inspire, empower, & mobilize allies into 2. influencing key institutions via 3. 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: 1. Existing platforms to link groups. 2. New platforms to deepen *wid-e*. 3. Empower cooptable franchising.

### ZenZone in Z.I.O.N.

Lasting transitions anticipate free speech for the devil in paradise. Else overcomplicating & oversimplifying lead again to overreach & fall. Hence, Zen in ZION requires 7Tribes ergodicity.<sup>4</sup>

## Software Development Life-Cycle Methodology



## Slow-Motion Explosions of innovations in Z.I.O.N. via the 4 Beings around Reality

**Waterfall Planning**

Map Vision Plans: Slo-Mo Explo to Start a New Research Area

**Xtreme Prototyping**

Curiosity-Driven Basic Research: Collect Knowledge in Core Area by Adding Insights

**Agile Requiring**

Find & Solve Problems: Offer Value to Community by Influencing Thought

**Butterfly Transforming<sup>3</sup>**

Find Last Pieces of the Puzzle - but beware of Closed Worlds

No war over truth!

**Independent Products**

Stamped for Mass Market by Reimplementing: Same Vision, 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 Adopting to Annoint**

Delay or Adopt as Trusted Tested for Next Jubilee Cycle, but never assume superiority

**Zoning** Starting a New Order of Things

Value Provided by Purpose & Selfactualization

**Investigating** Invest into Grasping Challenges

Feed \ Hu

**Organizing** Meet Needs and Values to Transform What Key Players Require

Grow \ Ea

Negotiate fit

**Navigating** Approach Completion of an Area

Reap \ Bu

Compact & Compile

**Zoning** Introduce Pillars of Review

Seed \ Li

Reproduce to Map Problems

**Investigating** Stabilize Platforms to be Merged

Feed \ Hu

Standardize to Solve Problems

**Organizing** Collect and Merge all Remaining Insights

Grow \ Ea

Negotiate Century-Stable Requirements

**Navigating** Sorting: Use TT OLT; Continue to Develop the Rest

Reap \ Bu

Annoint OLT TT Standard

Positive Area Focus: Wholey Integration adds all goods

Negative Area Focus: Holy Purity stops all imperfections

<sup>1</sup> TETRISSEZ as acronym was coined by LLoL without enquiry of permission from Tetris trademark owners, The Tetris Company, Inc. in Nevada. LLoL will not go there and remove this free ad for their great Tetris game, if they object to LLoL's use of "Tetris-like" and TETRISSEZ. Will this new highly abstract TETRISSEZ methodology be confused with the old very concrete Tetris game? Unlikely. If The Tetris Company (or you) want to re-gameify TETRISSEZ, let all of us use the TETRISSEZ methodology.

# JH FUN: How to find WALDO in God's Words & Works

## Rules for Playing the Game

To advance the game, **define a time out**, dump all stress, relax, meditate, ... feel good, thank God, & enjoy life in *the zone*: we need **to connect to the playful curiosity** of our inner child to advance our *wid-e* research & learning here.

**Beginners: A.** Get & keep your own manual to mark it up! **B.** Read p.1-8. **C.** Players select easiest options (below).

**D.** Stay on p.6 until all 7Tr-7Ch-7Bl basics are clear.

**E.** Make notes for **FeedbackFlow\FF** if anything is unclear.

**Intermediate:** Advance to p7-8 of WALDO bootcamp (and other materials TBD); same rules apply; make FF notes.

**Advanced:** Use the above as anchors to venture into the unknown, preferably in an area you know something about to avoid getting completely overwhelmed. In light of current expertise try to find patterns that echo the 7e patterns of above. LLoL found it helpful to follow the Least Assuming Method Blade (i.e. try to make as few assumptions as possible, starting with the Socratic idea that I know not even nothing. If you wonder where that's in the Bible, ponder Matthew 5:3 under the assumption that Jesus was not a hypocrite; if true, then it will also be true in heaven – and then good luck there to all who don't like research, for the thorns and thistles of a dissertation may be waiting for you ... in light of the highest command "to think it through" εν ὄλη διάνοια<sup>Mt.21:37</sup>; see also Rom.12:1-2 which asks for "logikeen latreian").

### Individualize Your WALDO Game by Choosing ...

**1. Game Type A.** Set duration of a round, then evaluate.

**B.** Set goal, race to goal, then evaluate; 1<sup>st</sup> at goal wins, if confirmed by evaluation.

**C.** Memory: sets of cards mixed with uniform back; like other *memory uncover paired card games*, except define if players must uncover 2,3,4,... cards of 1 set before the next player is up to make it a bit more interesting. **D.** Do your DIY rules.

**2. Finding requires ... A.** follow in mind, **B.** explain to self, **C.** explain to group, **D.** define to group, **E.** extend evidence, **F.** fill a full set, **G.** grow aspects, **H.** harsh testing, **I.** inquire, **J.** draft new cards, **K.** improve cards, **L.** layout card2submit.

**3. Rigor Level.** By default: MockupModel to convince group; to think it through εν ὄλη διάνοια<sup>Mt.21:37</sup> use MM...TT (see p.8).

**4. Pick *wid-e* areas** of admissible evidence (see top of p.6)

**5. Pick external tools** allowed (define books, websites, ...).

## God's Two Witnesses and Panentheism

To cut a long debate short, LLoL found to be true the witness of *Galileo Galilei*, a man 'from Gallilee' who saw knowledge of God's Words as one witness, and of God's Works as the other. Despite all progress, both of these *Two Witnesses* of God are still quite veiled<sup>Rev.11:11f</sup>. This results in confusion that is still often abused for calling fire from heaven in rather bizarre and arbitrary ways such as bombs, witch-hunts, etc. Hopefully, *Not Trivial WALDO* can help to lift the veil to increase gentle kind reasonableness in our World.

## Who wins a round of playing WALDO?

After each round research, the results are evaluated by peer review in the group. Any point-scheme may be defined when setting up the game, eg.

### 1 point / element in a set:

I understand/reject for myself, ie. I wrestled with it enough to have an opinion for now, even if I can't explain

### 10 points / element in a set:

I can explain it well enough verbally to convince others in the group that I'm right to accept/reject a given aspect.

A vote in the group:

OK= +10

OKo +5,

MIS 0,

oKO -5,

KO= -10

### 100 points / element in a set:

I can define it so rigorously, that others in the group vote by guesstimating my chance to have the best definition (in town, nation, ... word) for that aspect or card discussed.

A vote in the group is from: +100 (accept) ... -100 (reject)

### Negative vote opposes claim

that may itself be *positive* (new) or *negative* (critique).

### Extra-points

#### For completing a set:

multiply points of weak element in set with number of all elements in that set.

#### Double points of an element

when L.A.M.B. can be shown to cut hidden assumptions about *nothing* through the **Least Assuming Method Blade** (i.e. cut assumptions where it matters, i.e. be more *gentle kind reasonable* when using axioms about *nothing*).

1 **AMO** 7Tribes 0 0 1  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**Amorite**  
 TopSpeaker

+ **Vision of Tomorrow**  
 + Awsome Ideas

- **Manipulative**  
 - SayItAll

@ 30 CE: Cesar, Rome

2 **HIT** 7Tribes 0 1 0  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**Hittite**  
 FearHandler

+ **Vision of Tomorrow**  
 + Courageous

- **Awful or fearful**  
 - SecureItAll

@ 30 CE: Soldiers

3 **CAN** 7Tribes 0 1 1  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**Canaanite**  
 ProfitTrader

+ **Values-Genome Merchant**  
 + Resourceful

- **Corroding**  
 - TradeItAll

@ 30 CE: Taxdealers

4 **PHE** 7Tribes 1 0 1  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**Pherezite**  
 OpenDecider

+ **Judge Review**  
 + **Scholar Searcher**  
 + Excels

- **World-closing**  
 - KnowItAll

@ 30 CE: Saducees

5 **JEB** 7Tribes 1 0 1  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**JEBusite**  
 Stampeder

+ **Newbie** **Ease**  
 + **Build** **Speed**  
 + **Expert** **Extra**  
 + **Reliable**

- **Blind**  
 - UseItAll

@ 30 CE: Pharisees

6 **HIV** 7Tribes 1 1 0  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**HIVite**  
 RotatingTentVillager

+ **Tactics**  
 + **transient gig-economy**  
 + Awsome Ideas

- **Wobbly**  
 - SearchItAll

@ 30 CE: TheStruggling

7 **GIR** 7Tribes 1 1 1  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**GIRgashite**  
 CrushedDust

+ **Weave nets to integrate**  
 + Humble

- **Doubling**  
 - DumpItAll

@ 30 CE: Galileans

9 **HEB** 7Tribes ? ? ?  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**HEBrew**  
 Beyonder

+ **Curious Protestant**  
 + Creative

- **Unruly**  
 - TryItAll

@ 30 CE: *Samaritans??*

1 **AMO** 7TrackRoleSociety 0 0 1  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**PowerElite**  
 TopSpeaker

+ **Vision of Tomorrow**  
 + Awsome Ideas

- **Manipulative**  
 - SayItAll

@ 30 CE: Cesar, Rome

2 **HIT** 7TrackRoleSociety 0 1 0  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**RiskReducer**  
 FearHandler

+ **Vision of Tomorrow**  
 + Courageous

- **Awful or fearful**  
 - SecureItAll

@ 30 CE: Soldiers

3 **CAN** 7TrackRoleSociety 0 1 1  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**Distributor**  
 ProfitTrader

+ **Values-Genome Merchant**  
 + Resourceful

- **Corroding**  
 - TradeItAll

@ 30 CE: Taxdealers

4 **PHE** 7TrackRoleSociety 1 0 1  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**PureExpert**  
 OpenDecider

+ **Judge Review**  
 + **Scholar Searcher**  
 + Excels

- **World-closing**  
 - KnowItAll

@ 30 CE: Saducees

5 **JEB** 7TrackRoleSociety 1 0 1  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**RoutineMarket**  
 Stampeder

+ **Newbie** **Ease**  
 + **Build** **Speed**  
 + **Expert** **Extra**  
 + **Reliable**

- **Blind**  
 - UseItAll

@ 30 CE: Pharisees

6 **HIV** 7TrackRoleSociety 1 1 0  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**TempRotator**  
 RotatingTentVillager

+ **Tactics**  
 + **transient gig-economy**  
 + Awsome Ideas

- **Wobbly**  
 - SearchItAll

@ 30 CE: TheStruggling

7 **GIR** 7TrackRoleSociety 1 1 1  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**IgnoredOthered**  
 CrushedDust

+ **Weave nets to integrate**  
 + Humble

- **Doubling**  
 - DumpItAll

@ 30 CE: Galileans

9 **HEB** 7TrackRoleSociety ? ? ?  
indx ↔ Brief Card Name    ↑ SetName ↑ Tempt → Mol Ash BA ↓ CardName ↓ Aims → Ease Fast Extra

**AnyRoleWalker**  
 Beyonder

+ **Curious Protestant**  
 + Creative

- **Unruly**  
 - TryItAll

@ 30 CE: *Samaritans??*

