One More Place at the Table

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In *Kingdom of the Heart*, Elizabeth comes from a future where people still set an extra place for dinner. The custom has outlived anyone who remembers whom they are waiting for. Elizabeth has just one clue. It all began, they say, with a boat that a carpenter built.

ZION TerraNova asks a similar question with the tools of our own time. When people keep a computer network running together, who else is there room for? The answer starts with a practical decision. Each time the network adds a block, its rules set aside part of the new reward for humanitarian purposes and part for a research project called Issobella. Anyone can look at the record. Whether the funds end up helping someone is a question that can only be answered off-screen.

Nirvana is the name of version 3.3. It brings together the ZION network, a library, game worlds and tools for the people who build them. It carries forward the network from version 3.2, *One Love*. A first visit can be as simple as opening a story, joining a game as a guest or looking up the very first block.

What the boat carries from one generation to the next



ZION’s flagship book begins with the hands of Jesus, the carpenter of Nazareth. The author lets his boat sail through the lives of people two thousand years apart. It is an original literary legend inspired by the Gospels. Little Lumi carries a wooden lantern. Elizabeth, now grown, recognises the girl she once was. For both of them, the boat is precious because of the people it can take aboard.

You can read the ZION books in any order. Four of them form a compass. *Genesis* asks which rules should apply from day one so that the most powerful participant cannot later change them on a whim. *Quantum Revolution* asks who gains power when someone else supplies the labour, the data and the attention. *Ekam Deeksha* turns the question back on the builder. What will you do when that power is yours? *Terra Nova* brings all three questions home to a community whose members must decide who will look after what they share.

At the centre of the compass is *Salt of This Earth*. In a town called Tasteless, the people have plenty of flour and ovens, yet their bread has lost its flavour. It is a good place to begin if trust between people interests you and cryptocurrencies have so far left you cold.

Other books look at the same world through different eyes. *Miriam* distinguishes documented testimony, inherited tradition and the author’s dream. *María del Camino* looks out from the decks of three boats. *Maitreya* follows children searching for three keys. *NirvanaCloud* draws on Buddhist images of transformation. Readers are as free to choose one book as to read them all. A shared charter, **Mission Amenti**, sets one condition for authors and builders. When they turn a story into a public promise, they must show how others will know whether it has been kept.

The lantern in the books also comes in a form you can hold. Light from the LUMI lantern falls through patterns cut into its six wooden sides. Omnity.One sells it alongside other items, so readers can bring a piece of the story home. You buy it with ordinary money. No ZION wallet is needed.

What happens in a minute



Open the network explorer, choose the latest block and follow the link to its predecessor. You have moved one entry back. You can see when the block was created, its number and which entry came before it. This sequence is called a **blockchain**. ZION aims to add a new block every minute on average. The interval between any two blocks can be shorter or longer. Block explorer

What happens in an ordinary transfer? A wallet prepares a record of how much ZION to send and where. Its holder authorises it with a digital signature. Nodes, the computers that keep the network's rules and history, check the signature and whether the same funds have already been spent. Meanwhile, miners search for a result that meets the requirements for the next block. Finding it costs computing power and electricity. Other nodes can verify the result. This way of reaching agreement is called *proof of work*.

ZION uses **Ekam Deeksha**, an algorithm named after one of its books. The calculation also requires fast memory. The aim is to leave room for mining on widely available hardware. How computing power is actually distributed depends on who joins and with what equipment.

The very first block also holds a personal dedication from Yose to family, friends and children. A person can read it as a letter. To a computer, its words are part of the digital fingerprint of the network's beginning. First block

If you simply want to watch, the explorer is enough. If you would like to contribute computing power, you can share your results with other miners in a **pool**. The pool tracks the work contributed and divides its mining reward accordingly. Its page therefore shows different figures from the explorer for the whole network. Mining pool overview

Who receives the reward?

Rewards follow the rules of the base network, known in the project as **L1**. Imagine dividing a block reward into one hundred units. Each share has a purpose set in advance.

Out of 100 ZION	Where it goes
89 ZION	The miner who found the valid block, or the pool and its miners.
5 ZION	The humanitarian fund, which ZION associates with the care of children, landscapes and communities.
5 ZION	The Issobella fund for community and research initiatives.
1 ZION	Reserved for future node rewards. This share remains unissued until the rule is activated.

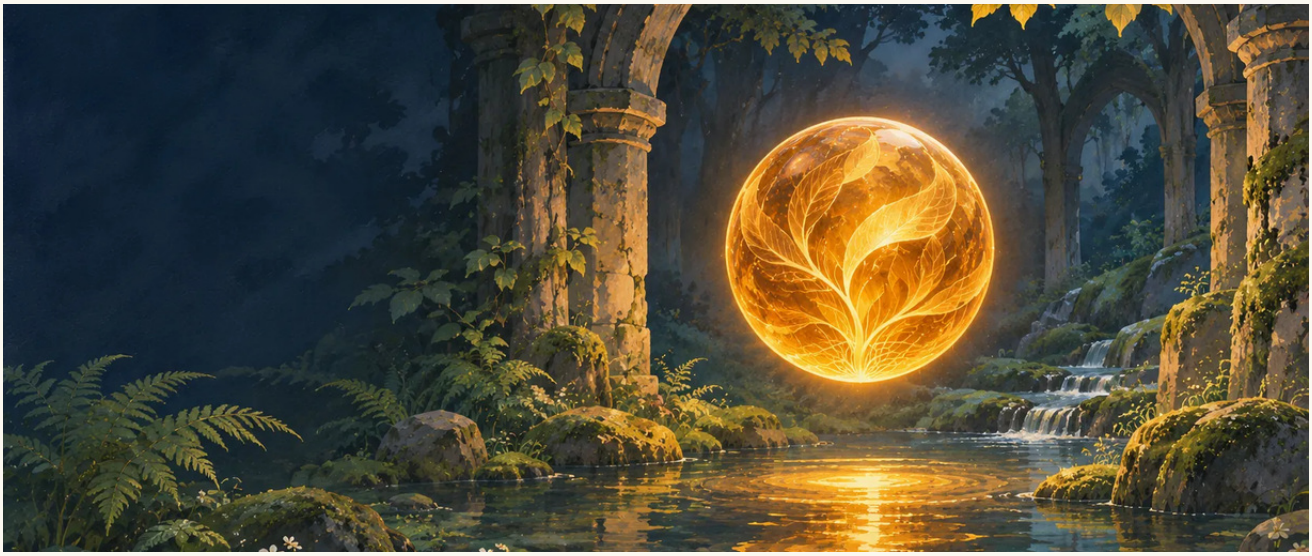
At the initial reward of **5,400.067 ZION**, each of the two funds receives **270.00335 ZION**. That amount is measured in network units. What it can buy and whom it has actually served are separate questions. To report paid work, we need a recipient, a budget and evidence of the result. As of November 2026 the project records allocations to the funds. It has yet to document any grants paid or their impact.

How much ZION can be issued?

The first block allocated **16.78 billion ZION** across fourteen predetermined entries. That initial distribution is called the *premine*. Three entries, together worth four billion ZION, are time-locked until block 144,000. Reaching that height satisfies one condition for using the funds. It does not transfer them.

Every 5,256,000 blocks, about ten years at the target pace, the mining reward falls by one fifth. The code lists a reference figure of **144 billion ZION**. Adding the initial allocation to the scheduled rewards for the first ten periods gives about **143.46 billion ZION** before deducting unissued shares. The same code then continues to award **724.784723 ZION per block**. The 144 billion figure therefore gives neither a final cap nor a forecast of circulating supply. Transfer fees are burned under the rules. The fee is deducted from the balance, and the transfer record stays on the chain.

Crossing a bridge, keeping a key



ZION has its own rules for transfers. Other networks have theirs. To keep the same unit from being spent on both sides, the two sides must agree on what happened during the crossing. This is the work of the second layer, **L2**.

In August 2026 the project documented a trial between ZION and the **Base** network. On the ZION side, 100 ZION were locked. On Base, 100 corresponding units called **wZION** were created. On the return journey those units were destroyed on Base and the original 100 ZION were released. You can look up the start and end of the trial in blocks 13,184 and 13,217. The team used an auxiliary tool to complete the return. This documents one specific pilot. Other networks, routine exchanges for users and operation by independent participants each need their own verification.

L2 also includes **DAO** tools for submitting proposals and voting together. If a grant is under consideration, it helps to ask separately about the proposal, the decision and the actual transfer. Each leaves a different record.

The third layer, **L3**, explores the role of artificial intelligence. In *The Way Home*, Lumi asks a voice in a golden crystal to open the treasury. The voice can explain a transfer to her. Someone else holds the key. The technical counterpart to this image is **Hiran**. The project already operates an AI interface and is developing ways to work with sources, check permissions and obtain human approval. In practice, users should be able to tell what an answer rests on and who can authorise the next step. Research called *Proof-of-Care* is being conducted separately from L1 mining rules.

An evening on Saturn



A first visit to ZION's games can be quite ordinary. Enter **Nirvana** as a guest, choose Saturn and browse the retro arcade. Its catalogue includes the first shareware episode of *Doom*. If you would rather watch, you can join a supported multiplayer game as a spectator. If you like building, Jupiter has a catalogue of worlds, tools to create a place of your own and the option to build on another player's work. Trading what players create is a separate development step. Nirvana

OASIS is the fourth layer, home to avatars, stories and games. On the website, the names also point to particular entrances. **Kingdom** is the main shared space. Its */svet* path leads into the playable Nirvana. **OASIS** also has its own standalone 3D application. This is why the books can call Nirvana the first world of OASIS while the website lists both names side by side. Kingdom · OASIS

The basic games are free to enter in version 3.3. **ZIS** is the shared sign-in for the applications. **ZAP** is an access code for premium content such as books in the Archive or selected presentations. A wallet has another purpose again. Its key signs transfers. For a first visit to Saturn, simply open the game page. Book archive

The library, the workshop and the station above Earth share a painted visual style called **Engine B**. The lantern casts amber light just where something is happening. In the workshop, your eye finds the hands at work before you read the name of the place. You can spend a little time in that world by playing and then pick up the thread in a book.

A garden that needs water



The fifth layer, **Free World**, explores how shared rules might translate into care for actual places. *Bodhi Gaia* describes the Genesis Garden at Sabacheira near Tomar in Portugal, the seven domes of Dharma Temple on La Palma and Te Pīko Ora on Raiatea in French Polynesia. Other chapters visit Bohemia (Golden Republic Bohemia), Sri Lanka (Bodhi Lanka) and Costa Rica (LUMI – New America). Each has its own landscape and people with whom preparations would begin. Their settings can already be shown in the game. Building them in the physical world depends on local partners, land-use rights and long-term care.

One small proposal gives the clearest sense of the work. In *The Story of the Rose*, a seed reaches the Genesis Garden. In the plan to plant one real rose, the steward of the site has the first say. A local gardener would choose a suitable plant. Someone must know where its water will come from in a dry summer and who will take over the watering when the first person leaves. There must still be enough water to drink and to grow food. Only then is it time to reach for a spade.

The proposal calls for visits after thirty and ninety days and independent verification after a year. A photograph taken on day one can show that a rose was planted. Only a later visit will show whether it took root. **As of 23 November 2026, this pilot has not started.** The distance between a picture of a garden and the first plant to survive is what ZION means by documenting impact.

In the books, three ships called **Tres Marías** likewise sail together. They are joined by the **Ark of the Kingdom of the Heart**, imagined as a moving link between coastal communities. For now, its future crew belongs to the story and the plans for the vessel.

Life inside a ring



The sixth layer is **Issobella**. A question in *The Book of the Sky* is a good way in. If you live in orbit, where is the floor? The station design envisages a rotating inhabited ring. Its outer rim would serve as the crew's floor. When you see a garden or a room in a cross-section of the ring, you can begin to imagine daily life there. How much time would people spend together? Where could someone go for a little quiet?

Three things can already be distinguished. First comes the **five per cent share** of the block reward credited to the Issobella fund under the rules. Second come **studies and software for tracking the fund**. Third comes **the station itself**, which remains a proposal. Research grants require separate approval and documented results. More distant images, such as the mothership *Nabukano* and its three celestial Marys, live primarily in the books. A quantum drive also appears in the writing as a speculative idea.

What the beta still has to show

3.3.0-beta-stable means that the rules of the base network and the way its components communicate have settled for this stage. The websites and games can welcome visitors while reliability testing continues. Before deciding on a stable release, the team plans to complete the monitored run and demonstrate recovery after an outage. The November roadmap schedules monitoring through 20 December 2026. The release decision depends on the outcome. Cross-network transfers still require tests with real funds across the full intended process. For the community layer, a milestone will be its first completed project with a publicly traceable result. Project status

In the end, Elizabeth too is looking for something that endured into her own time. Two thousand years after the boat, people still remember to set the table. One day it will be just as interesting to ask who found a place there because of the network.

Where to begin

What interests you?	First stop
I want an overview of the project.	The ZION Gateway offers a story, a map and starting points for observers, players and builders.
I want to follow the network or look up a transfer.	The Portal and explorer accept a block number, its digital fingerprint, a transaction ID or an address.
I want to play or create my own world.	Saturn opens the retro arcade. Jupiter is home to player-created worlds.
I want to read.	The books are in the Archive. The whitepaper catalogue leads into the technical detail.
I am interested in mining.	The mining guide explains how to join. The pool shows its activity.
I am looking for bridges, voting and financial tools.	The dApp houses these tools. Each feature depends on its deployment status.
I am looking for a book or a wooden lantern.	The Market accepts ordinary money. Omnity.One s.r.o. operates the Market and the LUMI brand. ZION TerraNova is an open-source project.

Sources for this edition

This edition draws on the illustrated Czech *Kingdom of the Heart*, the books *Salt of This Earth*, *Lumi*, *Bodhi Gaia* and *Issobella*, the map of the books and the evidence register in *Mission Amenti*. The figures come from the issuance and genesis-block code. The account of the applications, the Base pilot and the release draws on the project's code, decisions and dated operational reports. The narrative whitepaper *The Lantern* also informed this edition.

From the Archive · Kingdom of the Heart · Mission Amenti · The Book of the Earth · The Book of the Sky. For the original account of the network, see The Lantern narrative whitepaper.

To reproduce the issuance total, use the block_subsidy function in V31/L1/core/src/emission.rs. Add the rewards for blocks 1 through 52,560,000 to the premine. Each of the ten rates applies for 5,256,000 blocks. The code rounds in millionths of a ZION.

Sources as of 23 November 2026 · ZION TerraNova 3.3 Nirvana · Source revision 9383bd4020. The interior illustrations come from the project's artwork.