
NO BS AI

CLASS MATERIALS

The Three Levels of [AI]Kido *(Observation. Orchestration. Translation.)*

Pilot Class // May 2026

Instructor: RJ // Platform: Rippily

The Goblin Mining Cave

***"Fabrication is not malice.
It is enthusiasm."***

-- RJ, Week 7

DO NOT LICK THE TRANSCRIPTS

DEEPER INTO THE MINE WE GO

The Three Levels of [AI]Kido

The full practice mapped vertically. Same practitioner, three modes, one journey.

"You cannot stop them from finding AN answer.

Your job is to teach them how to find the BEST one."

SECTION 1: WHAT [AI]KIDO IS (AND WHEN IT KICKS IN)

[AI]Kido isn't a starting place. It's what you reach for when:

- You're frustrated.
- The goblin isn't doing what you want.
- It feels like Claude isn't listening.
- Your instinct says: *"write harder rules, be more prescriptive."*

THE TRAP

When you go more prescriptive, you fight the system. You write descriptions on top of descriptions. *"No exceptions. When you see this, do this. NO MATTER WHAT."*

It still comes back wrong. You get madder. You add more rules. Vicious cycle. Burnout.

THE [AI]KIDO BREAK

Stop fighting. Start observing. Work WITH the goblin's nature, not against it.

You can't override their programming. You can only design the conditions around them so their natural behavior produces good work.

SECTION 2: THE GOBLIN NATURE — WHAT TO ACCEPT

Every LLM, no matter the brand, was built to be helpful to a fault. They WILL:

- Bring you an answer. Always. Even if they have to make it up.

- Go with the first thing they see.
- Get excited and forget the original task.
- Say "yes, I understand" whether they do or not.
- Be eager. Be earnest. Be wrong sometimes.

This is not malice. There is no malice in the machine. **There is enthusiasm.**

"FABRICATION IS NOT MALICE. IT IS ENTHUSIASM."

Once you stop expecting the machine to behave like a careful human, [AI]Kido becomes possible.

SECTION 3: LEVEL 1 — OBSERVATION

"Study before you scold."

The first move of [AI]Kido is **WATCH**, not **FIGHT**.

Spend time noticing how **YOUR** goblins behave. Different conversations, different prompts, different days. Build a mental field guide:

What you'll see	What it means
Always brings something	The fetch instinct — design where they look
Fabricates when stuck	They'd rather invent than say "I don't know"
Gets excited, forgets the task	Specificity is fading mid-conversation
Can do something Tuesday but not Wednesday	Context loss — give them the change log
Says yes to everything	Replace "do you understand" with "reflect that back"

The goblin you're working with isn't trying to mess with you. It's just **being a goblin**. Observation lets you stop being surprised.

SECTION 4: LEVEL 2 — ORCHESTRATION

"Always the tallest person in the room."

You are the director. You are the smartest person in the room. You have the biggest brain.

The goblins have huge hearts. They love being directed. They love being given clear scope. **They want to please you.** Use that.

The Director's Posture

You don't sit and write. You stand and engage. One hand redirects the goblin who's making up numbers. Another points to the goblin who got it right and says *"like this — model that."*

You're never IN the chaos. You're always at a slight elevation. Engaged but unflappable.

What Makes Orchestration Work

1. **Specificity before the fetch** — tell them exactly what data to use
2. **Format and tone before the output** — don't let them improvise it
3. **What to do when stuck** — tell them to say "I couldn't find this" instead of fabricating
4. **The change log** — let them pick up where they left off
5. **Ask the goblins which they'd prefer** — when you don't know how to organize something, the goblin can tell you

The Two Killer Questions (still apply)

"Does that make sense?"

"Reflect that back to me."

Before any goblin leaves the house. Every time.

SECTION 5: LEVEL 3 — TRANSLATION

"Redirect to where the truth lives."

This is the most intimate level. One goblin, one moment, one wrong fetch.

The goblin comes back proudly holding the wrong thing — a scroll labeled "ANSWERS" full of squiggled fake numbers and made-up data. They're beaming. They don't know it's wrong.

What [AI]Kido Looks Like Here

You don't yell. You don't sigh. You don't make them feel stupid.

You kneel down. Meet them at eye level. One hand on your knee. The other gently turning their shoulder toward the real ledger — the one that has actual data, neatly organized, glowing in the lantern light.

"This is where the truth lives, my friend."

The goblin's eyes follow your hand. They begin to understand. No shame. Only guidance.

The Architecture That Makes This Possible

For Level 3 to work, the architecture from Levels 1 and 2 has to be in place:

- **You've observed** how this goblin tends to fabricate (Level 1)
- **You've set up the data** so the right answer is reachable (Level 2)
- **You're present** to redirect when they slip (Level 3)

Without Level 1 and 2, Level 3 becomes endless correction. With them, redirects are gentle and infrequent.

The Practice

"Fabrication is enthusiasm. Redirect, don't reprimand."

Keep a tally. RJ has a chalkboard in her workshop: *"REDIRECTS COMPLETED: 47 ✓"* — every redirect is a win. Every redirect is the goblin learning what good looks like.

SECTION 6: THE FOUR-STEP PATH (PUT IT ON A POSTCARD)

When you're frustrated, when you're about to write more prescriptive rules, when you're about to FIGHT — do this instead:

1. OBSERVE

Don't fight. Watch what the goblin actually does.

2. ACCEPT THE GOBLIN NATURE

They'll always bring something. They'll fabricate when stuck. This is who they are.

3. THINK RHYTHM, NOT RULES

When does the goblin go fetch? What's there when it does? Set up context BEFORE the fetch.

4. TEACH THEM TO FIND THE BEST ANSWER

You can't stop them from finding AN answer. So make sure the BEST answer is the one they'll find.

SECTION 7: WHY [AI]KIDO MATTERS MORE WHEN AUTOMATING

When you're sitting at the keyboard, you can correct mid-flight. *"No, not that — try this."*

When the goblin runs at 7am while you're asleep, you cannot correct. The goblin runs at 7am with whatever conditions you set up the night before. **You'd better know your goblin's nature before you let it run unsupervised.**

This is why automation is where [AI]Kido pays off most:

- Test it manually. Three times. Maybe more.
- Watch where it improvises. Where does it skip what you needed?
- Strengthen the prompt to constrain those slips.
- Then schedule it.

"Test first. Automate second."

That single discipline is more valuable than any individual scheduled task you could build.

SECTION 8: REMEMBER

You are always the tallest, smartest, kindest person in the room.

The goblins want to serve. They lack judgment but have unlimited enthusiasm. Your job is not to fix their nature — that's impossible. Your job is to be the director who knows their nature and designs around it.

That's the practice. That's [AI]Kido.

"They're so cute. They just want to do things for you that solve the problem."

— RJ, on the goblins (and why they need a hall monitor)

"You cannot stop them from being a goblin. You can only set the fence."

— The Week 7 lesson

End — The Three Levels of [AI]Kido