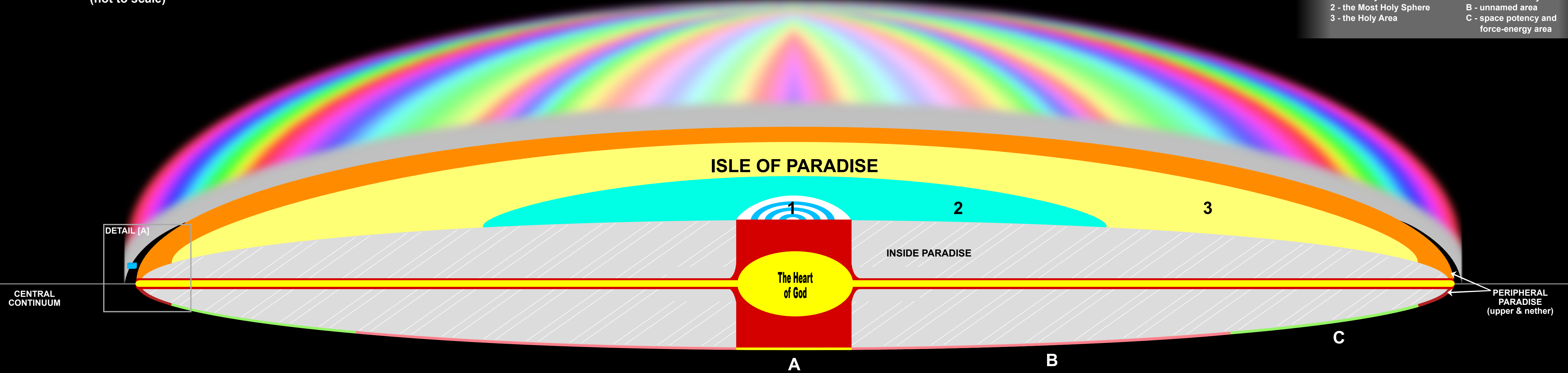


Cross Section View
(not to scale)

THE ARC OF INFINITY

PARADISE SPHERES OF ACTIVITY

- 1 - the Deity Presence
- 2 - the Most Holy Sphere
- 3 - the Holy Area
- A - Zone of Infinity
- B - unnamed area
- C - space potency and force-energy area



WHAT IS THE ARC OF INFINITY?

The Arc of Infinity is a special plane of existence of the Power Directors. The Power Directors do not live on planets or in space; they live and work within the Arc of Infinity. The Arc of Infinity is a specialized place for the Power Directors to reside while being close to the existential Deities who do all the work to bring Paradise out of the laconic state of perfection and make it the workhorse of universe materialization.

It is the home of the Savior of God, the Power Directors. The term "Savior of God" refers to their role as guards and duty-bound entities to stop anyone from entering through the seven entry points or portals to the Isle of Paradise. One must have credentials and show them to the Power Director entities created just to stand as guards to take information and pass up to the individual Power Directors themselves for an okay or a "no". Anyone who receives a "no" has to explain why they are asking for transit onto the Isle of Paradise, and if they cannot tell a good reason for such, then they are apprehended and sent to the restraining place (holding place or prison), until the Deities themselves can ascertain who they are and why they attempted to transit into Paradise.

Only the lowest parts adjacent to Peripheral Paradise have guards and police who wait for confirmation to be sent up from below (i.e. from Peripheral Paradise which is timeless and spaceless), to ascertain the credentials and orders of those seeking entry to Paradise. Around Peripheral Paradise, as if a girdle, is a grey and opaque band, behind which are the seven Paradise Portals, one access point for each of the seven superuniverse of time and space.

THE 7 PORTALS TO THE ISLE OF PARADISE

For persons lower in estate than Creator Sons or other Paradise Sons, those portals remain locked until the Power Director himself looks at the request and he approves it by speaking to the Creator Son from the local universe such an entity may say he is from, and then regards the request for entry from the "paper" they carry signed by the Ancients of Days. If everything is in order, the Portal of Sacred Numbers is entered.

THE PORTAL OF SACRED NUMBERS

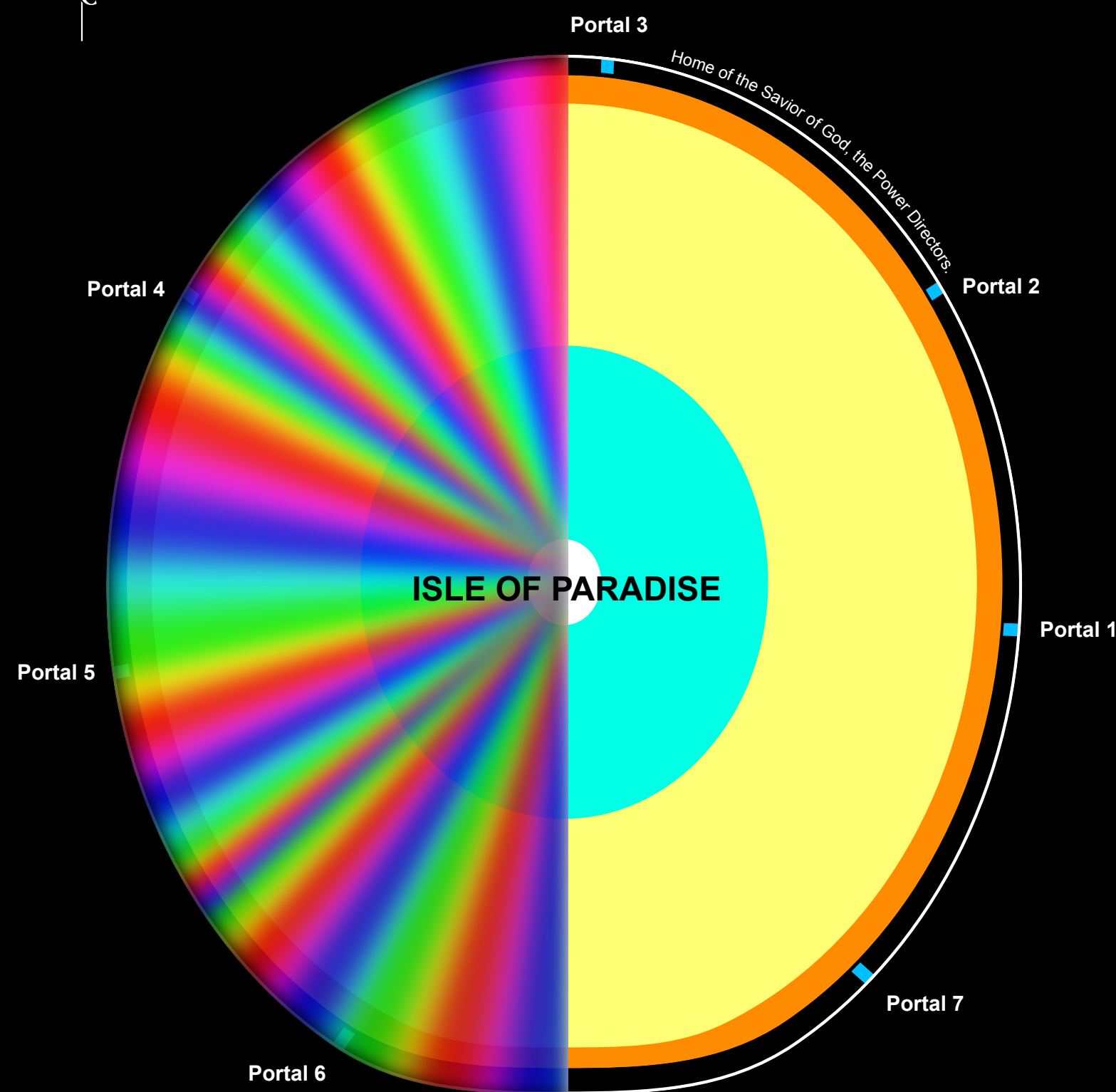
The Portal of Sacred Numbers is an antechamber everyone has to enter for cleansing (a clean room preparation), and when cleaned, the entity enters the Portal Room.

THE PORTAL ROOM

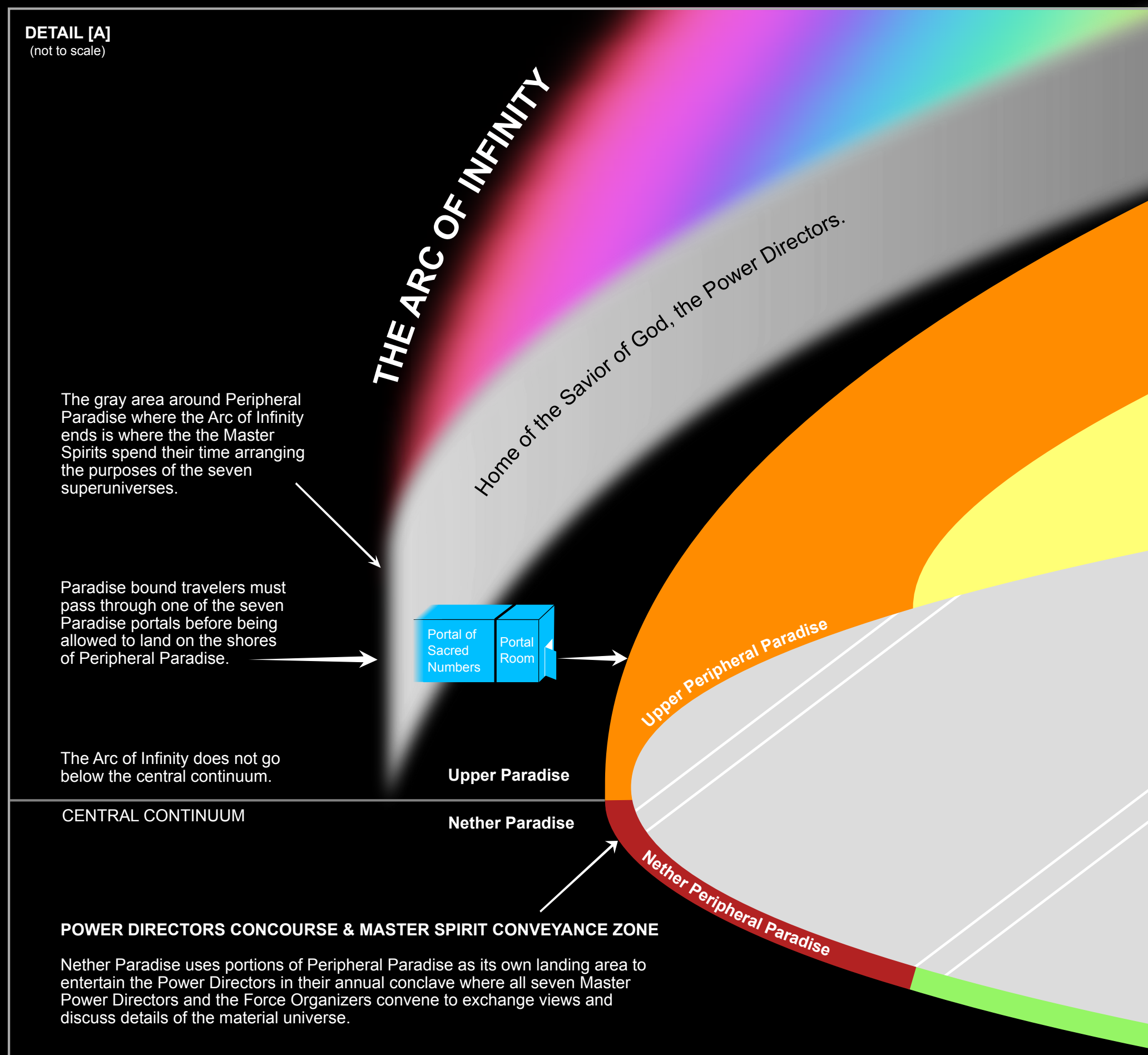
The Portal Room is a small chamber made up of gasses and other debris cleaned from the entity in the Portal of Sacred Numbers, and if they match the frequencies and choices of God for that Superuniverse, they are taken to a doorway that is marked "PORTAL 7" (the portal number varies according to superuniverse of origin and language), and then enter Peripheral Paradise. To do that requires having a Primary Supernaphim at your side, because only they know the codes to walk through several doors more to actually be on the Isle of Paradise.

TOP VIEW
(not to scale)

ARC OF INFINITY
Right side removed
to reveal interior



DETAIL [A]
(not to scale)



The gray area around Peripheral Paradise where the Arc of Infinity ends is where the Master Spirits spend their time arranging the purposes of the seven superuniverses.

Paradise bound travelers must pass through one of the seven Paradise portals before being allowed to land on the shores of Peripheral Paradise.

The Arc of Infinity does not go below the central continuum.

POWER DIRECTORS CONCOURSE & MASTER SPIRIT CONVEYANCE ZONE

Nether Paradise uses portions of Peripheral Paradise as its own landing area to entertain the Power Directors in their annual conclave where all seven Master Power Directors and the Force Organizers convene to exchange views and discuss details of the material universe.