The vast region immediately surrounding the Presence of the Deities is set aside as the Most Holy Sphere and is reserved for the functions of worship, trinitization, and high spiritual attainment. There are no material structures nor purely intellectual creations in this zone. This realm is wholly spiritual.

The Holy Area, the outlying or residential region, is divided into seven concentric zones. Paradise is sometimes called "the Father's House" since it is his eternal residence, and these seven zones are often designated "the Father's Paradise mansions." The inner or first zone [A] is occupied by Paradise Citizens and the natives of Havona who may chance to be dwelling on Paradise. The next or second zone [B] is the residential area of the natives of the seven superuniverses of time and space. This second zone is in part subdivided into seven immense divisions, the Paradise home of the spirit beings and ascendant creatures who hail from the universes of evolutionary progression. Each of these sectors is exclusively dedicated to the welfare and advancement of the personalities of a single superuniverse, but these facilities are almost infinitely beyond the requirements of the present seven superuniverses.

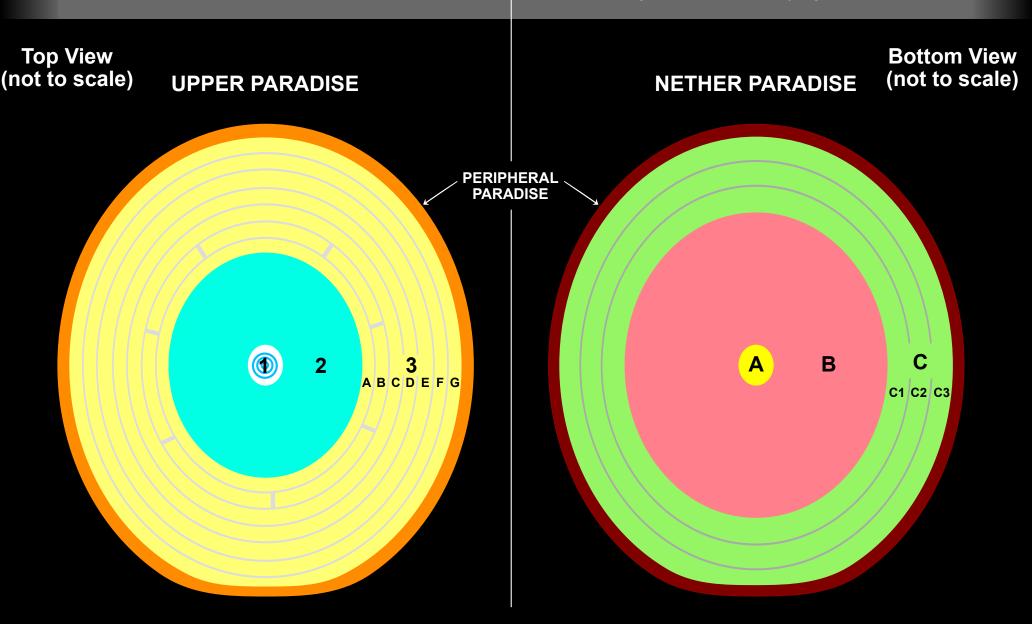
Concerning nether Paradise, we know only that which is revealed; personalities do not sojourn there.

All physical-energy and cosmic-force circuits have their origin on nether Paradise, and are constituted as follows:

Directly underneath the location of the Trinity, in the central portion of nether Paradise, is the unknown and unrevealed Zone of Infinity [A].

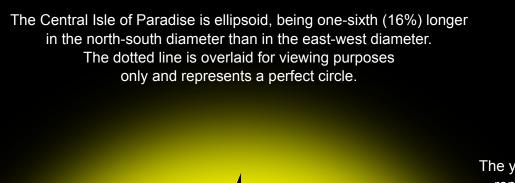
This Zone is immediately surrounded by an unnamed area [B].

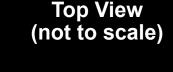
Occupying the outer margins of the under surface is a region having mainly to do with space potency and force-energy [C]. The primordial force-charge of space appears to be focalized in this area, and consists of three concentric elliptical zones: The innermost is the focal point of the force-energy activities of Paradise itself [C1]; the outermost may be identified with the functions of the Unqualified Absolute [C3], but we are not certain concerning the space functions of the mid-zone [C2]. The inner zone [C1] of this force center seems to act as a gigantic heart whose pulsations direct currents to the outermost borders of physical space. The reality pressure-presence of this primal force is definitely greater at the north end of the Paradise center than in the southern regions; this is a uniformly registered difference.

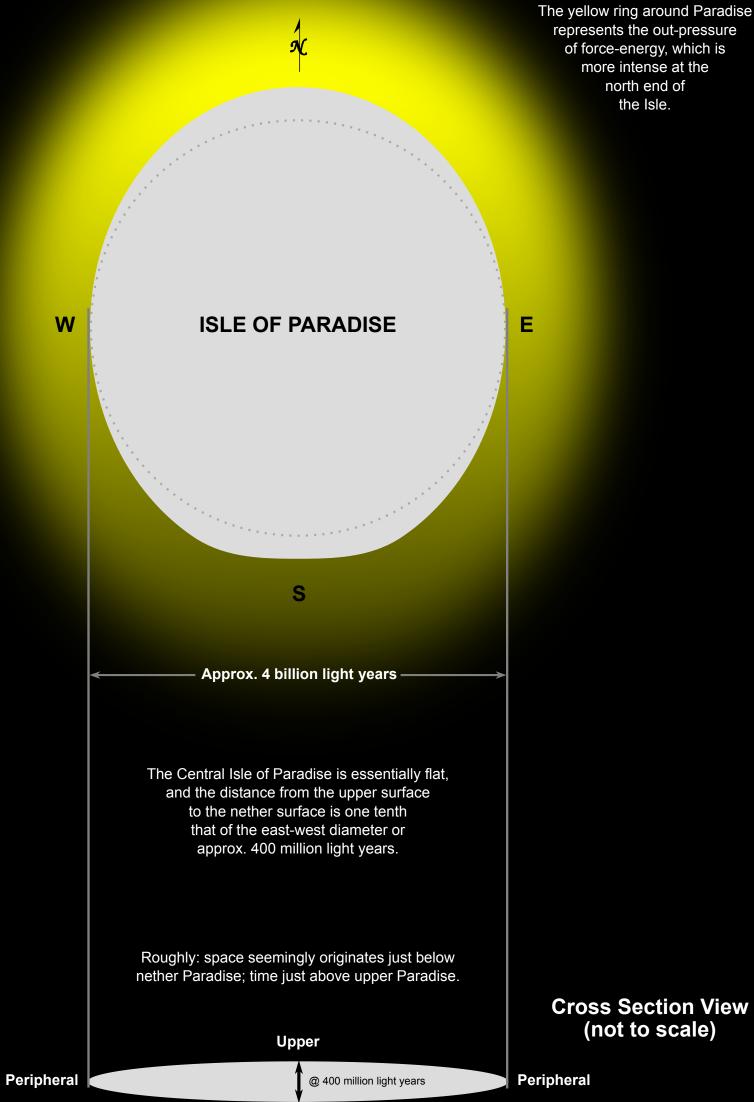


The central Isle ends abruptly at the periphery, but its size is so enormous that this terminal angle is relatively indiscernible within any circumscribed area. The peripheral surface of Paradise is occupied, in part, by the landing and dispatching fields for various groups of spirit personalities. Since the nonpervaded-space zones nearly impinge upon the periphery, all personality transports destined to Paradise land in these regions.

Neither upper nor nether Paradise is approachable by transport supernaphim or other types of space traversers. The Seven Master Spirits have their personal seats of power and authority on the seven spheres of the Spirit, which circle about Paradise in the space between the shining orbs of the Son and the inner circuit of the Havona worlds, but they maintain force-focal headquarters on the Paradise periphery. Here the slowly circulating presences of the Seven Supreme Power Directors indicate the location of the seven flash stations for certain Paradise energies going forth to the seven superuniverses. Here on peripheral Paradise are the enormous historic and prophetic exhibit areas assigned to the Creator Sons, dedicated to the local universes of time and space. There are seven trillion of these historic reservations now set up or in reserve, but these arrangements all together occupy only about four per cent of that portion of the peripheral area thus assigned.







## These differences in dimensions, taken in connection with its stationary status and the greater out-pressure of force-energy at the north end of the Isle, make it possible to establish absolute direction in the Master Universe.

Nether

## THE ETERNAL ISLE OF PARADISE

Since you are beginning to glimpse the enormity of the material universe discernible even from your astronomical location, your space position in the starry systems, it should become evident to you that such a tremendous material universe must have an adequate and worthy capital, a headquarters commensurate with the dignity and infinitude of the universal Ruler of all this vast and far-flung creation of material realms and living beings. Paradise serves many purposes in the administration of the universal realms, but to creature beings it exists primarily as the dwelling place of Deity. The personal presence of the Universal Father is resident at the very center of the upper surface of this well-nigh circular, but not spherical, abode of the Deities. This Paradise presence of the Universal Father is immediately surrounded by the personal presence of the Eternal Son, while they are both invested by the unspeakable glory of the Infinite Spirit. God dwells, has dwelt, and everlastingly will dwell in this same central and eternal abode. We have always found him there and always will. The Universal Father is cosmically focalized, spiritually personalized, and geographically resident at this center of the universe of universes. Here is God personally, literally, and actually present. And from his infinite being there flow the flood-streams of life, energy, and personality to all universes.

Paradise is the universal headquarters of all personality activities and the source-center of all force-space and energy manifestations. Everything which has been, now is, or is yet to be, has come, now comes, or will come forth from this central abiding place of the eternal Gods. Paradise is the center of all creation, the source of all energies, and the place of primal origin of all personalities. God's residence is central and eternal, glorious and ideal. His home is the beauteous pattern for all universe headquarters worlds; and the central universe of his immediate indwelling is the pattern for all universes in their ideals, organization, and ultimate destiny.

We speak of that surface of Paradise which is occupied with personality activities as the upper side, and the opposite surface as the nether side. The periphery of Paradise provides for activities that are not strictly personal or nonpersonal. The Trinity seems to dominate the personal or upper plane, the Unqualified Absolute the nether or impersonal plane. We hardly conceive of the Unqualified Absolute as a person, but we do think of the functional space presence of this Absolute as focalized on nether Paradise. The eternal Isle is composed of a single form of materialization — stationary systems of reality. This literal substance of Paradise is a homogeneous organization of space potency not to be found elsewhere in all the wide universe of universes. It has received many names in different universes, and the Melchizedeks of Nebadon long since named it absolutum. This Paradise source material is neither dead nor alive; it is the original nonspiritual expression of the First Source and Center; it is Paradise, and Paradise is without duplicate. It appears to us that the First Source and Center has concentrated all absolute potential for cosmic reality in Paradise as a part of his technique of self-liberation from infinity limitations, as a means of making possible subinfinite, even time-space, creation. But it does not follow that Paradise is time-space limited just because the universe of universes discloses these qualities. Paradise exists without time and has no location in space. Roughly: space seemingly originates just below nether Paradise; time just above upper Paradise. Time, as you understand it, is not a feature of Paradise existence, though the citizens of the central Isle are fully conscious of nontime sequence of events. Paradise exists without time. Motion is not inherent on Paradise; it is volitional. But the concept of distance, even absolute distance, has very much meaning as it may be applied to relative locations on Paradise. Paradise is nonspatial; hence its areas are absolute and therefore serviceable in many ways beyond the concept of mortal mind. Space does not exist on any of the surfaces of Paradise. If one "looked" directly up from the upper surface of Paradise, one would "see" nothing but unpervaded space going out or coming in, just now coming in. Space does not touch Paradise; only the quiescent midspace zones come in contact with the central Isle. Paradise has no location in space.

The inescapable pull of gravity effectively grips all the worlds of all the universes of all space. Gravity is the all-powerful grasp of the physical presence of Paradise. The center and focal point of absolute material gravity is the Isle of Paradise. Absolute gravity is Paradise gravity. Local or linear gravity pertains to the electrical stage of energy or matter; it operates within the central, super-, and outer universes, wherever suitable materialization has taken place. Paradise is the absolute source and the eternal focal point of all energy-matter in the universe of universes. Paradise is unique in that it is the realm of primal origin and the final goal of destiny for all spirit personalities. Paradise is the absolute of patterns; Havona is an exhibit of these potentials in actuality.

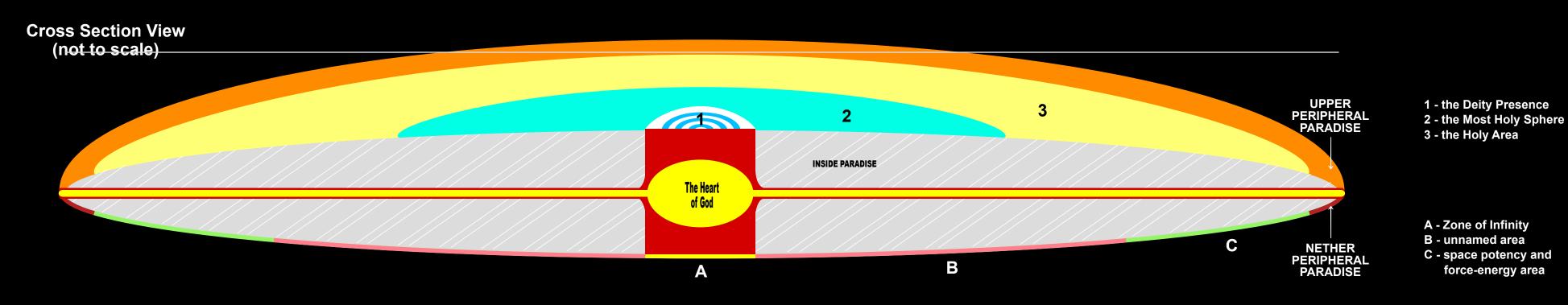
## PARADISE IS NOT A PERFECT ELLIPSE

The north pole of Paradise is elliptical in shape, and the south end of Paradise is square, or almost so. This is because Paradise is not a perfect ellipse. Why?lf Paradise were a perfect ellipse, it would fall over or roll over, and that is because perfection of shape is unstable. The concept is similar to that of a ship. If a ship had an equal height to the depth of its keel in the water, the ship would tile over. But if you make the ship taller than what is under water, it skates over the sea water with near perfection. Why? The ships that sailed the Atlantic in the times of Columbus, had keels too big for their rigging. Those keels had to be reduced by 50 percent to make them truly sea worthy. When Columbus tried to right his ship after a storm, he discovered that the ship was water logged under the gunwales and that made him angry that ship builders did not understand that wood becomes water logged when it must sit in the water with too much compression on it. That is what happens with Paradise. Paradise has to be irregular in its depth perception. Paradise rides space on its nether side, and that is why the Unqualified Absolute is able to shoot out raw materials that become Ultimatons for the Trinity to grab and stamp with identity so those Ultimatons may travel without being destroyed by the Arcs of Infinity, a zone near peripheral Paradise that guards the coming and going of entities onto and out of Paradise. This is something no one will ever understand about Paradise without being told about it.

Some useful Urantia Book references about The Isle of Paradise

The Foreward section of the Urantia Book discusses Paradise extensively.

Part I Paper 11 deals entirely with Paradise.



Version 1.0 - December 2