

# The Colonization of Tiamat

## Part V: The Annunaki Strike Back

--daniel

*It is a dark time for the  
Rebellion. Although the misconceptions of  
modern astronomy have been destroyed,  
conventional astronomers have driven the  
Rebel forces from their hidden  
basement and pursued them across  
the solar systems, still claiming they are galaxies.*

*Evading the dreaded Royal Astronomical  
Society, a group of free  
thinkers led by Daniel Earthwalker  
has established a new secret  
basement in the remote ice state  
of Montana.*

*The evil lord Darth Enlil,  
obsessed with finding young  
Earthwalker, has dispatched  
thousands of seraphim into  
the far reaches of the wilderness...*

Many common sense concepts accepted as *truth* in the 19<sup>th</sup> century have now been delegated to the realm of “poopoo” by our hyper-educated, modern scientific thinkers. And so it was with the concept of the *æther*—or more accurately, being so embarrassed to discover that these 19<sup>th</sup> century researchers were actually *right*, these scientists hid the concept in the dark—*dark matter*,<sup>1</sup> to be specific. None of the 19<sup>th</sup> century *æther* researchers are mentioned in dark matter research so these experts can get their own claim to fame for this brilliant, new, centuries-old idea to explain why the Universe isn’t behaving the way it should... according to modern theory.

To assist in the later developments of the colonization of Tiamat, two concepts are going to be introduced, again using the context of Dewey B. Larson’s *Reciprocal System* of theory:<sup>2</sup>

1. A new concept of *æther*, being that of the projection of Larson’s *cosmic sector* (the realm of *3D*, *coordinate time* and *clock space*) into *yin space* (“equivalent” or vortex space).
2. The *hollow planet theory*—not just a hollow Earth, they are *all* that way—stars and moons, too!

But as usual, conventional thought tends to be a bit backwards—or in this case, inside-out.

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1 Wikipedia: “Dark matter is a type of matter hypothesized in astronomy and cosmology to account for effects that appear to be the result of mass where no such mass can be seen. Dark matter cannot be seen directly with telescopes; evidently it neither emits nor absorbs light or other electromagnetic radiation at any significant level.”

Which happens to be the exact description of *æther* in 19<sup>th</sup> century texts. Dark *energy* is normally associated with *æther*, but that is simply Larson’s *progression of the natural reference system*.

2 Books and papers on the *Reciprocal System of theory* can be downloaded for free at <http://reciprocalssystem.org>

## Æther Theory

*“There is no space without æther and no æther which does not occupy space.”*

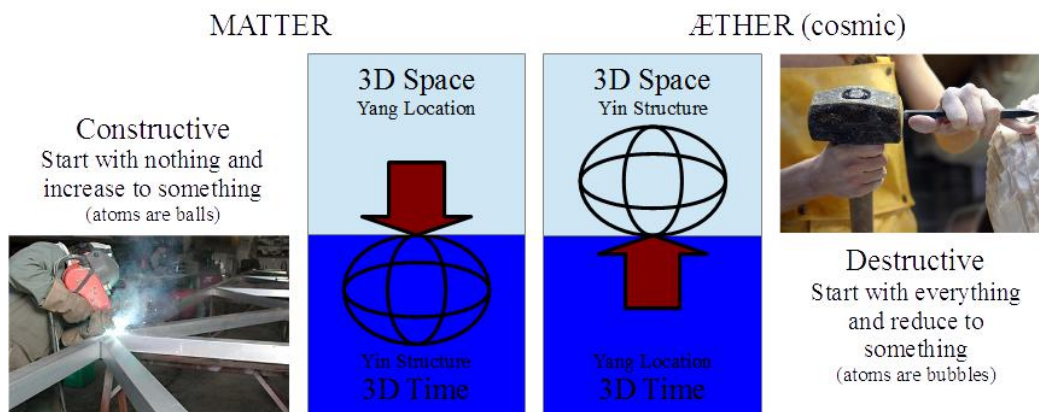
– Sir Arthur Stanley Eddington, *astrophysicist, 1882-1944*

The Reciprocal System is based on a reciprocal relation between space (s) and time (t) that we conventionally refer to as the ratio of *speed* (s/t) or *energy* (t/s). In the universe of motion, that is *all* you have to work with—space and time—*nothing else*. With only two choices it greatly simplifies understanding, because we already know all about 3D space with clock time. We observe space as a *vacuum*, with *stuff* (particles, atoms and molecules) in it. Since space is *empty*, that “atomic stuff” *cannot be space*—so the only other choice is *time*.

Larson’s atoms are simply a *temporal rotation* in three dimensions—in other words, the “stuff” of the atom is a *physical structure* in 3D time that is given a *coordinate location* (a point) in our observable, coordinate grid of space. The *location* is in space (yang), the *structure* is in time (yin).<sup>3</sup> This also tells us something important: we consider atoms to be *solids* (in various states) and *atoms are time*, so therefore ***time appears as a solid***—and that is the stuff of *æther*—the “solid of time.” All of our material particles, atoms and molecules are basically little balls of solid æther stuck on a 3D, empty spatial grid, exactly as the 19<sup>th</sup> century researchers said.

Now consider the reciprocal perspective. Larson agrees with Eddington in that everything that *exists in space also exists in time* and everything that *exists in time also exists in space*. And that includes three dimensions of space, three dimensions of time and clocks: *clock time* and *clock space*. Observation tells us we have locations in space and structure in time, so the reciprocal must also exist: *locations in time* with corresponding *structure in space*. This is what the early researchers called the *ætheric* realm and what Larson calls the *cosmic sector*.<sup>4</sup>

This interpretation of “space as empty” and “time as full” allows for *both* the conventional, material perspective of “little balls of time in the vacuum of space” and the original cosmic/ætheric concept of “little bubbles of space floating around in the solid of time”<sup>5</sup> to happily *coexist*, creating a more complete view of *The Structure of the Physical Universe*.<sup>6</sup>



3 If you are familiar with the yin-yang model of the Universe, just substitute *space* for *yang* and *time* for *yin*, and you basically have Larson’s theory. Once you get through the conceptual hurdles, it’s very much the *Tao of Motion*. (Recent RS2 research now identifies *equivalent space*, the rotational projection of time into space, as *yin space*.)

4 As discussed in “[Homo Sapiens Ethicus](#),” the life unit is an aggregate of material and cosmic molecules, therefore having location and structure in *both* sectors.

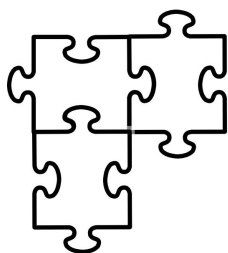
5 Analogous to the Theosophical concept of “bubbles of koilon.”

6 Larson, Dewey B., *The Structure of the Physical Universe*, North Pacific Publishers, Portland, OR, 1959.

## Motion, in a Universe of Motion

With only space and time to work with and the definition of motion being a relation of space *to* time, there are *only two possibilities* that constitute “not motion”: s/s and t/t.

When a motion with a net displacement in space interacts with another motion with a net displacement in time, they pass through each other because the relationship of s/t or t/s *constitutes motion*. But when two motions meet that have net displacements in the *same aspect*, they get stuck together because space-to-space and time-to-time *do not constitute* motion. This is how motions (particles, atoms and molecules) build up to bigger motions. *Chemistry* determines how atoms stick together, described by Larson in the latter half of *Nothing But Motion*<sup>7</sup> as just a process of *speed* and *orientation*—from which the concept of *valence* is derived.<sup>8</sup>



In the Reciprocal System, chemical combination is a process of neutralizing speed by orienting atoms geometrically, much like assembling the pieces of a puzzle together—just need to arrange the pieces so the proper tabs and holes line up. The consequence is that *structure* in one aspect alters *location* in the other. We normally see just one side of this system, the material one, where structure in time (atomic properties) alters locations in space (physics and chemistry). The ætheric side follows the same rules, with the aspects of space and time reversed, but is interpreted more *metaphysically*—structure in space (Sacred Geometry) alters locations in time (electric, magnetic and bioenergetic fields). Just by understanding this “inverse chemistry,” one can easily comprehend concepts such as *ley lines*<sup>9</sup> and *Feng shui*<sup>10</sup>—how spatial orientation affects energetic fields.

This can be demonstrated with the common electron moving through a conductor. In the Reciprocal System of theory, the electron is a “rotating unit of space.” As such, it has its *structure in space* and its *location in time*—surprise, surprise—they got it backwards again! The electron is *æther*, not matter!<sup>11</sup>

All material atoms are rotations in time, so an electron can pass through the time of the atom (space-to-time constitutes motion) and we call that *electric current*, the flow of little bubbles of space in the solid, temporal atomic rotation of atoms—conventionally called a flow of “holes” in electronics (one of the few concepts that isn’t backwards).<sup>12</sup> Because of this ætheric structure, we should see some modification of coordinate time—and we do, the resulting *electromagnetic field* when current flows

7 Larson, Dewey B., *Nothing But Motion*, North Pacific Publishers, Portland, OR, 1979.

8 *valence*, definition: “the quality that determines the number of atoms or groups with which any single atom or group will unite chemically.” In the Reciprocal System, *all chemical bonds are the same*, using orientation to cancel net atomic speeds.

9 Watkins, Alfred Watkins (1925). *The old straight track: its mounds, beacons, moats, sites, and mark stones*. Methuen & Co Ltd. “Ley lines are supposed alignments of numerous places of geographical and historical interest, such as ancient monuments and megaliths, natural ridge-tops and water-fords. The phrase was coined in 1921 by the amateur archaeologist Alfred Watkins, in his books *Early British Trackways* and *The Old Straight Track*. He sought to identify ancient trackways in the British landscape. Watkins later developed theories that these alignments were created for ease of overland trekking by line-of-sight navigation during neolithic times, and had persisted in the landscape over millennia.”

10 *Feng Shui* (wind-water) is a Chinese philosophical system of harmonizing with the surrounding environment.

11 The *positron* is the rotating unit of time, the “matter.” The reason that electrons are abundant and positrons are rare in the environment is simple: the space of the electron passes *through* the time of atoms (space-to-time is motion), whereas the time of positrons gets stuck in the time of the atoms (time-to-time is not motion). Atoms absorb positrons, but allow electrons to pass.

12 Though they do put out a lot of effort into making things backwards, as P.A.M. Dirac said, “an ordinary electron ‘rests’ on the Dirac sea, whereas a positron exists as a ‘hole’ in that sea.”

through a wire and the electromagnetic field, in turn, will affect coordinate space rearranging objects along “lines of force.” Once you understand that there are two halves (sectors) of the universe that are constantly interacting using the *laws of motion*, not *laws of matter*, it becomes quite easy to understand how everything affects everything else.

Most of the interactions we are familiar with are mechanical or electronic, which are 1-dimensional interactions with 3-dimensional structures. Mechanical systems work with vectors and electronics work with the 1-dimensional rotational system of electrons. Life, Larson’s “life units” as described in *Beyond Space and Time*,<sup>13</sup> are an interaction of a 3-dimensional material structure with a 3-dimensional cosmic structure; our *body is matter* and our *soul is æther*.<sup>14</sup> And that is Larson’s definition of *life*: a stable (harmonious or sympathetic) combination of a material aggregate with a cosmic aggregate. Life is essentially a *stable* matter-antimatter reaction.

As mentioned in “Geochronology,”<sup>15</sup> when a star goes supernova the core is accelerated to faster-than-light speeds, creating cosmic (ætheric) matter. The supernova remnants, such as white dwarf stars, planets and moons, are a combination of 3D matter *and* 3D æther.

Therefore, by Larson’s *definition*, planets are *alive* and subject to the *laws of life*. Say “hello” to *Gaia*<sup>16</sup>, or perhaps I should rephrase that to, “hollow” to Gaia—and here’s why...

## Hollow Down There!<sup>17</sup>

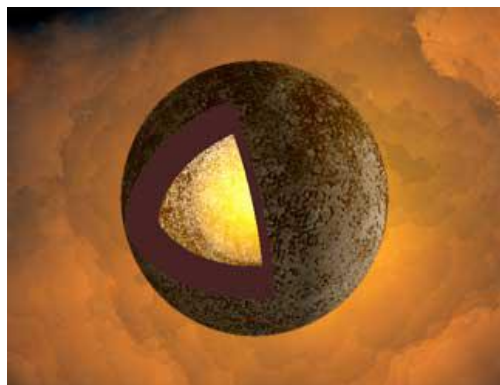


Figure 1: Cutaway View of Objects with FTL Cores

*“There are invisible worlds besides those perceived by us in our planetary system, unreachable centers of ethereal structure about us that stand in a higher plane of development than earthy matter; which is a gross form of disturbed energy.”<sup>18</sup>*

One of the many natural consequences of faster-than-light motion in the Reciprocal System is the conclusion that FTL motion does *not* “time travel” to the past or future, but causes *inversion* of physical structure.<sup>19</sup> The moons and planets in *stable* orbits, being composed of a similar “inverse density” structure to white dwarf stars, have led to the conclusion that they are *hollow at the center* (lowest density) with a dense, protective surface.<sup>20</sup>

The concept is simple enough; those points of light in the heavens have a luminous surface with a dark, dense, temporal *core*.<sup>21</sup> Take its geometric reciprocal by yanking it inside-out and you get a dark, dense *surface* with a luminous core. In astronomy, the former is called a *star* and the latter, a *planet*.

13 Larson, Dewey B., *Beyond Space and Time*, Tucek & Tucek, 1995.

14 The cosmic, 3D time structure of the soul is the origin of the concepts surrounding the *ætheric body*.

15 Phoenix III, Daniel, “*Geochronology*,” page 9, “The Early Structure of the Solar System.”

16 The personification of the Earth.

17 Word play on the 1969 film, “*Hello Down There*,” which is the story of a family living in a prototype underwater house.

18 Drury, Llewellyn, *Etidorhpa or The End of Earth. The Strange History of a Mysterious Being and The Account of a Remarkable Journey*, 8<sup>th</sup> Edition, The Robert Clarke Company, Cincinnati, 1897, p. 76.

19 Larson, Dewey B., “*The Density Gradient in White Dwarf Stars*” discusses how the imploding core of a supernova explodes in *time*, causing contracting and inversion of density in space.

20 Bodies without orbits, or in elliptical orbits, are simply inanimate and wholly material.

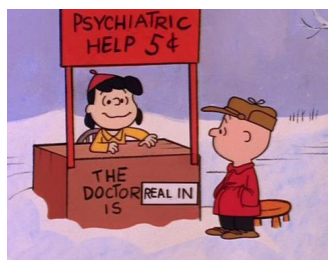
21 Coronal holes, “... regions where the sun's corona is dark” (NASA) are indicative of this.



Historically, the discovery of this “inverse density gradient” of the Earth was by unrelated means, from seismic soundings of earthquakes, deep mining, esoteric knowledge or metaphysical research that has been historically documented as the *Hollow Earth theory*. Larson’s astronomical structure, as described in *The Universe of Motion*<sup>22</sup> not only indicates that the Earth is hollow, but *all* of the other planets, moons and dwarf stars follow the same pattern: a *hollow planet* theory. Because the “hollow planet” is a *natural consequence* of the Reciprocal System, you do not need people channeling Extraterrestrials nor Admiral Byrd writing a diary as he flies into a polar opening to describe it. The structure of the interior can be logically *deduced* in enormous detail.

The formation of white dwarfs, planets and moons are a consequence of a stellar or planetary explosion with sufficient energy to blow off the surface layers in an explosion in space, while concurrently imploding the heavier elements in the core, creating an *explosion in time*. What we see in space is a cloud of debris and a small, hard core that initially *looks* like a “black hole,” though it is just matter moving at superluminal velocities emitting X-rays and gamma rays, as described by Larson in his paper on “Astronomical X-Ray Sources.”<sup>23</sup> An interesting point here is that the black hole, being matter in the ultra-high speed range, will exhibit *anti-gravity motion* in space—not sucking in all the matter around it like the drain in a cosmic sink, but *repelling* matter (after all, that’s what *anti-gravity* does). So what is seen in telescopes is an invisible (faster-than-light) source of intense gravity, that has pushed all the debris around it out into a ring,<sup>24</sup> misunderstood as an *accretion disk*. Because this “black hole” is still a material structure,<sup>25</sup> the temporal motion will eventually degrade increasing in visible, infrared and radio emissions, changing it into a brown dwarf. Give it enough clock time, that black hole will simply cool down to the white dwarf, then starts heating up to join the main sequence of stars.

## Outsides are In; Insides are Out



Faster-than-light speeds are *motion in time*, taking place in the cosmic sector or ætheric realm. What we find is that planetary bodies have *spatial shells* and *ætheric cores*, their version of a “body” and “soul,” unless you happen to be standing on the ætheric core—then the shell is ætheric and the *core* is *spatial*. That’s the tricky bit to understanding geometric inversion in four dimensions<sup>26</sup>—points and volumes swap places, so when making the transition from space to time, things get yanked inside-out.

Consider the atom described earlier, a volume of time located at a point in space. Now apply that to a *planet*—the Earth is a “volume of time” located at a “point in space,” our orbit. The core of the planet would then be a volume of space—the electric, magnetic and gravitational “fields” located at a point in time, with a “temporal orbit” around the ætheric core of the sun. This is also why planets have stable orbits. Gravity is *inward in space*, but the *cosmic gravity* of the ætheric core is *inward in time* and due to the reciprocal relation of space to time, must be *outward in space* as *antigravity*. It is this push-pull arrangement that locks a planet in orbit. All stars and supernova fragments have this inside-out, outside-in structure to them.

22 Larson, Dewey B., *The Universe of Motion*, North Pacific Publishers, Portland, OR, 1988.

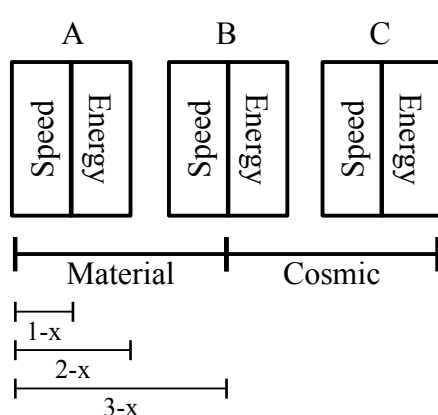
23 Larson, Dewey B., “*Astronomical X-Ray Sources*,” ISUS, Inc., Salt Lake City, UT, 1974.

24 Motion in 3D time is observed in 2D “equivalent space” like a shadow, tending to take a planar geometry, such as a ring.

25 Stellar structures that have sufficient temporal velocity to move into the cosmic sector are called *quasars*, not black holes. Once motion crosses that unit speed boundary, the black hole becomes its reciprocal: a white hole, which will eventually disappear from observation as temporal gravity pulls its structure into the unobserved, ætheric region.

26 I had put this at “three dimensions,” but that is not technically correct. In the material sector, there are three dimensions of space and one of time (clock time), requiring four independent variables to express—a 4D system.





Larson defines three material speed ranges, normally used in astronomical context, where they are most apparent:

- 1-x: “Low speed,” the conventional realm of a 3D, gravitational system.
- 2-x: “Intermediate speed” used to explain motions in equivalent space that seem to be immune to the effect of gravity.
- 3-x: “Ultra high” speeds that exhibit anti-gravity motion that moves opposite to the pull of gravity, such as pulsars.

But there is a problem with Larson’s model—the second scalar dimension (B) is split in half, meaning that it operates *differently* than the other two (A, C). Because all three scalar dimensions are *independent*, they must all be *identical*, having the same structure and properties.

The RS2 reevaluation found a solution to this problem that requires an understanding of a strange geometric concept called a *quaternion*. No, it is not a Chubby Checker dance—though it twists like one!<sup>32</sup>

A quaternion is basically a complex number<sup>33</sup> in three dimensions. But first, let’s fix a misunderstanding about “imaginary numbers” that was *deliberately introduced* to prevent researchers from putting math and equations to ætheric structures.

### Quaternions: Forbidden Knowledge of the Mathematicians<sup>34</sup>

In the beginning of the 19<sup>th</sup> century, non-Euclidean geometries began to generate interest and the old, mathematical rules that had stood for nearly two thousand years were brought into question. The *complex number*  $i = \sqrt{-1}$  had entered the field and upset the applecart of the mathematicians. It *looked* like a rotation, but mathematicians were unsure what to attribute it to, while physicists remained blissfully ignorant. Sir William Rowan Hamilton of Dublin (1805-1865), aware of the controversy over the complex numbers, set out to find a consistent algebra for these numbers. He realized that this algebra related to the physical concept of *time*, saying that this “Algebra... viewed not merely as Art or Language, but as the Science of pure Time.” If one complex number generates a rotation, he figured, two complex numbers should cover all of 3D space. But, way back in 1843, he discovered that it needed *three* complex numbers, labeled: *i*, *j* and *k*, to function with 3D space. These complex numbers, corresponding to the three *rotational axes*, along with the *real number*, make up the *quaternion*, following these rules:

$$i^2 = j^2 = k^2 = ijk \quad ij = k \quad ji = -ji \\ q = \omega + \langle ix + jy + kz \rangle$$

Where  $\omega$  was the real number, a *scalar* (magnitude only) and  $\langle ix + jy + kz \rangle$  was a 3-dimensional *vector*. Hamilton was the first to introduce the terms “scalar” and “vector.” He

32 Hank Ballard and the Midnighters, “The Twist,” a pop song popularized by singer Chubby Checker in 1960.

33 A complex quantity is a pair of numbers with “real” and “imaginary” components. The real portion is the conventional numbering system, and the imaginary part is based on the equation:  $i = \sqrt{-1}$ , to which there is no “real” answer—hence, “imaginary.” But note that all our electronic technology is based on the imaginary number, so it must have some real existence.

34 This historical section on quaternions was provided by Prof. Gopi Krishna Vijaya, Ph. D. specifically for this paper.

also introduced non-commutativity (the order in which mathematical operations were performed, *mattered*). This is sensible in terms of rotation, as rotating around X-axis and then along Y-axis is different from rotating first around Y and then along X.

To those who had no idea what *one* complex number meant, let alone three, this was scary. But this triplet proved quite useful and Maxwell incorporated them in his famous equations of electromagnetism. This brought them into the domain of physicists and caught the attention of Josiah Willard Gibbs (1839-1903) and Oliver Heaviside (1850-1925). Both of them, independently, tackled quaternions in Maxwell's works and decided to *remove* the complex nature of the numbers. Physics of the time had no rotations to map complex numbers to and, as a result, the physicists preferred the *linear* "real number" version.

Heaviside complained: "how can the square of a vector be negative?" So they *dropped the complex numbers* and forced the vector part of the quaternion into modern Vector Analysis or Vector Algebra, using rules like *cross product* (the "right hand rule" in electromagnetism). The scalar part was kept aside, with rules relating to the *dot product*. The quaternion was broken into two convenient pieces: *scalars* and *vectors*.

Hamilton's supporters were not going to accept this dismemberment without a fight, and their fight (see *A History of Vector Analysis*<sup>35</sup> by M. Crowe) involved eight scientific journals, twelve scientists, and roughly 36 publications between 1890 and 1894. After this, with the increased utility of the vector algebra, practical concerns won the day and quaternions were pushed out of the mainstream. Vector algebra that is still taught today got entrenched into the textbooks.

However, an idea whose time had come could not simply be squashed out of existence simply for convenience's sake. After a couple of decades, the notion of quaternion would again poke out in two different streams. One stream picked up the complex number again and incorporated it into a 4D space-time. This is what we now know as *Special Relativity*. Another stream picked up the non-commutativity as well, giving rise to *Quantum Mechanics*.

Paul Dirac, one of the pioneers of this subject, was fascinated by Hamilton's work and even introduced the Hamiltonian equation into quantum mechanics. Quaternions was resurrected again, as were complex numbers, but without a clear connection to their history. All the troubles in understanding quantum mechanics to this day stem from the properties of the complex number and non-commutativity of quaternions, the same thing Hamilton was tackling two centuries ago. Both mathematicians and physicists have been at a loss to explain how physical quantities can be "imaginary," where the rotation called "spin" comes from and how the *order* of physical measurement matters.

Since imaginary numbers *cannot be directly represented* on the real number line, *non-locality* was introduced into physics, which was another hard pill to swallow. Understanding the quaternion as an *expression of rotation* hence not only clears up these problems, but clears the way after nearly two centuries of being lost in the woods.

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35 Crowe, Michael J., *A History of Vector Analysis*, Dover Publications, Inc., New York, 1985.  
ISBN: 0486649555, ISBN-13: 9780486649559.



## Imagine That

If you look up “imaginary numbers,” you will quickly discover that they are treated the same way as “real” numbers, but placed on an orthogonal axis. That is because conventional science, like Larson’s original work, is very much a linear, yang system and had no way to express the rotational, yin system that the imaginary quantity represents. At least Larson made an attempt at it by introducing his concept of a *rotational base*, which forms the base of all particles and atoms.<sup>36</sup> This resulted in Larson splitting his “dimension of scalar motion” into two *units of motion*—speed, a linear, *kinetic vector* and energy, *torque*, the energy of rotation—basically, how fast a ball is moving in a straight line, and how fast it is spinning as it moves. Larson’s “two units” of a scalar dimension are actually a *complex* quantity:  $Re(speed) + Im(energy)$ , though he never realized it.

In order to better understand the 3D quaternion, let’s first look at the 1D “complex” version. The conventional Argand diagram with a *real* (x) and *imaginary* (y) axis is basically a comparison of apples to elephants, two different concepts trying to be expressed the same way. This added a great deal of confusion to what would otherwise be a very simple concept: that of *turning around*.

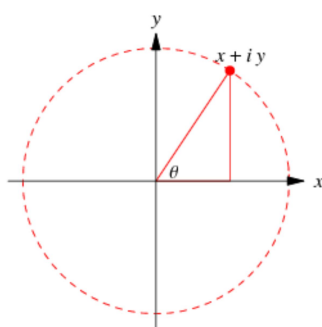


Figure 2: Argand Diagram

Linear geometry is *additive*, 2 feet + 3 feet = 5 feet and you stay on the same line of motion, but rotational geometry is *multiplicative*, 2 feet  $\times$  3 feet = 6 *square feet*. Or, in the “imaginary” sense, if you do a rotation of “ $2i$ ,” then rotate again by “ $3i$ ,” you get  $2i \times 3i = 6i^2 = -6$ . You did not move linearly, but spun around an unrepresented axis that is sticking out of the page on the graph, ending up *not with an area*, but on the same axis pointing in the opposite direction. Imaginary numbers are better expressed as “rotational operators,” usually represented by the letters *i*, *j* and *k*, and serve the purpose of telling you that the associated magnitude refers to *rotation*, not *translation*.

The 3D version is actually quite simple—if you treat a *rotational operator* as a *rotation*. To accomplish a 3-dimensional rotation, try this example:

1. Take your right arm and point forward. This front-back line, formed by your arm, is the “real” axis. Forward is +1 and behind you is -1. This is an arbitrary selection, as you can start in any direction and call it “forward” or the “real” axis. It is just the starting direction of rotation.
2. Now, rotate your shoulder so your arm points straight up. This is a rotation of *i*, being made in the plane formed by the vertical and where your arm was pointing. Note that a rotation occurs *in a plane*, not up a line, about the axis that is orthogonal (perpendicular) to the plane of rotation.
3. Rotate your arm so you now point to the right. That is a rotation of *j*, in the plane orthogonal to the real axis, so we are actually rotating *about* the real axis, going from pointing up, over to pointing right. Note that the *j* axis and real axis *are the same axis*—except when doing “real” motion, we are *sliding* your arm in and out, rather than *twisting* it in a rotational fashion.



<sup>36</sup> This has been a point of contention in the Reciprocal System for decades, as Larson insisted that “you *can* have motion without something to move,” but at the same time, *could not* have rotation, without something to rotate. The RS2 reevaluation addresses this problem by including “rotation without anything to rotate” as a natural consequence. See: KVK, Nehru., “[The Law of Conservation of Direction](#),” *Reciprocity* XVIII, No. 3, page 3.

4. There is only one plane left that you have not moved in, the horizontal one. Take your arm and rotate it around horizontally until you are pointing backwards. You are now pointing at “-1” on the real axis. This is a 3D, quaternion rotation. Also note that your hand is upside-down from where it started.



Your arm is *always* rotating in a plane, not moving up or down an axis, as the Argand diagram does. Think of it in these terms and you will start to understand the rotational, vortex-like action of aether.

An easy way to remember how imaginary numbers (rotational operators) work, is to think in terms of how an airplane, submarine or spaceship turns: *roll*, *pitch* and *yaw*. That’s the “imaginary vector” of the quaternion, where the line of flight is the “real” component.

## Revisiting Speed Ranges

With an understanding of the quaternion as a 4-dimensional quantity, consisting of one real and three rotational operators, we can apply that knowledge to what Larson was trying to express with his “speed ranges,” switching between speed (translation) and energy (rotation).

As discussed in prior papers, the *natural datum* of the Reciprocal System is *unity*. Everything starts with *one* (unit, outward speed), and “displaces” away from it. When we look at moving through a 3-dimensional, quaternion rotation, one finds that it parallels Larson’s three speed ranges, with the 1-x being the *i* rotation, 2-x being the *i.j*, and 3-x being the *i.j.k* = -1 (inward speed).

Speed Range	Rotation [ $\omega$ $\langle i j k \rangle$ ]	Function
1	1 0 0 0	Outward (+1) progression of the natural reference system known as the <i>Hubble expansion</i> .
1-x <i>low</i>	1 i 0 0	Our conventional reference frame of the 1-dimensional, <i>dielectric</i> rotation described by vectors and spins.
2-x <i>intermediate</i>	1 i j 0	Since $i.j = k$ , appears as a 1-dimensional motion but with 2D properties— <i>electromagnetism</i> .
3-x <i>ultra high</i>	1 i j k	Since $i.j.k = -1$ , net inward motion in 3 dimensions: <i>gravitation</i> .

By doing this 3D “twist,” we now have the equivalent of Larson’s *direction reversal*, an inward motion that can counter the outward progression to create a tangible object. But it goes beyond that.

## The Structure of the Living Planet

Up to now, the structure of the planet has always been considered to be *inanimate* by geophysicists and the like. But in Larson’s posthumous publication of *Beyond Space and Time*, he revealed the true nature of life as a *stable combination of material and cosmic rotations*, a “matter-antimatter” reaction that *implodes* to produce living energy, *bioenergy*. Not long thereafter, it was recognized that life behaved much the same as *intermediate speed* motion, which was normally associated only with astronomical objects.

We already know that planets are inside-out stars, with a 3-dimensional, *spatial* exterior and a 3-dimensional, *temporal* interior. In order to get from one to the other, we must move not only through *all three* speed ranges of the material, spatial half of the structure, but also the three cosmic speed ranges, to reach to the opposite extreme and get a complete picture of what a planet actually looks like.

First, we need to identify these “opposite extremes.” In the Reciprocal System, everything is based on *discrete units* or *quanta*. What that means is that the *smallest quantity* you can have of anything is *one*. You cannot have “none” of anything (0), nor can the universe “owe you one” (-1). You either have one or more of something or you do not have it at all.

We must consider that *gravity* works that way. As we move away from the Earth, we reach a point where we *no longer have* at least one unit of inward motion (gravity) and the pull of gravity just *disappears*, completely. It doesn’t slowly fade away, it just *stops*. That is termed the *gravitational limit*.

Without gravity, we also do not have a 3D, spatial coordinate system, because we no longer have a *center* to pull things towards, to give us some kind of orientation as to what is up and down. Outside the gravitational limit, everything *progresses*—it just wants to just fly apart at the speed of light. This is observed as the Hubble expansion, the scalar expansion of the Universe by astronomers. Yet, when they are taking photos of distant objects, they never consider that space is acting *differently* between “galaxies.”<sup>37</sup> They just assume it works exactly the same way it does in their living room.

But, what is particularly interesting about the gravitational limit, is that it is also the place that allows the *transition* from motion in space to motion in *time*. Space/time is a fraction of the speed of light,  $1/n$ , the speed of light is unity,  $1/1$ , so time/space, the cosmic, ætheric realm, must be  $n/1$ . To go from  $1/n$  to  $n/1$  requires passing through  $1/1$ , the gravitational limit, which acts like a “light speed barrier” much like a “sound barrier.”<sup>38</sup>

For our world, the outer gravitational limit is just outside the orbit of the Moon, about 300,000 miles away. This forms an impenetrable barrier<sup>39</sup> to our technology, because our rockets are based on *vectorial* motion through coordinate space. Past the gravitational limit, there is *no* coordinate space, so rocket engines just don’t do anything (conventional laws of physics do not apply in a scalar zone).

Why is this important? Let’s take the flip side—we know that the temporal core of our planet is moving in time, not space, so somewhere inside the Earth there must be an “inner” version of the gravitational limit, to allow that transition between motion in space and motion in time to occur. And when we “dig deep,” that is what we find inside the structure of the Earth.

I would like to note that when it comes to space travel, *Science is Fiction*.<sup>40</sup> All those wonderful photos that the United States space agency, *Never A Straight Answer* (NASA) has been publishing are just *computer simulations* of telescopic images. Their reasoning is quite logical—if *we* can’t get there, *you* certainly aren’t going to, so you can never prove these are fake and we’ll just put on a good show to get lots of money from the ignorant masses. What a wonderful world we live in.

37 Galaxies are actually newly forming solar systems. See: “The Colonization of Tiamat (Part IV)” for details.

38 The sound barrier or sonic barrier is a popular term for the sudden increase in aerodynamic drag and other effects experienced by an aircraft or other object when it approaches supersonic speed. When aircraft first began to be able to reach close to supersonic speed, these effects were seen as constituting a barrier making supersonic speed very difficult or impossible.

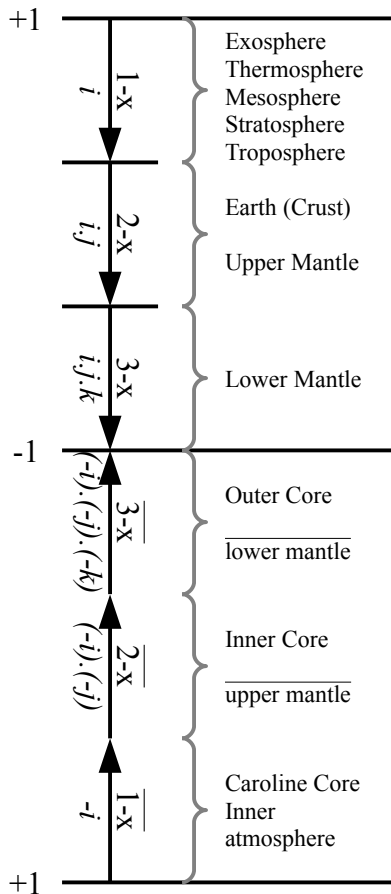
39 Referred to as the “stargate” by Michael Tsarion, in his lectures. The New World Order mistakenly assumes that this *natural* barrier is some kind of quarantine field created by extraterrestrials, powered by technology on the moon. Sorry, NWO, but your energy-based weapons won’t make a dent, because your EM weapons that operate at the speed of light, cannot pass a light speed barrier.

40 Phoenix III, Daniel, “*Science is Fiction*,” July 6, 2015 blog post on <http://conscious hugs.com>

## The Material Aspect of Tiamat: Earth

Let's take a detailed look at the structure of Tiamat, our watery world, to see how these pieces fall into place. With that, we can make some mythological connections and identify the ancient worlds.

Humanity knows very little about what is underneath the ground, mainly because it has been covered up with all kinds of dirt, for centuries. The Powers That Be would have quite a mess on their hands if the general muggle population were to become aware of the facts that “we are not alone,” and it isn't as much from “out there” as “in here,” right beneath our feet.



But before we get beneath our feet, let's put our heads in the clouds and start at the outer, gravitational limit and work down, following the pull of gravity.

Using our new understanding, we find that the low speed range (1-x) is primarily 1-dimensional in nature, composed of electric charge and thermal motion. If we look to the sky, we find just that. Firstly, is the *exosphere*, a region of charged particles followed closely by the *thermosphere*, “hot stuff” with metal-melting temperatures reaching 2000 °C (3,630 °F).

As we approach the surface, we run in to the *ionosphere*, where the electric effects meet interference from the now nearby intermediate speed range (2-x) of the crust. Below that, the *mesosphere*, *stratosphere* and *troposphere* form the gravitationally-bound pile of gaseous atoms we call our atmosphere—but still exhibit strong, electrical effects, such as lightning, cosmic rays, elves and sprites.<sup>41</sup>

The transition from low to intermediate speeds is about 30 miles beneath our feet, at the junction between the crust to the upper mantle. Here we see the transition from primarily charge and thermal motion, to electromagnetic motion.

As mentioned earlier, the intermediate speed range is the *region of life*, and what do we find just above the surface, on the surface and immediately below it? Birds, trees, bugs, people, fish and burrowing critters—the region is *loaded* with life, as expected.

But it does not stop there, as the intermediate speed region extends down about 250 miles, which means *life* also extends at least that far. There are records from all over the world, documenting all manner of cave-dwelling life, from Dwarfs, Goblins, Kobolds, Knockers, Abandonero, Tero, Nagas,... to the Gods, themselves, with their huge, underground empires. Why would so many of these stories exists in every ancient culture across the planet, if there was not an element of truth to them?

As we move into the ultra-high speed range (3-x), rock starts to thin out because of incompatibility with the approaching “center of gravity,” much like the atmosphere begins to thin out with altitude. When we reach the bottom of this limit, indicated as “-1” on the graph, solid rock has become more gaseous in nature, creating a zone of mist.<sup>42</sup> It is this “inverse gravitational limit” where all things come

<sup>41</sup> Elves and sprites are a form of upper-atmospheric lightning (or ionospheric lightning), a family of short-lived electrical-breakdown phenomena that occur well above the altitudes of normal lightning and storm clouds.

<sup>42</sup> Yes, this is the same mist described in my paper, *Homo Sapiens Ethicus*, as part of the death/dying process. A soul can make this journey, as well as a body—but only if you are on your way to Hell.

to rest, and, being spherical in shape at the lower mantle / outer core boundary, is referred to as “the sphere of rest” in ancient literature. It is at this point that the push of gravity from above meets the push of gravity from below—canceling each other out, resulting in a zone of weightlessness. As described in *Etidorhpa or The End of Earth, The Strange History of a Mysterious Being and The Account of a Remarkable Journey*.<sup>43</sup>

“You are to proceed to the Sphere of Rest with me,” he replied, “and in safety. Beyond that an Unknown Country lies, into which I have never ventured.”

“You speak in enigmas; what is this Sphere of Rest? Where is it?”

“Your eyes have never seen anything similar; human philosophy has no conception of it, and I can not describe it,” he said. “It is located in the body of the earth, and we will meet it about one thousand miles beyond the North Pole.”

...

“At another time, perhaps,” he remarked; “we have reached the Inner Circle, the Sphere of Rest, the line of gravity, and now our bodies have no weight; at this point we begin to move with decreased speed, we will soon come to a quiescent condition, a state of rest, and then start back on our rebound.”

“If you will reflect upon the condition we are now in, you will perceive that it must be one of unusual scientific interest. If you imagine a body at rest, in an intangible medium, and not in contact with a gas or any substance capable of creating friction, that body by the prevailing theory of matter and motion, unless disturbed by an impulse from without, would remain forever at absolute rest. We now occupy such a position. In whatever direction we may now be situated, it seems to us that we are upright. We are absolutely without weight, and in a perfectly frictionless medium. Should an inanimate body begin to revolve here, it would continue that motion forever. If our equilibrium should now be disturbed, and we should begin to move in a direction coinciding with the plane in which we are at rest, we would continue moving with the same rapidity in that direction until our course was arrested by some opposing object. We are not subject to attraction of matter, for at this place gravitation robs matter of its gravity, and has no influence on extraneous substances. We are now in the center of gravitation, the ‘Sphere of Rest.’”

“I am the man” and his Guide may not have known what lies beyond, but it actually isn’t difficult to figure out, as it has been heavily documented by the Romans, Greeks, Vikings, Mayans, Chinese and other cultures—complete with detailed maps and descriptions—if you know *where* to look, and what you are looking at.

First, let’s continue with a structural analysis, continuing “downward” from the Sphere of Rest, into the conjugate realm of the outer core—and inner earth.

The Sphere of Rest, being the center of gravitational attraction, means that everything *above* is pulled *downward* towards the Sphere, while everything *below* is pulled *upward* towards it. Our surface world is convex and centripetal in nature, whereas the inner realm is concave and centrifugal in nature.

As the saying goes, “as above, so below,” and that is the case here—the region from the Sphere of Rest to the inner gravitational limit (the “+1” at the bottom of the graph) has the same structure as the region from which we just traversed, up to the outer gravitational limit (the top “+1”). The inner and outer

43 Drury, Llewellyn & Lloyd, John Uri, *Etidorhpa*, *op. cit.*, pp. 129, 321, 340.



worlds are like mirror images of each other, with the surface of the mirror being the Sphere of Rest. But there are some interesting differences, as this inner realm is overlapped at a macrocosmic “intermediate speed range” with 3D time. This inner realm, as we shall see, tends to be the destination of souls on their reincarnative journey, as mentioned in *Homo Sapiens Ethicus*.<sup>44</sup>

## The Body and Soul of Planets

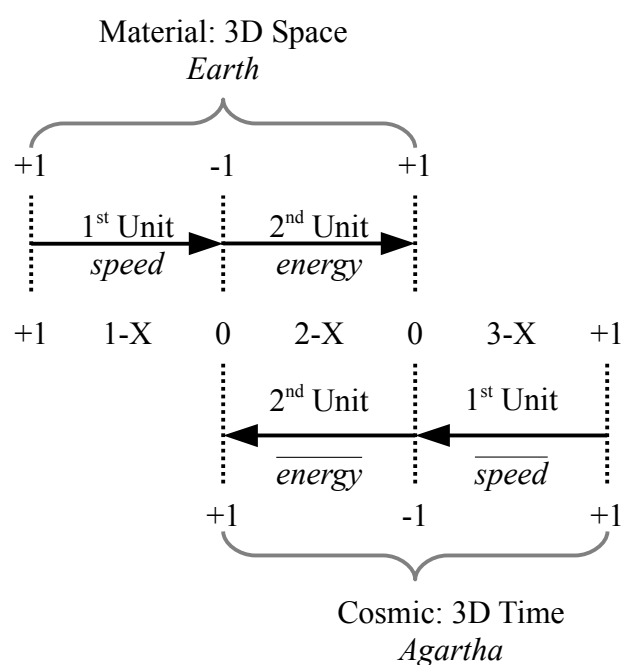


Figure 3: Inter-Sector Bonding

Our investigation, so far, has dealt only with the material “body” aspect of the planet, the “Earthly” the aspect we are familiar with. We found it consists of two, quaternion-like structures, each having three, rotational speed ranges with distinct properties. These “dual quaternion” structures form a dimensional relationship that is analogous to Larson’s two “units of motion,” speed and energy.

In order for the cosmic sector to link to the material, a planetary “silver cord”<sup>45</sup> must exist, tying the two together, working in the same fashion as chemistry does with molecules: arrange the puzzle pieces so that they click together, with a zone of zero, net speed at the interface. That way, with no net motion between them, the pieces stay attached.

Figure 3 shows how the two sectors of the Universe, the material and cosmic, link together to form that zone of zero, net motion zone (2-x),

which just happens to coincide with the region of the “inner earth”—and also, the reciprocal inner world, from the region of 3D time.

## The Destination of Souls... What the Hell? Yes.

In metaphysics, the expression of consciousness is split into three complexes: the body (*corpus*), the mind (*anima*, or soul), and spirit (*animus*).<sup>14</sup> Planets, being a life form, follow the same pattern—just on a larger scale.

The first unit of motion in the material sector is our earthly existence, that of the sky, ground, water and the depths of the ocean and underground. Very materialistic for a material realm, because materialism is a natural bias here.

The second unit of motion has the same structure, but sits back-to-back against the Sphere of Rest, forming an inner surface with an inverse gravitational pull. You stand in the inner realm with your head pointed at the center of the planet, not towards the stars!

This realm is known in the ancient records as the *Underworld*, and also by a few other names, like:

<sup>44</sup> Phoenix III, Daniel, “*Homo Sapiens Ethicus*,” available on <http://conscioushugs.com> or <http://reciprocalsystem.org>

<sup>45</sup> “The silver cord in metaphysical studies and literature, also known as the sutratma or life thread of the antahkarana, refers to a life-giving linkage from the higher self (atma) down to the physical body.”  
[https://en.wikipedia.org/wiki/Silver\\_cord](https://en.wikipedia.org/wiki/Silver_cord)

Ferri, Mictlan, Irkalla, Naraka, Annwy, Mag Mell, Diyu, Hel, Hell, Sheol, Aaru, Toonela, Elysium, Echeide, Guayota, Yamaloka, Patala, Maski, Alvilág, Uku Pacha, Adlivun, Jahannam, Naar, Barzakh, Araf, Adho Loka, Yomi, Ne-no-Kuni, Jigoku, Ji-Ok, Aizsaule, Alam Ghaib, Hawaiki, Rarohenga, Pellumawida, Degin, Wenuleufu, Ngullchenmaiwe, Metnal, Xibalba, Bulu, Burotu, Murimuria, Nabagatai, Tuma, Gimlé, Niflhel, Vingólf, Ekerá, Duzakh, Kasanaan, Avaiki, Bulotu, Iva, Lua-o-Milu, Nga-Atua, Pulotu, Rangi Tuarea, Te Toi-o-nga-Ragna, Uranga-o-Te-Ra, Shipap, Inferno, Avernus, Tărămul Celălalt, Nav, Podsvetie, Peklo, Iriy, Dilmun, Kur, Irkalla, Hubur, Erlik, Guinee and Hiyoyoa.

I am going to use the Greek name *Hades* in this paper, because of all the names, it has the least religious context, is fairly familiar and clearly identifies the realm under discussion. So where in Hell does this leave us? Right about here, just down the street from Knockturn Alley.<sup>46</sup>



This is a section of the map of Hades, detailing some of the major, after-death attractions. In ancient times, Hades was entered via the Cape Matapan Caves, located on the southernmost tip of Greece. Not too accessible these days, as ocean water levels have risen substantially in the last 500 years. Other cultures document additional human-accessible routes via the volcano Hekla, in Fjallabaksleið Syðri, Iceland, Fengdu City in Chongqing, China, Lacus Curtius in Rome, Italy, Actun Tunichil Muknal, in the Tapir Mountain Nature Reserve, Belize, The Gates of Guinee in New Orleans, USA, Pluto's Gate in

<sup>46</sup> From the Harry Potter series, Knockturn Alley (a play on the word "nocturnally") is a dark and seedy alleyway leading off from the more savoury Diagon Alley to which Muggles have no access. It is frequented largely by Dark Wizards.

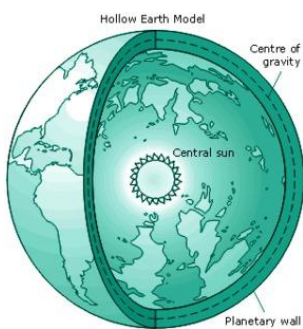
Denizli Province, Turkey, St. Patrick's Purgatory in Lough Derg, Ireland, Chinoike Jigoku in Beppu City, Japan, The Seven Gates of Hell in Hellam Township, Pennsylvania, USA, and the most famous: the Cave of the Sibyl in Naples, Italy.<sup>47</sup> Other known spots include the Death Valley in California and Cusco, Peru (which was still quite active during the Spanish conquest of the Americas).

My point to listing all of these references is that if Hades was just “fantasy,” why does the Underworld exist in *every* ancient culture on the planet, with virtually the same description? It's not like the Roman Empire had a PC with an Internet connection in every hovel, doing global podcasts on their religious beliefs. In ancient times, communication and the exchange of information was difficult, at best, and restricted to the very few people that could read and write. The reason all of these references exist is because they are all talking about a *real*, tangible place, what we call the “inner world” of hollow Earth fame.

Hades is the region in Figure 3 on the Material side, marked “2-X.” If this diagram is accurate, then there should be *another level* to Hades, across the unit speed boundary of the inner, gravitational limit, making the place virtually inaccessible—another barrier—for the same reasons that the outer gravitational limit acts like a barrier to keep humanity quarantined to this world. Lo and behold, the upper left of the map of Hades shows exactly such a place, blocked off by a deep abyss: *Tartarus*.

Tartarus exists, as ENLIL (Zeus) commented, “as far beneath Hades as heaven is high above the Earth” and as Hesiod commented, “if a bronze anvil falling from heaven would fall nine days before it reached the earth, the anvil would take nine more days to fall from earth to Tartarus.”<sup>48</sup> This is demonstrating the reciprocal relation that exists between the limits: 9 days up to the outer limit and 9 days down to the inner limit.  $1/9 \leftarrow 1/1 \rightarrow 9/1$ .

So here we have two different aspects of the Underworld, Hades on the material side and Tartarus on the cosmic side, separated by a virtually impenetrable, natural barrier. So what does this barrier look like, and how does it work? Easy enough—it works *almost* the same as the outer, gravitational limit, but because we are dealing with the “innards” of a living organism, the inner gravitational limit has an overlap of motion in space with motion in time. This overlap, being in the inverse low speed range is basically a 1-dimensional, simple rotation.



In the Reciprocal System, those simple rotations form the basis of the *positron* (1D temporal rotation) and *electron* (1D spatial rotation). When they mix, they form a *birotation*,<sup>49</sup> which, through the process of dimensional reduction known as Euler's formula,<sup>50</sup> ends up being a *cosine wave*—electromagnetic radiation. This boundary separating Hades from Tartarus will glow with light and heat: the *central sun*.

Curiously enough, there actually is a diurnal cycle to the light emitted from this internal sun, because its activity is connected to the external sun by line-of-sight intra-atomic (ætheric) energy transmission. As the Earth rotates, this “silver cord” connecting the central sun to the outer sun passes through different densities of material, sometimes land masses, other times, oceans. “Daytime” occurs when the line is passing through the Pacific Ocean, because water offers the least distortion to the transmitted energy, giving the internal sun

47 From the *Atlas Obscura*, <http://www.atlasobscura.com/articles/the-atlas-obscura-guide-to-gateways-to-hell>

48 Hesiod, *Theogony* 720–725 BCE.

49 KVK, Nehru, “On the Nature of Rotation and Birotation,” *Reciprocity*, Vol. XX, No. 1, p. 8.

50 A formula that shows a fundamental relationship between trigonometric functions and complex numbers:  $e^{ix} = \cos(x) + i \sin(x)$ . When two opposite rotations are involved, the formula reduces to the cosine wave function.

See: [https://en.wikipedia.org/wiki/Euler's\\_formula](https://en.wikipedia.org/wiki/Euler's_formula)

a white, full-spectrum appearance. “Nighttime” occurs when that line passes across continents, Eurasia in particular, where the 30 mile layer of rocks and minerals distort this ætheric communication, causing the central sun to “fuzz out” a bit and cool down towards the red/orange part of the spectrum.<sup>30</sup> Because of this relationship, night in Europe is daytime in Hades. This exchange of day and night between the surface and inner world has been documented by travelers to that realm, mistakenly assuming that the relation was based on the fact that Lucifer, being the rebel, deliberately switched them around—just to irritate God. As it turns out, this circadian correlation is a natural consequence of planetary structure.

## Summary of the Material Aspect of the World

From our material side, moving through the speed ranges gives us the atmosphere, the surface world, the underworld and the central sun, exactly as depicted by those that have ventured to those regions.

The Sphere of Rest, which pulls everything towards it, is also the zone of neutral gravity, where inward pulls cancel each other out.

The central sun is a hollow shell that delineates motion in space from motion in time with the glow resulting from the interaction between the two realms (just as our sun is also a hollow shell).

As disclosed in prior papers, we know that our planet, like all planets, expands over clock time, with the cracks filling in with water and evolving into oceans. That has some consequences for Hades. Back in the days of the ANNUNA colonization, the seas were very small, which means that the central sun tended to stay dull and reddish-orange in color. This is what gave the early depictions of Hell as a hot, dismal place of dull red fire—because it was. Recall that humanity was created *specifically* to be *slaves to the gods* and were forced to work in these regions, under these conditions. As a consequence, that image of Hades is buried deep in the collective unconscious of all humanity. But... is it still true?

I’m sure this will come as a big surprise, but *no*, it is not.



*Asphodel*

We have a substantial amount of surface area that is now ocean, allowing the central sun to brighten up towards full spectrum. This is literally turning Hades in to a Paradise. Even in Greek times it is mentioned that Hades was covered with fields of asphodel, a beautiful white flower, and the reddish skies are turning blue as a consequence of water vapor from the developing, inner oceans (which are fresh water, not salt, because the inner realm does not have billions of tons of meteoric deposits covering its surface that degenerate to salts). If humanity had direct access, the Blessed Isles would be full of pricey hotels and condos by now!

Let me conclude this summary with something for your consideration: Hades is, by definition, “where souls go after death.” The soul, being the cosmic aspect of human life, is “antimatter,” a 3D, spatial rotation (structure) and can easily move through the atomic, temporal rotations that compose the crust, oceans, and mantle of the material aspect of our world, since space-to-time constitutes motion. All that mythos regarding a soul’s journey to Hades is basically *true*, because it has the proper space-time construct to move downward to the inner earth.

However, the soul *cannot* travel across space into heaven, because space-to-space is *not* motion. But the body *can*, hence “the resurrection of the body” concepts put forth by Christianity. Your body, being a temporal displacement, *can* traverse the vacuum of space—but your soul, a spatial displacement, *cannot*. For someone to actually reach heaven, they would then have to be purely materialistic bodies, with little to no soul to impede the way. Say “Hello” to *Royalty*, the soul-less, materialistic rulers of the world. *They know what they are doing.*



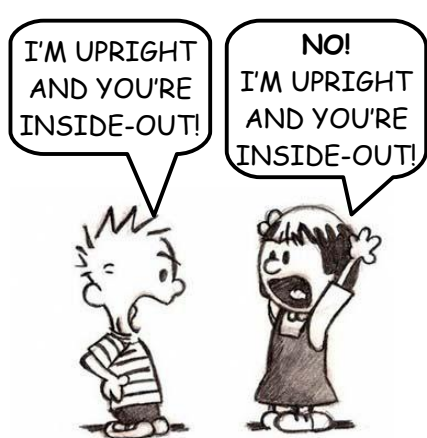
Consider that if you want to assist a soul on its journey you should put the body in contact with the ground, creating an easy path for the soul to follow and get started on its trip. This is the reason why good people are *buried*. However, to punish a soul and prevent that journey, one would have to prevent the contact between the body and ground—burn the witch! Many of these rituals have a scientific basis, once you understand the premises behind them.

*Everything you know is backwards*, including most religious belief. When you die, you go to Hades as a natural consequence of the structure of the soul. From there, you can proceed elsewhere, towards reincarnation, ascension, or to the Other Realm, the “flip side” of the surface world of the Earth, the region existing in 3-dimensional time inside the central sun, known to its inhabitants as *Agartha*.

### **The Cosmic Aspect of Tiamat: Agartha**

So far, we have covered the region from the gravitational limit, just outside the orbit of the moon, down to the central sun and just over its border to Tartarus. In order to continue, one point needs to be clarified: the *inversion of geometry* as we cross the unit speed boundary.

As we walked to the depths of the Earth, the journey was consistently heading towards the center of a spherical shell. Half way down, gravity inverts and past the Sphere of Rest, “up” is now towards the center of the sphere, rather than outwards toward infinity, as it is on the surface.



Once we cross over the central sun boundary and enter Tartarus, our world gets yanked inside-out. We are now starting at the center of the “inverse sphere” in the cosmic sector, the realm of 3D time, and are going to climb up to the surface. The conventional world we left behind has now become buried inside the central sun of Tartarus, looking like a super-dense fluid of iron and magma, just as the core of the planet looks to everyday scientists on the Earth’s surface.

Those on the surface of Earth swear they are on the outside, and Agartha is on the inside, while those in Agartha swear they are on the outside, and the Earthers are the ones on the inside.

But the reality is that *structure is an artifact of consciousness*—the way our minds interpret sensory data. In metaphysics, it is said that “everything is illusion,” and that is actually quite accurate. However, if you understand the nature of the illusion being perpetrated, it becomes something real.

The environment of Tartarus is much like that of Hades, with one exception: the inner, central sun is operating from the reciprocal aspect from the other side, emitting light in the ultraviolet and X-ray bands, rather than the visible spectrum. But if you were born on that side of the boundary, it would look as a normal spectrum, since your perception would also be inverted. That’s the confusing bit about insides and outsides, and when insides become outsides.

As we start to ascend to the surface of Agartha, we cross the same situations as we did on the way down from the Earth’s surface. Tunneling down into Tartarus, we will reach the Sphere of Rest, based on *temporal gravity*, since we are now moving through coordinate time. Passing the Sphere of Rest, we find that gravity, once again, inverts and we are now standing with our feet towards the core and our heads towards the cosmic heavens. Again, climbing through the cave systems and eventually coming out on the surface of what appears to be another world—but it isn’t, it is just the cosmic aspect of Tiamat, it’s soul.



So what is different? Looking around, there is land, rivers, oceans, trees, birds, animals... golly, it looks just like the surface of Earth does. But there are a few exceptions. First, the skies are deep blue with puffy, white clouds—not a sign of chemtrails, or any other form of geoengineering. The air, itself, is clean and fresh, almost invigorating and it is quiet—only the birds and wind can be heard. No industry or technology is present, so no polluted air or energy. Life is abundant and healthy, and filled with creatures from mythology. It appears to be quite the magical realm.

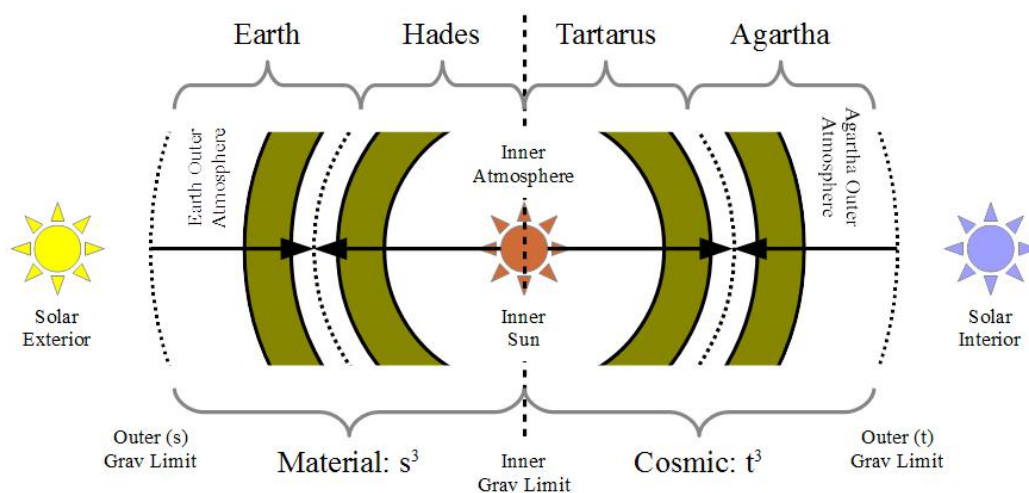
After a day and night pass, you notice something missing—*no moon* in the sky. The ANNUNA have never visited this aspect of Tiamat, because their Ark, NIBIRU, also known as Earth's moon, does not have a natural soul, so it has no presence in the cosmic sector of 3D time.

A “technology” *does exist* here but it is one based on natural consequences of harmony, sympathy and discord—a type of vibratory physics that has been relegated to the realm of magic and witchcraft by the scientific minds of men. But this is the “science” here, where human, electronic technology is acting as the “black magic” of this realm.

Continuing up through the atmosphere of Agartha, we see many of the same sights. A sun in the sky, which is actually the core of Sol, inside-out, the planets and a star field. Eventually, we will encounter the outer, temporal gravitational limit at a slightly different distance from Agartha, as the Earth's moon does modify that limit with its presence here.

So ends our journey from the far reaches of space, to the far reaches of time.

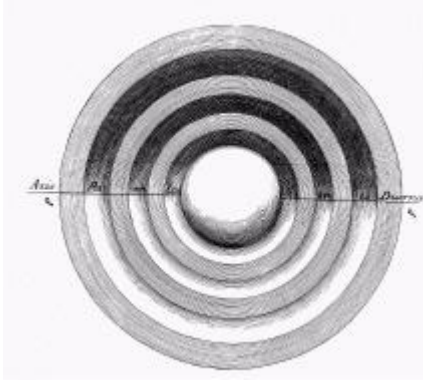
### Summary of the Structure of Planets



Using Earth as a model, we find that there are four realms to each living planet, two in the material half (3D space, clock time) and two in the cosmic half (3D time, clock space). The interface between these realms appears as an inner, central sun in both realms that acts more like a barrier or “guarded portal” between. Each of the realms has an atmosphere, surface and subterranean region. The Earth (body) realm has an atmosphere extending into the coordinate space around the planet, the Agarthan (soul) realm has an atmosphere extending into the coordinate time around the planet. Both have surfaces with salt water oceans and continents, covered in living organisms.

The inner realms are similar, just flipped around, with the atmospheres extending towards the inner, central sun, with a surface composed of continents and fresh water oceans, and a subterranean realm. The inner surfaces are covered in living organisms, as well.

Credit should be given to Edmond Halley, of which *Halley's comet* is named after, for his original ideas concerning this 4-layer structure of the inner realm. His model was an attempt to reconcile the unusual properties of the moving, magnetic poles and their association to the Aurora Borealis.



“Taking into account what had been recorded in past times, Edmond Halley discovered that the magnetic longitude variation was slowly changing. Halley’s explanation of this phenomenon was to hypothesize the existence of more than one magnetic field.

“His hollow earth theory was that the earth comprised of an outer shell with a separate, inner nucleus and each of these globes had its own axis with magnetic poles and each separate axis was inclined to each other.

“The variance in the velocity of rotation of these separate globes caused the magnetized needles to seek one or another of the poles.

This therefore accounted for the slow shift in the position of magnetic north. Later, when compass readings could not [be] account[ed] for by one interior earth, he proposed the world contained two more, each inside the other.”<sup>51</sup>

Halley’s model is, essentially, the same structure deduced from Reciprocal System speed ranges, where the shells form the regions of Earth’s surface, Hades, Tartarus and the “inverse surface” of Agartha.

As you have seen, the model developed by the reciprocal relation of space-to-time not only addresses the conventional, hollow Earth model, but *many* of its variants. It all becomes a matter of perspective and observation, understanding the assumptions that went in to the conclusions.

## The “Flat Earth” Model



Over the last few years, there has been a resurgence in the “flat earth” theory and I will admit that I spent a few months researching the information—just in case I missed something.

When presented with an idea that opposes my world view, I *do not* consider the idea *wrong*—I consider *my* understanding of how that idea came into existence to be *incomplete*, so I do some research to understand *how* that idea was formed, by

looking at the premises that went into it. I can then compare those premises to my own and find out why the “natural consequences” took different paths. That is why I am such a big fan of the Reciprocal System, because it starts by *clearly defining the premises* on which the theory is built, as *Fundamental Postulates*.

Having done that, I can say that, yes, there is some truth to the flat earth theory, but only *some* truth. After careful consideration I found *no* evidence proving that the earth’s surface, as a whole, is a flat plane but *substantial* evidence indicating that it is an oblate spheroid. However, because of the discrete unit, “quanta” of structure, it *does have flat places*, particularly in valleys, where the depression of the valley floor counters the bulge produced by the curvature of the spheroid.

Unfortunately, there is a lot of “willful ignorance” on the part of Flat Earthers that substantially detracts from any of the real arguments in support of the theory. I recently watched some videos claiming that

<sup>51</sup> *Mystical Locations.info*, Interior World, [http://mystical-locations.info/hollow\\_earth\\_halley.html](http://mystical-locations.info/hollow_earth_halley.html)

cities could be seen 30+ miles away over water.<sup>52</sup> One was clearly showing Toronto, but only the upper portions of the building with all the smaller structures obscured beneath the waterline due to the curvature of the Earth. To coin a phrase, “duhhh?” It just proved the surface was curved, yet the claim was “FLAT!!!” The same thing with the recent Chicago mirage, making the same “flat” claim—yet, those that returned the next day to get photographs saw *nothing*... the city was obscured by the water again. What happened there, did the Earth decide to bend overnight? Or was it, as the TV reporters said, just an atmospheric mirage?<sup>53</sup> Let me “practice what I preach” and list some of the *assumptions* in the theory that led to incorrect conclusions:

1. *Light is assumed to go in a straight line.* It is well known in science that light bends in a gravitational field. Astronomers know the effect as “gravitational lensing” and it is the basis of the science of optics. Light actually slows down when traveling through a medium, such as glass and bends significantly passing the edge of an object, such as a slit. This was documented by Johann Wolfgang von Goethe in the 18<sup>th</sup> century, explaining why a spectrum only appears at the edges of light passing through a slit—not through its center.<sup>54</sup> If a slit in paper can bend light into a spectrum, what do you think happens to light in a gravitational field the size of a planet?
2. *The Earth is a smooth sphere.* It is a flattened sphere (technically a geoid) and not really smooth, anywhere. The gravitational pull of the Earth varies considerably across its surface, due to the different mineral content below the ground. Denser elements have a stronger pull than lighter ones. The only place where the Earth gets smooth is over the deep oceans, where the depth of the water tends to normalize out these variations (*not* on the coast).
3. *The continental crust is curved like the ocean is.* Due to the fact that the Earth is constantly expanding, valley floors tend to drop about the same amount as the curvature of the Earth rises, sometimes more, making the crustal regions a series of flat surfaces with the edges being mountain ranges, much like a polyhedron.

There are other, incorrect assumptions that go into the model, but I think reasoning might be better served if we take a look at how this “flat earth” concept arose, since it does show up in many mythological sources.

The ancient “flat earth” models have several components that make it resemble the structure of a *snow globe*, an old toy with a 3D structure contained in a transparent shell filled with water and bits of white plastic, which can be shaken to make it look like a snow storm is going on inside.

1. The Earth is a flat plane, originally expressed in ancient texts as being an island in the middle of an ocean.
2. A region of icy mountains surrounds that ocean, preventing access to the lands beyond (Antarctica).
3. The plane of Earth is enclosed in a dome, a “firmament,” on which the stars are fixed. Often, an ocean is depicted above the firmament, which is acting like a glass bubble.
4. The sun and moon rotate above the plane of the Earth, like hands on a clock, being 3000-4000 miles away and ranging from 27-37 miles in diameter, depending on the researcher.

52 <https://www.youtube.com/watch?v=hlkjf07JuG4> (Seeing Toronto from 30 Miles Away – The Earth is FLAT!)

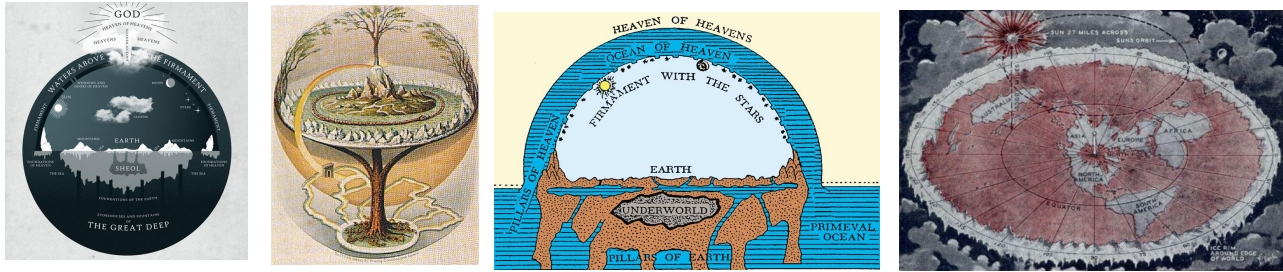
[https://www.youtube.com/watch?v=aLiNKy5j\\_O8](https://www.youtube.com/watch?v=aLiNKy5j_O8) (Chicago Skyline seen from Michigan Proves “Flat Earth”)

53 I grew up on the coast and have spent many, many hours on the ocean and have seen these thermal inversion mirages for myself, a number of times. And they are truly amazing to behold—but do not last very long.

54 An excellent video on the subject is “Light Darkness & Colours – Goethe’s Theory” on YouTube:

[https://www.youtube.com/watch?v=pitz56\\_8CJg](https://www.youtube.com/watch?v=pitz56_8CJg)

Many of the ancient civilizations consider that the Universe has this structure (Hebrew, Norse / Germanic, Biblical, Zion):



Understanding the “firmament” seems to be the key to understanding the rest of the system, for without this enclosing bubble, nothing can exist below. The common definition is:

In Biblical cosmology, the firmament is the structure above the atmosphere, conceived as a vast solid dome. According to the Genesis creation narrative, God created the firmament to separate the “waters above” the earth from the “waters below” the earth. The word is anglicized from Latin *firmamentum*, which appears in the Vulgate, a late fourth-century Latin translation of the Bible.<sup>55</sup>

Being a wizard, I do not rely on muggle definitions from the Wikipedia, so let’s dig a little deeper into the original word, *firmamentum*:

### Firmament

from the Vulgate *firmamentum*, which is used as the translation of the Hebrew *raki’a*. This word means simply “expansion.” It denotes the space or expanse like an arch appearing immediately above us. They who rendered *raki’a* by *firmamentum* regarded it as a solid body. The language of Scripture is not scientific but popular, and hence we read of the sun rising and setting, and also here the use of this particular word. It is plain that it was used to denote solidity as well as expansion. It formed a division between the waters above and the waters below (Genesis 1:7). The *raki’a* supported the upper reservoir (Psalms 148:4). It was the support also of the heavenly bodies (Genesis 1:14), and is spoken of as having “windows” and “doors” (Genesis 7:11; Isaiah 24:18; Malachi 3:10) through which the rain and snow might descend.<sup>56</sup>

Now we get to the truth of the matter, with the keyword being, “expansion.” Flip back a few pages to where the *gravitational limit* was discussed, as being the *impenetrable boundary* between the progression of the natural reference system—the *expansion* of the Universe—and the local, gravity-bound, 3D spatial coordinate system. “Firmament” is just the ancient, Biblical name for Larson’s “gravitational limit.” A firmament *does* exist, though the nature of it has been cloaked by centuries of theological interpretations. The Reciprocal System was able to lift this cloak and reveal what was beneath and it *is consistent* with the ancient descriptions of a firmament.

The big difference is that the gravitational limit is not a *dome covering a plane*, but a *hypersphere*<sup>57</sup> *covering a globe*. The Flat Earth model got the *concept* correct, but the *dimensions* wrong. As Emeril<sup>58</sup>

<sup>55</sup> Wikipedia on “Firmament,” <https://en.wikipedia.org/wiki/Firmament>

<sup>56</sup> Bible Study Tools on “Firmament,” <http://www.biblestudytools.com/dictionary/firmament/>

<sup>57</sup> A *hypersphere* is a 4-dimensional sphere, which is the basic, quaternion rotation of  $[\omega \ ix \ jy \ kz]$  with the “real” axis running between the inner and outer gravitational limits.

<sup>58</sup> Lagasse, Emeril, American celebrity chef, television personality and author, known for “New Orleans” style cooking.



does, just “kick it up a notch” and take the 2D plane of the Earth, encased by a 3D globe and move up a single dimension—a 3D sphere encased by a 4D hypersphere. Ancient texts indicate that there *is* some kind of sphere enclosing the Earth, but what about the dome shape, itself? That also seems to be ingrained into the collective unconscious and must therefore originate from somewhere important. What could be more important than the creation of man, by the Gods?

If one were to consider colonizing another planet, as the ANNUNA did here, what kind of structures would you need to get things started, where very little is known about the surrounding environment? Most human ideas start with building a dome to establish a controlled environment until sufficient research can be done to determine the external environmental properties.



*Colonizing a Distant World*

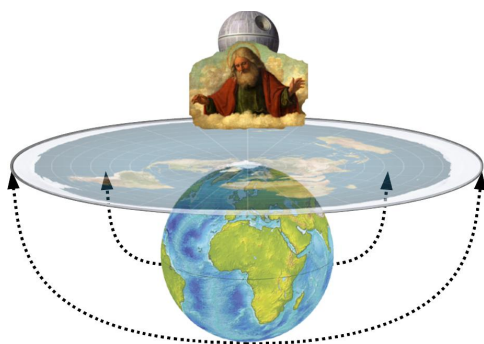


*Mars Dome Test*

It would be logical to assume that the ANNUNA, first arriving here on Tiamat and being a lot smarter than the local chimpanzees later to become humans, would do something similar. And that is found in the Sumerian accounts of ENKI and his ABZU, the “terraforming ship” that first arrived on the planet was to set up a protected environment—a “guarded enclosure” to get basic agriculture going, later to become the center of EDIN, sort of a “Garden of Edin.” And it was in this Garden that mankind was created, eventually leaving this Garden to set forth in the surrounding world—but remembering its womb-like, domed shape as his place of birth, firmly entrenched in his unconscious.

The dome surrounding the Guarded Enclosure of EDIN was designed as a barrier between the internal environment, with its local irrigation system and “grow lights” up on the ceiling to simulate a diurnal cycle, as the sun in those days was substantially dimmer and more orange, being of the K-type stellar class. Of course, the inside of the Enclosure was flat ground. So it can be seen how these two concepts became intermixed and confused.

Mankind was engineered to be slaves to the gods, but some of these household servants became knowledgeable of what their masters were doing. Some, like Adapa, were even educated by the Gods (in Adapa’s case, ENKI). These human scholars were able to relate some of this information to their brethren.



Humans tend to be curious creatures, desiring to know what is going on all around them—particularly, what boundaries hold them in place, as they were raised in such a “pen.”

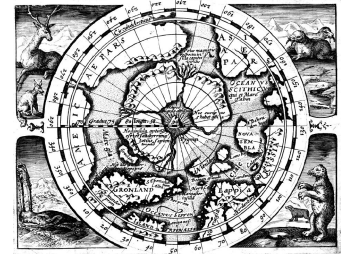
One of the first pieces of information to get out was a map of the world, provided by ENKI, showing the domain that the ANNUNA ruled over. They did not have holographic technology (at least for slaves), so ENKI rolled out a flat map of their domain—now called Ea’s Eridu (or Earth), to show them the world. This flat map was a planar projection of the planet, as

seen from NIBIRU, the ANNUNA mothership, parked in stationary orbit above the Arctic Pole. Lo and Behold, the Flat Earth model was born, circa 3500 BCE, with humanity only suspecting there was some dome shape associated with it.



Hey, this Flat Earth map came *directly* from the Gods, so it must be correct, right? Thou doth not question the Lord and live! At least that was the general consensus of the time.

In the days of the Gods, the Earth was physically smaller and the oceans were just big lakes, as can be seen in this map made by Bertius in 1618 AD. Most of the land masses were grouped together around the Bargas Islands at the North Pole, surrounded by water to the south (not shown). In the center of the Bargas Islands was a black abyss, described in the *Inventio Fortunata*,<sup>59</sup> where water was sucked into a maelstrom to the center of the Earth—the northern polar entrance to the Underworld.



This is why many of the ancient depictions show the “known world” as an island in the middle of a sea, because that is what it looked like on the map provided by the Gods.



At the periphery of this Flat Earth lies another impenetrable barrier of ice cliffs, standing 150 feet high and unclimbable to the old-world explorers. But modern aircraft did not have much difficulty getting over those extreme heights and mapping most of Antarctica, or as it was known in the old days, *Terra Australis Incognita*, which included modern Australia as part of the continent. These cliffs have been observed by civilians visiting the region, back when they were allowed to visit the region.

I will be the first to admit that there are strange goings-on in Antarctica, particularly in the region of the Hercules Dome, which sits adjacent to the southern pole and the Amundsen-Scott Base (United States). Applying some common sense, when you look at a map of the region the first thing you see is a very large number of research facilities. As of 2013, Finland, Ukraine, Argentina, United States, Uruguay, Japan, Russia, Chile, Australia, Brazil, France, Italy, India, Spain, Germany, China, United Kingdom, Poland, Pakistan, South Korea, Romania, Peru, Czech, Republic, Japan, Belarus, Belgium, South Africa, Bulgaria, New Zealand, Sweden and Norway all have research bases on this ice cube. Why? Haven't they run across snow, before? Applying some *lex parsimoniae*, somebody found something—something significant enough to make any country with the resources run down to this frozen wilderness and lay claim to some turf.

The Flat Earth theory literally “unwraps” this mystery because Antarctica is spread around the periphery of the circular plane of the Earth. The argument is made that this region is *artificial* and deliberately made inhospitable to man, so that man will not venture across the land and run into the edge of the dome covering the Earth—and the edge of the dome is what they are hiding.

The *modus operandi* of the New World Order seems to be, “make it backwards.” If we've got an “upwelling” ice dome at the south pole like the Hercules Dome, and flip it backwards, you've got a hole sinking down into the Earth—an entrance to Hades and the inner realms. That may be what they are actually hiding—and very concerned about, because the population of the inner realm, like most other intelligent life, isn't too thrilled about having mankind for dinner—unless he is the “main course.” The giant demons of old did like to “serve mankind,” particularly with a Bearnaise.

If we take a quick look at some “safe” observational data, we know from the ancient records that the north polar opening pulled the salty, ocean water into the inner realm. Logically, the south polar opening should be the reverse—a source of fresh water from the inner realm, heading outward across Antarctica.

<sup>59</sup> de Linna, Nicholas, *Inventio Fortunata* (trans. “lucky discoveries”), circa 10<sup>th</sup> century. The only known copy is in the Vatican library and they aren't letting it out any time soon, as it contains too many “truths.” Also described as the “northern whirlpool” in Giraldus Cambrensis' *Topographia hibernica*, circa 1200 AD.

### **Russia uncovers freshwater lake in Antarctica (Associated Press, Feb 5, 2012)**

The first indication of contact with the lake was on Saturday, but it was not until Sunday that the pressure sensors on the drill signaled it had fully penetrated the lake. Being 2.4 miles beneath the surface and 160 miles long, Lake Vostok is the largest of more than 280 known lakes in Antarctica. Lake Vostok is roughly the size of Lake Ontario.

Well, it seems we have one heck of a lot of fresh water under the ice pack, not to mention that the ice pack, itself, is *also* fresh water. The quantity of ice in the arctic is tiny, compared to that of Antarctica.

Something is definitely going on in Antarctica, but based on ancient texts and mariner records, it is more likely they are hiding a polar opening than a glass wall constructed by aliens to contain humanity. (Though, given the way most of humanity behaves, I'm sure ETs have considered it!)

### **Laying the Flat Earth to Rest**

*If you tell a lie big enough and keep repeating it, people will eventually come to believe it. The lie can be maintained only for such time as the State can shield the people from the political, economic and/or military consequences of the lie. It thus becomes vitally important for the State to use all of its powers to repress dissent, for the truth is the mortal enemy of the lie, and thus by extension, the truth is the greatest enemy of the State.*<sup>60</sup>

This resurgence in the Flat Earth philosophy is using this very claim, concerning the “globe earth believers,” since logical arguments and observational data simply do not support the Earth being a flat plane. As usual, it is backwards. The globe model did not come from politicians, theologians or scientists, it came from *world explorers* who were actually “out there” floating around in boats for years, making maps that only worked correctly on the surface of a sphere. However, the same claim cannot be made by the Flat Earth model, which has all the “red flags” of no actual *research*, being faith-based, with the deliberate misdirection that is classic of a psy-op, a “psychological operation.” I’ve noticed all the marketing that surrounds it and some of the pricey video productions, books and media being produced. Where there is money, there is usually a hidden agenda.

I suggest you apply some common sense and take a look for yourself. My personal opinion is that the resurgence in the flat earth theory is being promoted by *The Powers That Be*, for two reasons: to hide some “inconvenient truths” through social compliance and to see how gullible people have gotten from lack of “real” education, common sense and the almost total dependence on “socially defined” truths.

### **The Nine Worlds**

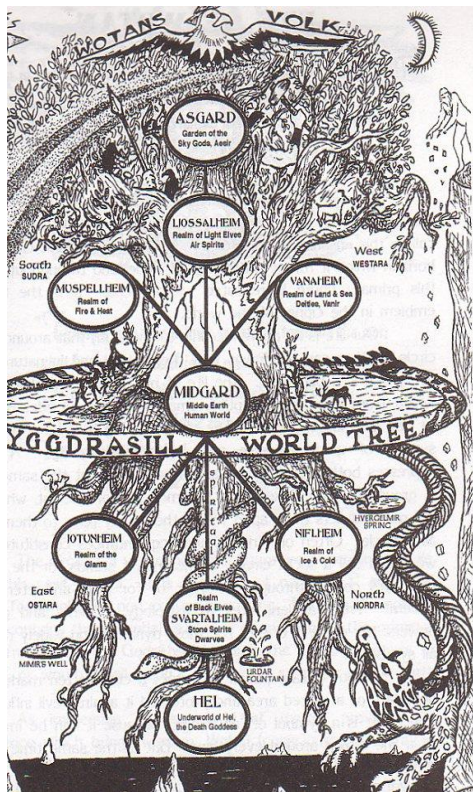
Now that we have a natural structure to planets, it becomes possible to map the ancient “worlds” to this structure. For this, I am going to use a bit of my own, Germanic heritage and identify the Nine Worlds of Norse mythology with modern cartography. Granted, we have been through a few expansion events<sup>61</sup> since then, but the basic shape and structure of the continental crust really hasn’t changed all that much, outside of the courses of rivers, the occasional breaking up or shifting of a lake and a few things getting buried under ice—of which there wasn’t much of in the Arctic in the 13<sup>th</sup> century, but plenty of, now (well, at least for a little while longer, as I hear the polar cap is melting away).

According to the Ásatrúar, there are nine worlds that make up the “universe.” However, in ancient times, the universe was basically what mankind could see around him, and that was not a whole lot

60 Goebbels, Paul Joseph, 1897-1945, German politician and Reich Minister of Propaganda in Nazi Germany, 1933-1945.

61 Phoenix III, Daniel, “[Geochronology: Hiding History in the Past](#)” describes the expanding planet theory.

because the skies were covered in mist up until the time of the Deluge. So these “nine worlds” or *heimr*, were large tracts of land populated by a dominant species, much like *countries* of today.



*Ásgarðr*, the home of the *Æsir*, is composed of two root words, *Ás* (God) and *Garðr* (garden, “guarded enclosure”). Hence its association with Heaven, the home of the gods.

*Álfheimr* or *Ljósálfheimr*, the home of the *Ljósálfar*, the surface dwelling L-*Ms*. They live in the light of day, hence the literal translation of *Ljósálfar* as, “light elves.”<sup>62</sup>

*Múspellsheimr*, a world of fire and home of the *Eldjötnar*, the fire or “elder” giants.

*Vanaheimr*, the home of the *Vanir*, the Earth Gods.

*Miðgarðr*, the home of humans centered around the original landing site of the gods, ERIDU—not the entire planet.

*Jötunheimr*, the home of the *Jötnun*, the Frost Giants.

*Niflheimr*, a world of *cold mists*, mistakenly referred to as the land of ice and snow.

*Svartálfheimr*, the home of the *Svartálfar*, the underground dwelling L-*Ms* that live in the darkness, the “dark elves.”

*Helheimr* (*Hel*),<sup>63</sup> the home of the “dishonorable dead,” a *cold* place—not a “hot time in the old *heimr*, tonight.”

There are also a number of other places of interest that are associated with the nine worlds:

- *Yggdrasil*, the “world ash tree,” giving the relations of how these worlds connect to each other. Again, it has *Miðgarðr*, the “middle garden” as a flat disk with a *central mountain peak* surrounded by land with an ocean beyond, ending with *Jörmungandr*, a giant serpent that encircles the world, defining the limits of man’s knowledge, as the realm as the Antarctic ice barrier did on later flat Earth maps.
- *Niðavellir*, the lower regions of *Niflheimr* that are inhabited by the *Dökkálfar*, the “metallurgists extraordinaire” also known as Dwarfs.
- *Bifröst*, which is commonly confused with *Bilröst* (“rainbow bridge”). *Bifröst* is “the shaking road to Heaven,” from the old Norse *bifa*, “to shimmer or shake.” Sippar Spaceport, *Miðgarðr*-I requesting launch clearance to *Ásgarðr* Station... “Yeah, take it away Ernie! Fasten your safety belts, clench your buttocks! It’s going to be a bumpy ride!”<sup>64</sup>
- *Útgarðar*, a region of *Jötunheimr* popularized by the god *Loki*.
- *Niflhel*, a region between *Niflheimr* and *Helheimr*.

62 “Light” and “dark” have been misconstrued by the New Age to mean “good” and “evil,” which they are *not* in mythos.

63 *Helheimr* was often used instead of *Hel* for the realm, to avoid confusion with the ruler of the domain, also *Hel*.

64 Rowling, J.K., *Harry Potter and the Prisoner of Azkaban*, the Shrunken Head speaking to passengers on the shuttle.

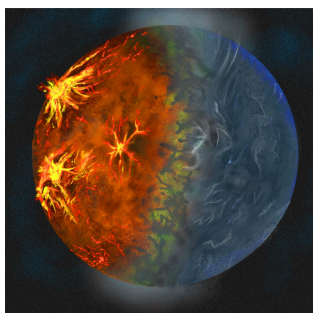


Are these places just the imagination of drunken Bards of days of old? No, they were *real places*, once you apply a little knowledge of expanding, hollow worlds. So let's play, *Name That Lost World!*<sup>65</sup>

In the early days prior to the arrival of the DINGAR (the ancestors of the ANNUNA), the planet looked nothing like it does now, as there were no oceans, no moon, no cycle of day and night and was significantly smaller in size, some 4276 miles (6882 km) in diameter, about half the current size.<sup>66</sup> One side always faced the sun and the other stayed in darkness, but there was an equatorial region where the two blended, making a viable climate. The Norse legends begin here, with this structure.

## The Ancient Worlds

South and North were the original yin-yang of Western Europe, where north was the dark side of the hill (yin), and south was the sunlit side (yang). South is derived from the Jötunn *Surtr* (or the Hindu *Surya*), the solar guardian of Múspellsheimr. North is in reverence to *Njörðr*, the god of seafaring, as the Vikings like to travel in Njörðr's Sea (later, the North Sea), and is interesting because the "north pole" was not referred to as the *North Pole* until the 16<sup>th</sup> century. Prior to that it was the *Arctic Pole*, suggesting that there may have been a magnetic pole reversal sometime in the 13<sup>th</sup> to 14<sup>th</sup> centuries, which does occur during a planetary expansion event. These north-south "directions" occur frequently in mythology, though they tend to refer more to *orientation*, than direction.



*Múspellsheimr*, the world of Fire in the south (sun-side) was the half of the planet facing the sun, being substantially larger in those days in the orange, K-type giant phase. On this side of the world, volcanoes, lava flows and hot winds abound.

On the north side of the planet, the dark half that sunlight did not reach, was a realm of ice and cold, *Niflheimr*. Moisture ejected by the volcanoes of Múspellsheimr would freeze in this arctic-like wilderness, covered in snow and glaciers.

The borderlands where north meets south and fire meets ice, was called *Ginnungagap*, the first place of habitation in Norse mythology, a temperate zone running across the terminator between light and dark:

*Ginnungagap, the Yawning Void... which faced toward the northern quarter, became filled with heaviness, and masses of ice and rime, and from within, drizzling rain and gusts; but the southern part of the Yawning Void was lighted by those sparks and glowing masses which flew out of Múspellsheimr.*<sup>67</sup>

After man was created, he learned of these stories from the gods, but lacked the understanding to put them in their correct places in time and space. So, he applied the *same names* to places that he knew about, with similar properties. The reuse of names is very common in mythology, so one must look at the context behind the label to determine what is appropriate.

65 A word play on the television series, *Name That Tune* (1952-1985), where challengers tried to name a song with the fewest number of clues.

66 Because the earth expands and forms oceans, the land area remains about the same, being 75,470,000 mi<sup>2</sup>. Using that as the surface area of an ocean-less sphere, the radius comes out to 2138 miles, or a diameter of 4276 miles. This is approximate, as the current ocean level has submerged coastal regions of continents (the continental shelves), which are not included in the figures for land area.

67 Sturluson, Snorri, *The Prose Edda*, translated by Arthur Gilchrist Brodeur, 1916, p. 17

There is not much to reveal about these ancient worlds, as they were boring places. The building blocks of life were being forged in fire and ice, preparing this small planet for the evolution of consciousness. Our world was much like a fertile valley, waiting for the explosion of life to begin. Of course, fertile farmlands tend to attract farmers, and in our case, these farmers were some monks from a solar system, close, close nearby.



## Welcome Stranger

*Last week as you recall, Will Robinson had sent out a radio signal, unaware that far out in the void of space, a strange, missile-like object was even now homing in on it...*<sup>68</sup>

Tiamat, the 3<sup>rd</sup> rock from a young, reddish-orange star recuperating from a recent supernova, had been colonized by a race remembered as the *Cyclopeans*, an extraterrestrial species of giant hominids that were one of the very first species to evolve a high state of consciousness and move out amongst the stars. The Cyclopeans had advanced to the point where simple reincarnation could no longer find a suitable expression in their structure of body, mind and spirit, and the Cyclopeans had colonized Tiamat as a monastic sanctuary to research the concept of ascension for their species—but not the typical “ascension of density” as described in metaphysical research, but ascension totally out of our octave of existence, into a new realm, going beyond space and time as we now understand it.

The process of this spiritual research had affected the local environment causing a burst of life to occur on the world in its earliest stages along the tropical zone of Ginnungagap. Out of this burst of life evolved several intelligent species known to “insiders” as the L-Ms, the “Little Men,” and to folklore as the mythological creatures of old: the faeries, dwarfs, elves, trolls, goblins and their ilk, along with other larger hominids, the great apes (with and without tails), the latter developing into Neanderthals.

The Cyclopeans, being on a humble and spiritual path researching that “meaning of life” stuff, were never treated as gods by the L-Ms. Instead, they were simply guides and advisors, assisting the development of new consciousness on this world where they could, working towards the goal of *living in rapport* with one’s surroundings. This became part of the evolutionary path of the L-Ms, their *modus operandi*, forming more of a “brotherhood” psychology than one based on domination and submission. As a natural consequence of this relation, they never developed the concept of *worship*, and no energy was put into “placating the gods” to keep from being destroyed. The entire, collective intelligence of this L-M brotherhood was directed towards the advancement of consciousness and the evolution of their species—and they evolved, very quickly—learning how to coexist with their somewhat hostile surroundings and limited space along this belt of life between the fires of Múspellsheimr and Niflheimr.

Over the course of centuries, the planet went through a number of expansion events, the sun got smaller and warmer, moving towards the orange-yellow spectral classes, and the extremes of fire and ice began to subside, creating more habitable zones in those formerly off-limits realms. As a consequence of this, the L-Ms evolved along species lines that paralleled the “elements” of evolution: *fire*, *water*, *air* and *earth*. These “elemental” species gave rise to a number of races, each particularly suited to their local environments, and in harmony with them.

<sup>68</sup> Turfeld, Dick, narration to the 1965 *Lost in Space* episode, “Welcome Stranger.”



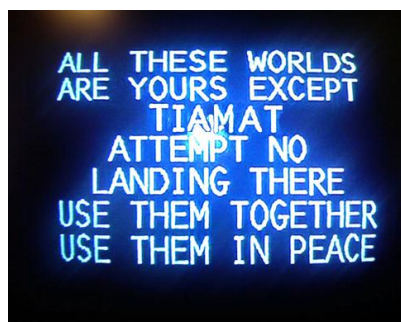
However, nearing the end of their million-year quest into the mysteries of ascension to the *Theta Octave*<sup>69</sup> of existence, another less-evolved race of space-faring extraterrestrials dropped by for a visit, hoping to claim the resources and riches of this new world for their own—an amphibious race of genetically altering shape-shifters known as the S-Ms, the “Space Men” or “Saurian Men,” to the ancient Greeks as the *Titans* or the Sumerian, DINGAR.



DIN.GAR

A small expedition from the DINGAR Ark, called NIBIRU, was sent to this 3<sup>rd</sup> rock from the sun curious as to why there *was* a significant amount of life in this otherwise rocky world of fire and ice. The evolution of this world, which they referred to as KI,<sup>70</sup> appeared to be out of sync with the rest of the solar system. And when they got here, they discovered why... an ancient race of giants “beat them to it,” having already established colonies on KI.

And the DINGAR were totally puzzled as to why the Cyclopeans weren’t stripping the world for its resources and riches—as they had intended. Really, why would anyone want to bother with this ridiculous “spiritual” stuff, when there are fields of diamonds and crystals, lining the banks of flowing rivers of gold and precious metals? These Cyclopeans must be crazy!



After some negotiation, a deal was cut between the Cyclopean/L-M population of Tiamat and the DINGAR, letting them do whatever they want with the other planets and asteroids in this new solar system, as long as they kept clear of Tiamat, as to not interfere with the advancement of consciousness on this world. The DINGAR, realizing that there was “no way in Múspellsheimr” that they could defeat the Cyclopeans, accepted the compromise, packed up their shuttlecraft and returned to NIBIRU, setting it on a course for the 4<sup>th</sup> rock from the sun, the planet we now refer to as Mars.

The Cyclopeans and L-Ms were left to continue their studies in peace and rapport, evolving in body, mind and spirit. After some years, the Cyclopeans finally uncovered the path to Ascension out of the Eta Octave, and departed, leaving this world to those that evolved from it. A few of the Cyclopeans did stay behind to keep an eye on things, to make sure the DINGAR kept their word about the quarantine state of Tiamat. But, like most politicians, the word of these “soon-to-be-gods” meant very little.

## The Terrestrial Worlds of the Gods

With most of the Cyclopeans gone, the DINGAR set about their plans to exploit the resources of KI for themselves. AN,<sup>71</sup> the youngest of the DINGAR and eager to establish his position in their hierarchy, was chosen to lead an expedition to KI to establish a base of operations and start agricultural exports. AN’s symbol is the *sickle*, the reaper that prepares the harvest, and was known for his tiara of horns. From these, we get the imagery of the Grim Reaper and the crowns of Kings.

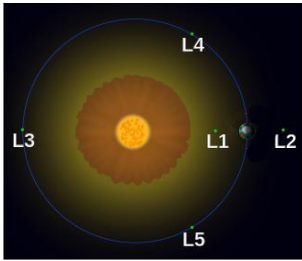
With two, new Arks being constructed in Martian orbit (used to stabilize the environment), AN and his sons took NIBIRU across the firmament to KI, parking it in a stationary orbit above the northern pole

69 According to the surviving Archive of the Cyclopean race, our civilization exists in the *Eta Octave*, the seventh evolutionary stage of consciousness, which is one of the many reasons that “7” is prominent in metaphysics.

70 Pronounced “key,” as in Qi or ch’i, meaning “life.”

71 Later known as the Greek Cronus, the Roman Saturn, the Norse “All Father,” Borr, the Vedic Shiva, the Mayan Ahau, the Christian, “God the Father (of Jehovah),” and many other names.

of Niflheim, at the L2 Lagrangian point. He then sent his eldest son, EN, to KI, to begin colonization.<sup>72</sup>



Parking the Ark in this L2 location was no accident, it was part of a well thought-out plan on the part of AN. They knew that as young planets *cool*, they *expand*, due to the supernova fragments forming their cores that were moving in time, rather than space. In those days, KI was only about twice the size of NIBIRU, a doubling of diameter, making KI an “octave” higher than NIBIRU. The Ark was positioned to use this resonant structure and timed to match an expansion event on KI.

Expansion events disrupt all the static conditions of a world, flipping magnetic poles, altering positions of land masses and even starting, stopping or changing the direction of rotation, just as a natural consequence to balance the new energetic arrangement. In the case of KI, a non-rotating, fire/ice world, the imbalance of such a large, celestial body as NIBIRU caused a magnetohydrodynamic effect to take place and start the planet spinning on its axis. But the rotational axis was not on the line from L1 to L2, but orthogonal to its orbital plane, alternately exposing the frozen waste of Niflheimr to the sun and Múspellsheimr to the cold and darkness.

Within a short period of time, the hot regions cooled down and the cold regions warmed up. This caused flooding of the surface from melting ice, spread around the world filling in natural basins, creating many lakes and rivers and nourishing the volcanic soil. Life was taking full advantage of it, spreading wildly across the globe, evolving and adapting to the new environments.<sup>73</sup>

This shaking up of the world shook up a lot of things, knocking both the remaining Cyclopeans and the L-Ms off balance. But it paved the way to colonization by AN and his NUNA, his children, referred to as the ANNUNA.

The DINGAR, as a species, had a lot of experience with colonization and terraforming new worlds, as they have done it many times in the past. So they were ready to proceed with colonizing KI as soon as the opportunity arose. EN took his terraforming ship, ABZU (“creation wisdom”) and established a “guarded enclosure” in one of the newer regions of KI, away from the local, intelligent life. This place became AN’s “home away from home,” ERIDU.<sup>74</sup> With this background, we can now determine how the ANNUNAKI, the “ANNUNA living on KI,” spread across the still expanding globe, divvying up the lands and responsibility amongst the Sons of AN.

One of the major side-effects of the rotation of Tiamat was the creation of strong belts of magnetism, surrounding the world—much like spinning the armature of a generator. These belts, which we refer to as the Van Allen belts of radiation, trapped many of the ionizing particles from the sun producing some very dangerous travel regions for a space-faring civilization. To expedite travel to and from NIBIRU, the Ark was moved to a new location over the rotational pole where the intermediate-speed magnetic lines of force were their weakest. Less magnetic concentration meant less damage to their shuttlecraft when passing through it.

72 EN is translated as “Lord,” but a more accurate translation is “#1 Son,” (to borrow from Charlie Chan) whom was normally lord and master of a new household. When EN took up residence on KI, he became ENKI, the first born of AN on KI, or later, the Lord of Earth.

73 This was recorded in the geologic record as the *Cambrian Explosion*, purportedly 542 million years ago. Correcting for “hiding history in the past,” this was fairly recent, in the vicinity of 250,000 years ago. The Sumerian Kings List documents the reign of the ANNUNAKI as being some 241,200 years in length, prior to the Deluge.

74 After ERIDU was abandoned by the ANNUNA, it was left to the children of the gods, the BAI, becoming the “children’s home,” DU.BAI. The original colony is *still* Dubai, in the United Arab Emirates (UAE).

Realizing that mythology (and religion) are describing the invasion and colonization of our world by a hostile species—a very common motif in Science Fiction stories—we can correlate the ancient worlds to modern understanding.

The mysterious worlds of the ancients aren't so mysterious, once you put them into context.

## Ásgarðr, the Garden of the Gods

In the Norse tradition, the warring sky-gods were the Æsir, whom resided in Ásgarðr, up in the heavens. The Æsir (ANNUNA) are the Sons of Borr (AN), that live in a self-contained realm of Ásgarðr (NIBIRU), the “guarded enclosure of the gods.”



*Death Star*

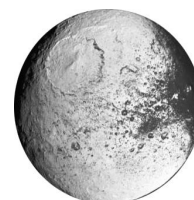
We have already discovered that these “guarded enclosures,” *Garðr*, are typically spherical or hemispherical shells protecting an environment. On a large scale for space travel, these are known as “Arks,” a hollow, supernova remnant that has been converted into a biosphere for travel between stars and planets. Ásgarðr is one of these Arks that is *still in equatorial orbit* around Earth—our Moon. (Why do you think there was such a “space race” to get there—it’s full of the technology of the gods!)

There are many “dead Arks” floating about our solar system, from millennia past. After all, the ANNUNA did have the run of the solar system for quite some time.

George Lucas picked up on the basic “Ark” design in *Star Wars* as the *Death Star*. In the Moon photo, the circular *Mare Imbrium*, the Sea of Showers, was edited with the Death Star’s primary weapon reflector, just to highlight the similarity. Notice a *pattern* here?



*Moon*



*Iapetus*

## Miðgarðr, the Middle Garden



Miðgarðr was the first ANNUNAKI *country*, so to speak, growing up around ERIDU near the original “guarded enclosure” of EDIN.<sup>75</sup> Referred to as the “middle garden” because it was in the middle of the new, habitable zones, and later on was considered the half-way point between the gods above in Ásgarðr and those below, in Hel (Hades). The center of Miðgarðr is the modern city of Dubai,<sup>74</sup> the original location of ERIDU, with cultural development spreading along the river valley to the modern countries of Kuwait and Iraq, all the way to Syria and Cyprus as a Mediterranean port.

There were a number of major city-centers in the region, known as *höll* (halla) or “great halls.” These are documented extensively in the Sumerian records, unlike the more poetic Norse tales:

- ERIDU, the first city and operational headquarters.
- BADTIBIRA, the mining facility.
- LARAK, the Space Flight control center, much like NASA at Houston.
- SIPPAR, the ancient version of Cape Canaveral.
- SHURUPPAK, the hospital complex.

<sup>75</sup> EDIN means “watered plain,” most likely referring to the hydroponic crops grown under the dome. The ANNUNA were original vegetarians. After work began outside of the dome, EDIN took on the additional meaning of the fertile valley in which ERIDU was constructed.

- URUK, built specifically for the DINGAR, so AN and his siblings had somewhere nice to stay.
- NIPPUR, the administrative center of government.

The region of the Middle East (the Miðeast, so to speak) looked very different in those days, being a fertile land of plenty—not rocks and desert. Today’s Persian Gulf was nothing more than a river, with the mouth near Muscat in Oman.

### ***Bifröst, the Shaking Path connecting Miðgarðr with Ásgarðr***



This photo has a shape similar to a rainbow, doesn’t it? But quite a “bumpy ride!” because it is a photo of a *rocket launch*, not a bridge made of light.

Any Sci-Fi/Fantasy geek worth his wand will have figured out what Bifröst *is*, from my earlier comment—the shaking path that rockets and shuttlecraft follow, moving supplies and personnel between Miðgarðr colony and the orbital Ásgarðr “mother Ark.” The illuminated trail of fire and smoke arcing across the sky is the bridge.

In Sumerian, this launch pad was known as SIP.PAR, the “bird city,” and was the “stairway to the stars” run by SHAMASH,<sup>76</sup> the Chief Astronaut, ruled by King Enmeduranna,<sup>77</sup> “the Lord whose MEs<sup>78</sup> bond Heaven and Earth.”



On the other side of Bifröst is the Ásgarðr hanger deck, under the control of *Heimdallr*, who was considered a bit of a “hunk” by human standards, since most of the gods looked like horny toads. Heimdallr’s position as Hanger Deck Chief gave him a lot of contact with human slaves and he took an interest in their plight, helping to define human social classes—not really as an act of kindness, but of *efficiency*, but it is easier to offload cargo when there is a clearly defined hierarchy of responsibility.

Note that there is nothing *spiritual* here. Though Bifröst *is* the path connecting Earth to Heaven, it is just a bumpy rocket ride on a cargo transport or shuttlecraft. It has nothing to do with the “ghost road” or the transport of the souls of the dead into heaven. Fruits, grains, cattle ... they were transported across Bifröst. When a human took that ride, it was usually because they were in a *lot* of trouble and were being taken to appear before AN for judgment. Don’t believe me, ask ENKI’s servant, Adapa. ENKI taught him the “forbidden knowledge” of the gods and when the “south wind,” the ANNUNAKI version of a helicopter, buzzed him while he was out fishing and flooded his boat, he used that knowledge to break the wing of the wind, crashing it into the sea. That earned him a ride across Bifröst! AN was really pissed that a mere human, “broke wind” (so to speak).

These two worlds formed the initial colony on Tiamat now being referred to as EA’s ERIDU, later shortened to EARTH and its linguistic variants. But what happened to the existing, intelligent life that was already there, along with the remaining Cyclopeans, the *Eldjötmar*?

Consider what the Europeans did to the indigenous tribes of the Americas: either be *enslaved* as the African population was, or be *exterminated* as they attempted to do to the Native Americans. There are many stories of the attempted enslavement of the Mayan and Aztec people of Central and South

<sup>76</sup> Also known as Utu (Akkadian and Semitic). After the Deluge, BAALBEK became the new launch site.

<sup>77</sup> Enmeduranna is most likely the Biblical Enoch, as the stories concerning them are very similar.

<sup>78</sup> A “ME” (pronounced “may”) is normally translated as a “tablet of destiny,” which the gods often fought over and stole from each other. There were many of them. To possess a ME was to possess a specific power over what that ME controlled. Think of it more like a tablet PC with an encrypted controller App that only can run on a specific tablet.

America—but they would not have it. Horses were not native to the Americas, so the Spanish tried to ride the Mayans like animals. The Mayans response was interesting... “sure, hop on” and then they would jump off the nearest cliff, taking their rider with them. The response of the Spaniards was to gift them lots of blankets and other material—taken from leper colonies.

Agriculture was booming for the ANNUNAKI, using the slaves they brought with them, the IGIGI, a race from the *azonei*, a region outside of DINGAR control. However, they were running into problems, namely the operation was getting too big for the IGIGI to handle, so some of the less important ANNUNA were conscripted to help out. This led to a lot of internal conflict within the gods.

Attempts were made to enslave the L-Ms, as they were a bit naïve about the ways of the universe and could easily be scammed into providing valuable work for the colonists—and they were highly skilled with the resources of this world, having the “magical” knowledge of the Cyclopeans. But, they were treated just as the Native Americans that survived the conquest of America were: confined to their own world, Álfheimr, the “land of elves,” conveniently placed just below Ásgarðr, parked in orbit directly overhead. After all, the gods needed to keep an eye on these rebels, as the remaining Cyclopeans did encourage them not to do as the gods demanded.

The Cyclopeans continued to cause trouble and the increasingly impudent ANNUNAKI were getting rather upset that they were doing all the work, while the ANNUNA sat around on the Mother Ark, drinking beer and watching sports. AN realized he was losing control of the situation, and sent word back to his DINGAR brothers on Mars, requesting assistance.

The DINGAR took one of the new Arks across the firmament to Earth, giving the planet two moons for a while. Negotiations took place and it became apparent that AN had gotten a little over-ambitious, operating for himself, outside the plans of the DINGAR. The colonization was not supposed to have upset the native life—and AN went and literally turned the world upside-down. Concern arose that the ascended Cyclopeans might return and boot them all out, so the DINGAR made peace with the resident Cyclopeans and told AN to “take a hike.”

AN did not take this sitting down, gathering his troops and he made a preemptive strike against his brothers and the Cyclopeans—and won.<sup>79</sup>

### ***The New Múspellsheimr, Tartarus***

With mining operations well under way in Helheimr (Hades), the gods knew of the barrier across the internal sun, the realm of Tartarus. There was but a single crossing, an anomaly that occurs where coordinate space and coordinate time coexist in a region that allows passage. And that is where they sent the captives, the surviving DINGAR (the Titans) and the Cyclopeans (Eldjötnar, Cyclopes), to imprison them for eternity.

This region became the new Múspellsheimr, the realm behind the inner sun, blocked by an impenetrable, natural barrier with the single access point well protected.

The inner sun is basically part of the projection of the “inside-out” core of the external sun, which at this time, was young, orange and just getting started on its evolutionary journey. All the planets have these inner sun cores, as does every atom of matter (the tiny emissions there are radiation). The inner sun, itself, was more of a dull, reddish glow, and the many, mineral-rich magma flows made both Helheimr, and Tartarus on the flip side, look like Hell.

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<sup>79</sup> Described by the gods after the creation of man as the *Titanomachy*.



## The New Niflheimr (Mist World) and Niflhel (Misty Hell)

Niflheimr is the region surrounding the Sphere of Rest, that existed much as it does today—a region of a strange, atomic mist, with two possible directions of *ascent*, either down to Helheimr (Hades) or up through the mantle to the surface. Two of these three regions are part of the Norse worlds:

- *Svartálfaheimr*, the region we call the “mantle” between Niflheimr and the surface. This is the realm of dwarfs, Nature’s miners.
- *Niflheimr*, the misty region surrounding the Sphere of Rest.
- *Niflhel*, not normally a “world;” the stony, cave region between Niflheimr and Helheimr.

## Jötunheimr, The Home of the Nephilim



The Æsir, the Sumerian ANNUNA, were known to have had “genetic relations” with other species on the planet, mixing DNA cocktails to see if they could get a workforce to replace the gods and IGIGI whom were becoming increasingly discontent. In later years, ADAM, mankind, replaced those workers and the gods were quite pleased with themselves and continued their genetic relations with mankind, producing a race of giants—part human, part god—called the NEPHILIM.

These giants ended up breeding like rabbits and were put on a reservation, far away from the L-M and human populations now covering the northern and equatorial regions of the planet. This place was the “Land of the Giants,”<sup>80</sup> *Jötunheimr*, at the southernmost regions of the world, a place marked on the ancient maps as *Terra Australis Incognita*, the “unknown lands to the south,” which we now know as Antarctica and Australia, a single land mass in those days on a much smaller planet.

Much of Jötunheimr was a rocky, forested wilderness without much animal life. The NEPHILIM lived primarily on fish, caught in the abundant, freshwater rivers that flowed out of *Mimir's Well*, the reciprocal of *Rupes Nigra et altissima* in the Arctic—the back door to Hel, currently located under the Hercules Dome in Antarctica.

The peninsula that formed today’s Australia was the capital of Jötunheimr, named *Útgarðar*, ruled by Skrímir. Now, if this assumption is correct, Útgarðr would have the highest population of giants, so there should be some giant remains in Australia, today.

### Fossil Australians could have been 12 ft tall and 600 pounds<sup>81</sup>

*In old Pleistocene river gravels near Bathurst, New South Wales, huge stone artifacts—clubs, pounders, adzes, chisels, knives and hand-axes—all of tremendous weight, lie scattered over a wide area. A fossicker searching the Winburndale River north of Bathurst discovered a large quartzitised fossil human molar tooth, far too big for any normal modern human. A similar molar of chert fossilisation was also recovered from ancient deposits near Dubbo, N.S.W. Prospectors working in the Bathurst district over 40 years ago frequently reported coming across large human footprints in shoals of red jasper.*

80 Allen, Irwin, *Land of the Giants*, TV series, 1968-1970. A human spaceship crashes on an Earth-like planet, to discover the inhabitants are twelve times their size.

81 Gilroy, Rex, “And There Were Giants,” *Psychic Australian*, October, 1976.

As it turns out, giant skeletal remains, tools and structures are scattered all over Australia, making it an accessible part of *The Land of the Giants*.

The ancient mariners never ventured into *Terra Australis* because of the giant population, so much of the interior went unmapped. There are a few surviving records, most of which came indirectly via India and China—ports of call for the merchant vessels of the Jötnar. What these maps show is a C-shaped region with a large lake surrounding the South Pole, from which water poured forth from the depths of the Earth.



## Vanaheimr, The Realm of the Vanir



*Vanaheimr and Aztlán*

The Vanir, the “earth gods,” are the Sumerian ANNUNAKI, the Sons of AN that stayed on KI, the Earth, led by ENKI. In Old Norse, ENKI is called *Vili* and his younger brother, ENLIL was Oðinn. In the Sagas, Oðinn was considered “first born,” but if you compare to the Sumerian records you find that ENKI, Vili, was actually first born and when he rebelled against his father, Borr, was “demoted” to #2 son moving ENLIL, Oðinn, to #1 son. Ranking was very important to the gods, as it is in any military organization. And the confusion does not end there, as Vili and Vé (the third son of Borr), never carried much influence in mythology

and were later incorporated into the gods Þórr (Thórr or Thor) and Freyr, retaining the “big three” (formerly: Oðinn, Vili, Vé, later: Oðinn, Þórr, Freyr).

Knowing this, we find that Thórr was the “protector of mankind,” as was ENKI, whom was the one that told Noah (Njörðr) to build the Ark—not the Hebrew God, Jehovah, who is ENLIL. ENLIL *wanted* mankind destroyed, along with the NEPHILIM. But that is another story...

Vanaheimr was the home of the gods that decided they *liked* living on Earth and abandoned their celestial heritage to stay here. This caused a split resulting in the Æsir “sky gods,” the ANNUNA, and the Vanir “earth gods,” the ANNUNAKI. Dear Ole’ dad, in order to prevent global conflict, split up the domains of the warring brothers to opposite sides of the world. Oðinn got Miðgarðr, the Middle East, and Vili/Thórr got Vanaheimr, the *Americas*.<sup>82</sup> Vé ended up with region around China, just to keep him clear of the battle.

Since ENKI was the “Chief Science Officer” of the gods, most of the technological advancement occurred in Vanaheimr, the Americas. Being a very fertile country, farmers (the Native Americans) were created to handle agriculture for the gods. After orichalcum<sup>83</sup> was discovered in the southern regions,<sup>84</sup> Olmec miners were brought from Africa (the original mining site) to begin mining in South Vanaheimr. This put a LOT of power and raw materials under ENKI’s control—and he decided to rebel against his father, AN, and brother ENLIL, and take over the planet for himself.

82 ENKI wasn’t the best looking god, being remembered as “the hideous one” and was amphibian in stature, very serpent-like. As a consequence, his land was referred to as “the land of the serpent,” *Amaruca*, later anglicized to *America*. If you do some minor digging in old records, you find that Amerigo Vespucci was born *Alberigo* Vespucci, later changing his name to Amerigo after the discovery of *Amaruca*—to keep people from knowing its true origins. America wasn’t named after Vespucci—Vespucci was named after America! See, everything you know is backwards.

83 Orichalcum is reddish, radioactive gold—nuclear fuel—which was what the ANNUNA were mining until the Earth’s magnetic ionization level dropped and gold became a relatively stable element, with uranium taking its place. See: *Geochronology: Hiding History in the Past*, page 14, available on <http://consciousnesshugs.com>

84 The original mining operation was in the mountains east of Lago Poopó in Bolivia, from where we get a lot of the “Atlantis” (Aztlán) myths.

ENKI, known as “the accuser” (*Satan*) or the “enlightened” (*Lucifer*), befriended the L-Ms of the northern and coastal regions, to create an army against ENLIL. His headquarters, Aztlán (Atlantis) was *not* in Mexico, but on the eastern coast of the northern region of Vanaheimr, now known as: *Washington, DC*, the center of Lucifer’s empire in the Land of the Serpent. (I’m sure that comes as no surprise.)

If one searches for information on Vanaheimr, one will find *very little* information, as all of this has been purged from the history books. The correlation between Vanaheimr, the empire of the serpent gods, and Amaruca, the Land of the Flying Serpents, was not easy to find—but traces do remain.

So, we have the planet divvied-up now, regions ruled by specific gods, with one Lost World left to identify, the one that the gods did not have much control over.

### Álfheimr: The L-M Reservation

I’ve saved the best for last. Of all the Norse worlds, Álfheimr is by far the most intriguing because it is one, huge contradiction. Digging through the Norse Sagas, there is very little information on Álfheimr, other than it is the home of the Álfar, the “Elves,” or as referred to in these papers, L-Ms. Yet, millions of fables concerning the “Little People” exist all across the Americas, Europe and Asia. So why does Álfheimr remain such a information-loaded mystery? Well... it seems that a lot of effort was put into concealing it. So let’s pull off this “cloak of invisibility”<sup>85</sup> and see what is hidden beneath.

First, here are some of the physical characteristics of Álfheimr that we can use to locate that lost world:

- It is the world nearest to Ásgarðr, the Lunar Ark over *Polvs Arcticvs*.
- It was divided into four lands of different races of Álfar.
- It was adjacent to Vanaheimr (the Americas) and Miðgarðr (the Mideast) was to the south—remembering that “south” is “sunnier.”
- Álfheimr was divided into two worlds, Ljósálfheimr and Svartálfheimr, a world above in the sunlight and a world below, in the darkness. In conventional interpretation, Ljósálfheimr is considered synonymous with Álfheimr, but that is like referring to “space” as “motion,” which leads to the confusion of “how can I have motion without **anything** moving?” The time aspect of motion went unconsidered, just as the Svartálfheimr realm of Álfheimr goes unconsidered.
- Svartálfheimr was adjacent to Niflheimr.

What we already know is that Ásgarðr was in a fixed location above the Arctic (North) Pole. The closest point on the planet to that location would be the region *surrounding* the Arctic Pole. There would be four “lands” in this region being adjacent to Vanaheimr (*Amaruca*) with Miðgarðr, the Middle East, being on the opposing side, further to the south.

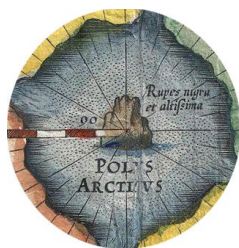
With that in mind, we can identify Álfheimr on the old maps: referred to in 17<sup>th</sup> century Europe as the **Bargos Islands**. I believe the name actually refers to the *Barge Landt*, the “dangerous shores,” as the islands were surrounded by sharp, mountain peaks and the four rivers were treacherous to sail with swift currents, often dragging ships to their doom. “Barge” is not in reference to a flat-bottomed boat, but to “barge in,” to bump into or collide with, in a rude or clumsy way.



85 From the *Harry Potter* series; Harry had a cloak that would render its contents invisible.

The Bargas Islands are four islands that exactly surround the Arctic Pole that appear on all maps prior to the early 17<sup>th</sup> century, all over the world. And these were maps used by seamen to navigate the oceans. The lands are described as fertile and green, surrounded by snow-covered mountains near the shorelines and the local inhabitants were “pygmies,” little people that stood about a meter tall.

One of the curious features about the “Barge Lands” is in the very center of the map stands a mysterious, black mountain, *Rupes nigra et altissima*, the “cliffs black and deep.” The renowned Wizard of the 16<sup>th</sup> century, John Dee,<sup>86</sup> noticed this on Mercator’s 1604 map and wrote to him, asking for a description of his comments, which were from *Inventio Fortuna*.<sup>59</sup> Mercator replied:



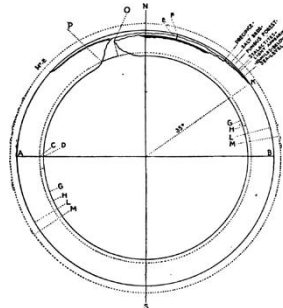
“In the midst of the four countries is a Whirl-pool, into which there empty these four indrawing Seas which divide the North. And the water rushes round and descends into the Earth just as if one were pouring it through a filter funnel. It is four degrees wide on every side of the Pole, that is to say eight degrees altogether. Except that right under the Pole there lies a bare Rock in the midst of the Sea. Its circumference is almost 33 French miles, and it is all of magnetic Stone... This is word for word everything that I copied out of this author years ago.”

Not only does this “Island at the Top of the World”<sup>87</sup> occur in many cultures, so does this strange mountain and abyss, the *Maelstrom*. In Vedic lore, it is *Mount Meru*, or *Sumeru* in Sanskrit. In the Norse, it is the trunk of the world tree, *Yggdrasil*.<sup>88</sup> There was (or is) something there at one time, guarding the entrance to the inner worlds.

So, the big question becomes, “where are the Bargas Islands, now?” since there is nothing but deep, cold water at the rotational North Pole.

The answer: the Earth *expanded*, splitting open above Canada and Russia, creating the Arctic ocean and sliding the Bargas Islands southward towards the Atlantic in compensation. The expansion changed its climate drastically and the islands started to freeze over, as the logs of Leif Erikson indicate—the Viking colonies established there moved to the coastal regions, as the fertile land in the interior became covered in snow. The Bargas Islands, *Álfheimr*, is STILL HERE, not only buried in snow, but buried in a lot of “bull.”<sup>89</sup>

What was done to conceal it was to “stretch” the extend of a surviving island to the south, *Groenlandt* (the “green land”), to cover up the glacial cover-up, absorbing the Bargas Island as the northern parts of *Greenland*.



I located a 1981 National Geographic map of what Greenland looked like, under the ice pack. The resemblance is striking—even the original rivers are there. And the *Rupes Nigra* is also still there, though the shifting land mass has probably blocked off all access to where the water once went. This is also shown on the map in *Etidorhpa*,<sup>43</sup> how the entrance to the inner world has slipped away from the North Pole (label “O”), now sitting under a glacier in northern Greenland.

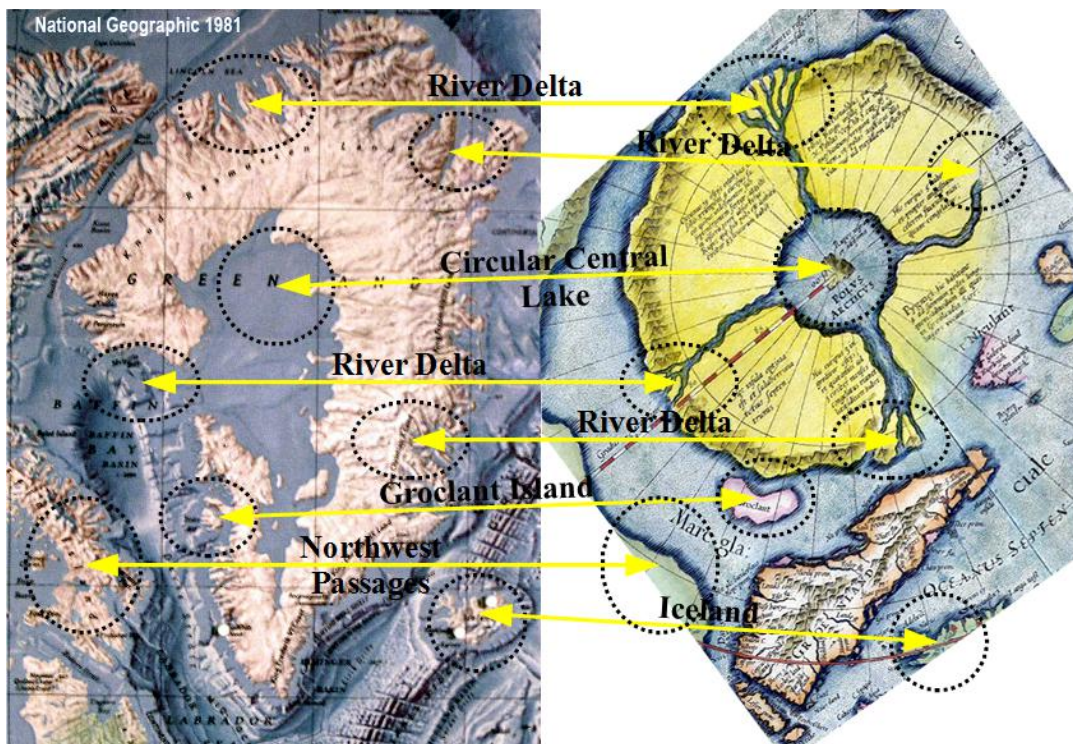
86 Dee, John, born July 13, 1527, died 1608. Advisor to Queen Elizabeth I, and the guy that created the agenda for the New World Order.

87 Marshall, James Vance, *Island at the Top of the World*, screenplay by John Whedon.

88 See the 2<sup>nd</sup> picture from the left on page 22, showing Yggdrasil as the world “axis.”

89 “Bull” is an American Old West reference, referring to cattle manure that you don’t want to step in, walking down the street.





This correlation has been missed by many because of the overuse of the flat, Mercator map projection, which greatly “stretches” the lands in the polar regions, distorting their shapes.<sup>90</sup>

As we’ve postulated that the Earth underwent an expansion event, using these maps we can find out just how much the Earth expanded because the maps of the 16<sup>th</sup> and early 17<sup>th</sup> centuries have the locations of large cities that are still in the same place today. We need to identify two locations that are on the same land mass, as expansion tends to expand ocean and sea beds—not the continental crust. That means the distance, today, should be about the same as it was prior to the expansion.



Let’s pick a couple of cities near the perimeter of the map “Polvs Arcticvs siue Tract, Septentrionalis,” such as the west coastal city of Bergen, Norway and the east coastal city of Stockholm, Sweden, as they are near the perimeter next to the longitude lines and on opposite coasts of the same land mass. The map shows Bergen at 26 degrees and Stockholm at 42 degrees, approximately.

Today’s distance between Stockholm and Bergen is 446 miles, line of sight. The edge of this map is at 60° north latitude, so the circumference around the Earth at that point would be smaller than the equatorial distance, approximately 10,035 miles:

$$\frac{446 \text{ miles}}{16^\circ} \times 360^\circ = 10035 \text{ miles}$$

As we are looking at a flat map, the center of that circle at 60° would be where the rotational axis is, circumference =  $2\pi$  radius, or, radius = circumference /  $2\pi$ :

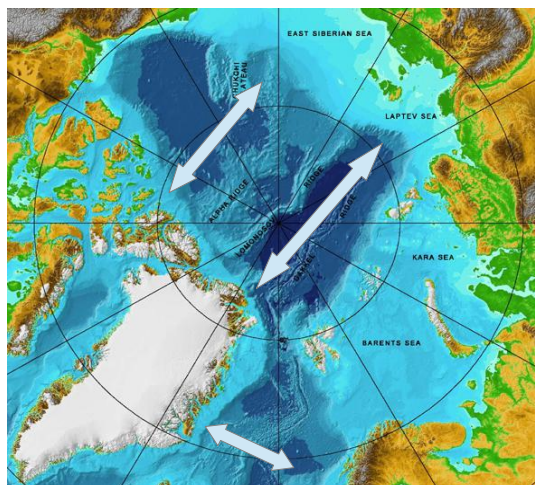
<sup>90</sup> I happened to have a world globe when I was a kid, so I noticed, many years ago that Greenland did not look like it did on flat maps. To me, it looked like a big question mark.



$$\frac{10035 \text{ miles}}{2\pi} = 1597 \text{ miles}$$

That would make the equatorial radius:

$$\frac{1597 \text{ miles}}{\cos(60)} = 3194 \text{ miles}$$



The current, equatorial radius of Earth is 3,959 miles. That means this map was made for a planet about 81% of the current size of Earth, only 20,070 miles around the equator, some 5,000 miles smaller in circumference than it is now. We know that continents tend to crack, but overall, don't stretch as much as the ocean floor does, so that means that there is about 5,000 miles of deep ocean that cracked open somewhere. Notice these nice, deep, fresh cracks in the Arctic ocean floor, with the nice, smooth bottoms?

I am proceeding with the assumption that the land area remains constant, simply because of the way the continents plug together like pieces of a puzzle, and it is only the ocean floor that is expanding.

The Arctic Ocean is all deep water and accounts for about half of those miles, indicating that the Earth expanded in other locations, too, down along the mid-Atlantic rift, widening the north Atlantic, putting more distance between the original Groenlandt and Ireland and the U.K., sinking a few islands along the way, such as the old-World trading center, *Frislandt*.<sup>91</sup>



To verify, a rough calculation of land area outlining the Bargas Islands, including Groenlandt and Groenlandt, comes out to approximately 830,000 square miles. Greenland, today, is 836,300 square miles. Mystery solved!

With that known, we can now identify who's who and what's what on the old 1604 map. The land left of Groenlandt across *Frecum Danis* is Newfoundland. *Mare Glaciale* is Baffin Bay. Schetlac Island would be the Faroe Islands, Scotia is Scotland, Eislandt is Iceland, and off to the left, *Hic Mare est dulcium aquarium* is Hudson Bay. Many familiar features are included on this map, so why would mariners invent "phantom islands" like *Frislandt*? *Lex parsimoniae*, they did not. These are real places and since Stockholm is ON the map and was founded circa 1250 AD... the Earth hasn't been the size it is for very long, again, hiding history in the past.

Additional information was found in a rather curious people, the Irish Tuatha Dé Danann, whom brought four, magical gifts with

<sup>91</sup> Frislandt is yet another "phantom island" that was sunk during the expansion event, as many of the smaller, volcanic islands were, such as the neighboring islands of Neome and Fodalida. The island is now the sea mount west of Ireland, located at approximately 56.8 N, 17.5 W. If you examine ocean floor topography, you can see the rip right between Groenlandt and Frislandt.

them to Ireland: *Dagda's Cauldron*, the *Spear of Lugh*, the *Lia Fáil* (Stone of Destiny) and the *Claíomh Solais* (Sword of Light), from four “cities”: *Findias* (or *Finias*), *Falias*, *Gorias* and *Murias*.

*The Tuatha Dé Danann had traveled to the “Northern Isles” where they learned many skills and magic in its four cities Falias, Gorias, Murias and Findias. From there they traveled to Ireland bringing with them a treasure from each city.*

—Lebor Gabála Érenn

I’ve quoted “cities” because the references are from the 11<sup>th</sup> century, and the idea of a “city,” a cathedral town, did not really come into use until the 13<sup>th</sup> century. In the older days, it would be more of a community or commonwealth, or any place where such a community formed—such as an island.

The Tuatha Dé Danann are an interesting people, as their home was in the *Otherworld*,<sup>92</sup> which we have identified as the Greek *Hades*, the interior of the Earth. It would make sense that the Tuatha Dé Danann would arrive through the Arctic polar opening, the *Rupes Nigra*, and end up in Álfheimr, the Bargos Islands with the L-M Álfar.



By examining various Irish tales concerning the journeys of the Tuatha Dé Danann, the “northern islands” parallel the four lands and races of Álfheimr, which is quite uncanny, particularly since these same types of magical gifts were the specialty of the L-Ms that lived there. So, as we’ve been playing “Name That Lost World,” we can also do “Name That Phantom Island.”

Correlation was done based on *common attributes*, not directions, because the Earth has undergone a few changes since then and may not have been rotating in the direction it is today. This map is prior to at least one expansion event, maybe two. In the early 1600s, the island listed as Murias had virtually disappeared under water and the original maps had to have the lower right part of that island erased and modified to account for the few, surviving islands that mariners were now finding. Yes, Murias became a sunken city, just as the folklore tells.



## Falias

*In the frost-grown city of Falias lit by the falling stars  
I have seen the ravens flying like banners of old wars—  
I have seen the snow-white ravens amid the ice-green spires  
Seeking the long-lost havens of all old lost desires.*<sup>93</sup>

The magnetic pole is listed on two places on these old maps, one as a mountain and the other nearby as a location. With this structure, the Earth, being smaller and with a weaker magnetic field, would have the Aurora Borealis *directly over Falias*, the “lit by falling stars” and “ice green spires.”

<sup>92</sup> In Celtic mythology, the *Otherworld* is the realm of the dead. This is not the same as the *Other Realm*, the Cosmic sector of 3D time.

This island was the home of the Ljósálfar, the “light elves,” because the sky was never dark. They were experts in the domain of “the fire of life,” able to heal and cure, and had the gift of immortality. Many of the stories of a “fountain of youth” on a remote island originate here.

The gift of Falias, the *Lia Fáil*, was called the *Stone of Destiny*—or in Sumerian, the “Tablet of Destiny,” the ME.<sup>78</sup> This magical item was said to have two powers: first, when a rightful King’s feet were placed upon it, it would “roar in joy.” Second was the power to rejuvenate the king, so that he may have a long reign. These ME were tuned to a specific genetic marker, so only the direct descendants of the ANNUNA could use them. “Rightful kings” were directly descended from the gods, with these markers.<sup>94</sup> The roaring of joy was the activation of the device, given the proper genetic key.



## Gorias

*In Gorias are gems,  
And pale gold,  
Shining diadems  
Gathered of old*

The treasure of Gorias was the *Spear of Lugh*, later called *Lúin of Celtchar*, a radiant energy weapon along the same design as *Mjölnir*, Thórr’s hammer, built by the Dwarfs of the region as this marshland was the primary entrance to Svartálfaheimr, the underground realm of the Dwarfs. As the mineral merchant capital of the world, gems, gold and other precious minerals were plentiful, custom crafted into diadems and scepters by the dwarfs for the overlords.



## Findias

*In the torch-lit city of Findias  
that flames on the brow of the South  
The Spear that divideth the heart  
is held in a brazen mouth*

This was the most fertile and luscious of the four islands, a literal Faeryland, the land of the Álfar and a major trading port for Europe and Amaruca.

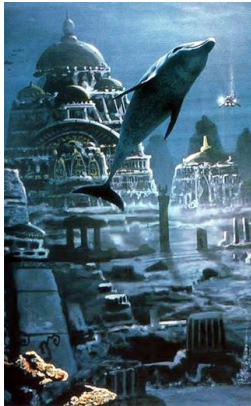
The gift of this land was the *Claíomh Solais*, the “Sword of Light” on which the lightsaber of Star Wars fame is modeled. This was not actually a weapon, but a masonry tool known as a *force cutter*, that could cut any material by separating its atoms like a knife through butter.<sup>95</sup> However, it did not take humanity long to figure out that it could also cut the toughest armor in half, without any effort. This sword and the *Lia Fáil* later ended up in Europe, being “the sword in the stone,” *Excalibur*.

93 Macleod, Fiona, “The Dirge of the Four Cities,” *Poems and Dramas*, Vol. VII.

94 This genetic marker key was played upon in the *Stargate SG-1* and *Stargate Atlantis* series, where only those with the “ancient gene” could activate Ancient technology.

95 Such a device was reproduced in the late 19<sup>th</sup> century by researcher John Worrell Keely.





## Murias

*In the sunken city of Murias  
A golden Image dwells:  
The sea-song of the trampling waves  
Is as muffled bells  
Where He dwells.*

Murias was originally the “city of eternal sunset,” inhabited by the Nøkk, the Álfar of the deep that sided with ENKI in his war against ENLIL, and are often seen depicted on statuary with Poseidon (ENKI). The dwellers of Murias were normally a peaceful people possessing great skills in music and harmonics.

The Nøkk had many treasures of the deep ocean, including a type of yeast which was used to create Cornucopia, “Horns of Plenty,” which the Tuatha Dé Danann took as the *Cauldron of Dagda*. These bottomless containers of food are Elven bread, a highly nutritious yeast that when supplied with any type of sugary liquid (mead) and sunlight would grow at capricious rates, producing mushroom-like bread in considerable quantity. Life finds a way.

## **Yes, Virginia, there IS a Santa Claus... And he lives in Lemuria.**

When reading stories of the sunken city of Murias, one cannot help but notice the similarities between the Irish “Na Murias” and “Le Muria,” also a sunken continent. Could it be that Lemuria is actually Murias in Álfheimr, the partially sunken Bargos Island, just north of Europe?

Let’s look at some history on Lemuria, which is a reference to the French *la mer*, “the sea,” anglicized with the “-ian” suffix to infer “the people of the sea,” known in Norse as the Nøkk—water sprites. Northern Europe is full of legends of water sprites, the neck, nicor, nixie, nokken, nikker, nekker, näck, näkki and many other names. And it is primarily *northern* Europe, the lands that would be adjacent to the Island of Murias. So it is likely that the “people of the sea” were the people of “na Murias,” carried across many different dialects to end up as the modern Lemurians. Even the old translation of the abbreviation “L-M” meant “Lemurian-Muanian,” the people of Lemuria and Mu. (Mu is the “motherland,” which we know is Miðgarðr, the Middle East—not the middle of the Pacific.)

The confusion on the location of Lemuria/Murias almost seems deliberate, similar to the concealment of information regarding Álfheimr and the “phantom islands” in the Arctic. Both polar regions seem to be “off limits” to anyone except those approved by The Powers That Be.

What appears to have happened is this: in 1864, zoologist Philip Sclater wondered why lemurs could be found in both India and Madagascar, but not in adjacent Africa. He hypothesized that India and Madagascar were at one time a single continent, which he named *Lemuria*, after the lemurs. He was actually right about the continent, which is documented in ancient Indian records as *Taprobane*. So the original name of the sunken continent, Na Murias, was overwritten by Sclater’s Le Murias as Lemuria.

Now that we know that “Lemuria” was in the *Arctic* (not the Indian ocean) and populated by elvish water sprites that brings up another interesting European faery tale, that of a bunch of elves living at the North Pole that would bring food and gifts to the children of Europe during the winter.

Yes, Virginia, there IS a Santa Claus and he lives in Lemuria near the North Pole. Ho Ho Ho!



## Epilogue

*History is the lie commonly agreed upon.*

—Voltaire

The more one digs into the depths of religion and mythology, the more one is forced to a few, simple conclusions:

1. Religion has nothing to do with spirituality, it is just an historical account of the colonization of the world. The Church and State were intentionally created to control your Soul and Body. True spirituality is an aspect of consciousness that “the powers that be” still cannot reach.
2. Mythology, including “phantom islands,” “lost worlds,” and “pseudo-science” are actual, truthful accounts of what has been going on in the past—buried in misdirection and *fantasia*, to keep people ignorant and having to rely on “experts” to do any thinking for them.
3. Our mental world is *not* an illusion, as Guru’s like to say, but a *deliberate misdirection*. People realize this unconsciously, which is why films like *The Matrix* are so popular. Yet, in response, humanity just pulls out their box of blue pills and starts munching away.

The information that I have presented in this paper comes from many, many sources, tied together by the basic, reciprocal relation between space and time that forms the core of the *Reciprocal System of theory*. And I do want to point out, since it has been repeatedly asked concerning my prior papers, that NONE of this information is “channeled” or comes from any source outside of our own world, nor does it come from any “Extra-dimensional Entities from the 24½<sup>th</sup> Density!”<sup>96</sup> For the most part, it’s just from old books laying around in libraries. Granted, there is a lot more intelligence on this world than most people realize—if you know where to find it. And I’ve left a trail of clues in this paper on doing exactly that.

It seems that the collective effort of humanity is to *hide the truth*—not *discover* it—and the human race now lives in the State of Denial, a very overpopulated location. Examine the way people think these days—it is just regurgitation from someone else, which is regurgitation from someone else, which is regurgitation from someone else, *ad nauseum*. Imagination and creativity, which are the real passions of life, are gone. People have been trained *not* to have opinions—only be good slaves and promote the opinions of their masters. What we’ve ended up with is what Derren Brown refers to as *social compliance*, “truth by popular consent,” a total disconnect from any Natural consequences. Since humanity is abandoning Nature, it won’t be long before Nature abandons humanity. And for most people these days, their world will come to an end when they can no longer get 5 bars on their smartPhone.

And you are probably thinking, “something needs to be done about this!” And you are correct. But it will not be done by “The Powers That Be,” the New World Order, Religions, New Age or any person of notoriety. The only way new information will ever be discovered is if people finally decide to stop accepting everything they have been told and work together to discover the truth for themselves. And it is up to us “peasants” to do it.

The Hierarchy is designed to stop all inconvenient truths that might disrupt their power and profits, so a reasonable approach would be to set up a situation that is not based in power or profit, but concern and compassion for the personal advancement of humanity. A kind of Shangri-la or Monastic Sanctuary,

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<sup>96</sup> A spoof on the cartoon, “Duck Dodgers in the 24½<sup>th</sup> Century,” which is a spoof on the TV series, “Buck Rogers in the 25<sup>th</sup> Century.”

based in spirituality and the evolution of consciousness, with the goal of figuring out “what IS mankind’s potential?” Are we meant to be slaves for eternity, or is there something more?

What do you think?

I read an interesting paper last night written by Miles Mathis, titled, “What I Finally Understood.”<sup>97</sup> The gentleman has it right and can be summarized in just one line from his paper:

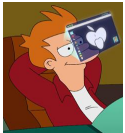
*This is what I finally understood: all famous people are there to misdirect you.  
ALL OF THEM.*

I, for one, am tired of living in this world of deception and being led around by the nose by famous experts and want to discover the truth behind our existence. If this is something you are also interested in, *let me know* by “friending” me on *Facebook*, or joining in on the discussions on [ConsciousHugs](#). Together, we can find our way out of this Matrix and see just what the Universe has to offer to dedicated, uncommitted investigators.

<https://www.facebook.com/daniel.phoenixiii>



## Additional Information



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Further information on the Reciprocal System of theory can be found at:

<http://reciprocalssystem.org> (papers, videos, general information)  
<http://rsttheory.org> (being replaced by reciprocalssystem.org)  
<http://rs2theory.org> (the reevaluation of Larson’s work)



An archive of the “--daniel papers,” related topics and a discussion group can be found on:

<http://conscioushugs.com>

<sup>97</sup> Mathis, Miles, “What I Finally Understood.” <http://mileswmathis.com/guru.pdf>