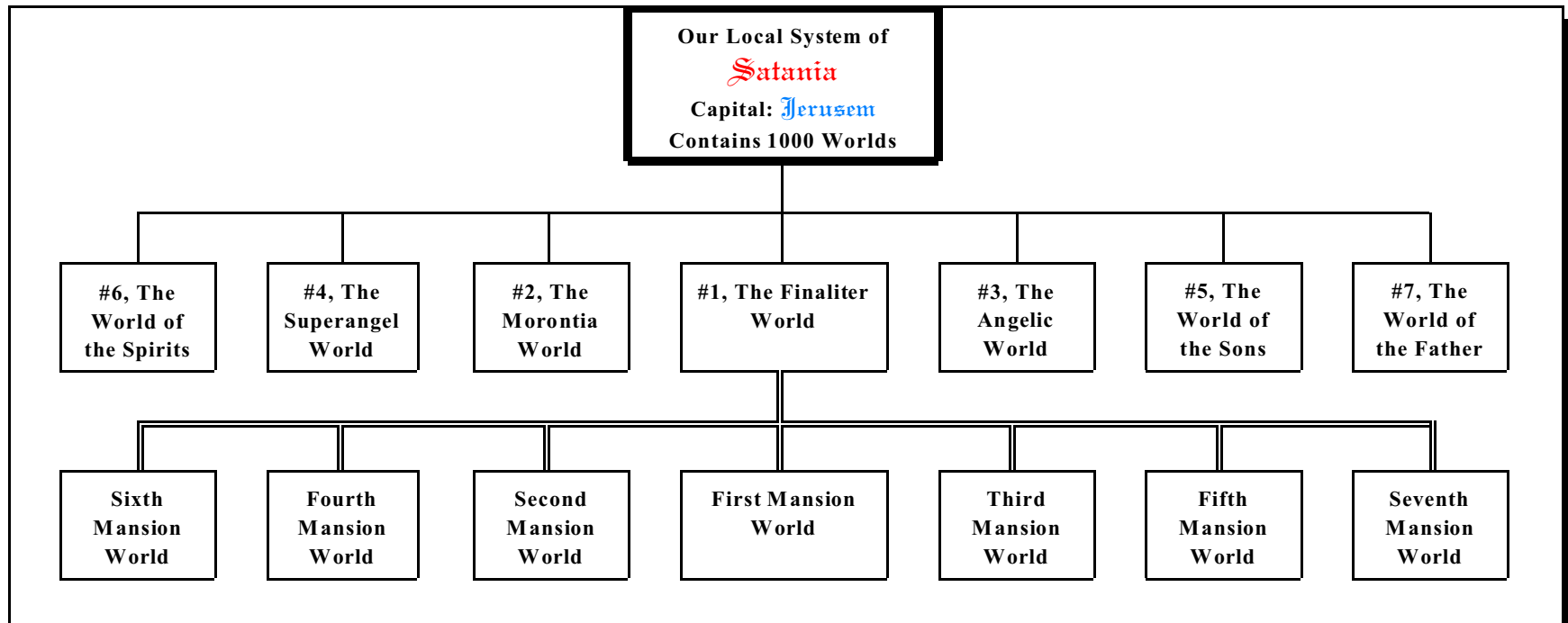


## The Mansion Worlds



The Seven Mansion Worlds, or training spheres, are satellites of #1 Finaliter World of the seven architectural/transitional culture spheres. It is on the Mansion Worlds that resurrected mortal survivors resume their lives (with a new morontia body) just where they left off when overtaken by death. You will receive 570 Morontia bodies (48:1.5) during your ascension career – eight occur in the local system, 71 in the constellation, and 491 during your sojourn on Salvington.

- **The First Mansion World**; you are occupied with the correction and cure of defects of creature character and mortal experience.
- **The Second Mansion World** provides for the removal of all phases of intellectual conflict and for the cure of all varieties of mental disharmony.
- **The Third Mansion World** is to enhance the understanding of the correlation of morontia mota (wisdom) and mortal logic and the coordination of morontia mota and human philosophy as well as a practical insight into true metaphysics.
- **The Fourth Mansion World**; a new social order is introduced based on the understanding sympathy of mutual appreciation – the unselfish love of mutual service, as well as the overmastering motivation of a common and supreme destiny – the Paradise goal of worshipful and divine perfection.
- **The Fifth Mansion World**; a real birth of cosmic consciousness takes place where the average mortal ascender experiences unselfish service natural, and worship spontaneous, as well as a bona fide experiential enthusiasm for the Havona ascent.
- **The Sixth Mansion World**; the ascenders achieve a status which is comparable with the exalted development characterizing those evolutionary worlds which have normally progressed beyond the initial stage of light and life.
- **The Seventh Mansion World**; ascenders are fully purged of physical and spiritual negativity and begin a new and more spiritual worship of the unseen Father. (47:3.9) see also (45:1)