



Tomorrowland

Camps of the Saints and the Blessed Land

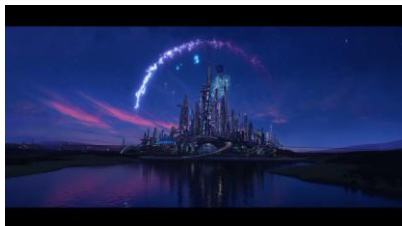
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WITH a stack of unwritten research papers piling up into the hundreds, I often have a difficult time deciding what topic to devote my next efforts to. Why a movie review then? I was encouraged to screen **Brad Bird's Tomorrowland** on the basis that I was freshening up on [The Wizard of Trump](#) and the movie supposedly dealt with two important facets of that paper, **Nikola Tesla** and **time travel**. It did not. Sure, Nikola Tesla was a driving force to the narrative, but he is only given an honorable mention. What's more, my preconceived notions were completely wrong in that the theory of time travel has very little to do with the plot, as advertised. Weren't the **Donald J. Trump** conspiracy theorists raving about the time traveling aspects of this movie, or are my wires crossed, and if not, what pipe were they smoking? Given my own misconceptions, the question remains, why a movie discussion? It was **gnostic** as hell, for starters, but what esoteric movie isn't? To my utter astonishment, the narrative is far

more profound than time traveler fan fiction in that it has direct tie-ins to a passion project of mine, [The Hidden Wilderness](#). To add to my case, and come to find out, the movie was given the subtitle **A World Beyond** in some other regions. Tomorrowland is a movie about the Blessed Land and its immortal inhabitants.



The movie was put out by **Disney** and **Disney** is not known for their contribution to science fiction, making this outing a rare offering, indeed. A slightly better Disney science fiction movie is **Tron: Legacy**, which I hope to review sometime, as that one deals with singularity and the transhumanist wet dream, as per the occult point of view, rather than the Singularity Event attributed to [Project Looking Glass](#). I bring that up because the augmented reality within Tron, by which mortals hope reign over their AI creations, only serves to contrast the dimensional reality of Tomorrowland and its technologically advanced citizens who secretly rule over us.

Traditionally, the Disney logo has **Tinkerbell** sputtering across the screen, leaving a trail of pixie dust in her wake. Her rainbow-like arch conveniently forms the domed roof of the firmament, and one cannot help but see the **tower of Babel** reaching skyward, piercing through the very floorboards of heaven. It certainly doesn't help that **Walt Disney** has given us the courtesy of attaching a **666** to his signature.

With Tomorrowland, Disney has replaced their typical castle logo with a shining city of the future. The arch is formed not by pixie dust, but by a boy with his rocket, thereby reminding us that wizards and the priests of Scientism are indistinguishable from the other. There is more to be found in their confessional, however. By all accounts, the Blessed Land resides within the greater terrestrial realm. As I have already shown, it's also where **New Jerusalem** touches down. It is **Mount Zion** which they hope to conquer, the **Camp of the Saints** if you will. Should the deed be done, then heaven is theirs for the taking. You will see why I've come to this conclusion as we delve into the plot.



The movie begins in the present day with actor **George Clooney** reminiscing about his childhood. He is facing the camera, which is to say, he is breaking the fourth wall, thereby raising consciousness to our part in the performance. Already, the unsuspecting viewer is being recruited into the rebellion. We then learn that **Frank Walker** attended the **New York World's Fair** in **1964** hoping to sell a prototype jet pack for \$50 in the Hall of Invention, which was soundly rejected. Already, my mind was hissing from the heat of an information overload, as the [1893 Columbian Exposition](#), which I have already covered, and other World Fair's like it may have been **Old World** cities rather than recently constructed movie sets. That too ties into the Tomorrowland plotline.

Though the Tomorrowland movie was inspired by the land of the same name in the **Disneyland** and **Walt Disney World** theme parks, it was in turn the World Fair's which inspired Uncle Walt to construct his themed areas. His conceptual vision for **EPCOT** never came to fruition, but then, the very ideals of the Space Age which he openly promoted didn't either. In the end, the progressive cultural movement which it was based upon lost its fizz, and that is because the moon landing was faked, and because uncarbonated water always finds its level, though that is only the tip of [RMS Titanic](#)'s iceberg, which was also faked for psychodramatic purposes but whatever, and what good can come of a foundation built upon lies?



Getting back to the movie, Frank's prototype jet pack is soundly rejected from entering the competition due to his confessional that it is a prototype and not yet a perfected-model. It only works horizontally, apparently, but not vertical, am I detecting a metaphor? The man who rejects it does so because, as he explains, Frank built it hoping to inspire mankind to greater advances purely on the basis that it is deemed to be fun, and where is the practicality in that? His name is **David Nix**, and already, we have been introduced to the **Demiurge** of this gnostic story, always there to block the neophyte from escaping the evil material realm and achieving his spiritual destiny, ensuring that nobody has any fun in the process.

The very word **Nix** means to cancel or stop something from happening. *Oh*, I see what they did there. Because he is stopping Frank Walker from making the world a better place. **David** discreetly gives him a Messianic title, telling us what House the Demiurge belongs to. Aside from serving as the stories antagonist, he also doubles as the troll, arriving almost supernaturally to stop the shaman in training from crossing the threshold. On top of that, he is not simply a World Fair architect but, as we shall come to learn, the **Governor of Tomorrowland**.

But how can that be, you ask, if my theory is correct, and Tomorrowland is a stand-in for the Blessed Land? Have we so easily forgotten that everything is reversed in movieland, as is the norm with a Hollywood production, and that YAHUAHA, aka YASHA'UA Messiah, is the King of kings whom the rulers of our realm are desperately hoping to topple? Does Psalm 2 not alert us to that reality? I just checked again. *It does*. The kings of the Earth conspire against YAHUAHA. This is indeed the greatest conspiracy. They can try but they will not succeed. Perhaps a better title for this movie would have been Fantasyland.

Frank on the other hand is a fascinating name for a boy of his caliber. It is derived from the Old English word '*franca*,' meaning **free**, and indicates

a **mark** or signature placed on a piece of mail to indicate the right to send it **free of charge**. Free is the key word here. Like Nikola Tesla and free energy, or the Millennial Kingdom tech (likely associated with the **Frank**) which he was either rolling out to cancel out or rediscovering and getting blocked in the process. **Walker** is probably inspired by **Luke Skywalker** who, unbeknownst to him, is about to cross the threshold and transverse the aethereal realm, traveling from one world to another. I will surely have more to say on Frank Walker's association with the gods in a little while.



The Hall of Invention which Frank visits is no doubt based upon Walt Disney's **PROGRESSLAND**, a staple of the 64 World Fair which would later inspire INNOVATIONS at EPCOT. There is our very first clue as to Walt Disney's perceived standing in all of this. He is in fact a secret member of Tomorrowland society, a backstage master of the arts and front-stage motivator of human advancements. Other theme park staples which Disney premiered at the same Fair include **It's a Small World** and **Carousel of Progress**, two more clues. Tomorrowland wastes no time in playing the soundtrack to Carousel of Progress as soon as Frank steps off the bus, and have you heard the lyrics as of late?

**There's a great, big, beautiful tomorrow
Shining at the end of every day
There's a great, big, beautiful tomorrow
And tomorrow's just a dream away**

Man has a dream and that's the start
He follows his dream with mind and heart
And when it becomes a reality
It's a dream come true for you and me

What a telling attraction that is in light of our recent Resets. There have been so many proposed Resets that I have already lost count. With Carousel of Progress, Society's technological achievements unfold on a series of world stages, whereas theater attendees rotate in a 360-degree circle, observing an animatronic family traverse the decades from the comforts of their American home while the **Thomas Edison's** of our world mold them, shaping religio-political and psychological patterns into their subconsciousness, defining what it is to be human. The attraction is an **ouroboros** and the wheel in the sky is an expression of time, indicating that our series of loses and discoveries are doomed to be repeated. That is to say, the Nikola Tesla's of the world either rediscover or reintroduce what was hidden or lost only to have the Edison's block them at the pass, making slaves of us all. Theater attendees are intended to remain ignorant of that fact, singing and clapping along.

The lyrics though. The word '**dream**' was a go-to favorite of Uncle Walt, cropping up often in his lifetime of work, and I believe I've cracked the code. I have discussed their occurrences already in papers like [Sleeping Beauty and the Feminine Divine](#) as well as [Cinderella and the Feminine Divine](#). A dream emerges from our subconscious, hinting at what has been long forgotten or hidden, like the fairytale tower princess, and at other times, they are deemed transistor radio receivers from the divine. They also speak of our preexistence, our loss of paradise, as well as our final destination.

To the ancients, there was no separation between sleep and death, with the dream itself, either pleasant or nightmarish, serving as an indicator to our heart's condition during our waking hours of life. A promise given to us in Psalm 1 is that the man who delights on the Torah, meditating upon it day and night, will be blessed. That is a promise that you can bank upon. Question, how do you willingly meditate upon something while asleep at night? You cannot. Your heart meditates upon *you* based upon what you have placed within it during the day. Such is life and death.

Read the lyrics again. The "great, big, beautiful tomorrow shining at the end of every day" speaks of the Blessed Land and City of Heaven which the pilgrim may discover shining at the end of his or her life, with every

day noting a carousel of generations, jumping on and off the ride. We are told that our dream is the “start” which can only be followed “through mind and heart,” and I happen to agree, even if I don’t side with our Controllers. How many instances have people asked me for the directions to New Jerusalem after reading my work, to which I have responded, it is a life well lived. In this way, Tomorrow “becomes a reality” only after we return to the dream state, aka death, or as the song declares, when “it’s a dream come true for you and me.” This, however, deserves repeating. The very clever sleight of hand with the ‘Tomorrowland’ movie is that it’s a gnostic tale, and those sitting outside of the camp want to enter for the purposes of securing new management.



The other child character to arrive into the Hall of Invention is **Athena**. Interesting name for a little girl. It is while overhearing Frank Walker attempting to describe his rocket pack to David Nix as a fun and inspirational invention that she lends an ear, despite Nix’s pleas that she not. Her name is likely a familiar one, as she was the **Greek goddess** associated with **wisdom**, **warfare**, and **handicraft**. Take a mental note of those three-character qualities because the little girl embodies every one of them. She is counterfeit wisdom, a leader in warfare, and a weaver of characters.

Her Roman counterpart is **Minerva**, the **Roman goddess** of **wisdom**, **justice**, **law**, **victory**, and the **sponsor of arts**, **trade**, and **strategy**. She is also a goddess of **warfare**, though her focus is a **strategic one** rather than the violence of gods such as Mars. Again, I would argue that the little girl, Athena, perfectly imbues these attributes, even if they weren’t flawlessly fleshed out in the 2-hour window allotted to a movie. And of course, both goddesses share the owl as their animal symbol.

The counterfeit wisdom aspect of the feminine divine is something which I have covered in other places, and yet, the manner in which the worldly and wicked stepsisters fill the shoes of the common woman in [Cinderella and the Feminine Divine](#), particularly where Ya'aqov (James) 3:13-18 is involved, doesn't really describe her role as counterfeit wisdom here. No, I'm thinking a **Paul** quote will do on this particular outing.

¹³ For such men are false apostles, deceitful workers, disguising themselves as apostles of Christ. ¹⁴ No wonder, **for even Satan disguises himself as an angel of light.** ¹⁵ Therefore it is not surprising if his servants also disguise themselves as servants of righteousness, whose end will be according to their deeds.

2 Corinthians 11:13-15

Athena might as well have **Lucy** for a name, as in **Lucifer**, because that is what she is, an 'enlightener' and **messenger of light** working against the Demiurge to free the Frank's of this world. We are definitely dealing with a gnostic tale, but it would be unfair to context, and in fact all Biblical context, to shrink Paul's message down into a strictly anti-gnostic one when in fact anyone who puts YAH's laws into a bad light, or rather the breaking of any one of [The 613](#) into a good light, even the least of them, is Satan disguised. That is just a side note worth thinking about for those of you who may have an angel of light in the pulpit.



David Nix blocks Frank Walker's rocket pack from entering the competition, being the party pooper that he is, and so, returning to the fairgrounds feeling dejected, Frank is approached by Athena, who is already rebelling against management and flying under the usual radar. First instructing Frank not to look at her, an order which he immediately

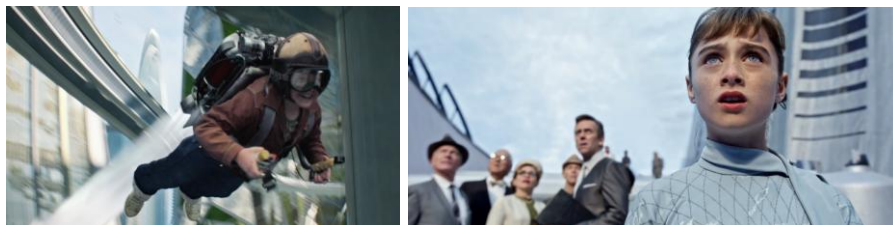
manages to blunder, the little girl hands him an orange lapel pin with a blue “I” embossed upon it and then tells him to follow her into Disney’s ‘**It’s a Small World**’ attraction, which he does. The pin is Science, it is Magic, the ‘*Bibbidi-Bobbidi-Boo*’ of this story, wherein the two are infused and indistinguishable from the other. I will surely have more to say on the pin in a while. Let’s stay focused.

It is the transference of the pin from Athena to Frank which immediately nabs my attention. In doing so, she embodies yet another character which can be found in mythology or the fairy-tale, and that is the **donor**. In mythology, they are the gods. In fairy-tales, they are the fairy godmothers. Frank has discovered her in the Hall of Inventions, a stand-in for a cave, which is precisely where an initiate might expect to meet a god in the Mystery religions. A donor’s sudden emergence from one side of the spiritual curtain to the other is aimed at testing the protagonist, providing magical assistance so as to give him or her a leg up, seeing if he or she is worthy to cross the threshold, let alone willing, and all that. Often, their destiny has already been foreseen by the oracle. Therefore, the neophyte’s greatest obstacle, after the awe of discovery has worn off and the seemingly impossible obstacles have confronted them, is overcoming their own handicap—doubt. Succumbing to adulthood, Frank will most certainly follow this story arch. He will loose faith.



It is on the ride that the pin is scanned by a laser, thereby providing a hidden transport to Tomorrowland, via secret passageways and a portal, *um*. Did they have to go there? Must Disney acknowledge missing child reports with their friendliest attraction? They did, and they’re not backing down or apologizing, apparently. Also, *I checked*. Somebody thought it would be a good idea to place a **pedo** sign within the ride. Look, all I’m saying is, hold your children’s hand, parents, because there’s no seatbelt restraints, and sometimes boats go adrift if you get my drift. I mean, they could have had Frank take a ride through **Ford’s Magic Skyway**, which later became the primeval world in Disneyland and would in the very least

offer us a time travel reference, but no. That is the threshold covenant that Disney decided to go with in this narrative, telling us all that we need to know regarding their vision for shining tomorrows. Well anyways, there is your next clue in regard to Uncle Walt's apparent membership with the Tomorrowland crew, leading to my next point.



Immediately after arriving in Tomorrowland, a droid mechanic fixes Frank's jetpack, leading to a segment of, *well*, fun. That may seem overly convenient to the plot, especially since Frank takes an accidental plunge off a skyscraper and desperately needs a working jetpack or else become bug splat but then stop and appreciate the greater implications at play. Tomorrowland is so vastly advanced beyond human reckoning that its citizens are clearly withholding technology from the world. Even Uncle Walt's groundbreaking advancements in animatronics, such as **Hall of Presidents**, the **Enchanted Tiki Room**, or **Pirates of the Caribbean**, are deemed primitive offerings at best.

Many of you will say the withholding element is a bad thing, but I say it's a good thing. Hear me out. In 1 Enoch, the Watchers were judged and condemned for delivering the **Mysteries of heaven** when what they should have been doing is instructing mankind in righteous living. They did no such thing. I am not a **Jew**, nor am I a **Zionist**, but I can at least agree with their store front theology, (surface level as it is, and also, setting aside for the moment what happens in the back alleyway,) that the Edenic vision calls each of us to the task of becoming little creators. To do that, the true inhabitants of Zion would seek to instruct or inspire us from afar, nudging us towards the character qualities of YAHUAHA and YASHA'UA Messiah rather than handing us technology which might be turned into "The Bomb." Heavenly technology is neither good nor evil though it can be used for both, the choice is yours and mine to make. Given the obvious state of our world, they have every reason to withhold it from us.

Whizzing around Tomorrowland in his nifty jetpack, we are reminded of swift **Mercury**, **messenger** of the gods—another tie-in with Frank Walker. Mercury is the **Greek god** of **financial gain**, **commerce**, **eloquence**, **messages**, **communication** (which includes **divination**), **travelers**, **boundaries**, **trickery**, and **thieves**. He also serves as the **guide of souls to the underworld** and the **messenger of the gods**. Pay attention to each of those character qualities because Frank Walker happens to embody them. Within mythology there are gods and demi-gods as well as mortal men. Frank Walker is a mortal. But then consider that hieroglyphs serve a purpose. The exoteric explanation would have us know the reality of other gods, whereas the esoteric instructs its practitioner to conform to the image of their choice god, thereby becoming one in image. Doesn't the Torah anticipate its faithful reader to conform to the face and the heart of YAHUAHA, thereby becoming a Son of ALAHAYAM? *It does*. I am not a universalist where salvation is concerned but there is a clear spiritual reality woven into the warp and woof of the world. Choose your threshold covenant wisely.



Upon learning of Frank Walker's arrival to Tomorrowland by way of the pin, he does nothing to chastise Athena, which got me thinking, what is Athena and Nix's relationship—father and daughter, legal guardian and subservient, or baby and babysitter? We are not told, but I have my suspicions. Another reference to Greek mythology has Athena being born from the forehead of her father **Zeus**. There are variations to her origins, some of them being an escape story, but they all include a coming forth from his forehead, and isn't that interesting? The Ruach CHAKA'MAHA came forth from ALAHAYAM as well, but today we are dealing with a counterfeit Wisdom and Holy Spirit. It is man's desire to create something from his mind, and so, it is no surprise that the first **AI Robot** was named **Sophia**.

By now, you should be fully aware that this is a **SPOILER Review** without my having to say it. See the movie or don't if you haven't already, it won't change how I go about my business talking about it. Athena isn't human, but rather, an **Audio-Animatronic robot**, like Sophia the AI Robot, which explains why she never matures into adulthood over a **50-year** period. As a droid, she too came forth from her father's "mind", though I am uncertain who the Zeus is in this scenario. Is he David Nix? I doubt it. Either we are never told, or I missed a key piece of dialogue during one pee break or another. Since I am not holding back, do kiss and tell if you know.



The two children fall in love almost from the very beginning. Naturally, this would be deemed a problem, a pedo problem, if Frank experiences puberty and finally adulthood whereas Athena remains a child, albeit an ageless and robotic one. What seems evident is that they never enter the mystery rites of Man and Woman, at least, not together. How can I be so certain? Because of the mythology aspect, *dub*. The goddess Athena was given the title *Athena Parthenos* which, when translated, means "**Athena the Virgin**", a common trait for Queen of heaven contenders.

Frank and Athena's story may even be paralleled with Athena and the **Centaur** who, being more beastly than man, fell lustroously in love with the Greek goddess. To satisfy his lust, the half-man half-horse hunted nymphs in the forest only to be caught by the goddess and chastised for it. The halberd which she holds in the painting suggests that she is the guardian of the land, a forbidden territory that the centaur has strayed into. The three interlocking rings denote the **Medici** family, but that's just a side note to the artist, whose name is **Botticelli**. His painting represents the victory of chastity, another Queen of heaven pastime. Ultimately, Athena tamed the centaur. A simple deduction will have Frank remaining

celibate if her mythos has any overreach into the movie. All indicators suggest that it is so. Frank Walker is very much a centaur.



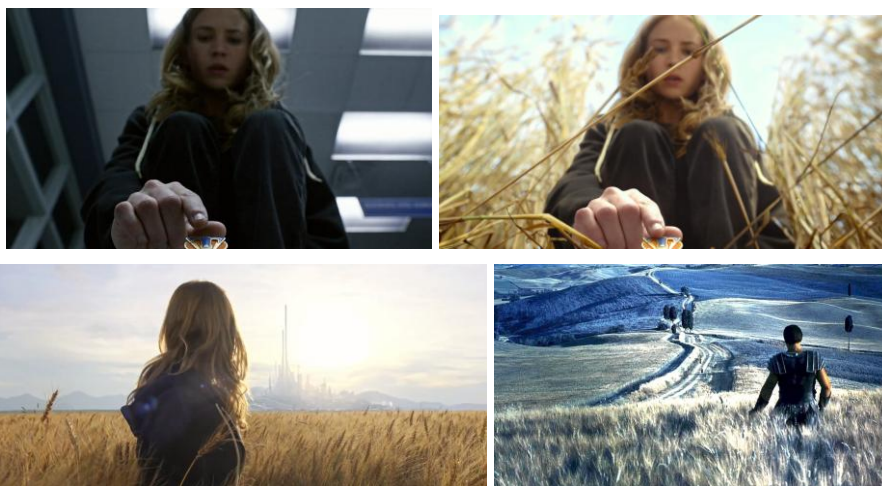
Jumping ahead to the present day, which would be **2015** if we're going according to the movie's release date, we are introduced to a teenager named **Casey Newton**. *Oh*, I get it, **Newton**, as in **Isaac Newton**. *So clever*. Nobody else figured out that apples fall from trees until that guy came along, thereby proving the magic of gravity. Never mind the fact that there is no formula for gravity, but whatever. Let's see what problems Casey can brilliantly figure out for us.

When we are first introduced to Casey Newton, it is the middle of the night, and she is sabotaging the planned demolition of a **NASA** launch site in Florida [*I know*]. Her hope is to stop them from ending the space program. Well, that's a slight twist to the woke mind virus. At least she isn't burning down an Arby's or looting an Apple store, protesting everyone who doesn't support the latest corporate thing. Come to find out, her father, **Eddie Newton**, is a **NASA engineer** and facing a job loss, *bummer*. I'm pretty sure a NASA engineer could find work in other places. *Cough*, **Operation Paperclip**, *cough*. And also, Casey Newton is a troubled girl with a lot of daddy issues for someone who claims her daddy's work is so awesome, but we aren't supposed to ask questions like that when in fact she supports THE MESSAGE.

During the day, Casey's school is a gauntlet of doom and gloom lectures. **Global warming** [*I know*], **overpopulation** [*let's just go with it*], **George Orwell**, Fahrenheit 451, and 1984, you get the gist of it. If she attends a class on why Communism is awesome, or how human biology is no longer a thing, we are not told. What Casey Newton can't seem to figure out is why the teacher's rhetoric is a 'kiss your Pompeii biscuits goodbye' mentality when what they should be doing is seeking solutions. The fact that she is being raised in a propaganda machine never seems to enter her mind, but that is the woke mind virus for you. She must have attended

the same classes as [Greta Thunberg](#). That, or Greta saw this movie and wanted in.

The fact of the matter is, hardly anyone cared about NASA in 2015. Tomorrowland got that part right, and not by coincidence, as the entire movie plays out like a NASA commercial, and even our own conspiracy theories, many of which are intended misdirection, are fed to us by Intel. The space shuttle program had come to an end and dwindling NASA nerds seemed content watching ISS feeds in their mom's basement, which is to say, space had lost its libido. But then everything changed, seemingly overnight, when the **flat earth PSYOP** sprang up out of nowhere, conveniently that very year. In little time, I couldn't go to the gym without seeing NASA t-shirts on the treadmill. Don't get me wrong, I'm not flip-flopping. *The earth is flat*. It's just that NASA needed an enemy, and so they created one, complete with YouTube skills so as to control every element of the Truth. I've been saying this for years.



Casey Newton is eventually caught sabotaging the NASA launch site and arrested, thereby receiving her 'woke' badge of honor. At the police station, an officer returns her belongings. Included is a pin, which she promptly claims isn't hers, though the officer doesn't seem to care. Is he an agent of Tomorrowland? We aren't told.

Touching the pin, Casey is immediately transported to a **field of wheat**, complete with a **shining city** in the distance. It would be a field of wheat, wouldn't it? I mean, they could have camouflaged their intentions with an orchard of oranges, or cherry blossoms in bloom, maybe even a

strawberry field, make it more difficult for guys like me to make the intended connection, but no. Undoubtedly, the field of wheat is another provocative clue as to the identity of the Tomorrowland residents. Casey has been transported to **Elysian Fields**. If my bearings are correct, and they are, then that would make the shining city the **City of Zion**, though nearly everyone knows it as **New Jerusalem**. [Elysian Fields: The Cosmological World of the Essenes](#) covers all the bases regarding the ancient understanding of terrestrial paradise and why it is the same Blessed Realm that I keep harkening on about.

The same location can be seen in **Ridley Scott's** 'Gladiator' when **Russel Crow** waves his hand through a field of wheat, moments before entering battle with the German barbarians. It is a vision. **SPOILER**. Crow's character dies at the end of the movie. He then returns to same field of wheat. It is Elysian Fields.



The pin in itself is a **mandala**, and the mandala is a concept which you should be familiar with by this point, that is, if you've gotten around to reading [Mary Magdalene and the Mandala](#) or [The Interior Castle and the Matrix](#). The very word *mandala* is of Sanskrit origin and translates to mean 'circle' or 'center'. As advocates of the metaphysical significance of geometric patterns and numbers, the **Pythagoreans** saw the circle as particularly sacred. In this way, you can think of a mandala as a geometric configuration of symbols which establishes sacred spaces, allowing its practitioners and adepts to achieve their spiritual goals. The circle is a representation of unmanifest unity, where all cosmic opposites reside. It encourages one's spiritual journey from the outside of oneself inward, from the macro to the micro universe, precisely where Tomorrowland and, by no coincidence, the Kingdom of heaven resides.

I had started out saying that an in-depth review of Disney's Tron: Legacy is in my to-do list, and that one has mandalas. Only in that movie they're known as **Identity Discs**. The disc is worn on the back of each player within the grid so that everything seen, heard, or otherwise experienced is

recorded upon it. Like a mandala, which can be entered into, the player uses his Identity Disc to achieve all that is otherwise deemed impossible or else risk being removed from the game completely.

So, if a mandala is intended as a microcosm of discovery, then it can also be seen as a **labyrinth**, and as I've shown in [Labyrinths: Seeking the Kingdom of Heaven from Within](#), a labyrinth is not to be confused with a **maze**, which is intended to confuse and disorient. What Casey Newton quickly figures out is that her ability to explore Tomorrowland is restricted by her own material surroundings. When she attempts to walk through the field of wheat towards the shining city, she smacks into a wall at the police station. Her father Eddie arrives at the station and drives her home. From the passenger seat, Casey touches the pin and finds herself sailing through the field of wheat at high speeds, though she is headed in the wrong direction. After Eddie disposes of the pin, concerned that she's been taking drugs, Casey steals it from his drawer during the middle of the night and once more attempts Tomorrowland through the field of wheat only to stumble headlong down the stairs. The pin is a test intended for problem solvers.



Will you be surprised to learn that Casey figures it out? All it takes is a long stretch of road during the middle of the night wherein the physical might blend with the inter-dimensional. After entering the sacred space within her pin, she soon finds herself within the shining city, surrounded by the happy carefree inhabitants of Tomorrowland and the sights accompanying them. The jetpack which Frank Walker introduced half a century earlier is now a favorite plaything among teenagers.

She enters a **Tesla Station**, an obvious nod to **Nikola Tesla**, though **Elon Musk** definitely comes to mind. Lest we forget, Tomorrowland bemoans the closing of the space shuttle program. It was the end of an era, though Elon is responsible for **SpaceX**, the next generation of Space

Age futurism. His connection to this movie may have something to do with how many of us within the flat earth community found that we were losing our freedom of speech online, and very rapidly. 2015 was a free-ranging honeymoon period, but that was by design. So many holes were being drilled into the NASA pool that they ran out of plugs for all the daily leaks and had no other choice but to shut us up, but that too was probably all a part of the plan. It is certainly interesting that the SpaceX guy purchased **Twitter**, or **X** as he called it, and transformed it into a free speech platform once again. He also made a fortune with **Tesla** electric vehicles, another Tomorrowland connection. Let's not get distracted.

In the Tesla station, Casey Newton is invited by a woman to board the train. Casey asks the woman if she can see her. The woman does not respond, telling us that not all is as meets the eye. On the train, Casey learns that her Tomorrowland pin has a digital clock, noting the length of its battery life, and that the countdown has been initiated. She has maybe a minute to take in the sights and the sounds before time runs out. At that same instance, she observes the parents of a teenage astronaut instructing their daughter to report in even though she is about to travel light years from home. How many light years, exactly? I can't recall. I watched the movie twice before turning in this report. Don't make me watch it again.

The teenage astronaut gets off at the next stop, as does Casey. She is then joined by her fellow crew members, also teenagers, all of whom promptly board their shuttle. Before the door of the shuttle closes, the female astronaut turns to acknowledge Casey, as though luring her thus far has been intended, and promptly invites her onboard. A threshold covenant has been offered. Casey starts towards the shuttle only to find that her legs have grown sluggish, almost immobile, and that the pin's battery has run out. Returning to the material world, she finds herself standing in a lake. The pin has lost its potency.



Desperately seeking answers, Casey tracks down a website offering to purchase the Tomorrowland pin which she happens to possess. No phone

number is provided, as if that's not suspect. There is an address, however, and it corresponds with a memorabilia store in Houston called Blast From the Past. Casey quickly purchases a bus ticket, concocting a story that she's merely going camping with friends over the weekend, *um*. Does anybody know the driving distance from Cape Canaveral to east Texas? I'm pretty sure a roundtrip up the I-95 north to the I-10 west and back would extend well into the following workweek, and doesn't she still attend school? *Whatever*. We skip ahead to the next morning, or maybe three days later, who really knows, and Casey finally enters the Houston store, eager to unfold the mystery and return to the field of wheat. The store is a front.

Despite its rich collection of comic books and sci-fi-related memorabilia, the store's entire purpose is to lure in the gullible pin owner. The two owners, a husband and wife, question Casey about the "little girl," referring to Athena, of which Casey knows nothing, and this much is true. Not believing her side of the story, the store owners reveal highly advanced weapons capable of evaporating her in an instant. The guns are obviously a Tomorrowland tech, but then, so are the married couple, being **Audio-Animatronics**, but how can that be? Have we forgotten already that Tomorrowland is a gnostic tale? The leader of Tomorrowland is the Demiurge, determined that nobody escapes the material realm. That gives us another important piece of information. Athena has gone rogue.

Remember when I told you Athena is the goddess of warfare, and that she is more of a strategist than a confrontationist like Mars? She's basically the Terminator in this one, capable of outrunning vehicles. After dismembering, impaling, and then ripping off the heads of the Audio-Animatronic store owners, all while maintaining a PG rating, the creepy little Athena girl leads Casey into an escape vehicle [it's a stolen car] seconds before the Tomorrowland spooks self-detonate, blowing up the store and its merchandise in the process. Within minutes, suits resembling the **Men in Black**, or some might compare them to **Agent Smith** from **The Matrix**, arrive on the scene, eager to kick ass. They too are **animatronics**. When a police officer begins to question the animatronic head retrieved from the wreckage, the agents evaporate them with the same Tomorrowland tech that the store owners had possessed, telling us not only of their total disdain for human life, but more potently, how desperate the Demiurge is to keep eternity a secret.

Athena and Casey drive off in their stolen car towards Frank Walker's house, who just so happens to live in Pittsfield, New York. So yes, they

somehow manage to make the journey thousands of miles northbound from Houston to Pittsfield in a single night, and without turning this into a *Thelma and Louise* stylized road trip movie. Then again, managing Cape Canaveral to Houston and then Pittsfield in a single weekend should technically classify this as a time travel movie. Well anyways, it is on the seemingly “short drive” to New York when Casey learns that Athena is an animatronic purposed with finding and recruiting people who fit the ideals of Tomorrowland. Why a Tomorrowland recruiter is being hunted by Tomorrowland agents will be expounded upon later in the movie, but already, you should be noting her shared traits with Lucifer.



Casey awakens just outside of Frank Walker’s reclusive property, overgrown with shrubbery, having been dropped off and abandoned by Athena. She is met by a guard dog intended to scare her off, though Casey is quick to observe that it is only a hologram, incapable of leaving behind paw prints. Frank then uses an energy weapon to violently repulse her from his front porch, but Casey is determined to be let in, hoping that he will guide her to Tomorrowland.

When he finally opens the door to confront Casey, Frank explains that her so-called trip to Tomorrowland was an illusion and nothing more than a commercial which he and Athena had helped to design—an invite to the real Tomorrowland that never went live. As it turns out, Athena wasn’t the only person banished from Tomorrowland. Frank was too. The defining difference between them is that Frank was granted asylum in the material world, whereas Athena is still a fugitive on the loose. That is a particularly interesting twist of the lemon since the goddess Athena was regarded as the patron and protectress of Athens. And so, hearing that Athena had dropped another outlaw recruit off sparks his interest as to her whereabouts. Though he hasn’t seen the girl from his childhood in many decades, it is evident that he still has loving feelings for her.

Frank then shuts the door on Casey with the intent of locking her out from his life for good. Refusing her access to his house seems cruel at first glance, especially given the ensuing downpour of rain, but that, we come to learn, is the accepted condition of his exile. To harbor Athena's recruits is a violation of Tomorrowland code and an immediate death sentence from the suits. Casey manages to break in anyways, throwing out Frank in the process and using his energy weapon against him, being somewhat of a **Trickster** herself. Eventually, Frank Walker breaks back into his own house, annoyed that Casey's been messing with his stuff and playing with his toys, can you blame him?

In a secret room she discovers dozens of TV monitors tuned into the **cable news networks**, each revealing the apocalyptic state of the world. Global warming, famine, riots, and war, it is her high school classrooms all over again. Geez, you've heard about the liberals hooked to the lies of the dying legacy media, but Frank's hobbies are beyond clinical. Then again, centaurs observe the stars. Did I not tell you Frank Walker was a centaur? Centaurs are notorious watchmen on the wall when it comes to the signs of the times, which just so happens to be what Frank Walker does with his 9-to-5.



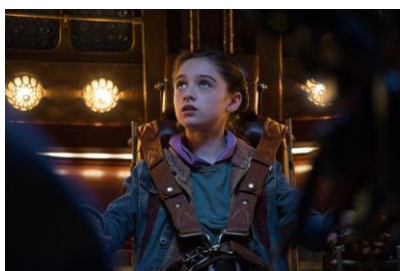
Included in Frank's man cave is a countdown clock, announcing **63 days** until the end of the world. They could have given us any set of numbers, and yet the movie trailer pointedly displays **63 days**, **09 hours**, **23 minutes**, and **11 seconds** until the end of the world, and not by coincidence. **9/23** and **9/11**, that's a double whammy in the **predictive programming** department. **9/11** most of you know about. I've covered why I suspect the insane amount of predictive programming associated with it has more to do with a time loop than careful coordination in [Back To the Future Was an Actual Time Travel Movie](#).

9/23 is the other one. The date shows up in dozens of doomsday movies without necessarily having come to fruition yet. I need to stress *necessarily*. **September 23, 2017** is what many call the **Revelation 12 sign**. I was there and saw it happen. Between that and the supposed end of the world in

2012, my synopsis is that we very well may have entered a new spiritual paradigm, one step closer towards the Singularity Event which the Elite are hoping to avoid. The end of one person's world may in fact be the beginning of another's.

The 63 though. The 63 is where the filmmakers really reel in their disdain for the Demiurge character. They might have chosen 62 or 64, but no. The Tetragram, YHWH, or *yod hei vav hei* in modern Hebrew, has a combined value of 63. I'll speak for myself, you are free to come to your own conclusion, but I am still using Psalm 2 as my conspiratorial platform. There is your true leader of Tomorrowland.

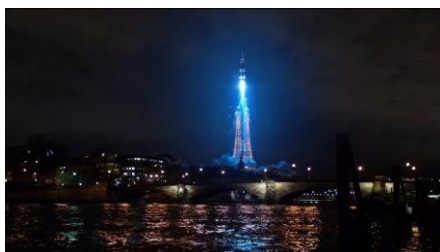
To add to the countdown clock is a probability counter announcing with 100% certainty the end of the world. When Frank warns her that the future is doomed, and that one can know for certain, Casey disagrees, thus lowering the counter's probability to 99%. To Frank's amazement, the coming Reset Event is not as certain as it once seemed.



The animatronic suits whom we were introduced to in Houston arrive on property with the full intent to kill Casey. They also tell Frank that he is in violation of his exile terms, and that they will kill him too if he does not hand over the fugitive. Frank does not comply. As each of the animatronic assassins break into his home, Frank dismembers, melts, crushes, or vaporizes each one of them through a series of elaborate booby traps that showcase his knowledge of Tomorrowland society, all while once again managing a PG rating. His bathtub turns into a rocket which launches them into a lake out back. Continuing their escape through the woods, they are intercepted by Athena, and it is clear that Frank still resents Athena for lying to him about her true nature. Regardless, he reluctantly agrees to help them break into Tomorrowland, despite what might come of it.

The three drive on for a while in the stolen vehicle, with Frank bickering at Athena the entire way, perplexed at the fact that she is banned from

Tomorrowland and yet still recruiting with the pins that he helped to design for a commercial that never went out. Their destination is a low security utilities building. Is it located in another state or a little ways down the road? We aren't told. Within the building is a teleportation device, reminding us of **CERN** and their various **hydron colliders** across the world, though their Switzerland location is the most infamous. [CERN'S Part In All of This](#). Clearly, the building is a cover for Tomorrowland agents needing to hop and skip around the material realm on a whim. Their destination on this outing is the **Eiffel Tower** in Paris, which they journey to almost instantly. Now, that's what I'm talking about. Traveling great distances in the span of a breath finally makes some sense around here.



Arriving to the top of the Eiffel Tower, we finally come to the part of the movie that so many people like to quote from. Tomorrowland's backstory is revealed to revolve around a secret society called **Plus Ultra**. It was founded in **1889** at the **Exposition Universelle** in Paris of all places, giving us another World Fair connection, by **Nikola Tesla** of all people, as well as **Thomas Edison**, **Jules Verne**, and **Gustave Eiffel**, all of whom were **futurists**. Well, thank God they met inside Eiffel's Tower rather than his other contribution to the world, the tranny and Luciferian modeled **Statue of Liberty**. And of course, Jules Verne was off the charts **Freemason** and **Rosicrucian**, breaking every gay detector known to man.

The Eiffel Tower was apparently designed as some sort of steam punk space shuttle, its emphasis being on **interdimensional travel**. While I agree the application is a bit silly, the premise is not. Contrarily, what the filmmakers are saying is indeed profound. A space shuttle cleverly hidden in plain sight since 1889 would entail that the development of the space program, the **Mercury** missions as well as the **Apollo** missions, were fabricated plotlines intended to introduce a much older technology, but I'm only getting started. Telling us the true purpose of "space travel" is

interdimensional and microcosmic, like the mandala itself, is a tip off to what's really going on with UFOs. So too are "aliens" interdimensional agents on a mission, being spiritual entities and all. Assuming you've gotten this far into the review, you will hopefully see what I see. That this isn't just another silly movie.



Why did the filmmakers choose to go with Plus Ultra? Especially since it is a phrase which is associated with President **Donald Trump**. There he is at **Mar-a-Lago**, writing his inaugural address, ruling the roost. The time stamp is **1/18/2017**. Check out the tile behind him, why don't you? Wedged between **two pillars** are the words **PLUS ULTRA**. I *checked*. 'Plus ultra' is a Latin phrase which means "**further beyond**," and is the national motto of Spain.

According to official history, **Charles V**, **Holy Roman Emperor** and King of Spain, adopted the motto following the discovery of the **New World** by **Columbus**, *I know*. It is a 180 reversal of the original Latin phrase NON-PLUS ULTRA, which meant, "Nothing further beyond," and was said to have been inscribed as a warning on the Pillars of Hercules at the Strait of Gibraltar, marking the edge of the known world. Therefore, when they tell us all the world has been mapped and that there is nothing left to see, "PLUS ULTRA" reminds us that there is indeed something "further beyond."

Interestingly, the Plus Ultra members in the Tomorrowland movie have a motto, "Cras es Noster," a Latin phrase which means, "**Tomorrow is Ours**." They intend to conquer the hidden city and the future.



After crossing dimensions into Tomorrowland, they find the city of the future in a state of decay, reminding us that the Demiurge has been mismanaging it. Speaking of the devil, for lack of a better phrase, David Nix arrives with a welcoming party, eager to send them on their way. Frank comments on the fact that David Nix hasn't aged a year though he himself has aged fifty. Is he also an animatronic? No, Nix has all the markings of an immortal, giving us further clues as to the identity of its residents.

Before seeing them out the back door, Walker convinces Nix to revisit a **tachyon machine** which he invented. Tachyons are hypothetical particles that travel faster than the speed of light in a vacuum. In [CERN'S Part In All of This](#), I theorized that a similar machine may have sent information from a future date into the past in order to push technological advancements forward in the present, and that we can see evidence of that achievement in our own timeline. And of course, in [Project Looking Glass](#) I showed the historical evidence for **scrying mirrors**, which is what Frank Walker's invention really is. Don't quote me on this, but I believe they call it "**the Monitor**," also accurate. World Empires use them so that all possible angles can be manipulated for their benefit, noting that all options eventually funnel down to Reset or Singularity events.

Well, here is where Frank Walker and David Nix's relationship went south. Initially, David Nix became Frank's mentor and teacher, probably around **1964**. Together they developed many new technologies aimed at advancing mankind. But then, in **1984**, Nix decided to suspend the Plus Ultra recruiting program before the invites could be sent out. The reason being that Frank Walker accurately predicted the destruction of the utopian city based upon his own tachyon machine. The tachyon machine showed that Tomorrowland was destined to be destroyed, leading Governor Nix to seal off the city, cancel all plans to reveal it to the public, decommission Athena, and ban Frank in the process.

What Frank wanted David to see is that Casey was capable of bringing the probability counter down to 99% for the first time in its prediction history. She in essence changed the future based upon her belief in a different outcome. Casey then realizes that the tachyon machine is telling humanity on a subconscious subliminal level that the world will end, thereby creating a self-fulfilling prophecy. When Nix is confronted with her discovery, Tomorrowland's Governor admits that he broadcasted a doom and gloom message hoping that humanity would reverse course rather than choose the apocalypse, but that is likely only a half truth. The more truthful answer is that he too intends to allow the apocalypse to happen so that he can rebuild the world to his liking.

Casey, Frank, and Athena's attempt to destroy the machine leads into a final confrontation with Nix. Unfortunately, their bomb is thrown through a portal to an uninhabited island on the Earth, canceling out their plans, though the explosion does enough structural damage to pin Nix's leg to the floor. When Athena sees a vision of the future where Frank is shot by Nix, she jumps in the way of his attack, mortally wounding herself beyond repair. Finally making peace with Frank, Athena advises him to let her go so that she can initiate her self-destruct sequence, destroying the machine, which in turn falls on Nix and kills him.



Frank and Casey then go about creating a new group of animatronics like Athena, stocked with their own commemorative pins. Sending them out into the world, new dreamers are recruited to the behemoth task of saving the world. You have heard the occult motto, **as above, so below**, and

also, **order out of chaos**. The two work hand in hand. Tomorrowland gives it another familiar flip, aligning with the Kingdom motto, **on earth as it is in heaven**. The movie ends with hundreds of people from all walks of life appearing in the field of wheat.

Nearly everything in the Tomorrowland movie is wishful thinking on the part of our Controllers, but that is a gnostic narrative for you. The movie also happens to pack an incredible amount of truth for a supposed work of fiction. Indeed, there is a city of Tomorrow located within our greater realm, though I much prefer calling it Jerusalem, with the field of wheat signaling the Blessed Realm. Furthermore, there are boots on the ground agents working to inspire us when not sending transmissions from Tsiyon, waking up the masses. Where they see a Demiurge, I see YASHA'UA Messiah, King of kings and Lord of lords, and the Psalm 2 conspiracy. Where they see darkness, I see light. Where they see mismanagement, I see righteousness. They are a desperate bunch, having rejected repentance, the conquest of Paradise being their only other option. They can try but they will not succeed.