

Chapter 1 : Proverbs ,Proverbs NASB - When there are many words, - Bible Gateway

Short answer: yes. This is The Macallan Valerio Adami 60 year old, arguably the rarest and most sought after whisky ever produced. Whisky connoisseurs will already be familiar with the delicious drams which hail from the Craigellachie-based distillery, though many won't have heard of this, one of their many special releases.

The Diaries and Memoirs of Dr. Ghani was born and brought among the educated elite of Sabezevar. His lifelong quest for useful knowledge and understanding let him into the heart of the continuing political and social turmoil in Tehran, where he became a lifetime friend and advisor to the leaders of Iran from Reza Shah to Mossadegh. On to tehran Uncle and I along with Crazy Safar set out and spent the first night at Sulvand about fifty kilometers outside of Sabzevar. This Safar, true to his nickname, was unbalanced. He would be belligerent and very abusive. He would also bully shopkeepers and feed-sellers with his rage and would dismiss grooms who served us for a day or two with out paying them. This was why all the tradesmen and coffeehouse owners cursed him. The next morning we had only gone eighteen kilometers when we camped again because he wanted to baby his team of horses. He had coddled these animals and they had become fat. Every fifteen kilometers, he would tend to the beasts, giving them water and caressing them, speaking to them in Turkish, stopping and playing with them idiotically. In very broken Persian, he praised his team, mumbling endearments, and would at times even sing to them. Then suddenly he would shout like a man possessed and strike the groom for no apparent reason. In the afternoon of the second day, we reached a village called Mehr, ninety-two kilometers from Sabzevar. No one dared ask Safar why our progress was so slow, least of all I, but he did volunteer that after Mazinan, the distance between stages would be longer. We would have to go about fifty kilometers without water and feed. He wanted to travel less in the more settled areas to accustom the horses. In any case, that morning he hitched up the coach and, just as we were about to go, brutally kicked the groom and punched the coffeehouse owner, without paying either. He emerged in that same lunatic state, but just as he was about to enter the carriage, the side horse kicked him in the head so hard that he was thrown at least two meters and seemed dead. The only humanity and kindness in that brute was reserved for his four horses. A villager with medical experience turned up to cauterize the wound and stop the bleeding, applying a felt bandage to it. We melted a bit of sugar, added rose water, and fed it to him when he could swallow. The village mollah came to absolve him and pray over his body. In the meantime, an itinerant surgeon from Mazinan that had been sent for arrived. He opened the wound and rebandaged it. I imagine that he also had a variety of drugs with him like potassium permanganate, iodine, white bandages and forceps. We nursed Safar all day and night and he got better. The next morning, the groom that Safar had kicked hitched up the coach and took control of the reins himself. We loaded Safar into the coach with difficulty and tried to keep him stable while we proceeded at a slow measured pace. In the afternoon, we reached Mazinan where the surgeon who had joined us had his clinic. He heated some water and washed the wound. He cleaned the wound, stitched it and applied ointment. Safar was given some medicine. The surgeon also had them get about seven pounds of meat, cook it and feed the thick broth to him. That night while the surgeon remained with us, Safar slept peacefully. In the morning, he was well enough to take the reins himself. Whatever it was, we noticed that he had begun to howl and curse the heavens. We had to stop about twenty-five kilometers from Mazinan at a village called Kaheh, where the surgeon treated him again. The pain subsided and he slept. Uncle paid the surgeon handsomely for the treatment and the drugs, and he gave us extra medicine, ointment, and bandages for the road. At every station Uncle with my help cleaned and rebandaged the wound as the surgeon had instructed. Finally, after twenty-four days on the road, we reached the outskirts of Tehran. When we were about fifty kilometers out, Safar began to pressure us for more than the agreed fare, which we gave him. This was our thanks for saving his life. Entering tehran and on to school there We parted from Safar at the Jalilabad Street today Khayyam Street coach station. Uncle immediately sought out a Tehrani merchant named Aqa Mirza Nasrollah. This man, who was from Qazvin, apparently had spent some time in Khorasan and had gotten to know Uncle there. Two or three days later we rented a modest house on Jannat-e Golshan Avenue. An old woman was found to be the maid. We had two rooms and a very small space that served as a kitchen. I

enrolled in Tarbiat, one of the government schools with good teachers that was very famous at the time. Of course, there was no comparison between Tarbiat and Sabzevar-style education. There were regular classes and instruction, things that were new to me. This novel world that I had entered had real order and discipline, where the minutes and hours counted. Students knew exactly what their schedule was each day. There were four morning classes: School recessed at noon for lunch and resumed at two. The two afternoon classes might be geometry, algebra, art or foreign languages. They gave us homework exercises in all of the subjects. At specific points in the day the bell rang and all the students went outside. In the afternoons they had us line up. Because to that point I was a willful child raised without discipline and indifferent to time, the orderly spirit of the school was a welcome lesson. The school had instituted a sense of friendly competition and rivalry among the students. Teachers both encouraged and chided us. They would reward us with pens, pads of paper or books. They were conscientious and genuinely fond of learning. I have the fondest memories of the teachers from this school, and it is with heartfelt respect that I write about some of them here. He was single and lived at school. He appeared lofty and dignified and was a spirited man who laughed and joked freely. He wore the robe of a disheveled preacher and often kept food in his pocket, usually some bread and cheese. Before sunrise he would leave the school grounds and sit beside the gullies along Amiriyeh or Farmanfarma Avenues and have his bread and cheese breakfast. In those days Tehran had more trees than today and small streams ran beside the roads. He would return to school before the students arrived. Later they would gather round him and start poetry competitions. He would cheer on the winning teams and occasionally give pens as prizes. The poetry at these contests had to be from the greats – no unknowns were allowed. He never tolerated mistakes when we recited. Students formed two lines, one to the left, one to the right of him, and he would always root for the front-runners. One day Mahmud Khan Morshedzadeh, who was known for his prodigious memory and was virtually the leader of one side, lost. He was very strict when he gave dictation. He allowed no exceptions; a mistake was a mistake. He instilled the habit of writing carefully and precisely in his students. He was likewise extraordinarily meticulous about reading aloud.

This bar-code number lets you verify that you're getting exactly the right version or edition of a book. The digit and digit formats both work.

Behold, I am the Lord God aAlmighty , and bEndless is my cname ; for I am without beginning of days or end of years; and is not this endless? And as he was left unto himself, he cfell unto the earth. Now, for this cause I know that bman is cnothing , which thing I never had supposed. Moses, son of man, worship me. For behold, I am a ason of God, in the similitude of his Only Begotten; and where is thy bglory , that I should worship thee? But I bcan look upon thee in the natural man. Is it not so, surely? And I can judge between thee and God; for God said unto me: Thou art after the asimilitude of mine Only Begotten. I will not cease to call upon God, I have other things to inquire of him: I am the bOnly Begotten , worship me. Nevertheless, ccalling upon God, he received dstrength , and he commanded, saying: Depart from me, Satan, for this one God only will I worship, which is the God of eglory. In the name of the Only Begotten, adepart hence, bSatan. Blessed art thou, Moses, for I, the Almighty, have cchosen thee, and thou shalt be made stronger than many dwaters ; for they shall obey thy ecommand as if thou wert fGod. And the Lord God said unto Moses: For mine own bpurpose have I made these things. Here is cwisdom and it remaineth in me. For behold, there are many worlds that have passed away by the word of my power. And there are many that now stand, and innumerable are they unto man; but all things are numbered unto me, for they are mine and I aknow them. Be merciful unto thy servant, O God, and atell me concerning this earth, and the inhabitants thereof, and also the heavens, and then thy servant will be content. The aheavens , they are many, and they cannot be numbered unto man; but they are numbered unto me, for they are mine. And now they are spoken unto you. Show them not unto any except them that believe.

Chapter 3 : Tallest man - living | Guinness World Records

A year-old British sports car maker has decided to try its hand at building high speed performance SUVs. That company is the Lister Motor Company. The vehicle is the Lister LFP sport utility vehicle.

The world came under sustained attack by the Forces of Chaos in service to Nurgle during the Plague Wars of the early 42nd Millennium, but the Imperial forces valiantly rallied to reclaim Astaramis for the Emperor. The Blood Ravens maintained their fortress-monastery at Selenon, within view of the hive city of the same name. It was a technologically advanced and profitable world that served as the economic heart of the region, and the proud namesake of the entire sub-sector. Aurelia disappeared into the Warp, and remained there for almost a standard millenium, transformed into a perpetually-shifting Ice World devoid of all life save for daemons and other Warp entities. With the loss of Aurelia, the Blood Ravens were transformed into a fleet-based Chapter who recruited their Aspirants from the other worlds in the Aurelian Sub-sector. In the late 41st Millennium, Aurelia emerged back into realspace at the behest of the Forces of Chaos led by the Chaos Lord Araghast and the former Dark Apostle Eliphas of the Black Legion who wished to free Ulkair and wreak havoc on the Aurelia Sub-sector with the aid of the powerful daemon. From that time on, the Imperial Guard stationed a number of regiments to keep watch on the frigid planet, at least one of which later fell under the thrall of Ulkair. Baal itself is a dry, dusty and largely uninhabitable desert world, but its two moons, Baal Prime and Baal Secundus support notable human settlements and were once "paradises for mortal men. The indigenous peoples of Baal Prime and Baal Secundus suffered greatly at this time and gradually became degenerate, mutated and sickly, the survivors banding together into semi-nomadic tribes of barbarians. These tribespeople appear to have maintained some technology as mention is made of rad-counters, rad-suits self-evidently advanced technological equipment to protect from the effects of radiation , vehicular transport and advanced weaponry. It was in this capacity that he was discovered by the Emperor during the Great Crusade. Sanguinius instantly recognised the master of mankind and swore fealty to him, taking command of the Blood Angels legion created from his own genes. The Legion made Baal Secundus its home and base of operations as it has been ever since. Badlanding The arid and isolated world of Badlanding was discovered in the Loki Sector of the galaxy, to the galactic southeast of Terra in the Segmentum Tempestus. It was originally colonised during an unknown period, most likely before the Age of Strife. It was rediscovered by Rogue Trader Uzieth Pallandaro in Imperial colonial settlements were first established on the arid world shortly thereafter. Despite its harsh environment, Badlanding eventually became an Agri-World that exported water filtration and extraction mechanisms, respirators, anti-static footwear, machinery parts and sodium chloride throughout the sector. The Imperial defenders of Badlanding were utterly unprepared for the invasion, and within days the only major strongpoint of resistance was the capital city of Krugerport, where the remnants of the 18th Mordian, 24th Lamma and 49th Boros Imperial Guard regiments, commanded by Commissar Alhaus Baldur, put up a bold, but ultimately doomed, defence. Snagrod to be far larger and more aggressive than any could have predicted. Snagrod, including Badlanding, are still lost, remaining in Ork hands to this day. Chapter Master Lufgt Huron personally took matters into his own hands and swiftly reimposed order. This request was denied and met instead with increased quota demands. The Tyrant ordered the demolition of the ancient citadel of the ruling Dominars of Badab Primaris and instead erected the legendary "Palace of Thorns" to his own specifications and design. Ultimately, the schism would culminate in the internecine conflict known as the Badab War , a civil war fought between the Chapters of the Maelstrom Warders who sought to secede from the Imperium and those Loyalist Chapters that moved to maintain Imperial unity. M41 and resulted in the defeat of the Astral Claws. Lufgt Huron fell mortally wounded during the final assault on the Palace of Thorns when he and his elite bodyguard were attacked by a contingent of Star Phantoms Astartes , although his body was borne away by his closest followers and he would return to plague the Imperium once more as the piratical Chaos Lord Huron Blackheart. Taking matters into their own hands during the final assault, the savage Carcharodons Chapter sabotaged the ancient atomic and geo-thermal reactors which powered the hive cities of Badab Primaris and fed its planetary defence batteries with energy. Bakka Bakka is an Imperial

Mining World made famous across the galaxy by its orbiting shipyards, which have been in use to build new starships for the Imperial Navy since the early years of the Great Crusade in the 30th Millennium. Bakka serves as the primary Segmentum Fortress for Battlefleet Bakka, providing coordination for all Imperial Navy forces in the region and serving as the primary point of resupply and repair for all the Imperial battlefleets now operating in the Segmentum Tempestus. The planet has never progressed beyond a medieval level of technology and written records of its history are all but non-existent. Barbarus orbited near a dim yellow sun in the Segmentum Tempestus, which created a thick, miasmatic atmosphere of toxic chemicals. An atmosphere breathable by humans existed only in the lowest elevations, on flat moors and in the valley basins of the jagged, stony mountains which spined the world. Like the homeworlds of all the Traitor Legions, it was subjected to an Exterminatus following the end of the Horus Heresy because of the sheer levels of Chaotic corruption that prevailed upon its surface. Barbarus is now a Dead World, its location struck from all Astropathic Cartigraphicae maps by an Edict of Obliteration. Before the Age of Strife Baroda was a populous world, rich in minerals and home to dozens of Knight Houses which would dramatically decay and go on to destroy themselves in internecine warfare. Baroda is perhaps best known for being the former homeworld of the infamous and ill-reputed House Makabius, which committed countless atrocities alongside the Traitor Death Guard Legion throughout the Cyclops Cluster during the Horus Heresy. The planet was abandoned early on in the Heresy, forcibly evacuated and stripped of its resources and manpower by the orders of the sinister Death Guard Primarch Mortarion. The Techmage Lords of Belacane have, in recent centuries, lost much of their influence within the Adeptus Mechanicus. Once known across the galaxy for its expertise in the manufacture of temporal Stasis Fields, the Forge World appears now to be dedicated solely to hoarding its technologies and jealously guarding its sacred scientific wisdom. It has a vast conglomeration of orbital dockyards orbiting it, where entire sector battlefleets can be serviced. Belis Corona was heavily involved in the battles of the 13th Black Crusade. Besarife Besarife is a planet in the furthest outreaches of the Segmentum Tempestus. It is slightly smaller than Terra, it shares a near-identical atmosphere. The planet is best characterized by its deep forests of exotic trees not seen anywhere else in the Segmentum. Besarife is tilted on its axis by a mere 3. The northern and southern poles are extremely arid and host a low survivability rate. The planet was first explored after the Horus Heresy ended by Space Marines of the surviving Legions. After the chapter of the Hymn Knights was born, it took residents on the sparsely populated planet and began building their defences. The Anphelion Project which described the investigation by an Ordo Xenos Inquisitor of a secret project related to the Tyranids in the year M41. It is located in the binary Betalis System of the Talis Munus Sector of the Segmentum Solar, being one of the two inhabitable planets orbiting the twin Betalis stars. The primary star is a central massive Blue Giant, at least twenty times larger than Sol and a million times more luminous. This star expels enormous amounts of stellar matter into the void surrounding it, which renders all but the outermost worlds unsuitable for human settlement due to the high levels of ionising radiation they are afflicted with. This ejection of stellar matter is also the reason that a miniature local nebula is present in the star system. M41 between the forces of the Imperium defending the system and the Eldar of Craftworld Mymeara who sought to recover the armour of the ancient Phoenix Lord Iryllith, the founder of the Shadow Spectre Aspect Warriors. After the Imperial forces fought the Eldar to a bloody standstill, the mysterious xenos vanished as quickly as they had arrived, presumably after they had recovered Irillyth. Zanzag, and the northern continent of the world was completely ruined by the intensity of the fighting. After a savage battle, Mor was believed to have entered the subterranean macro-vaults of the city of Tredecimmia before scouring every trace of life from the surface. Brontissa A planet that was invaded by the Tyranids. Imperius Dictatio had in its past joined the fray and participated in eight straight days of intense fighting. On the ninth, all Imperial forces were pulled out into space, and the planet virus bombed. Cadia is highly militaristic; birth rate and recruitment rate are synonymous. During the 13th Black Crusade in Cadia is also very well known for its elite Cadian Shock Troop Regiments -- men and women raised from birth to defend the Cadian Gate. An Imperial Planetary Governor oversees the planet from a space station in orbit.

Chapter 4 : How many countries are there in the world? () - Total & List | Worldometers

The rediscovery of thousands of old photos from the s by Peter Emanuel Goldman, a resident of South Florida for 20 years, has set the art world abuzz.

He went on to assert that what the equation that won him a Nobel prize seems to be describing is several different histories, they are "not alternatives but all really happen simultaneously". This is the earliest known reference to the many-worlds. The many-worlds interpretation shares many similarities with later, other "post-Everett" interpretations of quantum mechanics which also use decoherence to explain the process of measurement or wavefunction collapse. MWI treats the other histories or worlds as real since it regards the universal wavefunction as the "basic physical entity" [20] or "the fundamental entity, obeying at all times a deterministic wave equation". MWI is distinguished by two qualities: Decoherent interpretations of many-worlds using einselection to explain how a small number of classical pointer states can emerge from the enormous Hilbert space of superpositions have been proposed by Wojciech H. Other states decohere into mixtures of stable pointer states that can persist, and, in this sense, exist: Many-worlds is often referred to as a theory, rather than just an interpretation, by those who propose that many-worlds can make testable predictions such as David Deutsch or is falsifiable such as Everett or by those who propose that all the other, non-MW interpretations, are inconsistent, illogical or unscientific in their handling of measurements; Hugh Everett argued that his formulation was a metatheory, since it made statements about other interpretations of quantum theory; that it was the "only completely coherent approach to explaining both the contents of quantum mechanics and the appearance of the world. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed. January Learn how and when to remove this template message As with the other interpretations of quantum mechanics, the many-worlds interpretation is motivated by behavior that can be illustrated by the double-slit experiment. When particles of light or anything else are passed through the double slit, a calculation assuming wave-like behavior of light can be used to identify where the particles are likely to be observed. Yet when the particles are observed in this experiment, they appear as particles. Some versions of the Copenhagen interpretation of quantum mechanics proposed a process of "collapse" in which an indeterminate quantum system would probabilistically collapse down onto, or select, just one determinate outcome to "explain" this phenomenon of observation. Wavefunction collapse was widely regarded as artificial and ad hoc [citation needed], so an alternative interpretation in which the behavior of measurement could be understood from more fundamental physical principles was considered desirable. Everett stated that for a composite system \hat{S} for example a subject the "observer" or measuring apparatus observing an object the "observed" system, such as a particle \hat{O} the statement that either the observer or the observed has a well-defined state is meaningless; in modern parlance, the observer and the observed have become entangled; we can only specify the state of one relative to the other, i . This led Everett to derive from the unitary, deterministic dynamics alone i . Everett noticed that the unitary, deterministic dynamics alone decreed that after an observation is made each element of the quantum superposition of the combined subject \hat{S} object wavefunction contains two "relative states": The subsequent evolution of each pair of relative subject \hat{S} object states proceeds with complete indifference as to the presence or absence of the other elements, as if wavefunction collapse has occurred, which has the consequence that later observations are always consistent with the earlier observations. All that one does, really, is to calculate conditional probabilities \hat{S} in other words, the probability of A happening, given B. Some people overlay it with a lot of mysticism about the wave function splitting into different parts. Reality is not a quality you can test with litmus paper. Quantum theory does this very successfully. The second issue with Bohmian mechanics may at first sight appear rather harmless, but which on a closer look develops considerable destructive power: These are the components of the post-measurement state that do not guide any particles because they do not have the actual configuration q in their support. At first sight, the empty branches do not appear problematic but on the contrary very helpful as they enable the theory to explain unique outcomes of measurements. On a closer view, though, one must admit that these empty branches do not

actually disappear. Now, if the Everettian theory may be accused of ontological extravagance, then Bohmian mechanics could be accused of ontological wastefulness. On top of the ontology of empty branches comes the additional ontology of particle positions that are, on account of the quantum equilibrium hypothesis, forever unknown to the observer. Yet, the actual configuration is never needed for the calculation of the statistical predictions in experimental reality, for these can be obtained by mere wavefunction algebra. From this perspective, Bohmian mechanics may appear as a wasteful and redundant theory. I think it is considerations like these that are the biggest obstacle in the way of a general acceptance of Bohmian mechanics. There is no consensus on whether this has been successful. Everett stopped doing research in theoretical physics shortly after obtaining his Ph. D.

Decision theory[edit] A decision-theoretic derivation of the Born rule from Everettian assumptions, was produced by David Deutsch [40] and refined by Wallace [41] [42] [43] [44] and Saunders. He has proved that the Born rule and the collapse of the wave function follow from a game-theoretical strategy, namely the Nash equilibrium within a von Neumann zero-sum game between nature and observer. Carroll, building on work by Lev Vaidman, [55] proposed a similar approach based on self-locating uncertainty. This section does not cite any sources. Please help improve this section by adding citations to reliable sources. Measurement is regarded as causing M and S to interact. After S interacts with M, it is no longer possible to describe either system by an independent state. According to Everett, the only meaningful descriptions of each system are relative states: Schematic illustration of splitting as a result of a repeated measurement. For example, consider the smallest possible truly quantum system S, as shown in the illustration. This describes for instance, the spin-state of an electron. Considering a specific axis say the z-axis the north pole represents spin "up" and the south pole, spin "down". The superposition states of the system are described by the surface of a sphere called the Bloch sphere. To perform a measurement on S, it is made to interact with another similar system M. After the interaction, the combined system is described by a state that ranges over a six-dimensional space the reason for the number six is explained in the article on the Bloch sphere. This six-dimensional object can also be regarded as a quantum superposition of two "alternative histories" of the original system S, one in which "up" was observed and the other in which "down" was observed. Each subsequent binary measurement that is interaction with a system M causes a similar split in the history tree. The accepted terminology is somewhat misleading because it is incorrect to regard the universe as splitting at certain times; at any given instant there is one state in one universe.

January Learn how and when to remove this template message In his doctoral dissertation, Everett proposed that rather than modeling an isolated quantum system subject to external observation, one could mathematically model an object as well as its observers as purely physical systems within the mathematical framework developed by Paul Dirac, von Neumann and others, discarding altogether the ad hoc mechanism of wave function collapse. One such is the relative state formulation. It makes two assumptions: Secondly, observation or measurement has no special laws or mechanics, unlike in the Copenhagen interpretation which considers the wavefunction collapse as a special kind of event which occurs as a result of observation. Instead, measurement in the relative state formulation is the consequence of a configuration change in the memory of an observer described by the same basic wave physics as the object being modeled. These splits generate a possible tree as shown in the graphic below. Subsequently, DeWitt introduced the term "world" to describe a complete measurement history of an observer, which corresponds roughly to a single branch of that tree. Note that "splitting" in this sense is hardly new or even quantum mechanical. The idea of a space of complete alternative histories had already been used in the theory of probability since the mids for instance to model Brownian motion. Partial trace as relative state. Light blue rectangle on upper left denotes system in pure state. Trellis shaded rectangle in upper right denotes a possibly mixed state. Mixed state from observation is partial trace of a linear superposition of states as shown in lower right-hand corner. An observation or measurement is modeled by applying the wave equation to the entire system comprising the observer and the object. Since many observation-like events have happened and are constantly happening, there are an enormous and growing number of simultaneously existing states. Each product of subsystem states in the overall superposition evolves over time independently of other products. Once the subsystems interact, their states have become correlated or entangled and it is no longer possible to consider them independent of one another. Properties of the theory[edit] MWI removes the

observer-dependent role in the quantum measurement process by replacing wavefunction collapse with quantum decoherence. Quantum cosmology also becomes intelligible, since there is no need anymore for an observer outside of the universe. MWI achieves this by removing wavefunction collapse, which is indeterministic and non-local, from the deterministic and local equations of quantum theory. Comparative properties and possible experimental tests[edit] One of the salient properties of the many-worlds interpretation is that it does not require an exceptional method of wave function collapse to explain it. In most no-collapse interpretations, the evolution of the quantum state of the Universe is the same. Still, one might imagine that there is an experiment distinguishing the MWI from another no-collapse interpretation based on the difference in the correspondence between the formalism and the experience the results of experiments. Since then Lockwood, Vaidman and others have made similar proposals. Many other controversial ideas have been put forward though, such as a recent claim that cosmological observations could test the theory, [63] and another claim by Rainer Plaga, published in Foundations of Physics, that communication might be possible between worlds. January Learn how and when to remove this template message In the Copenhagen interpretation, the mathematics of quantum mechanics allows one to predict probabilities for the occurrence of various events. When an event occurs, it becomes part of the definite reality, and alternative possibilities do not. There is no necessity to say anything definite about what is not observed. The universe decaying to a new vacuum state[edit] Any event that changes the number of observers in the universe may have experimental consequences. This has not happened and is cited as evidence in favor of many-worlds. In some worlds, quantum tunnelling to a true vacuum state has happened but most other worlds escape this tunneling and remain viable. This can be thought of as a variation on quantum suicide. This objection is saying that it is not clear what is precisely meant by branching, and point to the lack of self-contained criteria specifying branching. In Dirac notation a measurement is complete when:

Man Of Many Worlds. Pat Kelly. February 10, Be the first to review this item. \$ Start your day free trial of Unlimited to listen to this album plus tens.

Most of these worlds were settled by humans many centuries before the Great Crusade of the 31st Millennium reunited the human colony planets beneath the rulership of the Emperor of Mankind, though thousands more have been settled in the ten millennia since then by Imperial colonists. The Adeptus Administratum of the Imperium generally classifies all planets in the galaxy according to the following classifications for the purposes of raising tithes of raw materials, manufactured products and Imperial Guard regiments. The Imperium of Man is spread impossibly thin across an estimated two-thirds of the entire Milky Way Galaxy. While it is true that some governors rule not just a single planet but an entire star system, and that other worlds have no governor at all, the fact is that the Imperium is stretched so thinly across the void that an interstellar traveller could make his way from one edge to the other, traversing a hundred thousand light years of space, and not once cross paths with a human being. Worlds once colonised because of their location or some desirable natural resource have developed into the cores of sectors, many of which have swollen to include two hundred or more star systems. These sectors are connected to one another by relatively stable, if still hazardous, inter-sector Warp routes and the vast, uncharted reaches between each are referred to as Wilderness Space. These unexplored depths harbour all many of terrors, from ravaging pirates to unknown alien empires, as well as untold riches, from long-lost human colonies to worlds strewn with the wealth of long-extinct xenos species. The Imperium encompasses countless worlds. No one has ever been able to map all of them and no one can truly even say how many there are beyond the figure of 1,, normally cited above. The true scope of the Imperium is, therefore, the entire galaxy, though this is far from actuality. The Imperium jealously guards its territory whenever it can but its sheer size means that it cannot react to every circumstance. Many planets live and die alone, with only the truly great threats commanding the attention of the Adeptus Terra. Worlds are frequently lost to aliens, rebellion or disasters, with news of their destruction sometimes taking centuries to reach Terra. The galaxy teems with worlds. The majority are gas giants, worlds of frozen methane, huge, globular masses of hydrogen that failed to become stars, and many other variations. Some of these are mined or exploited in some way and may even harbour their own forms of truly bizarre alien life, but it is mostly upon small, rocky, terrestrial worlds that Mankind, and its enemies, are found. Within this category of world, however, are many variations and humanity endures all manner of different environments in its quest to survive in a cruel and unwelcoming universe. Feudal Worlds are defined as those planets of the Imperium that have developed late Iron Age civilisations that are moderately technologically advanced while still remaining pre-industrial, having usually progressed as far as to discover or re-discover rudimentary gunpowder weapons. These planets often possess widespread and advanced farming economies and typically have a population of 10,, to ,, people. Generally, Feudal Worlds will have little direct political or economic interference from the Imperium and be required to pay only low planetary tithes. Imperial Planetary Governors of Feudal Worlds will generally live on a space station in orbit of the planet to avoid altering the cultural balance, only descending to the surface to deal with heresy, rebellion or rampant mutation. These planets are populated by folk who have lost access to all but the most basic of technologies and maintain Iron Age or early Gunpowder Age societies. Farming, simple labour-intensive machines such as pulleys, windmills and the like are known, but propelled flight, automatic weaponry and powered vehicles are likely to be rare or non-existent. These worlds are often said to be the most politically harmonious of all the planets of the Imperium, because their peoples know their place. Feral Worlds are populated by tribal peoples largely living without the assistance of maintained technology or even agriculture in some cases and the population is usually quite low as a result, ranging from , to 5,, people. This may be due to an ancient failed human colonisation project from the Dark Age of Technology, ingrained religious preferences, cultural choice, harshness of the environment or some other reason. Feral Worlds, like their Feudal counterparts, will have little direct political or economic interference from the Imperium and will pay only the lowest grades of planetary tithes, their tithe grade being

Solutio Tertius. These planets are frequently unsuitable for later Imperial colonisation, either due to the circumstances which drove the natives feral or because the natives themselves actively resist new people settling on their lands. The people of Feral Worlds can range widely in culture, from Grox -hunting Stone Age tribes of ancestor worshipers who only recognize the Emperor of Mankind in the most rudimentary of ways, to wild-eyed, post-apocalyptic road warriors, fighting endlessly amongst the toxic, sand-strewn ruins of their civilisation. The harsh conditions which Feral World populations have adapted to makes them ideal recruitment sources for the Regiments of the Imperial Guard and the Chapters of the Space Marines since they produce more men with experience in war. Occasionally the inhabitants of Feral Worlds have been pressed into the service of the Imperial Guard when their world lay inside a war zone, and the chosen warriors have been given rudimentary training in the operation of laser or stub-weaponry. It is more common, however, for Feral World natives to be selected for the various Adeptus Astartes recruitment programs. Like all Imperial worlds, Feral Worlds are ruled over by a Planetary Governor , although the nature of Feral Worlds makes this position somewhat different from that of the Governorship of more advanced planets. Religious heresy is also a regular concern on Feral Worlds, especially amongst warrior-cults prone to infiltration by agents of Khorne , the Blood God; constant vigilance and regular belief-modification enacted by agents of the Ecclesiarchy are a necessity. The culture shock associated with interaction with more technologically advanced outsiders is an issue on Feral Worlds. Removing a Feral Worlder from his planet and exposing him to such things as Warp travel can be disconcerting and even result in madness and other permanent psychological disorders. A Feral Worlder within the wider Imperium often retains their superstitious and tribal idiosyncrasies, which may prove to be social hindrances, such as an obsession with the bones of dead comrades or the mixing and regular application of noxious-smelling warpaint. Other habits, such as manic distrust and aversion to psychic "witchcraft" may be seen as useful and sensible in the Imperium. All have in common that they are completely dedicated to the manufacture of the various machines and devices of the Imperium , the pursuit of and preservation of ancient scientific and technical knowledge and the worship of the Machine God. Ancient pacts between the Adeptus Mechanicus and other worlds and institutions of the Imperium oblige the various Forge Worlds to supply other planets and the various military arms of the Imperium such as the Imperial Guard with the products of their manufactoria. Much of a Forge World is like an immense factory, with industrial complexes soaring into the sky and mine workings burrowing deep into the planetary crust. Forge Worlds build great numbers of complex technologies, like tanks or spacecraft parts for the Imperial Guard and the Imperial Navy. They are ruled by the Adeptus Mechanicus, whose training and research facilities are located there, along with the grand cathedrals to their deity, the Omnissiah, in which the ruling Archmagi of the Tech-priests enact the grandest, most complex rituals to honor the Machine God. The Forge Worlds are largely autonomous from the rest of the Imperium, as allowed by the terms of the Treaty of Mars that founded the Imperium in the 30th Millennium, and the Adeptus Mechanicus is loath to allow anyone on their surface other than Tech-priests and the legions of menial, cybernetic Servitors who labour for them. View from the inside of a Leman Russ factory The surface of a Forge World is normally completely covered in massive factory complexes that stretch across the horizon. Its ecosystem has been completely destroyed. The air is saturated with toxic gases and rivers flow with toxic runoff from the multitude of manufactoria. In many cases, even seas and oceans have been purposefully evaporated to make room for more manufactoria. However, the sheer amount of industrial output greatly benefits the Imperium as a whole. Of all the Forge Worlds only Trebor caters exclusively to the industrial needs of Cadia. One of the most sought-after creations from Trebor is its version of the Vanquisher Cannon , which is the most powerful of all the Vanquisher Cannon variants. During the Dark Age of Technology , the twin empires of Terra and Mars co-existed, to the mutual benefit of both. Trebor was colonized from survivors of colony expeditions from both Terra and Mars after they were lost during a Warp storm. This forced both colonies to combine their knowledge and build the most technologically-advanced of all the Forge Worlds. As a result Trebor has sworn its allegiance only to Commissar Yarrick and to Cadia , and its arms and technology made a major difference in the successful defence of Cadia during the 13th Black Crusade. These heavily defended worlds are the places where weapons, vehicles, ammunition, and other military equipment are stored while they await to be transported to

wherever they are needed. An Armoury World could have thousands of armoured vehicles of every type and millions of tonnes of munitions and other materiel stored in its vast storehouses for hundreds or even thousands of years until the Imperium had need of them. Some Armoury Worlds store vehicles, weapons, and other equipment that are so old that the secrets of their manufacture have been nearly lost by the Adeptus Mechanicus, such as the ancient Imperial heavy tank known as the Valdor Tank Hunter. The populations of these planets are so great that the people live in huge urban arcologies called hive cities, truly immense, self-contained, many-layered structures that reach high into the sky, each housing billions of individuals. Most Hive Worlds started out as relatively hospitable places to live but have become severely polluted, the areas outside the hives reduced to ash wastes or radioactive desert by the never-ceasing industry of the great cities. Equally dangerous can be the hives themselves. The crime-ridden, poverty-stricken areas, almost always found in the most polluted and decrepit lower levels of the under-hive, are home to violent gangs, criminals and assorted scum as well as mutants and heretical cults who hide there from the authorities. The population of any given world approximately doubles every years. With each hive housing between 10 to billion people and 5 to 20 hives per planet, the sheer number of Imperial citizens on a Hive World is staggering. Hives manufacture far more than mere steel and silica; they are vast factories for the most useful possible resource, people. Almost every recruit into the Imperial Guard from a Hive World will already know how to handle a weapon. Hive Worlds also serve to populate newly discovered planets. In common with most other Imperial worlds, Hive Worlds are often based on a very obvious class system, with a ruling noble class and a bureaucratic middle class, although with populations so tightly packed there always develops a lower working class that often fuels violent street gangs. As can be expected, the upper classes are situated in the affluent upper areas of the hive cities, whilst the middle classes are situated in the middle areas, and the working classes are packed together in the lower areas. The very bottom sections of a hive city, the Underhive, are often areas where the underclasses and criminals are sent to be forgotten about and anarchy rules. Some extensively developed Hive Worlds do not even consist of various enclosed arcologies surrounded by wasteland, jungle, ice, or plains. These Hive Worlds are completely urbanised and stacked with hundreds of layers of arcologies, covering the entirety of the planet, effectively becoming an ecumenopolis. Terra is an example of this type of "Super Hive World". Often studded with cathedrals, temples and shrines spread across the globe to the Emperor and his saints, these worlds are frequently directly controlled by the Ecclesiarchy and may form training grounds for members of the Adeptus Ministorum and the Adepta Sororitas. There are also dark mirrors to these places of Imperial devotion - fallen worlds outside the grace of the Emperor where the heretical Chaos Cultist inhabitants offer up ceaseless prayers to the Ruinous Powers of Chaos. These places of obscene sacrifices and bloody rites are not suffered continued existence for long by the Imperium if they exist within realspace. A Shrine World can also be considered to belong to another category of world at the same time, as for example Hagia is also classified as an Agri-World while Herodor is also a Hive World. Drusus Shrine World, Hagia and Herodor Cardinal Worlds are Imperial planets ruled directly by the Ecclesiarchy and are completely dedicated to the worship of the God-Emperor according to the tenets of the Imperial Cult, with Imperial sanctuaries, cathedrals and temples potentially covering entire continents. Cemetery Worlds may mark the site of a massive battle, or they may be covered in gigantic mausoleums, each dedicated to a particular Imperial noble family. In contrast some rare Cemetery Worlds may be covered in fields of endless, modest burial plots containing the remains of the inhabitants of a nearby Hive World. They tend to be of outstanding natural beauty and the population of such worlds are dedicated to pampering the important Imperial visitors they often receive, such as members of major noble houses, members of the Navis Nobilitate, Planetary Governors, important Ecclesiarchy officials like Confessors and Cardinals, Imperial Commanders, Rogue Traders and wealthy Chartist Captains. Pleasure Worlds are often very cultured places, and many have huge proportions of their populace dedicated solely to producing works of art, music or other forms of entertainment. Casino complexes, opulent restaurants and huge ballrooms are often found on such worlds. There is a darker side to Pleasure Worlds, particularly those who cater to the tastes of the more depraved guests they receive and Pleasure Worlds often host one or more Chaos Cults dedicated to Slaanesh, the Prince of Pleasure. Some Pleasure Worlds contain large developing cities and other major settlements. All

Pleasure Worlds are considered a sub-set of the class of planets known as Civilised Worlds. War Worlds There are a great many worlds in the Imperium that can be classed as war zones and they are called War Worlds. The Imperium is constantly at war and during those conflicts whole planets can burn. Massive Imperial military campaigns and Crusades can envelop dozens of star systems and hundreds of worlds, many of which are utterly devastated by orbital bombardments and artillery in planet-spanning battles that last for entire decades. Long-term war zones are hellish places where death comes quickly. The Imperium can field truly immense armies of millions of men, grinding their way across a devastated planet and reducing its cities to rubble. Mercenaries flock to such places, hoping to leave soon after with their ships loaded with pay and loot. Deserters and escaped prisoners form bands of pirates, preying on any starships unable to defend themselves. Or these reavers roam the war-torn planets in feral packs, stealing and killing anything that is not nailed down and anyone who gets in their way. The Administratum sends colonists from more overcrowded worlds sometimes willingly, sometimes not to re-populate such war-torn worlds after the fighting has ended. But the bureaucratic wheels of the Imperium grind slowly and a world can lie devastated for centuries before any effort is made to resettle it. These places can be some of the most ghastly in the Imperium, with ravaged environments, cracked planetary crusts, burnt-out cities and plains covered in the rotting flesh of the fallen. These worlds are extremely well-defended, usually with large numbers of Imperial Guard regiments and Imperial Navy assets, and their populations and economies are wholly geared towards meeting the demands of Imperial defence. Unfortunately, not all Fortress Worlds are controlled by the Imperium, as several have fallen to the control of the Traitor Legions.

Chapter 6 : World Population Clock: Billion People () - Worldometers

A man of many worlds Ghasem Ghani's diaries and memoirs by Amir November 18, no comment Excerpt from A Man of Many Worlds: The Diaries and Memoirs of Dr. Ghasem Ghani (Mage Publishers,) by Ghasem Ghani, Cyrus Ghani (Editor) and Paul Sprachman (Translator).

Unfortunately for modern travelers, those ancient wonders are gone with the exception of the Pyramids at Giza. The New7Wonders list Back in , the New7Wonders Foundation apparently still on a millenium-induced high that made them think spaces between words were no longer relevant decided to reboot the Seven Wonders concept so that the places on the list were actually still standing. The Amazon River and Rainforest The Amazon rainforest covers 2,, square miles, stretches out over 9 countries, and is the largest and most biodiverse forest in the world. One in ten known species in the world lives here, constituting the largest collection of living plants and animal species on the planet. The World Heritage Site Jeju Volcanic Island and Lava Tubes is here â€” it includes the Manjang cave, which with more than 5 miles long is one of the longest lava tunnels in the world. A small part of this cave is open for tourists. The landscape formed by its 1,, islands and islets, most of them uninhabited, is just spectacular. It was impressive enough as it was but in a group of environmentalists discovered the river has a second floor, so there are small waterfalls inside the cave. As the river emerges directly into the sea, its lower portion is subject to tidal influences. Its history also makes it a special place â€” its inhabitants around 2, are said to be descendants of former convicts who were exiled to the island in the 19th century by a sultan in Sumbawa. There are some great views of the city from the top accessible via hiking trail and cableway. Its main feature is the level plateau approximately 2 miles from side to side, edged by impressive cliffs. The Colorado River has been carving this canyon over the course of, according to several studies, 5 to 6 million years. It was a cornfield in , and then, in the span of a year, grew to a height of 1, feet. The villages around it are buried in lava, and only a belltower juts from the rock. Also, there are some glaring omissions: Some of the listings feel more like the result of high-pressure tourism campaigns than the legitimate best things the natural world has to offer. Bu Tinah shoals Bu Tinah, off the coast of Abu Dhabi, is a coral archipelago that is totally closed to the public. Its thriving habitat is a unique living laboratory, of key significance for climate change research. This distinctive natural habitat with its shallow waters, seagrass beds, and tall mangroves, set amid extensive coral reefs, hosts rare and globally endangered marine life. So salty that you can famously float in it, and that no macroscopic organisms can survive in it. They were inhabited in Prehistoric times, but right now can only be visited by boat â€” they channel an underground river which provides drinking water to more than a million Lebanese. Since Hans Meyer and Ludwig Purtscheller reached its summit in , it has remained a popular climbing destination. It has also been the subject of many scientific studies because of its shrinking glaciers. Connected by rivers and canals, the lakes form an extensive system of waterway surrounded by large forests and historic towns. A UNESCO World Heritage site since , the Sundarbans covers 3, square miles and home to a wide range of wild fauna, including bird species and other threatened species such as the estuarine crocodile and the Indian python. Its waters are home to several ecosystems, including a variety, species, of vibrant coral reefs. This area of the Indian Ocean, alone, houses species of fish, 5 species of sea turtles, 21 species of whales and dolphins, species of mollusks, and 83 species of echinoderms. The falls are named after him. Dense and dark, the forest is home to the cuckoo clock, charming little towns, and fairytale castles.

Chapter 7 : A man of many worlds | The Iranian

Francis Heaney and Brendan Emmett Quigley, two of the best in the biz, have teamed up for Drunk theinnatdunvilla.com yourself a copy today! Store Crosswords LA puzzles!

Contents Story Synopsis Pac-Man arrives home on the day of his 20th birthday. He opens the door to his house only to find it is deserted and in ruins. Pac-Man arrives to to celebrate his 20th anniversary and finds his house deserted! One by one, they vanished - Ms. So Get ready to chomp into action as the legendary Pac-Man battles to save his friends in the Quest of a lifetime! The main goal is to get to the Token at the end of each stage, which will complete the level. Throughout each level, Pac-Man will run into various objects such as switches, doors and treasure chests. Some of these can only be accessed in a specific way such as using a certain kind of Fruit to open a door. Pac-Man also has a Health meter, which has four hit points - luckily, extra health is scattered across stages. There are also underwater segments where Pac-Man has to swim, and is unable to walk on the surface; the Steel Ball power-up allows him to walk underwater, but only lasts a short time. By collecting every letter in a stage, the player will be transported into a bonus level, where the player must eat as much fruit as possible before the timer runs out. Many stages will feature a Galaxian Flagship in them. These unlock Mazes, which play similarly to the original Pac-Man. They can later be accessed again in the Mazes mode see below. Besides running, jumping and eating, Pac-Man can use a multitude of moves, including: Butt Bounce - Pac-Man bounces like a ball and can defeat some enemies. Also needed to hit switches. Rev Roll - Can charge up Pac-Man to perform a quick, fast roll. Necessary to move certain platforms and open gates. If held down for a few seconds, a Super Pellet Shoot will be performed, which deals more damage but wastes more pac-dots. Most enemies can be defeated by butt-bouncing or shooting pellets at them, except for Ghosts , which can only be defeated by eating a Power Pellet. Rescuing Friends One Key and one caged Friend are found in each world of the game, often on different levels than each other. The key must be used to rescue the imprisoned family member. All five friends are required to be rescued in order to reach the final world of the game. The last level in each world features a boss battle. Below are the levels listed:

Chapter 8 : Wonders of the World - How many have you visited?

According to the Many Worlds Interpretation of quantum physics, we live in an infinite web of alternate timelines. It's a serious claim that carries some rather serious scientific, philosophical.

Chapter 9 : Man of many words -- Crossword clue | Crossword Nexus

The many-worlds interpretation has some similarity to modal realism in philosophy, which is the view that the possible worlds used to interpret modal claims exist and are of a kind with the actual world.