

## Chapter 1 : List of fictional countries - Wikipedia

*This is a list of fictional countries from published works of fiction (books, films, television series, games, etc.). Fictional works describe all the countries in the following list as located somewhere on the surface of the Earth as we know it - as opposed to underground, inside the planet, on another world, or during a different "age" of the planet with a different physical geography.*

Adam Ferguson thought it spelled doom. Descended from the dukes of Argyll, he received a deluxe education at St. He served as chaplain to the storied 42nd regiment of Highlanders. It was claimed, implausibly, that he was a fighting cleric, leading infantry against the French at the battle of Fontenoy in He composed political pamphlets andâ€”embarrassinglyâ€”promoted the "newly discovered" epics of Ossian supposedly a "Celtic Homer" but in fact a hoax. Ferguson eventually eased into an academic career at the University of Edinburgh. I make some short comments on some sentences in the review below: The Select Society still exists but it is still relatively secret, as well as remaining very select. This continues its disputatious traditions from Edinburgh and Glasgow were home to numerous clubs, many with interlocking memberships. Adam Smith joined several societies and attended their meetings in Edinburgh and Glasgow, as did Adam Ferguson. I would mention that a roll call of all of the personnel in the Scottish Enlightenment who were also in regular contact with Ferguson. Ferguson mixed with them all at the height of his and their powers. True, in old age, Ferguson tended to be reclusive after most of his enlightened friends had died off. Smaller than France, Britain mobilized its wealth with vastly greater efficiency. The "financial revolution" made fortunes at home and an empire abroad. Its consequences are with us still. For good or ill, commerce, consumption and interest are the springs that feed modern liberal society. Hume, Smith and Tocqueville understood that these currents were irreversible. It has hitherto been, not an empire, but the project of an empire; not a gold mine, but the project of a gold mine; a project which has cost, which continues to cost, and which, if pursued in the same way as it has been hitherto, is likely to cost immense expence, without being likely to bring any profit; for the effects of the monopoly of the colony trade, it has been shewn, are, to the great body of the people, mere loss instead of profit. It is surely now time that our rulers should either realize this golden dream, in which they have been indulging themselves, perhaps, as well as the people; or, that they should awake from it themselves, and endeavour to awaken the people. If the project cannot be compleated, it ought to be given up. They remained attached to their imaginary vision of an Empire and having lost the first one and the vast resources spent in pursuing their quest, they established another, even bigger Empire and spent even more scarce resources in so doing, well into the 20th century. It also sums the difference between Adam Smith and Adam Ferguson.

**Chapter 2 : 25 Games Like Rise of Nations () - Games Finder**

*The Imaginary Numbers is an alliance organized to play Earth: calendrierdelascience.com was originally founded by Beltshumeltz to play Earth: during the September/October reset of*

To understand the background to the formation of Tutsi Empire one needs to trace efforts to restore the short-lived Mpororo kingdom and expand it into a Tutsi Empire and why Museveni has talked a lot about Pan-Africanism and the weaknesses of balkanization in East Africa although he prefers balkanization for Uganda which he has sliced into over economically unviable districts. Mpororo kingdom was formed by a breakaway Batutsi group from Rwanda in mid-seventeenth century s and lasted less than or years. Mpororo covered parts of present-day northern Rwanda, most of southwest Ankole Ntungamo and parts of Kigezi bordering Ankole S. Uzoigwe and Christopher Ehret When Mpororo kingdom disintegrated from internal decay, some Bahororo returned to Rwanda Christopher Ehret and others fled to Rujumbura around while the rest stayed in Ankole Paul Ngorogoza and G. The Mpororo parts in Uganda were merged into Ankole and Kigezi districts. At the same time political events in Rwanda resulted in the Social Revolution that saw political power transferred to majority Bahutu who for centuries had served as slaves or servants of Batutsi. Some , Batutsi fled Rwanda and half of them trekked to Uganda through northern Rwanda a hostile area occupied by Bahutu David Reynolds instead of fleeing to nearby Burundi and Congo where they speak French as in Rwanda. Some commentators have reasoned that these refugees were descendants of Bahororo who returned to Rwanda when Mpororo kingdom disintegrated. They decided to flee to Uganda where they would rejoin their Bahororo kith and kin and escape harsh refuge conditions. By the end of some 35, refugees with 15, head of cattle were received in Uganda. A subsequent drought in Ankole drove many Batutsi and Bahima and their cattle out of the areas and moved into Buganda and beyond. On humanitarian grounds they were given temporary space until the situation improved in Ankole and Rwanda and they would return with their cattle to where they came from. Bahororo from Rwanda who fled to Uganda as Tutsi refugees after they lost political power to Hutus joined Bahororo in Ankole who had lost political power to Bairu. While still at Ntare School, Museveni formed an association for the advancement of Batutsi cause. Fully aware that demographics were not on their side they opted for military training to regain their lost glory and power by military means. Museveni was joined by Rwigyema RIP and others and later Kagame in military training beginning in the s. The so-called rigged elections in Uganda gave Museveni and his Batutsi mercenaries that numbered 35 percent in Museveni guerrilla force a chance to wage a guerrilla war against the UPC government under Obote. Baganda and Catholics welcomed them with open arms as redeemers Paul Gifford Museveni and his Batutsi fighters got what they wanted. They captured power in Uganda in after the Okellos cleared the way for them in the coup against UPC and Obote Acholi feel betrayed because they were supposed to share power after the signing of the Nairobi agreement. As planned, beginning in Museveni supported Rwanda Patriotic Army RPA to wage a war that eventually toppled a Hutu-dominated government in Rwanda in and restored Tutsi rule with strong man Paul Kagame as minister of defense and vice-president. Like Museveni used Baganda and Catholics to capture and consolidate power in Uganda no disrespect intended , Kagame used Bahutu as president, prime minister and minister of interior to consolidate power and then got rid of them and one of them got assassinated in Nairobi, Kenya. Meanwhile Kagame and Museveni plotted from their Entebbe location the removal of Hutu president in Burundi. Here is what happened. Using the pretext of protecting Banyamulenge against possible genocide and Kabila as a cover, Museveni and Kagame and their Tutsi soldiers ended Mobutu rule and installed Kabila in Kinshasa in who was expected to rely on Tutsis to run the country, paving the way for ultimate takeover and declare a Tutsi Empire. Eventually Kabila chased them out of DRC. When this happened Kagame and Museveni felt betrayed and decided to punish him. Who else saw it that way? Museveni then recommended a fast track for the federation ahead of integration the reason being that as the most senior East African head of state he would be the first federation president and once there hopefully maneuver the system and turn the federation into an empire. But it is true. East African leaders and citizens beware. Before and shortly after he became president, Museveni promised every Ugandan milk and

honey and would end the long suffering, convert Uganda into an industrial state and middle income economy and society within fifteen years. Recently, the World Bank countered when Museveni reported that Uganda would become a middle income country in a few years. The World Bank noted that Uganda will not achieve middle income status by Museveni has been telling East Africans and Ugandans in particular how the East African federation will create markets for goods and services and make everyone prosperous through job creation and increased incomes. Uganda needs to fight corruption, sectarianism and mismanagement of public funds first and release funds for productive investment, not chase economic and political federation as the top priority.

## Chapter 3 : FACT CHECK: Imaginary Borders

*"Imaginary gardens with real data" Posted by Andrew on 28 September , am "Statistics" by Marianne Moore, almost I, too, dislike it: there are things that are important beyond all this fiddle.*

Age of Empires 4? Someone at Microsoft must have heard the cumulative prayers of veteran empire-builders the world over, as Age of Empires 4 "not to mention remasters of all three of the original games" is officially on its way. We have rounded up all the Age of Empires 4 news and information to present you with everything we know about it. The fact that the announce trailer comprises nothing but concept art from older games hints that development on Age of Empires 4 is still in its early stages. At least we have the remastered Age of Empires: Definitive Edition to play in the meantime. As Relic Entertainment is heading up work on the game, it is likely it has only been able to devote less than a year of full-scale development on the project having only released Dawn of War III in April. Hopefully, we will get a rough Age of Empires 4 release date when Microsoft next shows off the forthcoming strategy game. Age of Empires 4 trailer There is an announce trailer for Age of Empires 4 that you can watch above. If you are unfamiliar with Age of Empires then here are the basics. You start off by picking a nation or civilisation from history and then guide them to prosperity through one of four victory conditions: All of this plays out in real-time as you manage your civ, gather resources, build new structures and units, research new technology, and battle the other nations that you share the map with. How will Relic Entertainment change that? As much as fans will want the gameplay of Age of Empires 4 to stick to its roots, that would make for a very old-school RTS with limited appeal beyond hardcore fans of the series. We can expect a number of fresh nations in Age of Empires 4, then, which will add new bonuses and units for you to weigh up before starting a map, and possibly introduce some innovative tactics as a byproduct. It is also likely that Relic Entertainment could add new gameplay features like hero units and skill trees, especially considering the success that similar systems have had in the recent Total War: This is just speculation for now as we will have to wait and see how many changes Relic Entertainment has in mind for the gameplay of Age of Empires 4. Age of Empires 4 nations The announcement trailer reveals a number of potential Age of Empires 4 nations from a range of historical eras. Featured in the trailer are Roman legionaries, Spanish conquistadors, Native Americans, British redcoats, Japanese samurai, and indigenous peoples of South America. This follows the timeline and featured nations of the previous Age of Empires games, but could also be a clue as to what civilisations we will see in Age of Empires 4. If the latter is the case, which other nations can we expect to see if those are the Age of Empires 4 eras, then? Japan could be joined by the Mongol Empire, or you could take control of various belligerents from the Warring States period. If Age of Empires 4 sets its sights on a new era the chronological ordering of the trailer suggests the era would be a relatively modern one, something after the European colonisation of the Americas.

**Chapter 4 : 13 Best Strategy Games Like Age of Empires**

*Here is the list of games similar to Age of Empires that are our recommendations. You can play these games like Age of Empires on mac, ps4, android, iphone and even online. Warcraft III: Reign of Chaos () "Warcraft III: Reign of Chaos" is a high fantasy real-time strategy video game developed and published by Blizzard Entertainment.*

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citizens beware. Before and shortly after he became president, Museveni promised every Ugandan milk and honey and would end the long suffering, convert Uganda into an industrial state and middle income economy and society within fifteen years. Recently, the World Bank countered when Museveni reported that Uganda would become a middle income country in a few years. The World Bank noted that Uganda will not achieve middle income status by Museveni has been telling East Africans and Ugandans in particular how the East African federation will create markets for goods and services and make everyone prosperous through job creation and increased incomes. Uganda needs to fight corruption, sectarianism and mismanagement of public funds first and release funds for productive investment, not chase economic and political federation as the top priority. Your comments are welcome.

Chapter 5 : [TMP] "Why does the 18th Century attract "Imaginations" ?" Topic

*Age of Empires 4 release date. Sadly, there is no news on a Age of Empires 4 release date, which suggests that the RTS is still a long way from being complete.*

Conan was succesively a barbarian warrior, a mercenary and a warrior king. In a way Napoleonic is too well known whether because it figures more in History curricula or because of cultural exposure film. Now what were those uniforms in "The Prisoner of Zenda"? And besides Grant et alii have done 18thC to death. PST One problem with imaginary armies in any era is "what do I do with them when I no longer want them? My solution was to paint my 18th century armies as actual Prussian and Austrian regiments and then give myself a fictional country for them to defend, in my own case, my Prussians are actually the army of Hesse Seewald, located somewhere in central Germany. I could foresee extending this concept into the Napoleonic era with my Project. Does Hesse Seewald submit to Napoleon and become a reluctant ally, or does it fight the Corsican Ogre with the help of Prussia and Britain good luck with that one too? I might eventually extend Hesse Seewald history into the mid 19th Century circa to and paint armies for the Schleswig-Holstein war, but have them represent Hesse Seewald and its implaccable foe, Saxe-Raschstein. Another idea that I had was to go backwards in time to the 30 Years War and have the Duke of Hesse Seewald, Henry the Lion, fighting it out against one of the powers in that war. It would provide the "back story" for the development of the Hesse Seewald state in Germany. Anything is possible, but keeping the actual armies historical is the way to go, at least for me. I respectfully beg to differ with that statement. For those who are new to this genre, it is only the beginning and is being well fed by more and more publications from the pen of Charles Grant Jr and Phil Olley. PST Hi I have done imagineation campaigns with Hyboria as the excuse, with a variant and "counter earth" and a friend has done a WW2 as well. The question is more why now this "fad"? PST Having read all this, I really think that the only thing preventing 19th C Imaginations is the willingness to sit down and do the work. Some might want to put a leetle more effort into it, though. PST I think the charm of the 18th century, in addition to those factors listed above, is the simplicity of forces; horse, foot and guns. With some minor variations, most armies were of similarly organized. Add to that, centuries of royal match making that would guarantee support from a wide host of principalities or a major power with more horse, foot and guns. The 19th century and the Industrial Revolution changed the balance quickly and simplicity changed to complex, local issues became secondary to global expansion. Couple that to the displacement of monarchies for the parliamentary process I would find it very difficult to become creative in world that became so well documented. The 18th century offers enough "blanks" to let a fertile imagination run riot. As to why it seems primarily an 18th Century thing, the question has been well answered above. And without a growing network such as exists with the 18th Century imagi-nation blogs or modern Africa , a creation outside the mainstream is more likely doomed to being an eccentric solo enterprise.

**Chapter 6 : Adam Smith's Lost Legacy: For the Sake of an Imaginary Empire Much Treasure was Wasted**

*Reddit gives you the best of the internet in one place. Get a constantly updating feed of breaking news, fun stories, pics, memes, and videos just for you. Passionate about something niche?*

Romano seems to have a great dislike for everyone, although he privately respects Spain, who he lived with when he was young, but hates Germany and is much more openly rude to him. While Romano argues with his younger brother a lot, he is protective of him and thus disapproves of Germany. He is depicted as having a tsundere type of personality and curses frequently. He has been referred to as having "Darker hair, darker personality". He is shown in multiple outfits but most commonly a tan uniform with a maroon top and navy blue tie. He acts brave but is actually timid and as fearful as his brother and tends to hide behind Spain. Romano is scared of France and Turkey. He is depicted as a grumpy old man who is at constant odds with both Italies although it is later resolved. His house suffers from heavy traffic problems due to tourists. He is also noted for dressing like a Pope. Spain is fond of children which leads to his desire to have both parts of Italy in his house. Spain was once married to Austria when the Habsburgs came to Spain but became his enemy during the War of the Spanish Succession, even though he got Milan during the War of the Austrian Succession. Spain however, dislikes England because of Gibraltar, whom he still sees England has occupied Gibraltar from him. Spain is noted for his love to music and he prefers to speak Spanish, which he often praises as "the language of music". His first appearance is as an unnamed and unseen figure at the end of the Halloween event and made his formal debut on the Halloween event. Afterwards making an appearance in Hetalia: He is known as a lover of cats and philosophy. He is often seen with cats due to his country having so many strays, and often has some of the mannerisms of a cat such as sleeping for long periods of time. Due to his country being filled with ruins left by his mother, Ancient Greece, he is unable to develop his country much, thus he is noted for being good sailor due to long coast line. His main rivalry is with Turkey, who invaded him. Formerly known as the Ottoman Empire, he has a big rivalry with Greece after he invaded although he often works with Greece with several issues. Turkey is described as being "unnecessarily passionate and uncomfortably friendly". However, despite his jovial personality, Turkey can be stubborn about trivial things. He respects Azerbaijan and every Turkic countries and also a fan of Turanism – the ideology sometimes annoying Hungary, Japan and South Korea. Turkey hates Armenia a lot and often refuses to recognize the Armenian Genocide, citing that it "never exists" and he has no responsibility; while he has a complicated relationship with Russia and Iran, whom have rivalries with them. Also, he shows resentment over China due to Uyghur question, since his original ancestor is from Xinjiang, formerly known as East Turkestan. In Axis Powers Hetalia: He greatly admires Turkey because of this, he considers him to be "gentle" and he greatly dislikes Greece for always fighting with Turkey. He has a monotone voice and dresses similarly to Turkey, though he is at times confused with Egypt because of their similar design. He is voiced by Hina Minami in Japanese. After pressing the issue, Cyprus asks if there has ever been a time they have had fun together, and is surprised to learn that they once had fun in a bathhouse together. He is fought over by both Greece and Turkey, though he hopes that they will be able to reach a resolution and get along someday. He openly scolds them for fighting. He is also known for being an enemy to Prussia whom he lost Silesia to during the War of the Austrian Succession; since then Prussia has mocked and humiliated Austria for having a female leader. He is known for his several marriages notably his marriage to Spain when the Habsburg came to Spain and his marriage to Hungary that created the dual monarchy Austria-Hungary. He is still on good terms with Hungary even after their divorce and often spend time together. Austria was once united with Switzerland, but they broke apart and deny their friendship. According to his character notes, Austria does not wear glasses for bad eyesight but rather for a better appearance; the stray strand in his hair represents Mariazell. After Prussia discovered the fact she was a woman, Hungary decided to settle down and moved in with Austria, eventually becoming a couple and remaining with him until they were forced to separate at the end of World War One. Prussia first discovered this when he found her wounded and noticed that she had breasts when her shirt was unbuttoned. Hungary is known for being somewhat a big sister figure to Italy and

being the only one who knew he was a boy during their time with Austria and Holy Rome. Like Austria, Hungary is a rival with Prussia since she helped Austria out during the war mentioned above. It was revealed by Himaruya that Hungary was initially intended to be a cross-dressing male character. Himaruya had also planned to make Hungary more witch-like. She has a flower in her hair that represents Lake Balaton. It is said that Hungary is probably one of the manliest characters in the series and is a fujoshi. Hungary also has a good relationship with Poland, as for the old but legendary Polish-Hungarian friendship. Hungary also swears she would defend Poland from any dangers. He is permanently neutral in all matters, and is always threatening other nations to get off his land via gunpoint. In the film *Paint it, White* Switzerland and Liechtenstein are the only two nations in the world not affected by the invasion of the Pict because they are protected by their "barrier of permanent neutrality". In history, Poland belonged to Eastern Europe for a long time, but now he is reformed into Central Europe in geography. He calls himself a phoenix, which shows how Poland kept rising after being beaten down. Around strangers, he assertively states his opinion and then being struck down by extreme shyness, as shown when he first met Sweden. He also has good relations with Italy and Hungary, especially to Hungary because of their traditional friendship. He is one of the few characters who is not afraid of Russia due to their longtime hostilities that gives Poland much knowledge about Russia. He sometimes even asks Vietnam to control Russia, based on the relationship between Russia and Vietnam. Poland has a strong belief that he can manage to unite several countries in Central and Eastern Europe based on *Intermarium*, although his idea gets opposed by many of neighbors who think he is an imperialist. Ironically, his dreams sometimes become the reasons why some of his neighboring countries ask Russia to wreck him down. Together they lived in the same house as Czechoslovakia Czecho-Slovakia and attempted to reestablish their vanishing culture after years of always being ruled by other countries. Czech is artistic, serious and hard-working while Slovakia is more laid back than Czech and very patient. He also has the habit of becoming obsessed with little issues like adding a hyphen to their name. After years of begging Czech to add a hyphen to their name, Czech decided to move out and become her own country, to which Slovakia agrees to this refers to the "Velvet Divorce" in which they both gained independence from each other without any bloodshed. Czech is shown to have a friendly rivalry with Hungary as they both compete over who deserves to be known as the spa country. They made their debut appearance in *Hetalia*: He has always fought off other countries, including Russia and the Teutonic Knights the younger version of Prussia. Even though he is quite friendly towards Poland, Lithuania also holds an animosity towards him due to the Polish-Lithuanian War, which Poland had occupied Vilnius and ruled it until being absorbed by Russia. He has a crush on Belarus, not noticing when she glares at him and, one time, not even noticing when she broke all of his fingers. He is sometimes being mistaken to Greece due to physical and naming similarities. Of the three, it is he who tends to stand up to Russia the most. He gets bullied the most by Russia due to his blunt nature, but is also the most dependent on him. He is very short, which Russia often points out to him. Latvia believes he could have grown more if Russia would not push down on his head when annoyed, which lead Russia to attempt to stretch him instead. He is shown to also drink quite a lot of alcohol, despite his young age.

### Chapter 7 : A Colder Europe : imaginariymaps

*A map of North America allegedly showing North America prior to colonization. This map divides the continent showing state lines, but with Indian nations who controlled each area of the country.*

The La Famiglia vs Evolution war Imag participated in what likely was the largest war in EE on the alliance server so far. Being allied with Evolution , they were called in together with Sons of Liberty when La Famiglia declared war on them. The war quickly grew as both sides called in reinforcements. Imag soon found itself facing both Moral Decay and The Omega alone, after they were called into the war specifically on Imag. There was also hope that the other alliances on their side would join in on their theatre of the war. This hope was however diminished as their side found themselves being the underdogs. Twelfth Round of the Alliance Server Imaginary Numbers vs Rival Imag declared war on Rival since Rival refused to pact, which aroused suspicion that they were setting up to war imag. With only 10 showing up for the fs, or during the hours shortly there after imag was in for a bad start. The kill run of the war produced only a single kill, and a reactive rival ended up leading in kills even during the first day. Shortly there after imag regained the lead as other members churned out their turns hitting rival, but with a slight member disadvantage and generally bad activity imag soon found itself in for a month of being farmed. This new website was not initially intended to be a replacement for the EZclan. By the time iMagNum rejoined as a clan, the site had fully functioning forums and a method of sharing spyops other than just personal status screens. As the website was getting a lot of traffic from members, White Guy decided that he would start putting advertisements on each of the pages, and this quickly escalated to forcing members to click 10 ads before being allowed access to the rest of the website. Shortly before allt his, FrostCat , a professional programmer and veteran member, had joined the development crew and on seeing that the site had been shut down, offered to pay for the indefinite hosting of the website and we quickly voted on what the domain would be. The membership quickly agreed that the domain of LetsKillStuff. In order to redeem himself, White Guy attempted to write a script to login to earth and continually fetch news because Mehul Patel did not respond to any requests to gain access to the same news feeds that other 3rd Party Sites had access to. From that point until Mehul Patel made available the news and scores feeds to all third party sites, our website was blacklisted from connecting to any swirve. This is also when Mehul Patel made it so that when searching news, only the first results would show to deter anyone else from trying the same thing. It was a glorious day when Mehul Patel i think in ? From that day on, Zarcon , FrostCat , and Stavros a new arrival to the team worked to phase out the need for third party clan hosts as fast as possible. As FrostCat and Stavros quickly became busy with real life issues, Zarcon , while being the president of the clan, took on the task of finishing the overhaul on the website to give it functionality along the lines of news, war stats, country search and other tools. Together, they agreed to move more towards Group Based Permissions but at a much more manageable level than other third party sites. This system consisted of Ranks color that did not give permissions, and an infinite amount of groups which offered permissions to different parts of the site. This would make the site still look as clean as it did before but offer much more security and functionality for future developments. It took until mid for Zarcon to get off his lazy backside and finish the code for the new system. Since then, the site has been redeveloped a few times to incorporate many new tools and the switch from OMAC to Earth empires. Some of the tools available today are said to rival those of other, more prominent, third party hosts. Over the years, a few other members have helped in regards to development of the site. To name but a few: He also designed the original version of our insite ajax chat, which was a shoutbox in its infancy. Reptile designed the look and feel of one of the earliest versions of the website. Some of the graphics and themes are still used today. Tavi designed the current public theme for the website Others who have made contributions to the website not listed above: BlackSeifer for his many monetary contributions to hosting of LKS E1M1 for designing forum polls Soviet his work on alliance matrix bujke for his work on formulas Very recently, Iron Priest has taken over as the owner of the website. Notable Members Like any alliance, Imaginary Numbers has a large number of people who have contributed to its growth and development over the years. This is meant as a list of players who are strongly associated with

their time playing as a member of Imaginary Numbers and are notable within the Earth community as a whole. Omission of those who do not meet these requirements should not be viewed as a diminishment of their contributions to the alliance itself.

### Chapter 8 : The Imaginary Iranian "Empire"™ | The American Conservative

*The Empire of the Internal Flame however has a majority "foreign" population of Turkic and pre-Turkic peoples. Indo-Iranians biggest influence has been religion spreading various forms of fire worship from India to Mexico and the Arctic to South Africa.*

### Chapter 9 : Age of Empires 4: release date, trailer, gameplay, nations " all the latest details | PCGamesN

*Most games take less than an hour, and unlike Age of Empires 2 which has an entirely medieval focus, Rise of Nations goes all the way from ancient times up to the modern era. If you like Age of Empires 2 but find villager management too fiddly then Rise of Nations might be the better game for you.*