

## Chapter 1 : Planets and Asteroids and Their Meaning

*Explore Solitude holidays and discover the best time and places to visit. | Though less undiscovered than it once was, you can feel sometimes as if you've got the mountain to yourself at Solitude.*

Calvino was writing in the 1960s, shortly after the discovery of quasars and at a time when the nature of the universe as we now understand it was coming into view. He turned this to delightful comic effect. But speculation that life exists across huge distances in the cosmos is not new. In the sixth century BC Anaximander suggested that other worlds were endlessly forming and disintegrating in a universe of infinite extent. In the 17th century Johannes Kepler, Christiaan Huygens and others began to wonder if improvements to the recently invented telescope would one day enable humans to actually examine some of those other worlds. We can watch stars forming in nebulae of dust and gas. We have glimpsed a galaxy. We can detect, though not directly see, the spin of a black hole and the relativistic effects that warp space-time near its event horizon. Every decade, sometimes every year, brings more astounding discoveries. And theorists say we have hardly begun. Perhaps ours is one of many universes, each of them like a soap bubble in a much larger multiverse. A range of places that might possibly be inhabited has also come into view. Exoplanetology, the study of planets orbiting other stars far beyond our sun, is enjoying a golden age. More than 3,600 exoplanets have been identified, with another 1,000 suspected and new candidates appearing almost every week. Statistical extrapolations suggest there are probably some 20 billion Earth-like planets in our galaxy alone. Concurrently, the burgeoning field of astrobiology is finding increasingly subtle ways of thinking about what could enable life to originate, evolve and thrive beyond the Earth. And yet in at least one respect we are no further along than Democritus or Hooke. We have found no trace of other life. Given the age of the universe and its vast number of stars, extraterrestrial beings should be common. As Enrico Fermi put it tersely in *Billings* communicates scientific and technical detail fluently, and there is much here to please any geek who does not already know how, say, it is possible to see a distant planet next to a star that outshines it as an exploding nuclear bomb does an unlit match. But there is more to the book than this. Billings has taken great pains to track down and spend time with leading scientists in the search for alien life. Others include Gregory Laughlin, who throws out challenging, fertile ideas the way a Catherine wheel throws out sparks, and Sara Seager of MIT, a leading light in a younger generation of exoplanetologists. And what really gives the book drive is that Billings relates their work to a question facing all of us: Why, then, continue the expensive search? The question seems particularly pertinent in the US at a time when that nation, struggling with the consequences of unfunded wars, increasing inequality and an out-of-control financial sector, is being held hostage by forces that are anti-democratic and anti-science. There are three answers to the question. Evidence of life may yet be observed, perhaps by a tell-tale chemical disequilibrium in the atmosphere of a distant planet. This will be fascinating in its own right – perhaps the greatest discovery in history. It could be a small first step towards planetary intelligence. Third, because in the very long run, as the sun gets hotter, the only way for humans or our successors to survive may be to move off-planet; it actually makes sense to start thinking about this now. It explicitly informs *Starship Century: Toward the Grandest Horizon*, a recent volume in which distinguished scientists explore the feasibility of initiating interstellar travel by. In an interview last year Billings suggested that our era will, when seen in the fullness of planetary time, "prove to have been the fulcrum about which the future of life turned for, at minimum, our entire solar system". If the cartoon character Calvin is right, the surest proof of intelligent life in the universe is that it has not tried to contact us. In the meantime, perhaps we should just chill. He returns from his reverie to the normal run of life only to find that he is as vulnerable to muddle, hesitation, blunders and anguish as ever before. *A 21st Century Bestiary*, is published by Granta and out now.

*Lyrics to "Planet Solitude" song by Shai: Yea greetings This is blackface Yea Listen In man's highest state of existence  
The mind and the univ.*

With a twelfth house there is not much you can do, but rather learn to BE, and accept. It is not an easy house in this society that values tangibility so much, and attempts to shut out the dreamers, the people who know that they cannot control themselves or their life. It is known in traditional astrology as the house of hidden enemies, of incarceration, and loneliness. Why is this house so feared? In this house the eradication of the ego is not just words, it is an actual happening that is experienced with its accompanying fears, need for time alone, open boundaries that cause the person to look for shelters. The boundaries between real and not real are not so easily defined in this house, a huge longing for simplicity, for the easiness of being without the need to prove yourself resides here, and a connection to all energies and forces be they good or bad. The twelfth house always suggests life beyond the norm. It could be the outsider living in a small apartment in a crowded city, the homeless, the one who chooses to live in a tent, and on the other scale, someone who is very rich, very famous, and therefore needs to live secluded and protected. The 12th house is the house of secrets only because it is hard to explain to the rational mind, what it is meant by feelings, by intuitions, there is no proof in the 12th house, chaos rules, and we feel out of control of our minds, our behavior, our obsessions, our addictions. The only way to cure any of the above is by faith. In reincarnation terms, this is the house is always connected to the mass karma of humanity. The longing for the Oneness. This is the house of surrender, and allowing the energies to clear the Ego from residue, in order for spirit to shine in. I personally believe that in future as was in past societies, this house will get back to its position of prominence, instead of the fear and misunderstandings it receives now. Planets in the 12th house in the horoscope will bring you situations where you feel out of control, where you know that there is something more, but cannot explain it. You will attempt to hide, evade, and feel different. You will either need help with expressing these planets constructively, or shut them out as much as you can. Therapy will not work here. Meditations, healthy living and faith are the only way to go. At some point they are fed up and walk away. Planets in the twelfth house in the horoscope: You will always feel like an outsider. You know the word sacrifice better than most, you know karma, you know there are forces at work in this world that cannot be explained. You feel neglected by your parents, by society, and deprived from what everybody else has. Again, this can come from either extreme of life: Your peace of mind will come from keeping a simple life. You cannot control your addictions, you can however, provide yourself a routine that has sun shine and vegetarian diet. The soul is in a process of submerging in the vast all that is. Moon in the 12th house: You are very private, and your sensitivity is well under wraps, elusive and comes out very rarely. You became self sufficient at a young age, and need to learn to ask for help. The soul is experimenting in hiding its emotional reactions. Mercury in the 12th house: You prefer to keep quiet, and keep your thoughts to yourself, when urged to talk, you have a unique way of building the sentences. People rarely get what you really mean. The soul wants to experience listening and absorbing of a different kind. Venus in the 12th house: Your love life is a secret, even to you. In many cases there is a love that cannot be had from various reasons. You are very loving but find loving the world at large easier than one person. You have open boundaries that attracts the predators, the needy and the desolates. You can learn who to trust. You dream of the perfect love, meanwhile, you feel alone. The soul practices unconditional love. Mars in the 12th house: You might find it difficult to assert yourself, stand up for your rights, but you do fight your fights, only behind the scenes in a hidden manner. You know the meaning of sacrifice, and can benefit from spiritual practices that will take this natural ability and direct it to good ends. The soul is learning being rather than doing. Jupiter in the 12th house: You have great faith, and bring a lot of good where you go, sometimes not realizing it. The soul enjoys expands its understanding of what is beyond it. Saturn in the 12th house: You may run away from experiencing life as they are, spending time in solitude, and keeping others away, hiding your emotions. You carry guilt, sorrow, and afraid of overwhelming emotions. In your specific case, learning to trust first the universe and then other people is the way to go. Showing emotion will not ruin your life. The

soul is looking to get out of the prison of guilt, self doubt and solitude that turned to loneliness. Uranus in the 12th house: This is one placement with so many variations that its entirely up to you how you will utilize this energy. You might want to flaunt your uniqueness, you may want to hide it. The soul seeks to bring insights from the beyond into life. Neptune in the 12th house: You are very sensitive, far more than you usually admit to yourself. You find life hard to cope with, and like your routine that makes you feel safe. Some say that this placement is for those who chose to carry the karma of humanity, and therefore, many of your misfortunes can be understood in that light. Watch out from addictions, or plain escapism. Spiritual practices frighten you, but they are the way to go and move beyond the self imposed isolation, and show compassion. The soul is in initiation. Pluto in the 12th house: You will experience transformations through the need to let go of control, and at the same time the holding on as tight as possible to whatever it is that makes you feel you. You will probably get what you want in life, but it will not satisfy the hunger. What you truly want is the connection to the All That Is. The soul is submerging in Oneness.

## Chapter 3 : Edge of Solitude | Cryo Chamber

*Planet Solitude Lyrics: Yeah, greetings / This is Blackface / Yeah, listen / In man's highest state of existence / The mind and the universe will be one and the same / In this state, the law that.*

The concession stand is open. Beer and pretzels are half-price until showtime. Sometimes they were astoundingly cautious. Thus setting up the premise of *Forbidden Planet*, which involved a spaceship manned by Earthmen, heading to Altair IV to investigate the progress of a ship of colonists that had been sent out 20 years before. *Forbidden Planet* You think you know lonely? Being on a planet where the rest of your colonization crew has been wiped out, including your wife. The only other two companions you have on the planet are your daughter and a sentient robot named Robby. Morbius sends his robot, Robby, to meet them. Robby is a marvel to the men of the spaceship. He is as strong as 20 men and can do things no one would have believed possible. Robby Morbius tries to shield Alta Anne Francis, his daughter, from the men. But she is an independent sort, and despite her naivete, comes to the fore to meet the men. Over the course of the film, her naivete places the men in some seriously shocking situations, including one officer who tries to teach her to kiss. In another scene she is swimming in a pool and invites the commander to join her. By this she implies that she is swimming naked, but unless the atmosphere on Altair IV caused her skin to become diaphanous, she is wearing something. There is some invisible creature roaming the planet which makes its presence known and causes damage to the spaceship and also kills a few crewmen. However, when the crew sets up a perimeter barrier, the creature lights up like a Christmas tree, so we can vaguely see what it looks like, and it is huge! The planet was once inhabited by a race known as the Krell which were thousands of times more intelligent than the human races best geniuses. Morbius has used their equipment to magnify his intelligence, but due to its power, it is only an infinitesimal increase compared to even the children of the Krell. The Krell lab Morbius keeps on insisting that he must remain behind, and the more he insists the more adamant the commander becomes that Morbius must come back to Earth with them so that he, Morbius, can convey what he has learned. And the more Morbius insists, the more violent the reactions become of the invisible monster that has been attacking the crew. Morbius has many of the same characteristics as Prospero, particularly in the devotion he shows towards his daughter. His sense of need for isolation is inspired by his love for the planet that he has come to call home. And if you look quick, you might spot James Best, who was famous or notorious as Roscoe P. Coltrane on *The Dukes of Hazzard*. Apparently this was a good jumping off point for the nascent television fame. Some future TV stars Well, folks, time to blast off into the wild black yonder. Be sure to watch out for any stray spaceships on the way home.

*Solitude of Earth and Space Exploration. Those who sailed with Columbus faced potential solitude unknown to most explorers. Because they had no firm knowledge of the extent of their voyage in leagues and days, solitude was greatly amplified.*

Both of which Recliner Tyer supported. And the boring broadsheet called it a small increase. SojournerTruth January 1, at 5: How does one apply for it? Jim M January 1, at 6: We got shafted again. Thomas More January 1, at 8: The dopes believed them so now they pay. Does Covanta pay taxes? Slash this ridiculous tax hike, also. H December 31, at 4: Zero toleramnce for repetitive crime and calls!!! Start enforcing the driving laws. And get rid of Rogue Cops. The school committee December 31, at 6: Puttin will spill the beans on Trump 12 Gauge December 31, at 7: Local Yokel December 31, at 6: December 31, at 8: And 62million love it. They are somewhat like Scientologists who refuse to believe what is right in front of them. So sad for all of us. Pat January 1, at 6: That companies will stop moving out of the country. That people will no longer need to depend on food stamps to survive. It is truly a dark time for our country. People are getting the message though that we need to put another Democrat Progressive in the White House to return the country to the glory days of punishing companies and encouraging them to leave the country so that everyone will be forced to live on food stamps and depend on big government. As long as we look the other way and ignore government corruption like the media encourages us to do when Democrats are in power. Thomas More January 1, at 7: Happy New Year Middle Class. Pat January 1, at 9: We have a regular Walmart for shopping as the Berkshire Mall is teetering on the edge to the delight of Progressives who hate malls and big box stores , Businesses continue to face future uncertainly Crane in Dalton for one while the latest casualty has been Country Curtains. People like Dusty and Thomas More live in denialâ€¦. Thomas More January 1, at We do have our collective heads in the sand. If only those rotten progressives would all die, you would be back in your Utopian world and have your old job back that would take care of your 12 year molars. If you hurry Donnie might give you an interview. You obviously worship the man and that is his main criteria for hiring people. No politician is worthy of worship. The school committee January 1, at 7: The wealthy own America today and lies rule the land as discernment has been replaced by nationalism. Cos January 1, at 9: Why no concern about local crime related to poverty and lack of jobs, but BIG concern when Trump does something to potentially stimulate the economy? January 1, at Is Tyer scrubbing the news? She gives tax breaks to her millionaire friends and socks it to the less fortunate. Says a lot about her character and lack of morals. The school committee January 1, at We need to shrink ,shrink ,shrinkâ€¦. Mccandless is driving retired people out dusty January 1, at Cos January 1, at Nota January 1, at That would raise it substantially.

*Planet solitude is a long term and open artists' collaboration involving a series of changing landscape art exhibitions to be held in varying locations. Each exhibition carries the title planet solitude with the geographical coordinates of that particular location.*

Aka[ edit ] Aka is a monoethnic world that recently underwent an aggressive revolutionary change in technological status, during which almost all of the traditional culture was suppressed or rejected. Aka is governed by a despotic state which mandates a form of scientific theism and aims to turn its citizens into ideal "producer-consumers", with the ultimate goal of attaining advanced spaceflight capabilities. Aka is the setting of most of *The Telling*. Athshe is peopled by a small, furred but in fact fully human group of HILFs high-intelligence life forms. Athshe was exploited for its timber resources, with the forests completely wiped out on many of its islands before a native revolt expelled the Terrans, as described in *The Word for World is Forest*. A Cetian visitor categorically states that the native humans "came from the same, original, Hainish stock". It is not explained why the people of Athshe are green-furred and only one metre tall. Their sleeping cycles are also very different from the Hainish norm. There are two likely explanations. One possibility is that the original settlers were genetically modified by the Hainish. On the other hand, enough time has passed since the original settlement for the locals to have naturally evolved in response to their environment.

Eleven-Soro[ edit ] Eleven-Soro is a world that had a high technology and then a massive crash. A strange introverted new culture has emerged, with women living alone and unwilling to talk to visitors. The post-collapse culture is described in the short story "Solitude" which appeared in *The Birthday of the World*.

Faraday is a young planet whose inhabitants embark on a career of interstellar war and conquest, and construct a secret base on the backward world where the book takes place, from which destructive ships could be launched to numerous targets while the League of all Worlds spends its force on subduing their home world. Seeing as the planet is named for a famous Earth physicist, it was evidently discovered and named by Terrans, who introduced its inhabitants to interstellar civilization the Faradayans are specifically mentioned as having learned to play chess from Terrans. Faraday seems loosely modeled on Imperial Japan – i. The inhabitants, or one group of them, are called the Gaman. It is described as one of the outermost seedings of the Hainish Expansion, and lost from the human community for five hundred millennia.

Gethen[ edit ] Gethen is a very cold, glacier-covered planet also known as "Winter". It is inhabited by androgynous intelligent humanoids, surmised in *The Left Hand of Darkness* to be descended from genetically-engineered Hainish settlers. It is the oldest culture in both the League of Worlds and later the Ekumen. The history of the people of Hain goes back three million years. The older, colonizing, high-tech culture crashed, and from it a more wisely re-built culture arose that is current during the narrative-present in the novels.

Stse is an almost-island, separated from the mainland of the great south continent by marshes and tidal bogs, where millions of wading birds gather to mate and nest. Vast works of other ages encumber all Hain, and are no more and no less venerable or interesting to the Hainish than the rest of the landscape. We see the ruins of past technology and learn of the highly-localised social order that exists on some parts of the planet. Through his story we see the dual social systems working on Hain. Both the pueblo centered agrarian village life directed by local gods, moieties, lineage and inherited expectations on the one hand and also the interstellar Ekumen culture of the historians centered on the city of Kathhad, which the pueblo peoples describe as Crazy.

Geography[ edit ] Hain is described as possessing two continents, referenced simply as the Great and the South Continent. We learn that Hain had been for several thousand years in an unexciting period marked by the co-existence of small, stable self contained societies currently called pueblos, with a high-technology, low density network of cities and information centers called the temple. Stse is a pueblo village on an isle on the north western coast of the South continent and the home of Havzhiva. Etsahin is a larger town, and trading center on the mainland opposite. Kathhad is home to the temple, and a center of the historians the interstellar Ekumen culture of Hain. Darranda is a city of the southern continent, where Havzhiva had visited his uncle and from where Tiu his college girl friend had grown up. Although a city with some manufacturing it appears to have not been

sprawling. The topography is implied to be hilly and the terraces of Darranda are mentioned throughout both *Four Ways to Forgiveness* and *Another Story*. Other cities mentioned include Arkanan, Azbahan and Daha. Its chief city is Kerguelen. Since its name is taken from Terran landscape, the world was presumably discovered by Terrans. *O* [edit] *O* is a planet four light-years from Hain, described in the title-story of the collection *A Fisherman of the Inland Sea*. Two more tales about this world and its customs are found in the collection *The Birthday of the World*. *Rokanan* [edit] *Rokanan* is the second planet of the star Fomalhaut, peopled by at least three high-intelligence life forms. *Seggri* [edit] *Seggri* is a planet noted for its extreme gender segregation, and for having sixteen adult women for every adult man. The people are of Hainish descent. A Hainish visitor believes that the imbalance of the sexes is another ancient genetic experiment of her remote ancestors. I feel guilty, even if it was a million years ago. Women have control and responsibility for all productive endeavors, including industry, governance, agriculture, business, and trade. Men in the castles engage in constant sporting competitions, some of which are quite violent. The castles are supported by stud fees paid by their female customers. Women identify the lovers they wish to hire during the numerous public sporting events. If a woman conceives an additional fee is paid to the castle. Women marry only other women, and men do not marry. Men on *Seggri* wear their hair ornamentally long and dress ostentatiously tailoring is one of the few male crafts on *Seggri*. In contrast, women crop their hair short and dress in a fashion considered drab by offworlders. The castles themselves are governed by brutal despots who rule by force. The situation is rationalized in various ways by the matriarchy. Men are considered to be capable only of childish competition and acts of great courage, but not of endeavors requiring intellect and patience although the women acknowledge that men can be very clever in strategizing in sports. Thus the castle system gives them the freedom to do what they truly love without burdening them with the drudgery of everyday work. The civil authorities assume that the men can rule themselves, and that the castle despots will not needlessly kill the men under their rule, because of the valuable stud fees the men command a clear allegory to the argument that slaves were too valuable to mistreat during the slavery era in the USA. Despite the narrow view of men by women on *Seggri*, men are greatly admired for their beauty and physical prowess. Some women spend vast amounts of money hiring men as studs apparently men are only available in this way for a fee. They are idolized by many young women on *Seggri* in about the same manner as rock stars in real society. Like rock stars, the high stud fees commanded by champion athletes makes them unattainable for the vast majority of women. *Terra* [edit] *Terra* is the Earth, the third planet of our solar system. Terrans are descendents of colonists from Hain. At some unspecified date, Terrans join the League of All Worlds, which includes the Cetians and other peoples of Hainish descent. After that initial contact with Hainish civilization *Terra* experiences two more cycles of isolation followed by the restoration of extraterrestrial contact and community with other worlds. Some time later, *City of Illusions* provides a detailed description of *Terra* in the depths of a third era of isolation. A post-apocalyptic Earth is seen in *City of Illusions* as the story takes place across a large landmass, perhaps North America, which shows signs of an advanced, abandoned civilization under a rewilded landscape. A small number of humans live in tiny, isolated settlements where they retain some technologies from the past but are completely cut off from any communication with neighboring regions or with other worlds; there is only one city with high technology and energy-intensive construction. The events of *City of Illusions* lead up to the third period of Terran contact with other worlds, during which *The Left Hand of Darkness* takes place. In the short story *Dancing To Ganam*, which takes place in the far future of the Hainish universe, it is said that an extreme religious movement called the Unists developed on *Terra* and engaged in mass slaughter of non-believers, and then of rival Unist sects. It is described as "the worst resurgence of theocratic violence since the Time of Pollution". It is unclear if the "Time of Pollution" refers to the collapse referred to in *The Dispossessed*, the collapse seen in *City of Illusions*, or is another, unexplored dark period on *Terra*. Likewise the novel *Always Coming Home* is set on Earth, during a period of high sea-levels and technological collapse, with the only retained remnant of past high-technology being remote-access links to an encyclopedic database via ansible? Various individuals from *Terra* play a part in other stories. *Urras and Anarres* [edit] *Urras and Anarres* form a double planet system the people of each regard the other as their moon in orbit around the star Tau Ceti. The Cetians who inhabit both worlds are a very hairy

humanoid race which is scientifically advanced. Urras is divided into many countries with a variety of political systems; Anarres is peopled by the Odonians, an anarchist group in voluntary exile from Urras. The action of *The Dispossessed* takes place on Urras and Anarres. Urras[ edit ] The larger body of a double planet system, Urras is covered by oceans and continents. Urras is the original world of the Cetians. An anarchist group called Odonians, separating from its propertarian society, have settled Anarres, but still have an influence on the various nations of Urras, as is told in *The Dispossessed*. The nation-states of A-Io and Thu , both portrayed as developed industrial societies, are on one of the two continents. A-Io is evidently a capitalist and somewhat oligarchic parliamentary republic , whereas Thu is described as a totalitarian socialist state - allegories of the United States of America and the Soviet Union. On the second large continent, unstable Benbili is found whose society is economically underdeveloped. In *Day before the Revolution* both Benbili and Mand, a neighboring kingdom state, are described as being warlike and archaic. It is on a large peninsula in the Eastern hemisphere of the planet, between the North Sea and the Tiuve Sea. It shares the entirety of its land border with the rival nation of Thu; together, these two nations occupy nearly half of the Eastern continent. A-Io is described in *The Dispossessed* as being extremely verdant, amply forested and agriculturally fertile in contrast with Anarres with a small mountain range in the north and several hilly regions. It is described by the Terran ambassador Keng as being the closest imaginable approximation to paradise. The native fauna of A-Io include otters which are commonly kept as pets , horses and sheep. The history of A-Io is not extensively described. Although Shevek and his classmates question the accuracy of such instructional as it is unclear whether the images of poverty and excess are modern or date back to before the settlement of Anarres , his own curiosity about the reality of life in cities like Nio Esseia exposes him to similar excesses and glimpses of economic inequality. In *Day before the Revolution* it is mentioned that the heartland of A-Io was part of an empire centered on a town called Ae, years before Odo, and on several occasions in both books it is mentioned that A-Io culture is over year old. The A-Io calendar counts 10 millennium. Although Shevek has a curiosity about the heritage of A-Io, there is only passing mention. Cities on the continent Urras Three cities of Urras are described in detail:

**Chapter 6 : We are One – The 12th house in Astrology – Astrology for the 21st Century**

*Black Sabbath Solitude* THE BLACK SABBATH MYSTERY OF VOCALS IN "SOLITUDE" AND "PLANET CARAVAN" There are several legends surrounding the origin of "Solitude" and "Planet Caravan", two beautiful Black.

Read the first half of this article for an introduction and an overview of houses. The Descendant begins the third quadrant, which takes us from the 7th through the 9th houses. This is the quadrant most renowned for relating specifically to others in one-on-one relationships, especially planets placed near the Descendant and in the 7th house. This quadrant looks to others to solve problems and provide for them far too much, and is the quadrant that most needs to learn the kind of independence the first quadrant Houses possesses inherently. On the other side of the coin, however, this quadrant pays more attention to others in relationship and takes time and care over others more naturally. The relationship houses, if you ask me, are about the more serious side of relating, the social contract 7th, debts and mutual ownership 8th and as I will discuss, moral obligations 9th that are fundamental realities of relationships that last a long time. While the 7th house is renowned for butterfly social types, the 8th and 9th houses find relating to others to revolve more around observing others and cautiously wading in to the social arena. First of all, the 7th house and its association with marriage is a bit misunderstood. However, if you have any planets here, you are probably quite interested in other people, and that interest in others will frequently lead to marriage, since people like it when you show an interest in them. The 7th is very much about Self versus Other, or Self in relationship to another, and so you see many highly argumentative, contentious people with planets in this house. Conversely, you might find that planets in this house lean toward a great desire for harmony, which the native will enforce even if the marriage partner is not easy to get along with. Seeing Saturn in the 7th tends to worry people. I suspect they read somewhere that Saturn in this house meant they would be alone their entire lives. In fact, Saturn in this house seems to bring marriage later in life, or marriage to an older, more established partner Jennifer Aniston is my current preferred example of a Saturn in the 7th house person who seems to have finally figured out what she really needs, not merely what she wants, in a life-long partner. In other words, your special person will find you, but you might have to wait longer than your friends to get married, even for the first time. Every other planet that could fall in this house seems to, in some way, describe the marriage partner, or it describes the quality or character we need in a marriage partner. Eighth House Planets There is no more misunderstood house than the 8th, and if you have many planets in the 8th, you might like it that way, since the denizens of this house like to cloak their motives and maintain their secrets. They expect to live and die alone, so adding you to their list of interests and responsibilities is a big decision. Prior to this association, the 8th was seen as the entry to Hades with the 2nd house the way out of Hades. Instead, the 8th has long ruled death, and this is why 8th house planets are ambivalent about ending a relationship. The more planets you find in this house, the greater the likelihood the native will experience relationships as a form of ego-death. It takes a lot out of the 8th house person to be in a relationship in the first place. As this house is associated with death, these people do better on their own, but ache for someone who understands their psychological depths. The fact of the 8th house experience is the transformation of the self, the ego, however you want to put it. In this house, values are formed around ideals, goals, and aspirations. More than one personal planet in this house leads to a personality who believes fervently in something, even if that something is atheism. If you do find yourself alone and you have more than one planet in this house, do not be alarmed. You just need to find the person who shares your quest for truth. In the 9th house, he will isolate himself from everyone as part of a search for something deeper to believe in. The Midheaven begins the Fourth Quadrant houses: Here the focus is on relating – in the broadest sense – to an outside world with which we are not necessarily personally connected, but nonetheless feel some affiliation with, and even a sense of responsibility for. It is in this last quadrant that individuals are interested in others they bear no personal responsibility for, and so this quadrant is seen as perhaps the most socially enlightened although, as with any of the chart, there is always the potential for a dark corner or two. The interesting thing about 4th quadrant relationships, though, is how self-isolating they are, largely in the sense that affiliation with groups of people often divides into hierarchies, and hierarchies need leaders, which

people with planets here are good at being. That this quadrant does not focus on the individual, therefore, might be good for society, but the native often goes without the kind of attention that a kid born with Sun in the 3rd, 7th or 5th, for example, might automatically receive. People with 10th house planets, particularly the Sun or Venus and Jupiter, are usually much more in the public eye because they consciously choose to put themselves into roles that others can then admire or, sometimes, revile them for. It is also, with the 4th house, the axis of parental influence, so the primary life relationships may be with parents either one; usually the individual has one parent they prefer. One is that they find it hard to relate to anyone unless the relationship revolves around family or business dynamics. The other is that the 10th house person prefers to be in charge of any relationship they engage in. The 10th is technically the most elevated house; it is where our social status is most obvious, but it is also where an individual attains social status by virtue of performing certain coming-of-age traditions and rituals, such as marrying. You have undergone a special, if not actually sacred, initiation, bringing you from one stage of life to the next. Marriage is also considered a step up the social ladder. Avocational interests can also connect you with like-minded others. I think this may be the real reason why, if the 11th house person gets close enough to form a partnership, he is often the last to leave and the first to offer the shirt off his back to keep the connection going. Other planets here can make it easier to join in the fray, but Neptune brings strange friends who might become enemies far too easily, while the personal planets are usually easier to get along with but "if stressed through aspect to other things in the chart" will go along to get along, without feeling actual connection. Although the 12th rules large institutions, I tend to eschew finding love in prison, although I suppose there are people with planets in the 12th who are attracted to the incarcerated. Consider instead that the types of relationships engaged in by 12th house people tend to have unexplored edges, and are founded on emotional principles that range from compassion through self-delusion. Then there are people with planets in the 12th who are in denial about whatever the planet represents, and their relationships are not formed at any depth. Neither are expected to discuss the Large Pink Elephant in the room. An afflicted Venus in the 12th comes to mind here, as does an afflicted Mercury or perhaps even Neptune. Since the 12th is one of the three Water-related houses along with 4 and 8 the unspoken rules these people live by can dominate relationships. Ask them to clarify their feelings before you move in; set up some ground rules about communication and behaviors. Alison specializes in relationship astrology, specifically Solar returns, Venus returns, synastry, composites, and progressed composites, although she also works with Mundane, Medical, and Judicial predictive astrology. Her belief is that astrology is a language, a symbolic system based on thousands of years of information.

### Chapter 7 : The Midnite Drive-In: Planet of Solitude

*Here is a tune I fell in love with when I first played it and it was also the first tune I ever came up with on my pantam:D Use headphones give me feedback. Gracias.*

Kryptonian Expansion Development "Long ago, in an era of expansion , our race spread throughout the stars seeking new worlds to settle upon. Scientists from the Thinker Guild began developing thousands of Scout Ships that would allow deep-space voyages to be conducted, and the Explorer Guild was established to train citizens for colonization missions. Kara Zor-El graduated at the top of her class, and was promoted to the rank of Captain. After capturing the murderer Dev-Em , Kara was assigned as the designated commander for the scout ship. Marooned on Earth While in stasis, Dev-Em, having escaped custody and hidden within the vessel, murdered all crew save for Kara. During the ensuing confrontation, the two discovered they possessed newfound powers due to yellow sun radiation, eventually destroying integral parts of the ship as they fought. Because of this, they were forced to crash land on a Pre-Historic era Earth. Afterward, following the death of Dev-Em, Kara abandoned the planet, leaving the derelict scout ship to eventually become entirely covered in ice throughout the ages. Once the opportunity presented itself he forged a path through the ice with his heat vision and entered the ship. Not if you guide them, Kal. Not if you give them hope. Inside, he was briefly attacked by a service android until he placed his command key inside a port, powering up the ship. Simultaneously, an artificial intelligence hologram of Jor-El activated, guiding Clark throughout the ship and revealing his origins. After teaching him of Krypton , Jor-El passed on words of wisdom to his son, explaining the reason he was sent to Earth was to help the humans become what Krypton had once been without following their mistakes. As they journeyed throughout the ship, Jor-El revealed a Kryptonian skinsuit manufactured for Clark as he explained the nature of his powers and that Clark needed to keep pushing himself to realize his full potential. Unbeknownst to Clark, his activation of the ship sent out a distress signal that was picked up by the Black Zero. However, Zod was ultimately stopped by Superman, and the Fortress crashed into the city of Metropolis. It has been decreed by the Council of Krypton that none will ever again give life to a deformity so hateful to sight and memory. The desecration without name. In the aftermath of the ferocious battle between Superman and Doomsday , a SWAT team infiltrated the ship, interrupting a communication between Lex Luthor and a towering figure wielding three cubes. As the SWAT team arrived, the figure let out a roar as it disappeared, leaving behind a terrified Lex, who turned to the arriving police in horror. However, Flash came up with the idea jumpstart the Mother Box by creating a powerful surge of electricity, to which Victor agreed with. As Cyborg initiated the countdown, Barry prepared himself, then sprinted to the Chamber as the Mother Box fell, activating it and reawakening Superman, who flew through the roof of the ship.

**Chapter 8 : Map: Solitude - DOTLAN :: EveMaps**

*I have a Virgo stellium and planets in the 12th house. However I also have 11th house planets and Libra and Gemini. I need the mental stimulation of interacting with others but I can only Truly recharge and center in solitude.*

Shadow of Mordor creates a landscape filled with colourful enemies. I see Uruk guards menacing human slaves while others gather in small groups, bitching about their captains; I see caragors stalking through the wavering grasses. This is Middle Earth: Now it is just me against an infinite army of regenerating grunts and the last few hunting quests. I can slaughter foot-soldiers or I can chase bats around the dank cavern systems. All the game has left is endless skirmishes and to do lists. Although the design of open-world games has significantly evolved since the genre emerged at the close of the s, there is still a strange disconnect between narrative and freedom. Once these are over, it often feels like the author has withdrawn; suddenly, the developer, and by extension the world they have created, no longer cares about the player. Some players revel in this. In his article on open-worlds and loneliness for KillScreen last year, David Wolinsky, talked about how games like Shenmue only ever create the illusion of a functioning environment – what they are, in fact, are vast neutral spaces for the participant to invent their own fun. This is the world so beloved of YouTube circus performers who take titles like Crackdown and Grand Theft Auto and turn them into vast and astonishing stunt shows. To them, the world is just a backdrop to their own creative genius. Red Dead Redemption made such a huge impact on a lot of players with its elegiac tale of revenge and remorse – and so being cast back into the world after the story ending is a weird jolt to the senses. Like many other open-world games, Rockstar loads its landscapes with dynamic quests and fetch tasks to provide the player with things to do while they explore, and little accomplishments to tick off. But it is while carrying out these shopping trips that you realise how disconnected you are from the world. Open-world games are systems of course, and every component has its limited role. But are there ways to make it feel like there is still someone watching? Watch Dogs lets you snoop on the lives of passing strangers, picking up quests from their troubled back stories. But the outcome is a lot of very similar object retrieval tasks. Non-player characters assume their roles as information automatons, points are awarded. And suddenly you realise the conjuring trick of the open-world universe: The fish out of water. The problem with freedom is that it can be awfully lonely. All influences in our real lives attempt to act on us, for good or bad. When authorial intent is removed from the game world, we lose the one thing that bothered to check what we were doing. Of course, this is a fascinating prospect in a lot of ways – which is why we love post-apocalyptic fiction: I guess the answer will be better AI and new emergent forms of story-telling. Non-player characters will need to become improvisers rather than robots. Maybe one day we will have open-world games that can combine intelligent non-player characters with their own dark plans and ambitions, with a procedurally generated story-system. Perhaps this world will watch how every player completes the authored missions, and will use this practical information to devise new plotlines that feel human and dramatic. For now, here is Mordor, stretching out before me, vast and soulless like a dead planet. The urok will never offer anything new or surprising, just as the pedestrians wandering the streets of Los Santos cannot suddenly get the idea to rob a bank or kidnap a rich, spoiled actor. Unity, allowing sinister new clans to emerge from the festering alleyways. It is asking a lot for this to change, maybe too much. Sandbox games are the other way around. Unless, that is, you reassess the place and learn how to interrogate and subvert its endless systems. Either that or you just accept your lot and wander the landscape; you haunt the places where story missions once took place, amid the ghosts of long-finished shoot-outs and vanquished boss encounters. Maybe this is what winning feels like.

**Chapter 9 : Welcome to calendrierdelascience.com**

*The solitude is the experience - it's where you discover the game you always wanted to play but didn't realise it. This is the world so beloved of YouTube circus performers who take titles.*

Time sure does fly, and sometimes, a little nostalgia is a good thing. My brother used to play football at Crescent Creamery back in the day. Seems an obvious question. Thomas More July 2, at 7: He was too old when Little League was established in Pittsfield. It would have been interesting to watch him hit on a field with fences that were only feet away. He played on a Park Dept. In those days the teams were formed by the kids themselves from the neighborhoods or schools where they lived. Chuck Garivaltis July 2, at You should see sneakers kids wore then. Youngsters today would not touch them. Not expensive or fancy enough. Baseball Man July 2, at What they have writing awards for. I remember Chuck well, his lasting impact both on the off field. He hit a home run one of the games I saw!! To hit one out of Pynchon Park was a herculean blow. Left field line was feet with left center about , and it was not a snow fence. Height was about 15 feet high so it would take a massive blow to hit one out of there. Glad you saw me hit one of the few I hit out of there. It was not an easy park to hit in. May Hemm July 2, at Chucky Gâ€|by the Bay! Chuck Garivalti July 2, at 1: Good memories and sad ones of a long ago time. Dilly Dally July 2, at 2: If he had he may not have made it to the majors playing right field for next 10 years. As Dan says,I really do have a picture taking down Brown. Syracuse killed Colgate that year. This was all in era when college kids played college football â€” Jimmy Brown included. Not like now where football mills are merely minor league pro football factories. Always loved the Pittsfield I remember from my first baseball field â€” at the time, the roily poly field that is the Crescent Creamery parking lot on Merriam Street. May Hemm July 2, at 2: Maybe the invention of Baseball here could be the narrative, with local flavor thrown in. Write about how decades of great athletes played here and how High School Americana Sports here, was second to none. Trzcinka July 2, at 4: Having played against Tommy Grieve I can tell you that the young Texas Ranger was no slouch on the gridiron. Halo July 3, at 8: I remember it as spectator by the tennis courts are located now,and watched the ball land in the brook in the back of center field. I actually measured it a few years ago while walking the family pet. Unwanted Carl July 3, at 9: I could write a Book. I once seen Paul Pierce. From the backstop at Wahconah Parkâ€|â€|. Pop loved George Scott. Those were the days. He could place a fungo shot anywhere to within a foot. Pop would rocket the ball straight up the pipe at what seemed impossible heights. Shelly Liver July 3, at Carl Boteze also pitched for the Pittsfield Red Sox. U July 3, at 2: He lead the Can-Am league in home runs in and was a solid first baseman for the Electrics. He went on to lead the American League in homers twice and missed the triple crown by a step. He was the A. U July 3, at 3: Chuck Garivaltis July 3, at 6: Had to smile at recollection of ways we got in the park. It was never through the front gate. Do you remember Tony Renza? He was a grizzled old baseball vet at tail end of his carrier. It was a Sunday afternoon late in the war years. Tony was catching that afternoon and a foul tip split a finger in his throwing hand. No doctor or ER for Tony. He came into the toilet and stood at a urinal next to mine, and immediately urinated on his bloody split finger. I was so shocked I got out of there as fast as I could move. I think I was Does anyone remember Tony Renza? Van Lingle Mungo July 3, at 4: Makes me proud that baseball was invented in Pittsfield so many years ago by Abner Doublearlos. John Krol July 4, at 3: Chuck Garivaltis is a treasure for sure. As always, I enjoyed your visit on the radio program and was very pleased to have you there during the final week at the old studio. In particular, I appreciated the baseball talk, your wistful outlook and retrospective look at Pittsfield politics.