

The Lost Expedition The Fountain Of Youth Other A

Heaven is here, with us, all the time and we can access it at any moment. The only problem is that we are not aware of that possibility. Everybody would like to get in Paradise and spend the rest of the existence over there but, we dont have to go anywhere because Paradise is right here and we can start entering here and right now. We dont have to pass any test or evaluation process, but we do have to work hard to overcome the main obstacle in our way: matter. The problems of being and the existence, in general, are usually very complicated issues to handle, but they are so mainly because of those, trying to rule over the search of the truth, with no real understanding of it and, even more, with very fundamental problems to communicate anything, have and are distorting and complicating things around, to the point we have to become professional philosophers, for instance, to try to understand the complications of philosophers that they, themselves, arent able to understand. Not to talk about politics and religion. But, the truth is much simpler than that, and everyone can access his own truth, with the only inconvenience that it touches his relationship with his material life. Harmony and Matter is a new perspective that might help see a little clearer the panorama of life all human beings are confronted with and all the ocean of confusion and chaos of ideas, mostly interested in preserving a material status of a very little spiritual existence that, in any case, is also very little important in the context of Universal life. Everyone would like to know, also, some tips to live the best possible life and, Harmony, as the essence of the Universe, is the only answer we can find. Here youll find the reasons why. Life is, certainly, not easy but is perfectly possible to find a recipe for a happy, healthier and creative life. There have been many attempts, in the past, to get to a comprehensive formula for happiness, from very different perspectives, and we can use as many as we want because most of them could be very useful. Harmony and Matter is just another one, from a very contemporary perspective, trying to dissect the relationship between matter and spirit, so basic in our daily life, in the most simple and clear possible way. Reality is present with us, all the time, and we have no choice than trying to understand it the best we can, in order to live a better life. For comments and suggestions, you may contact the author at: www.federtcoreyk.com contact@federtcoreyk.com

A fun and practical new approach to wargaming that lets you complete a game in about an hour—including rule sets and scenarios for most popular periods. One of the biggest problems facing wargamers is finding the time to actually play. Most commercially available games require several hours to set up and see to a conclusion; some can even take a whole day or weekend to complete. Apart from time, lack of space can also keep wargamers from enjoying their favorite pastime. In One-hour Wargames, veteran gamer and rule-writer Neil Thomas has addressed both problems. Now it is practical to play a satisfying game in around an hour on a normal dining table or living room floor. The book contains 8 all-new sets of very simple rules for various periods—from Ancient to WW2—and thirty stimulating scenarios which can be played using any of them. All the rules and scenarios are intended to be played on a 3ft x 3ft battlefield. The rules only require a small number of miniatures, so this really is an ideal way for new gamers, or veterans trying a new period, to get started with minimal investment of time and money. Also ideal for a quick game in the evening with a friend. Also included are sections on campaigns and solo games.

An "absorbing" biography of the playwright and Nobel laureate that "unflinchingly explores the darkness that dominated O'Neill's life" (Publishers Weekly). This extraordinary biography fully captures the intimacies of Eugene O'Neill's tumultuous life and the profound impact of his work on American drama, innovatively highlighting how the stories he told for the stage interweave with his actual life stories as well as the culture and history of his time. Much is new in this extensively researched book: connections between O'Neill's plays and his political and philosophical worldview; insights into his Irish American upbringing and lifelong torment over losing faith in God; his vital role in African American cultural history; unpublished photographs, including a unique offstage picture of him with his lover Louise Bryant; new evidence of O'Neill's desire to become a novelist and what this reveals about his unique dramatic voice; and a startling revelation about the release of Long Day's Journey Into Night in defiance of his explicit instructions. This biography is also the first to discuss O'Neill's lost play Exorcism (a single copy of which was only recently recovered), a dramatization of his own suicide attempt. Written with both a lively informality and a scholar's strict accuracy, Eugene O'Neill: A Life in Four Acts is a biography worthy of America's foremost playwright. "Fast-paced, highly readable. . . building to a devastating last act." —Irish Times

Vanished Civilizations, Abandoned Towns, and Roadside Attractions

The Story of a Western Lawman

The United States and Her Neighbors

Into the Dungeon

The Fountain of Youth

The Soda Fountain

Number of Players: 1-5 Ages: 14+ Playing Time: 30-50 minutes Components: 4 character cards, 18 Adventure Cards, 10 terrain cards. Explorers have been returning from the Amazon with extraordinary tales - conquistadors withered with age marching through the rainforest, unidentified beasts

stalking expeditions, and an ominous mountain that is said to be more perilous than the jungle itself! Only the most reckless adventurers would ignore these warnings, but even they might find that they need some help. The Fountain of Youth & Other Adventures contains four new expansions forThe

Lost Expedition which can be added separately or combined to provide a host of new challenges for your intrepid explorers.

Physically engaging activities usable in an outdoor setting. While there are definite benefits to staging these activities outside, most of them work equally well indoors and only require readily available, low-cost materials. Complete set-up instructions and game guidelines are included for

all 36 exercises. Each activity takes between 1 and 3 hours

The #1 New York Times bestseller from the author of Killers of the Flower Moon In 1925, the legendary British explorer Percy Fawcett ventured into the Amazon jungle, in search of a fabled civilization. He never returned. Over the years countless perished trying to find evidence of his party

and the place he called "The Lost City of Z." In this masterpiece of narrative nonfiction, journalist David Grann interweaves the spellbinding stories of Fawcett's quest for "Z" and his own journey into the deadly jungle, as he unravels the greatest exploration mystery of the twentieth century.

Discovery of the Americas, 1492-1800

Art, Nature, and Ethics

The Roman de la rose in its Philosophical Context

The Church of England Magazine

A Tale of Deadly Obsession in the Amazon

A Novel

Report and speeches at the [third] annual meeting of the Church Pastoral-aid Society, May 8, 1838.

This collection explores the ancient fountains of Byzantium, Constantinople and Istanbul, reviving the senses of past water cultures.

The latest installment in the New York Times bestselling Politically Incorrect Guide series expands on the pro-South slant of the hugely successful Politically Incorrect Guide to American History. Author Clint Johnson shows why the South, with its emphasis on traditional values, family, faith, military service, good manners, small government, and independent-minded people, should certainly rise again!

The Journal of the Royal Geographic Society of London

Lost Lands, Forgotten Realms

The Fountain of Youth and Other Adventures

The Fabulous Frontier

The Lost Inheritance

Odin's Ravens

The author of the ground-breaking work, *The Feminine Mystique*, tackles the meaning of age and aging in contemporary society, for both men and women. 250,000 first printing. BOMC Feat Alt. QPB Split Main. First serial, Time. Tour.

A Study Guide for Isabel Allende's "City of the Beasts", excerpted from Gale's acclaimed *Novels for Students*.This concise study guide includes plot summary; character analysis; author biography; study questions; historical context; suggestions for further reading; and much more. For any literature project, trust

Novels for Students for all of your research needs.

There are no limits to the length of your life if you adopt certain spiritual practices, exercises, and supplements. Immortality is one of those subjects which has been speculated about from the beginning of history. This is a new book out on Immortality from a unique perspective. Read the secrets which will show anyone how to live a very long life. By practicing spiritual growth and certain types of exercises you can live to 150 years or more. While reading, meditating, and studying spiritual development over many years the Author found many related subjects of interest besides enlightenment. Using his knowledge from many years interest in this area he has written a book on how to become immortal which integrates information from many sources. The idea is to provide a perspective about the search for immortality, then a philosophy to achieve it. Finally, a set of practices and exercises which will help the reader significantly lengthen their lives.

Practical Tabletop Battles for those with Limited Time and Space

Breaking History: Lost America

One-Hour Wargames

Science, Philosophy, Theology, & Culture

A Study Guide for Isabel Allende's "City of the Beasts"

Fountain of Age

Biography of the man who killed Billy the Kid, this thorough and well-written analysis deals effectively with almost every question that has been raised about the controversial life and death of Pat Garrett.

Laurens van der Post was fascinated and appalled at the fate of this remarkable people. Ostracised by all the changing face of African cultural life they retreated deep into the Kalahari desert. His fascinating attempt to capture their way of life and the secrets of their ancient heritage provide captivating reading and a unique insight into a forgotten way of life.

With 'The Great and the Little Memory'

Lost Cities of North & Central America

Twelve New Mexico Items

The Journal of the Royal Geographical Society

World Exploration From Ancient Times

World Exploration from Ancient Times cover the challenges and excitement of expeditions and settlements as explorers raced to discover the world. Meet the brave people who set out to find new places and read about their experiences in their own words.

Breaking History books offer a front row seat to history as it broke (like "breaking news") and give the blow-by-blow of historical discovery—what we learned, when we learned it, who made the discovery, and how. Lost America is an illustrated look at fascinating places in the United States that have existed only in myth and have never been found, those that were abandoned and why, and those that were lost to social upheaval or natural disaster. The book reviews the history behind these places—how they began, how long they endured, why they were lost, and how many have been rediscovered. Included are accounts of the mysterious disappearance of the Anasazi from the Southwest, the abandonment of the Roanoke Colony in 1590, the environmental disaster that caused the population of Centralia, Pennsylvania to evacuate the town in the 1980s, and the nearly-intact ghost town of Bodie, California. The book also includes places that were thought to exist, but did not—or not yet, anyway: legendary Norse settlements, lost cities of gold, and The Fountain of Youth.

"With a strong interdisciplinary approach to a subject that does not lend itself easily to the reference format, this work may not seem to support directly academic programs beyond general research, but it is a more thorough and up-to-date treatment than Taylor and Francis's 1994 Encyclopedia of Time. Highly recommended." —Library Journal STARRED Review Surveying the major facts, concepts, theories, and speculations that infuse our present comprehension of time, the Encyclopedia of Time: Science, Philosophy, Theology, & Culture explores the contributions of scientists, philosophers, theologians, and creative artists from ancient times to the present. By drawing together into one collection ideas from scholars around the globe and in a wide range of disciplines, this Encyclopedia will provide readers with a greater understanding of and appreciation for the elusive phenomenon experienced as time. Features Surveys historical thought about time, including those ideas that emerged in ancient Greece, early Christianity, the Italian Renaissance, the Age of Enlightenment, and other periods Covers the original and lasting insights of evolutionary biologist Charles Darwin, physicist Albert Einstein, philosopher Alfred North Whitehead, and theologian Pierre Teilhard de Chardin Discusses the significance of time in the writings of Isaac Asimov, Samuel Taylor Coleridge, Fyodor M. Dostoevsky, Francesco Petrarca, H. G. Wells, and numerous other authors Contains the contributions of naturalists and religionists, including astronomers, cosmologists, physicists, chemists, geologists, paleontologists, anthropologists, psychologists, philosophers, and theologians Includes artists' portrayals of the fluidity of time, including painter Salvador Dalí's The Persistence of Memory and The Discovery of America by Christopher Columbus, and writers Gustave Flaubert's The Temptation of Saint Anthony and Henryk Sienkiewicz's Quo Vadis Provides a truly interdisciplinary approach, with discussions of Aztec, Buddhist, Christian, Egyptian, Ethiopian, Hindu, Islamic, Navajo, and many other cultures' conceptions of time Key Themes Biography Biology/Evolution Culture/History Geology/Paleontology Philosophy Physics/Chemistry Psychology/Literature Religion/Theology Theories/Concepts

A Choose-Your-Own-Path Book

An Expedition of Discovery Into the Interior of Africa, Through the Hitherto Undescribed Countries of the Great Namaquas, Boschmans, and Hill Damaras. Etc. (With Plates)

Fountains and Water Culture in Byzantium

The Untold Story of the 1909 Expedition to Find the Legendary Ark of the Covenant

The Secret

Harmony and Matter

Jack Ponsi Dileonardo Thomas is eighteen years old. At least, that's what he tells everyone. He doesn't like to lie. But he has to, because he celebrated his real eighteenth birthday five centuries ago. Some people say the Fountain of Youth is a myth. Jack knows better. He drank from the fabled fuente in 1513. Over the five hundred years since, he's given up believing his life will ever again be normal—and that he'll ever rediscover the magical spring. But when he learns the Fountain is located on the property of Nessa Owens, Jack takes up the search once more. And when Nessa captures his heart, his quest acquires new urgency. Caught in the midst of a hurricane, surrounded by centuries-old memories and present day mysteries, Jack must risk all for a future with Nessa. Will love prove more powerful than the enchanted waters of the Fountain of Youth?

"Search for lost Mayan cities and books of gold, discover an ancient canal system in Arizona, climb gigantic pyramids in the Midwest, explore megalithic monuments in New England, and join the astonishing quest for the lost cities throughout North [and Central] America"—Amazon.com.

The tale begins over three-hundred years ago, when the Fair People—the goblins, fairies, dragons, and other fabled and fantastic creatures of a dozen lands—led the Old World for the New, seeking when their precious jewels: diamonds, rubies, emeralds, pearls.. But then the Fair People vanished, taking with them their twelve fabulous treasures. And they remained hidden until now... Across North America, these twelve treasures, over ten-thousand dollars in precious jewels in 1982 dollars, are buried. The key to finding each can be found within the twelve full-color paintings and verses of THE SECRET. Are you smart enough? THE SECRET: A TREASURE HUNT was published in 1982. The year before publication, the author and publisher Byron Preiss had traveled to 12 locations in the continental U.S. (and possibly Canada) to secretly bury a dozen ceramic casques. Each casque contained a small key that could be redeemed for one of 12 jewels Preiss kept in a safe deposit box in New York. The key to finding the casques was to match one of 12 paintings to one of 12 poetic verses, solve the resulting riddle, and start digging. Since 1982, only two of the 12 casques have been recovered. The first was located in Grant Park, Chicago, in 1984 by a group of students. The second was unearthed in 2004 in Cleveland by two members of the Quest4Treasure forum.

Jack and The Fountain of Youth

A Mythical Race Game for 2 Players

A History and How to Guide: Or How to Live to 150 Years and Beyond

Through the Hitherto Undescribed Countries of the Great Namaquas, Boschmans, and Hill Damaras

Experiential Training Activities for Outside and in

An Expedition of Discovery into the Interior of Africa

The Roman de la rose in its Philosophical Context offers a new interpretation of the long and complex medieval allegorical poem written by Guillaume de Lorris and Jean de Meun in the thirteenth century, a work that became one of the most influential works of vernacular literature in the European Middle Ages. The scope and sophistication of the poem's content, especially in Jean's continuation, has long been acknowledged, but this is the first book-length study to offer an in-depth analysis of how the Rose draws on, and engages with, medieval philosophy, in particular with the Aristotelianism that dominated universities in the thirteenth century. It considers the limitations and possibilities of approaching ideas through the medium of poetic fiction, whose lies paradoxically promise truth and whose ambiguities and self-contradiction make it hard to discern its positions. This indeterminacy allows poetry to investigate the world and the self in ways not available to texts produced in the Scholastic context of universities, especially those of the University of Paris, whose philosophical controversies in the 1270s form the backdrop against which the poem is analysed. At the heart of the Rose are the three ideas of art, nature, and ethics, which cluster around its central subject: love. While the book offers larger claims about the Rose's philosophical agenda, different chapters consider the specifics of how it draws on, and responds to, Roman poetry, twelfth-century Neoplatonism, and thirteenth-century Aristotelianism in broaching questions about desire, epistemology, human nature, the imagination, primitivism, the philosophy of art, and the ethics of money.

Describes the exploration of the Americas, including the discoveries of Christopher Columbus, Hernán Cortés, Amerigo Vespucci, Vasco Núñez de Balboa, Hernando de Soto, and George Vancouver.

True Raiders is The Lost City of Z meets The Da Vinci Code, from critically acclaimed author Brad Ricca. This book tells the untold true story of Monty Parker, a British rogue nobleman who, after being dared to do so by Ava Astor, the so-called “most beautiful woman in the world,” headed a secret 1909 expedition to find the fabled Ark of the Covenant. Like a real-life version of Raiders of the Lost Ark, this incredible story of adventure and mystery has almost been completely forgotten today. In 1908, Monty is approached by a strange Finnish scholar named Valter Juvelius who claims to have discovered a secret code in the Bible that reveals the location of the Ark. Monty assembles a ragtag group of blueblood adventurers, a renowned psychic, and a Franciscan father, to engage in a secret excavation just outside the city walls of Jerusalem. Using recently uncovered records from the original expedition and several newly translated sources, True Raiders is the first retelling of this group’s adventures—in the space between fact and faith, science and romance.

True Raiders

(And Why It Will Rise Again)

The Republic

JRCS

The Lost World of the Kalahari

Pat Garrett

Run away to the Metropolitan Museum of Art with E. L. Konigsburg's beloved classic and Newbery Medal-winning novel From the Mixed-Up Files of Mrs. Basil E. Frankweiler—now available in a deluxe keepsake edition! Claudia knew that she could never pull off the old-fashioned kind of running away...so she decided to run not from somewhere but to somewhere. That was how Claudia and her brother, Jamie, ended up living in the Metropolitan Museum of Art—and right in the middle of a mystery that made headlines. Celebrate the legacy of the Newbery Medal-winning classic with this special edition.

Includes notes and announcements of the Order of United Americans.

You have heard tales of a place...a passage hidden away in the ruins of a forgotten castle, full of terrible dangers, and, for those who dare to face them, endless reward... Provisions are gathered, blades sharpened, and, trying to shake the feeling of dread, you set out to find your way...Into the Dungeon. Into the Dungeon is a 100+ page choose-your-own-path game-in-a-book, where all you need to play is a pencil. The reader gets to decide which way to go and how to explore, with hundreds of different paths through the story. On some paths you'll find untold riches, ancient artifacts, strange creatures or secret passages, on others, you'll barely make it out alive (or die horribly.)

A Life in Four Acts

Immortality

Eugene O'Neill

Encyclopedia of Time

The Church of England magazine (after.) The Church of England and Lambeth magazine

From the Mixed-Up Files of Mrs. Basil E. Frankweiler