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## Hell on earth secrets

We have the Land Rover Defender from James Bond's 'No Time To Die' Audi's biggest special editions our favorite car easter eggs 12 ridiculously rare sports cars 13 future cars we can't wait to see on the road this is the 28 Cars not returning for 2021 why the McLaren GT is the best everyday Supercar Cars that are even scarier than you thought by the '70s and early '80s Wonder Woman comics got the victim of the same problems that affected the other DC comic lines. There have been a growing number of parallel universes formed to be smooth about continuity flaws such as conflicting histories and false origin stories. Any time a writer wanted to change a character's past or ignore part of their storyline, he or she would just do it and then explain that the next ten issues occurred on Earth-3 instead of regular Earth. The roots of this practice can be seen in the earlier Impossible Tales where Wonder Tot, Wonder Woman and Wonder Girl all existed in the same story. It was a handy device until all the plot lines and character histories were so fragmented and confused that no one could watch the truth anymore. DC finally realized this and created the Crisis on Infinite Earths series where they killed off all the old parallel worlds (and characters) that but left one and rewritten a canonical version of each character's history that couldn't be changed. As part of this house cleaning up, Wonder Woman has been killed off to be brought back into a new series. Ad like the other DC Characters, Wonder Woman's history has been rewritten after The Crisis. Author George Perez created the new series with an emphasis on Greek mythology and the conflicts between the gods. New Wonder Woman came to man's world who spoke only Ancient Greek with no knowledge of current civilization. Though she was physically similar, the new Etta Candy was no longer a sorority girl; in the post-Crisis world she was now a military officer. Steve Trevor was a fair bit older than he was in the old stories. As a result, his love interest was now Etta instead of Wonder Woman. Here's the origins of the current DC Comics version of Wonder Woman, from their website. They took the general breakdown of the original William Marston story and raised it into something a little different: She's the reincarnated spirit of a human child who died in her mother's womb nearly 30,000 years ago, brought to life by several Greek goddesses to combat the schemes of Ares, God of War... These Greek goddesses, as well as Hermes the messenger god, funnel the spirit into a clay sculpture made by Hippolyta, bring it to life. Given special forces by each of Olympians, Diana secretly entered a tournament designed to find the most worthy Amazon, which would go on and confront War God's evil. She won and defeated as Themyscira's champion Ares before a nuclear massacre. Too often we agree to commitments we are not entirely enthusiastic about. It keeps us from investing our time fully in the ones we love. Maybe this should be our new mantra: If it's not a hell yes, it's a no. The quote above is a paraphrasing of Derek Sivers' 'hell yes or no advice by Niklas Goeke in a post about focusing on one key task every day. We've mentioned hell yes or no hint before, but I like it as a quote — something to think every time you have to decide on something that will take up your time. Pair that with asking Why the F\*\*\* would I do it? and you may find yourself just spending time on the things that matter most. Image blending a photo by smlp.co.uk. Technology is accelerating at an econsential rate. If you need proof of this, look at the kinds of tools we had in the 1800s (looming, steam engines), 1900s (aircraft, nuclear bombs, supercomputers), and 2000s (touchscreens, brain-computer interfaces, and who knows what else). This ever-accelerating bleeding edge creates two very noticeable effects: a) The world of today looks very different from the world you grew up in, and b) You never quite know what's going to happen next. When we look at computer technology specifically, however, there's another insidious effect you can't see unless you really think about it today: There are 1.5 billion people alive born today before the first transistor was created at Bell Laboratories. There are more than 3.5 billion people born before the IBM PC launched and personal computing has quickly become the norm. Only those born within the last 20 years are almost guaranteed to have grown up with a computer in their household, and even then it only applies to people of the Western world — several hundred million souls at best. In short, if you're over 40 years old, you almost certainly didn't have access to a computer while growing up. This means that almost every politician in the world did not have a computer as a child, and only now will we begin to see elected officials and laws that actually understand computing, high-tech and the consequences in it. In a related vein, there isn't a single person of retirement age on this planet who grew up with MS-DOS, Windows, OS X, or any number of mobile operating systems. Consequently, retirement homes are full of radios and DVDs and flower gardens and billiard tables, because that's what our current crop of old people grew up with. But what will your retirement home look like? Think about it for a moment. I grew up with a computer and numerous video game consoles — and when I finally hit 65, you can be damn sure that my retirement home is either a selection of retro consoles (think four-player septuagenerian GoldenEye!) or the latest efforts of Nintendo, and Sony. Instead of sweat sweating your last few years on an exercise bike, retirees in 2050 will swing their Wiimotes. Instead of being Bingo! to shout, we'll play Call of Duty on Xbox Live and trash-talk the same friends we've been trash-talking for decades. And that only takes into account running technology. What will modern technology be capable of in another 30 or 40 years? True, flawless augmented reality — seeing a whole (other) world through a single, digital viewport — will be ubiquitous. Touchscreens, digital displays, will decorate almost every surface. By 2050, computers are likely to be as intelligent as humans - and more importantly, brain-computer interfaces should be accurate and fast enough for real-time, Matrix-like applications. With these technologies in mind, what would a retirement home of 2050 look like? The optimistic outlook is that age will be almost the same as youth and middle age: as long as you have a sharp mind, your physiological decline won't matter. You might not be able to get out of bed, but why does it matter if you can just jack in and surf the web through a heads-up display or neocortc implant? If you can't swing those Wiimote, don't worry: just think about swinging, that'll be enough. The realistic (or perhaps slightly pessimistic) view is that retirement homes of the future will basically consist of stretch on stretch of bunk beds, each with a festering geriatric trapped in its own mess. Each oldie will be addicted to intravenous drops and catheters to care for nutrition and excrement, and wired into the Matrix to keep them busy. Yet as horrific as it sounds, you can't deny that it would be more fun than wandering around in a house and slowly losing your marbles — and as the world's population rises past 7 billion, it could be vitally important that we scratch hundreds of thousands of retirees into a single skyscraper. Maybe we should focus on getting off this planet before it happens... You don't have to be religious to believe in Satan because the devil is all around us. Literally. He is in our canyons, mountains, ports, waterfalls, orchards and streets. He's the very landscape of America.See for yourself on the United States Devil Card, a creation by Jonathan Hull that highlights the many American landmarks named after the devil and Hell. Hull was inspired to build the map as he stepped across the Utah landscape, where he encountered places like Valley of the Gods and Devil's Garden. So he started collecting names to construct a map. Originally, he was attracted to a broad swath of generally dark and demonic names, such as Death Valley and Goblin Valley. But it made for a very long list, he tells Co.Design, so I joined 'Devil' and 'Hell' and some close Held. Obviously there was a lot of feed, because the U.S. map's distressed print is just barely readable on a computer screen. Permutations include Devil's Cornfield, Devil Rock Chair, and, my personal favorite, Devil's Postpile. Interestingly, Hull found that geographical locations with evil-sounding anatomy abound. There are an awful lot of devils' Elbows around. Spine made sense, but so many other features, like Devil's Nose — I didn't expect so much, he writes. One also has to wonder how you end up with residential street names like Beelzebub Road in Connecticut or Evil Lane in Illinois. Regional equality emerges some curious themes. Populated areas of the midwest are fairly without demonic images, while sparsely populated Western states burst with the nomenclature. Undoubtedly, mountain ranges and rock strippings lend themselves to dark images more than endless plains. But what about the strong representation in the northeast? Hull theorize that Puritan roots can account for all that evil terminology. Religious or not, I think we have a perception of hell and the devil as at least a concept — one can have a hellish day with or without believing in an afterthought, Hull explain. So, applying those to names, I think that the concept of something insidious, extreme, or remote still conjures the names 'Devil' and 'Hell' regardless of religious details. Indeed, even if you don't believe in Hell, it's somewhere we'd rather not visit. See more here. [Hat tip: Visualization] Visualizing]