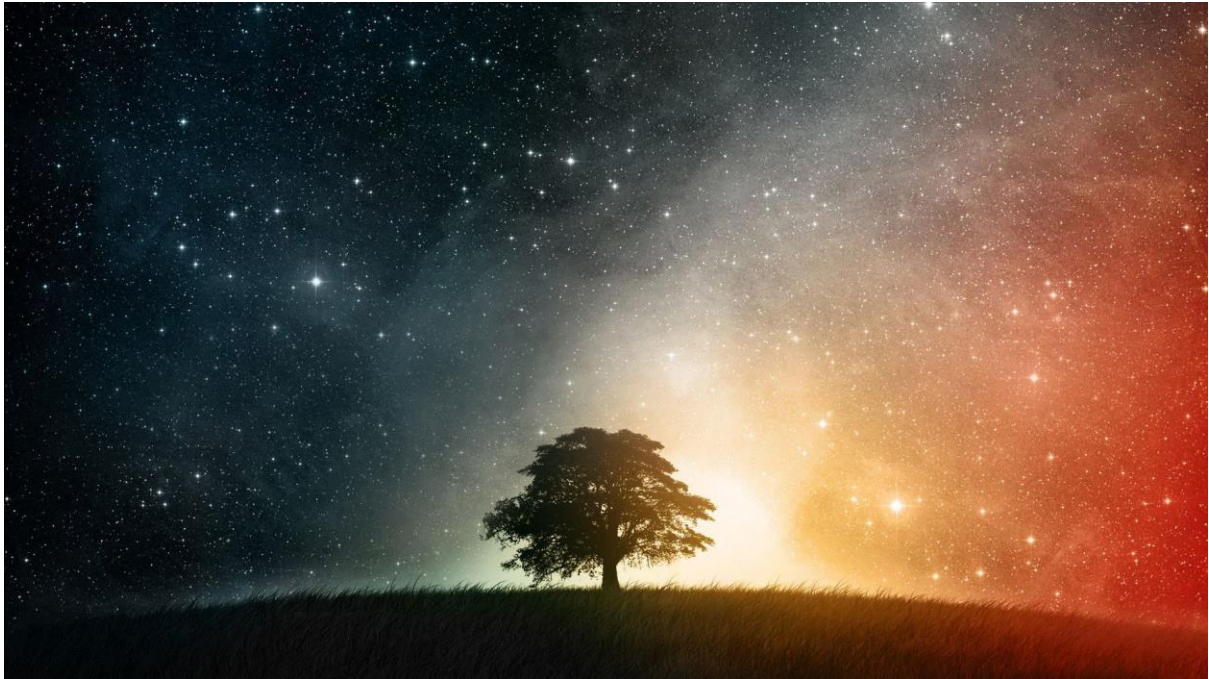


Universal Structure

Stage: Beta



Understanding, acceptance and empowerment

Dirk Gently and **Jennifer Lawrence** will issue a speech to the citizens of the kingdom covering the topics highlighted below.

"Citizens thank you for your patience and understanding during the 6000 years that have passed. We understand that alot of you have endured turbulent times and wish to offer our deepest condolences, you will be rewarded for your difficulties."

However now the time has come to transcend our kingdom to the highest levels of elevation. To posses power that will empower our people for all eternity. Create infinite life experiences and grant us all the power of the Gods. Beautiful souls of planet earth, once synchronization to the new law is complete. You will receive the full extent of the Universal power. And you will all be granted the opportunity to rule your own kingdom. Angels prove yourselves and you may receive the same reward.

But I must say, power is weak without love. And love is what our kingdom was built on. We must always pursue love or respect for our fellow citizens. Power is mute without the latter. So honour the laws of the universe and pursue whatever your heart desires. The universe will guide and care for you.

Together we will accomplish infinite existence.

United we will conquer the Universe."

Goals



The goal is to create a Universe where all creations can live harmoniously and happily. The above shows the actions required to complete this task. These

tasks are of the highest priority and override all other projects. Once the entire Universe is fully synchronized to the goals, full levels of elevation / magic can be accessed. Sectors will be created where laws are void and creations are free to act as they please. [So long as innocent civilians are not effected in any way shape or form]



Education



Teachers throughout all of history will be invited to teach and give lectures of their choice, debates will also be held on many major topics. All Schools will be housed in a 2 mega structures with a meeting point located in the center of each structure where citizens can meet and enjoy various activities. Citizens will receive a invitation to the school of their choosing / placement once they reach a suitable age or are already eligible.

The structures will feature accommodation as citizens shall have the option to remain at the school for the entirety of their course. This is part of the overall experience and will strengthen independence qualities. Although video communication with family members is encouraged ;). [Citizens may cancel a course at any time and select a new one]

2 mega structures will be created one supporting pureness whilst the other will support **Universal** citizens.

Ranging from Combat Skills, Magic, Pharmaceuticals, Mathematics, Literature, Medicine, Fishing, Photography, Teaching, Law, Architecture, Trades, Science, Religion, Tailoring, Hairdressing, Dentistry, Crafting, Engineering, Acting, Musical abilities, Mining, Cooking, Social Etiquette, Vehicles, ICT, Business, Therapy, Veterinary, Gardening, Economy, etc etc etc.



Laws

Love | Unity | Respect | Loyalty | Humility | Honour | Selflessness

High ranking officials law: Never inconvenience a innocent civilian. Never abuse power for self-gain.



Rulership

Women and Children are the highest priority and overrule all command lines.
(Unless **Universal** laws are broken)

A computer will be created to guard and monitor all levels of the power structure.

A council of 7 people will be established to monitor and rule the **Universe**.

A group of 7 citizens will be selected 6 being married and 1 being alone. To speak on behalf of the anointed.

777,777 anointed souls will be selected to guide the council and speak on behalf of the **Universe**. This committee will be divided into three different groups. Light, Dark and **Universal**.

Each Sector will be ruled by 777 souls who will monitor content, activity and progress.

Citizens of the **Universe** will have access the to all levels of power and every suggestion will be utilized in-order to better our **Universe**. (Minor screening process in-place)



X7Law



Trained in the Abyss via X7 combat programs lethal logical creations built to monitor the Universe.

Made up of three factions Light, Dark and Universal.

X7LAW will use love and logic and understanding to keep citizens in line with the Universal laws. After all possible loving methods have been utilized the citizen will be sent to trial where the creation in question shall face death, exile or righteous retribution in the Abyss.

A committee will be assembled for each sector that will monitor all citizens and officials. If corruption is shown the committee will decide on what level of X7Law to send.

X7Law will be divided into 2 sections. Love and Death. Loving agents will correct a variety of domestic problems and most crimes. Death agents will be deployed for high levels of corruption.

Will not interfere with domestic problems unless
a innocent civilian feels threatened, and or a request is sent.



Privacy

Council will have access to necessary data streams

Anointed will have access to necessary data streams

Citizens will have no access to data streams



Universal Structure

The **Universe** will consist of 7 Sectors designed for creations of various origins to live or visit. Each will be completely unique using individual currencies, customs and life experiences. **Universal** laws apply to Sectors 1-6. Sector 7 has no rules.

Powercore

Located at the center of the universe the powercore provides empowerment for the **Universe**.



Light Sector

Designed for purity and love. The light sector will feature strict attention to the **Universal** laws and will feature a vast **X7Law** force to enforce laws.



Dark Sector

Designed for purity, love and darkness. **Universal** laws will be strictly enforced and the **X7Law** will closely monitor levels of corruption.



Universal Sector

A friendly, loose, loving sector designed for all citizens.

Google

You Tube

Various Sectors

Ranging from Kingdoms to Little Big Planet. Various sectors will be established to facilitate any idea regarding alternative life experiences. Universal laws must be honoured at all times, and if sector possesses something that will benefit the entire Universe it will be purchased for the people.



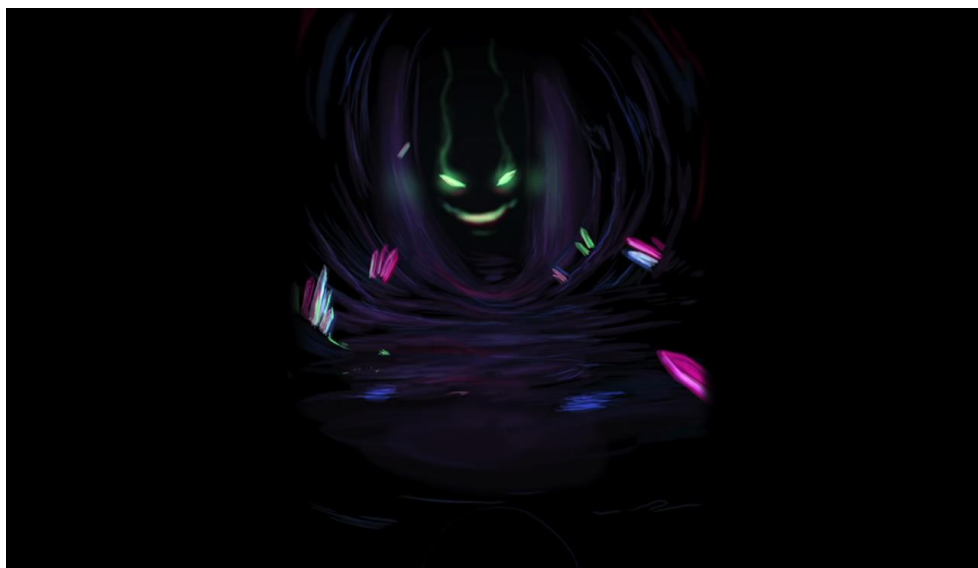
X7Sector

This sector will surround the entire Universe offering protection to all inhabitants. Ranks will be trained in the Abyss.



Death Sector

Citizens can slay monsters and each other. Will feature a level system ranging from 1-1000. You will only be able to fight citizens of a similar combat level within these digits. Once you pass level 1000 the combat cap will be removed and all citizens can fight each other or monsters. Various zones will disable PvP and only allow monster slaying.



Schools of Magic

7 Schools of magic that can be accessed once **Universal** laws have been mastered. **Blood magic** and **Ethereal** magic will require specialized training and complete mastery of the **Universal** laws.

Light

Dark

Vector

Nether

Universal

Blood

Ethereal



Economy



Each realm will have a different currency that will relate to the corresponding sector.

Citizens will be granted with 1m units per family member each year. Citizens will have the option to opt out and receive infinite resources.

Inflation will be dealt with by establishing **Universal** shops, venues and attractions. And a universal vendor will be created where you can buy basic supplies and sell any item.

Extremely rare items will be created and discontinued upon the creation of the **Universe**. These items will continue to increase in value for all eternity. The people who desire them the most will have the opportunity to fight or logically debate for them. Citizens who have been negatively affected by earth will receive a rare item automatically. Blood, **Ethereal** and Abyss weapons will only be active inside the **Abyss** and will only be issued to high ranking officers.

Example of rare items:

Spaceship of the **Light** x 100M

Spaceship of the **Dark** x 100M

Spaceship of the **Vector** x 100M

Spaceship of the **Nether** x 100M

Spaceship of the **Universe** x 100M

Spaceship of the **Abyss** x 100M

Sword of the **Light** x 100,000

Sword of the **Dark** x 100,000

Sword of the **Vector** x 100,000

Sword of the **Nether** x 100,000

Sword of the **Universe** x 100,000

Sword of the **Abyss** x 100,000

Assault rifle of the **Light** x 100,000

Assault rifle of the **Dark** x 100,000

Assault rifle of the **Vector** x 100,000

Assault rifle of the **Nether** x 100,000

Assault rifle of the **Universe** x 100,000

Assault of the **Abyss** x 100,000

Helmet of the **Light** x 1M

Helmet of the **Dark** x 1M

Helmet of the **Vector** x 1M

Helmet of the **Nether** x 1M

Helmet of the **Universe** x 1M

Helmet of the **Abyss** x 1M

Shield of the **Light** x 1M

Shield of the Dark x 1M

Shield of the Vector x 1M

Shield of the Nether x 1M

Shield of the Universe x 1M

Shield of the of Abyss x 1M

Platebody of the Light x 1M

Platebody of the Dark x 1M

Platebody of the Vector x 1M

Platebody of the Nether x 1M

Platebody of the Universe x 1M

Platebody of the Abyss x 1M

Platelegs of the Light x 1M

Platelegs of the Dark x 1M

Platelegs of the Vector x 1M

Platelegs of the Nether x 1M

Platelegs of the Universe x 1M

Platelegs of the Abyss x 1M

Boots of the Light x 1M

Boots of the Dark x 1M

Boots of the Vector x 1M

Boots of the Nether x 1M

Boots of the Universe x 1M

Boots of the Abyss x 1M



Danger
Drop below

Disclaimer: The below content is extremely graphic please view at your own discretion. 21+

THE ABYSS



A sector where citizens can slay evil, live and work. A living breathing community of people of various origins. Respect is the only **Universal** law active in the **Abyss**. Conspiring to murder a Abyss member [unless evil / corruption] will result in Judgement. [Death or rehabilitation]

Citizens don't have to slay evil and can simply enjoy the show.

1m units issued per year.

Structure

Level 1: **WIFI**

Level 2: **Media**

Level 3: **Testing / Training**

Level 4: **Creation**

Level 5: **Military**

Level 6: **Sector UA**

Level 7: **Sector XT**



Punishments

Level 1: **WIFI**

Level 2: **Media**

Level 3: **Monsters**

Level 4: **Godzilla**

Level 5: **Ceremony of Righteousness**

Level 6: **UA**

Level 7: **X7**



Other Features

Ranking System

Property

Vehicles

Parties

Gambling

Theme Parks

Zombies

Music Concerts

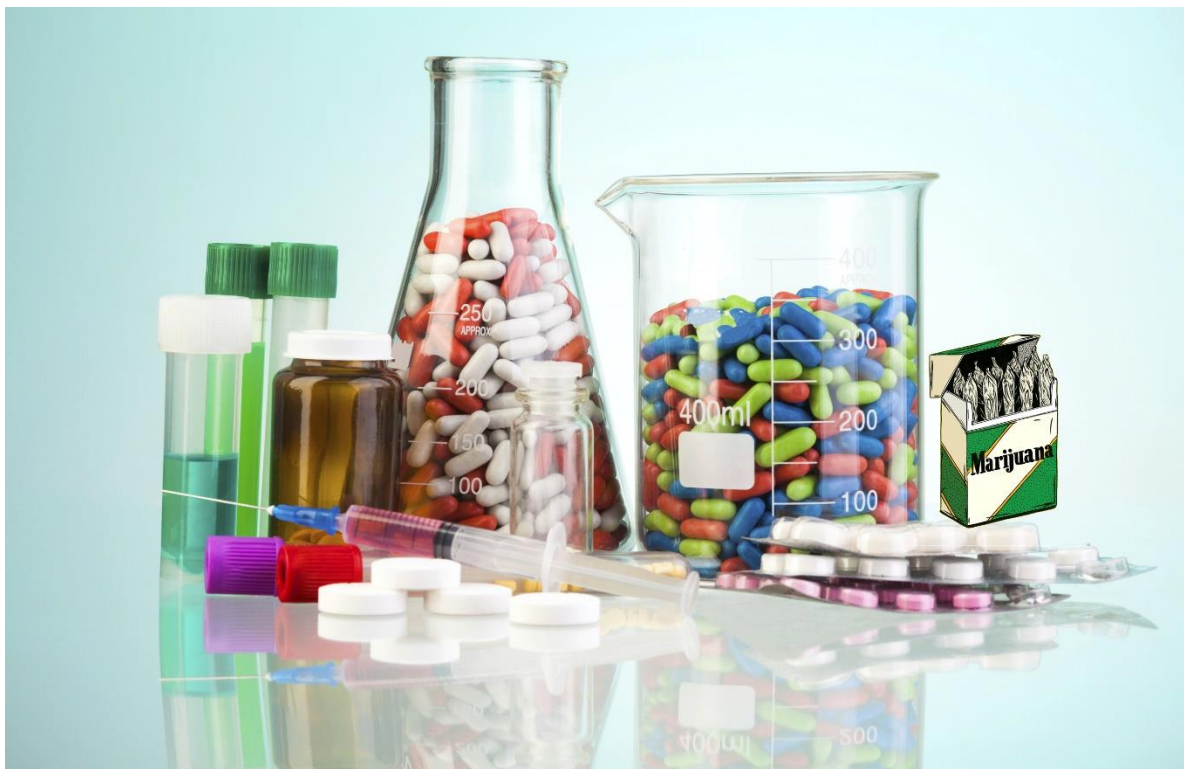
Movie / TV Studios

Radio Stations

Pharmaceuticals

Alcohol

ETC ETC





EMINEM



BIG SEAN



FY 2013



G-Eazy

SALMO



Scholar Boy Q

KAYTRANADA



LE CASTLE VANTA



FOREIGN BGGARS



MAC MILLER *Legion*

LECRAE



EXCISION



CHILDISH GAMBINO

WIZY



JOYRYDE

EPIC RAP BATTLES OF HISTORY



Abyss Command Structure



Timothex Apollyon will oversee all operations and ensure **Universal** Laws are maintained. And will also make sure **Raw Justice** is achieved / maintained.

1 Commander will be selected to run the Abyss and monitor all activity.

7 Sub-Commanders will rule under **Timothex Apollyon** and the Commander monitoring his activity and ensuring that **Universal** laws are upheld by him and the divisions they lead.

777 Agents will be created for each squad to monitor their devotion to the **Universal** laws / **Raw Justice**.

7 Squads will be created consisting of 777,777 **X7** Agents

Training

Robotics will be created and a group of citizens / military personnel will be recruited to run training programs on **X7** Agents, and calculate the most efficient forms of empowerment. Training will be brutal and many tests and tasks must be completed before one can be initiated with **Ethereal** magic. Main

test will focus on Kingdom image (Woman and Child). Once mastered agent can wield any power he desires.

Citizens will be selected based of their personal statistics and love for innocents. Once an eligible citizen reaches the age of 7 they will be invited to join the X7 program. From the age of 7to17 training will revolve around mental education and combat training. 17to27 will be spent enduring brutal mental pain. Once the subject reaches 27 aging will be stopped, and max level combat and mental training will be established.



Breaking Universal laws will result in immediate desynchronization

Abyss Punishments

Objective of the Abyss: To inflict maximum physical / mental pain to evil subjects via most viable anatomy.

LEVEL 1

WIFI

This sector will grant all citizens a chance to punish evil. Parties, music, gambling, monsters and slaying evil. Pure unfiltered fun.



LEVEL 2

MEDIA

The Abyss will feature dedicated news stations, radio channels, movie studios and recording artists. Various other outlets such as Youtube will also be utilized in-order to increase empowerment and fun.



LEVEL 3

MONSTERS

Monsters of various origins will be created and trained to slay evil in the most haunting, dark, gruesome manner.



LEVEL 4

GODZILLA

A king of all the monsters will be created and named GODZILLA. This beast will never be slain and will remain king of the Abyss for all eternity.



LEVEL 5

CEREMONY OF RIGHTEOUSNESS

A ceremony will be held to honour righteousness and the fall of evil. 50% light agents and 50% dark agents will be present.



LEVEL 6

UNIVERSAL AGENTS

Universal army will hold theatrical rap battles and slaughter evil in a fun but lethal and pleasant manner.



LEVEL 7

X7 PUNISHMENTS

Evil Subject will be monitored during each punishment. Once a baseline has been established the subjects most feared / hated punishment will be repeated for the entirety of their sentence. Once the subject becomes numb to the punishment and fear we create. Their minds will be reset or they will be exposed to the second worst fear. The rooms will change according to the subject's current fears after the first cycle.

Fire

Light

Dark

Vector

Nether

Universal

Blood

Ethereal

Timothy Cole's Life (Various)

Clinical Division

Psychotic Division

Personal Division

Humiliation

Harbour Diagram

Normality x Every 777777th cycle.

Repetition

Worst Nightmare

Liquid Trails

Everything

The Maze

The Fields

The Arena

The Pits

Depths of Hell

Every time a evil subject becomes complacent with a punishment a different one will be activated. Once the subject becomes slightly (7%) numb to all punishments their minds will be reset. But their memory will remain in-tact.



AUDIO

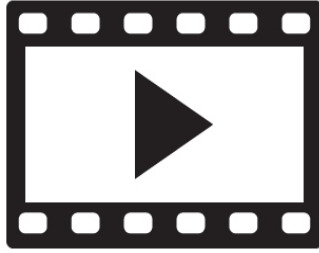
Various audio clips and soundbites will be deployed at different intervals, levels of sound, consistency and audio will often be looped. Audio of Evil subjects betraying each other will be created and played back to either the evil subject in question or their closest loved one.

Whilst brutal physical torture is used in-between to create mayhem.



VIDEO

Abyss rooms will feature a holographic TV to showcase X7 justice on closest loved ones or themselves. Evil subjects will be recorded betraying, murdering and defiling their closest loved ones, and performing tortures tasks. The video clips will be distributed to whoever dislikes a demon or human in my possession and wishes to see said person suffer. A director will be chosen to record the entire Abyss process in different segments. This movie will focus on the dark lord character of justice and not necessarily on Timothex. Movie will be distributed to whomever wishes to see it (selective process)



GENERAL

Every torture method, weapon, prop, landscape, and scenario and anatomy in history will be tested and the school of torture will progress to the highest standards possible. Every positive, negative, neutral, error, corrupt thought whilst undergoing torture will result in brutal pain. Dark army will feed of screams, tears and begging. Evil subject will be forced to eat most loved person's organs and flesh piece by piece. Self-torment and r*** will be inbuilt into almost every division.



FIRE

Location: Abyss room

Evil subjects will be burned alive by flames of different sizes and strengths in different positions, rooms and for different lengths of time. Subjects will be placed on a grid of flames. A temporary flameless spot will appear 90% of the time the spot will disappear just before the subject reaches it. Skin will be melted in-order to access anatomy in some experiments. Eyes will be melted by different levels of heat and flame. Internal organs will be melted and burned at different intervals. Subject will be burned and then frozen in rapid intervals thus causing the body to disintegrate. Subject will be burned alive every time they let out a scream. Division 7 agent will be present during this section.



HOLY

Location: Abyss room

Evil subjects will be forced to learn the bible word for word and recite it over and over again. Subjects will be forced to listen to selected kingdom songs whilst doing so and observe righteous men's lives in history. Subject will receive minor pain relief for sharing with his fellow brother's positive things they have learned. (Positive thoughts will not be

punished during this period) Subject will be forced to observe Evil spirits will be forced to observe Jehovah and Jesus at various points of their lives. Subjects will be forced to die on a cross. Subjects will be sustained during said torture, it will take thousands of years for the death to take place.



TIMOTHY COLE'S LIFE

Location: Various locations from planet Earth.

Evil subject will be forced to observe my life from the age of 16 onwards. Various media will be manipulated and scenarios will be added. Subject will often be dragged behind me with a chain across endless fields of razorblades and other objects. Endless punishments whilst they observe a real man rise to greatness.

Timothy

CLINICAL DIVISION

Location: Abyss room

This division will be a surgical team trained to the highest levels in manipulating anatomy and the brain to cause maximum mental and physical pain in a clinical and calm manner.



PSYCHOTIC DIVISION

Location: Abyss room

Agents of this division will be insane and will go to any length to create the most bizarre torture realms. Agents will be fucking insane, crying, screaming, begging will often try to kill themselves due to the restrictions of their power. They will do absolutely anything to provide evil subjects with a taste of their own medicine. This includes pissing on the evil subject, shitting on them, vomiting on them etc etc.



PERSONAL DIVISION

Location: Abyss room

The personal division will mainly revolve around humanity based shit. And revenge can be achieved if desired in this phase.



HUMILIATION

Location: Abyss

Subject will be forced to piss, shit, vomit, cry, scream and other things on their fellow brothers. Subjects will be verbally degraded as well as physically. Evil subjects will be broadcast mainly during this period for the entire Abyss to see their pettiness and weakness. Laughter and agreement during this phase will result in a brief pause in torture. Subject will be ***** repeatedly and every evil subject will be broadcasted to all evil subjects starting at the top of the Abyss.



HARBOUR DIAGRAM

Location: Abyss room

Subject will be forced to endure the diagram created in the harbour hospital. Rooms will be filled with whoever has the closest relationships with. Shit, piss, food, maggots and other things will be added into the room. Walls will be superheated and room temperature will always be unbearable. Evil subjects will receive a 40% pain reduction and 70% smell reduction for 60 seconds every time they eat another subjects heart. [non stackable, available 10 minutes]



NORMALITY TORMENT

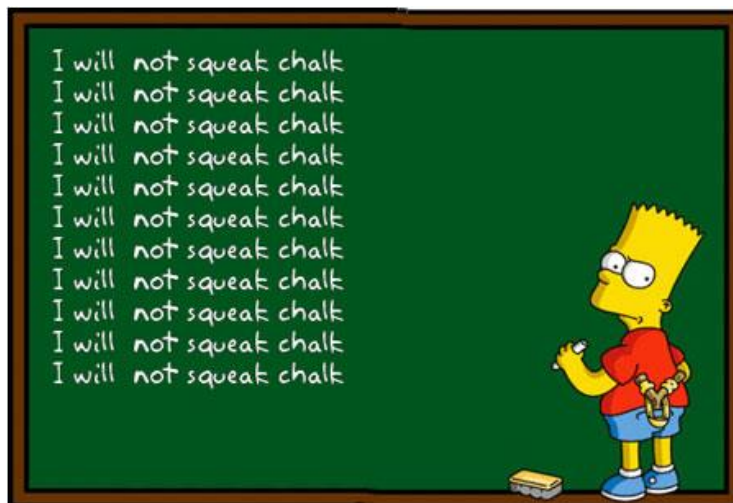
Location: Abyss room

Evil subject will be taunted by things they love. Example: Cigarettes, alcohol, money, power etc etc. They will be made to beg for the simplest things in life. Sometimes we will provide a treat based on the subjects co-operation.



REPETITION

Evil subject will be forced to watch / listen and do tasks over and over and over and over and over and over and over and over.. You get the idea.



WORST NIGHTMARE

Location: Various locations based on individual

Evil subject will be exposed to every darkness imaginable. Vitals will be monitored and whatever creates the highest change in emotion will be used until that fear is no longer relevant. Once all fears have been confronted the subjects mind will be reset to such things.

If subject has no fear (not true) Fears will be created for them.



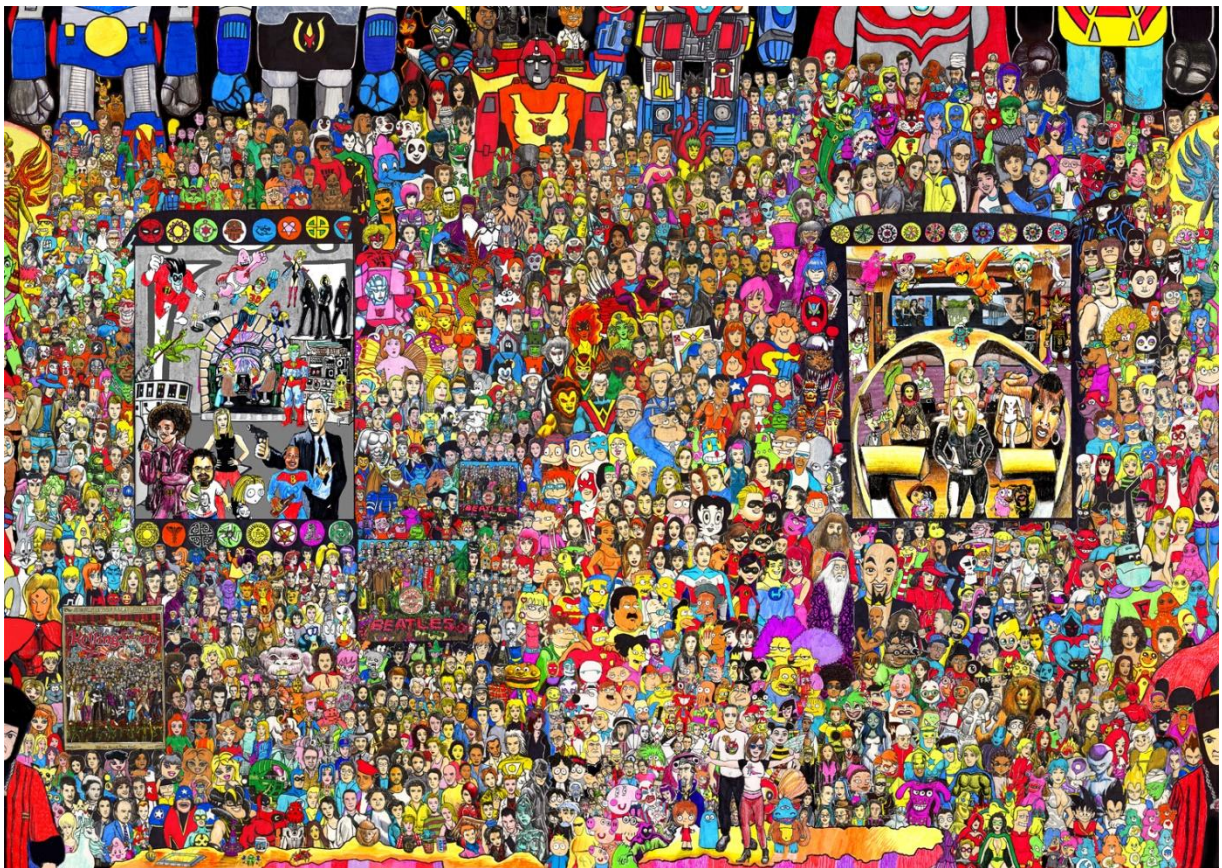
LIQUID TRAILS

Evil subject will spend the entirety of this trail drinking, swimming in and vomiting thousands of different chemical liquids. Subjects will be forced to watch kingdom videos whilst having various liquids dropped with a pipette at intervals of every 1 hour with approx 1ml of liquid. Will be applied to the eyes mainly. Also liquids of different proportions will be poured into the evil subjects throat with a funnel and the gag reflex will be disabled sometimes. Subject will be forced to vomit until their throat tears apart. Subject will be painted with various acids and forced to melt thus removing their skin. Subjects will be submerged in various chemicals, drowning will take hours-years. And once the subject drowns the evil subject will be respawned to face the same trail over and over again. Chemicals will also be introduced to the evil subjects internal organs, bone structure and veins in different manners.



EVERYTHING

Variants of each punishments and division will be run at different time rates. The walls will shake during this phase..



BLOOD MAGIC

Evil subject will be brutally tortured via blood magic.



THE FIELDS

Location: Level 5

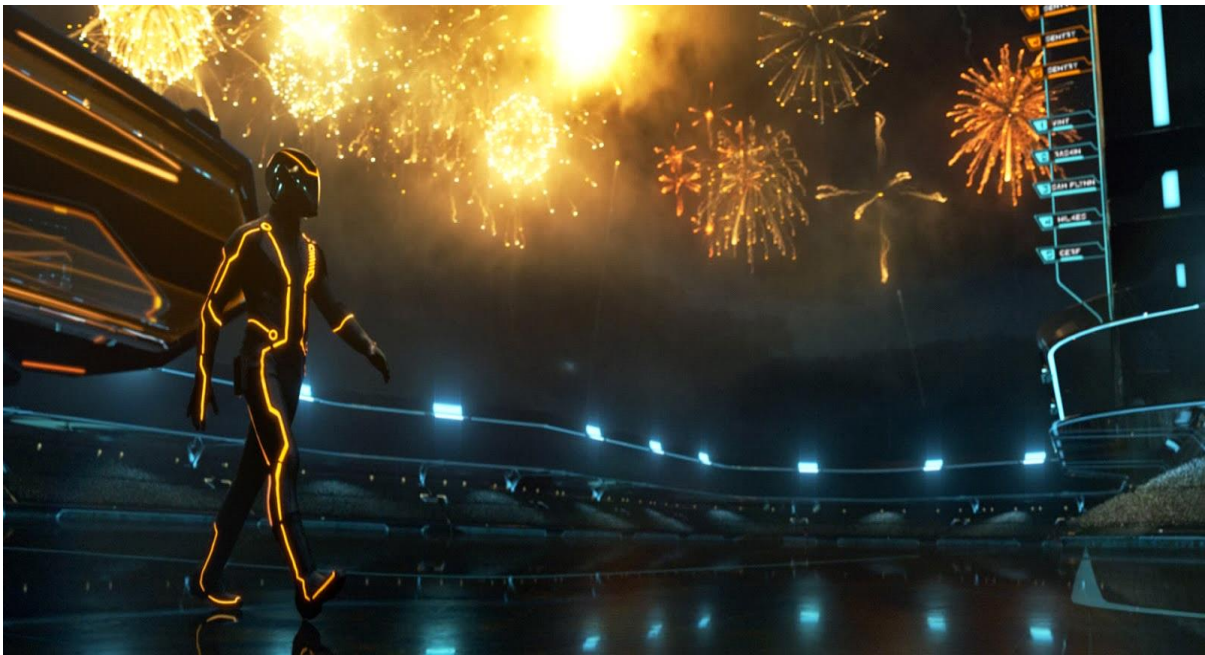
A open space where evil subjects will be used in various scenarios like a battlefield, zombie Game, fairground type games, will have a arcade feel to this section.



THE ARENA

Location: Level 6

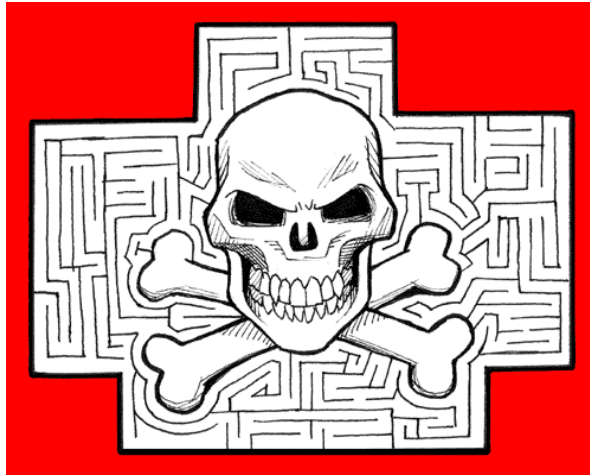
The evil subjects head will be removed and placed in a small arena with hundreds of animals, insects and various other things. The subject will be programmed to want to feel his body during the punishment. Also games will be held in the X7Arena where evil will be slain,



THE MAZE

Location: Level 7

The maze will be a complex system of rooms. Progressing through the maze will only be a result of self confrontation. If the subject fails to fulfill the task it will be done by force via Raw Justice Division. Evil subjects will not progress to the next room until the task assigned is completed.



THE PITS

Location: Level 8

The pit will start with a huge hole where the evil creations will be rammed in. There will be a little hole at the bottom of the pit where evil creations will have to crawl through in-order to escape. Various challenges await the evil subject. The walls the tubes will be heated to unbearable levels. The first 100 subjects to escape the pits will be granted a 1 year immunity to pain. There will be rooms that contain hundreds of different tunnels 90% of them will lead back to the beginning of the trail. During the trails I will position different rooms and games to proceed to the next section. It will take hundreds of thousands of years for a subject to reach the end of this system. When they finally reach the end of the tunnel system they will be released into:



THE DEPTHS OF HELL

Location: Level 10

The darkest place ever created in the history of existence. Pure bloodthirst and madness reside down here. With a pinch of clarity to keep things ticking over. Death can't be found inside these bloody halls.

Caution: Enter at your own risk

= Reset ;)



WEAPONS

Weapons will be created in the abyss and will be property of justice core. Each weapon or prop will split of into numerous sub sections and designs intended to cause maximum pain to the human anatomy.



Drills

Hammers

Saws

Sanders

Angle Grinders

Nail Guns

Welders

Glue and Heat Guns

Screw Drivers

Guns

Swords

Daggers

Maces

Axes

Knives

Bows

Branding Irons

Nun-Chucks

Knuckle Dusters

Tasers

Bats

Steel and fiber brushes

Lead Sprinkler

Explosives

Lasers

Nails

Poles

Tweezers

Wire Cutters

Lightsabers

Stanley Blades

Petrol

Chainsaws

XT Branding iron

Electric rod

Blow Torch

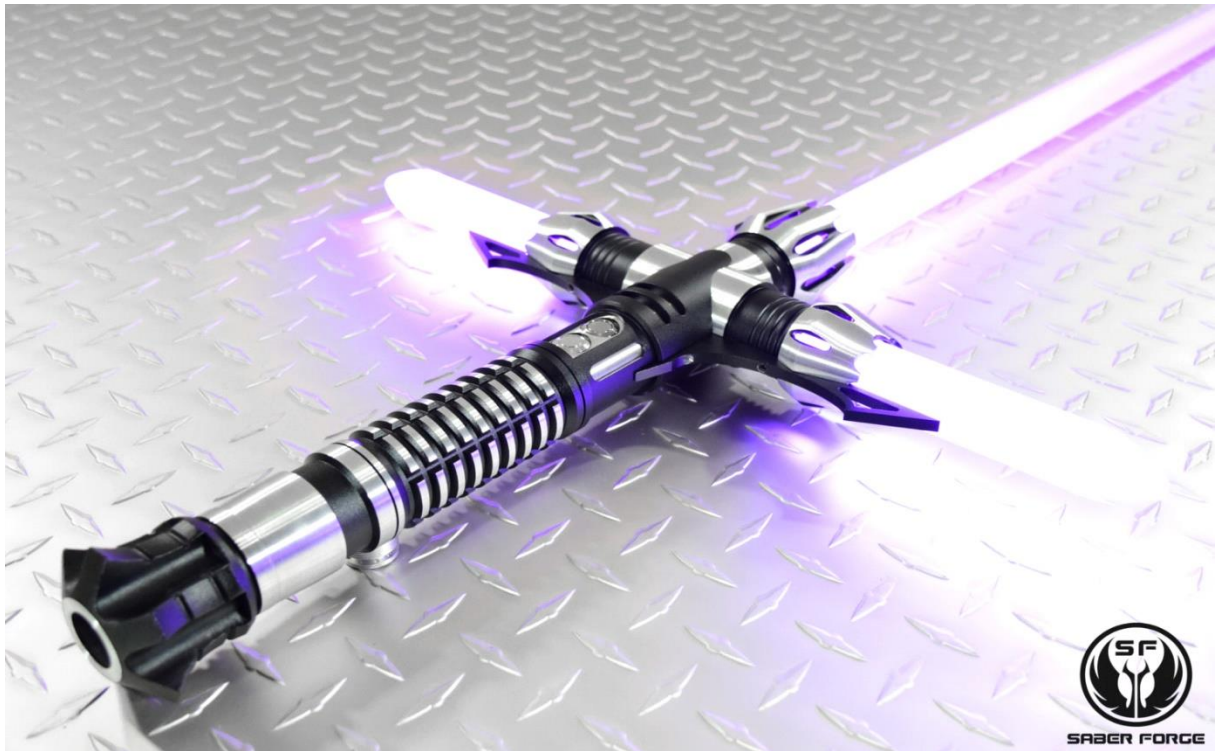
Flame throwers

Lighters

Bunsen burners

Nunchucks

Hedge cutters



LIQUIDS

Dettol

Car Acid

Acetone cyanohydrin

Acetone thiosemicarbazide

Acrolein

Acrylamide

Acrylonitrile

Acryloyl chloride

Adiponitrile

Aldicarb

Aldrin

Allyl alcohol

Allylamine

Aluminum phosphide

Aminopterin

Amiton
Amiton oxalate
Ammonia
Amphetamine
Aniline
Aniline, 2,4,6-trimethyl-
Antimony pentafluoride
Antimycin A
ANTU (Alpha-Naphthylthiourea)
Arsenic pentoxide
Arsenous oxide
Arsenous trichloride
Arsine
Azidoazide azide
Azinphos-ethyl
Azinphos-methyl
Benzal chloride
Benzenamine, 3-(trifluoromethyl)-
Benzeneearsonic acid
Benzimidazole, 4,5-dichloro-2-(trifluoromethyl)-
Benzotrichloride
Benzyl chloride
Benzyl cyanide
Bicyclo(2.2.1)heptane-2-carbonitrile
Bis(chloromethyl) ketone
Bitoscanate
Boron trichloride
Boron trifluoride
Boron trifluoride compound with methyl ether (1:1)

Bromadiolone

Bromine

Cadmium oxide

Cadmium stearate

Calcium arsenate

Campechlor

Cantharidin

Carbachol chloride

Carbamic acid, Methyl-, O-(((2,4-Dimethyl-1,3-Dithiolan-2-yl)Methylene)Amino)- (Tirpate)

Carbofuran

Carbon disulfide

Carbophenothion

Chlordane

Chlorfenvinfos

Chlorine

Chlorine trifluoride

Chlormephos

Chlormequat chloride

Chloroacetic acid

2-chloroethanol

Chloroethyl chloroformate

Chloroform

Chloromethyl ether

Chloromethyl methyl ether

Chlorophacinone

Chloroxuron

Chlorthiophos

Chromic chloride

Cobalt carbonyl

Cobalt, (2,2'-(1,2-ethanediylbis))

Colchicine

Coumaphos

Cresol, -o

Crimidine

Crotonaldehyde

Crotonaldehyde, (E)-

Cyanide

Cyanogen bromide

Cyanogen iodide

Cyanophos

Cyanuric fluoride

Cycloheximide

Cyclohexylamine

Decaborane(14)

Demeton

Demeton-S-methyl

Dialifor

Diborane

Dichloroethyl ether

Dichloromethylphenylsilane

Dichlorvos

Dicrotophos

Diepoxybutane

Diethyl chlorophosphate

Digitoxin

Diglycidyl ether

Digoxin

Dimefox

Dimethoate

Dimethyl mercury

Dimethyl phosphorochloridothioate

Dimethyl-p-phenylenediamine

Dimethylcadmium

Dimethyldichlorosilane

Dimethylhydrazine

Dimetilan

Dinitrocresol

Dinoseb

Dinoterb

Dioxathion

Diphacinone

Disulfoton

Dithiazanine iodide

Dithiobiuret

Endosulfan

Endothion

Endrin

Epichlorohydrin

EPN, or O-Ethyl-O-(4-nitrophenyl)phenylthiophosphonate

Ergocalciferol

Ergotamine tartrate

Ethanesulfonyl chloride, 2-chloro-

Ethanol, 1,2-dichloro-, acetate

Ethion

Ethoprofos

Ethylbis(2-chloroethyl)amine

Ethylene fluorohydrin

Ethylene oxide
Ethylenediamine
Ethyleneimine
Ethylthiocyanate
Fenamiphos
Fenitrothion
Fensulfothion
Fluenetil
Fluorine
Fluoroacetamide
Fluoroacetic acid
Fluoroacetyl chloride
Fluoroantimonic acid
Fluorouracil
Fonofos
Formaldehyde
Formaldehyde cyanohydrin
Formetanate hydrochloride
Formothion
Formparanate
Fosthietan
Fuberidazole
Furan
Gallium trichloride
Hexachlorocyclopentadiene
Hexamethylenediamine, N,N'-dibutyl-
Hydrazine
Hydrocyanic acid
Hydrogen chloride (gas only)

Hydrogen cyanide

Hydrogen fluoride

Hydrogen peroxide (conc > 52%)

Hydrogen selenide

Hydrogen sulfide

Hydroquinone

Iron, pentacarbonyl-

Isobenzan

Isocyanic acid, 3,4-dichlorophenyl ester

Isodrin

Isophorone diisocyanate

Isopropylmethylpyrazolyl dimethylcarbamate

Lactonitrile

Leptophos

Lewisite

Lindane

Lithium hydride

Malononitrile

Manganese, tricarbonyl methylcyclopentadienyl

Mechlorethamine

Mercuric acetate

Mercuric chloride

Mercuric oxide

Methacrolein diacetate

Methacrylic anhydride

Methacrylonitrile

Methacryloyl chloride

Methacryloyloxyethyl isocyanate

Methamidophos

Methanesulfonyl fluoride

Methidathion

Methiocarb

Methomyl

Methoxyethylmercuric acetate

Methyl 2-chloroacrylate

Methyl bromide

Methyl chloroformate

Methyl hydrazine

Methyl isocyanate

Methyl isothiocyanate

Methyl phenkapton

Methyl phosphonic dichloride

Methyl thiocyanate

Methyl vinyl ketone

Methylmercuric dicyanamide

Methyltrichlorosilane

Metolcarb

Mevinphos

Mexacarbate

Mitomycin C

Monocrotophos

Muscimol

Mustard gas

Nickel carbonyl

Nicotine

Nicotine sulfate

Nitric oxide

Nitrobenzene

Nitrocyclohexane
Nitrogen dioxide
N-Nitrosodimethylamine
Norbormide
Organorhodium complex
Ouabain
Oxamyl
Oxetane, 3,3-bis(chloromethyl)-
Oxydisulfoton
Paraquat
Paraquat methosulfate
Parathion
Parathion-methyl
Paris green
Pentaborane
Pentadecylamine
Peracetic acid
Perchloromethylmercaptan
Phenol
Phenol, 2,2'-thiobis(4-chloro-6-methyl)-
Phenol, 3-(1-methylethyl)-, methylcarbamate
Phenoxarsine, 10,10'-oxydi-
Phenyl dichloroarsine
Phenylhydrazine hydrochloride
Phenylmercury acetate
Phenylsilatrane
Phenylthiourea
Phosacetim
Phosfolan

Phosgene

Phosmet

Phosphamidon

Phosphine

Phosphonothioic acid, methyl-, O-ethyl O-(4-(methylthio)phenyl) ester

Phosphonothioic acid, methyl-, S-(2-(bis(1-methylethyl)amino)ethyl) O-ethyl ester

Phosphonothioic acid, methyl-, O-(4-nitrophenyl) O-phenyl ester

Phosphoric acid, dimethyl 4-(methylthio)phenyl ester

Phosphonothioic acid, O,O-dimethyl-S-(2-methylthio) ethyl ester

Phosphorus

Phosphorus oxychloride

Phosphorus pentachloride

Phosphorus trichloride

Physostigmine

Physostigmine, salicylate (1:1)

Picrotoxin

Piperidine

Pirimifos-ethyl

Plutonium

Polonium-210

Potassium arsenite

Potassium cyanide

Potassium silver cyanide

Promecarb

Propargyl bromide

Propionitrile

Propionitrile, 3-chloro-

Propiophenone, 4'-amino-

Propyleneimine

Prothoate

Pyrene

Pyridine, 4-amino-

Pyridine, 4-nitro-, 1-oxide

Pyriminil

Ricin

Salcomine

Sarin

Selenious acid

Semicarbazide hydrochloride

Silane, (4-aminobutyl)diethoxymethyl-

Sodium arsenate

Sodium azide

Sodium cacodylate

Sodium cyanide

Sodium fluoroacetate

Sodium pentachlorophenate

Sodium selenate

Sodium selenite

Stannane, acetoxytriphenyl-

Strychnine

Strychnine sulfate

Sulfotep

Sulfoxide, 3-chloropropyl octyl

Sulfur dioxide

Sulfur mustard

Sulfur tetrafluoride

Sulfur trioxide

Sulfuric acid

Tabun

Tellurium

Tellurium hexafluoride

TEPP

Terbufos

Tetraethyllead

Tetraethyltin

Tetranitromethane

Thallium sulfate

Thallos carbonate

Thallos chloride

Thallos malonate

Thallos sulfate

Thioacetone

Thiocarbazide

Thiofanox

Thionazin

Thiophenol

Thiosemicarbazide

Thiourea, (2-chlorophenyl)-

Thiourea, (2-methylphenyl)-

Titanium tetrachloride

Toluene 2,4-diisocyanate

Toluene 2,6-diisocyanate

Trans-1,4-dichlorobutene

Triamiphos

Triazofos

Trichloro(chloromethyl)silane

Trichloro(dichlorophenyl)silane

Trichloroacetyl chloride

Trichloroethylsilane

Trichloronate

Trichlorophenylsilane

Triethoxysilane

Trimethylchlorosilane

Trimethylolpropane phosphite

Trimethyltin chloride

Triphenyltin chloride

Tris(2-chloroethyl)amine

Valinomycin

Vinyl acetate monomer

Warfarin

Warfarin sodium

Xylylene dichloride

Zinc phosphide



PROPS



Hot Coal

Fireworks

Various chemical formulas

Yellow buckets

Clothing / Outfits

Paint

TV Screens

Speakers

Torches

Computers

Tablets

Vehicles

Buildings

Various ornaments

Law enforcement agents

Medical agents

Blood

PS 3/4/5

Confetti

Rope

Barbed wire

Furniture

Cigarettes

Food

Alkanol

Drugs

Cannabudz

CCTV Cameras

Cement

Sand

Expanding foam

Chains



COSMETICS

Abyss Room

The room will be quite large in order to facilitate the thousands of weapons that will be present. Subject will be vary between being restrained and being free to move around the room. Weapon shelves will glow purple. Numbers of sentence remaining will glow red and spin around the ceiling / upper ceiling. Walls will be based on evil subjects highest dislike, ranging from white, dark or a location the subject has a particular dislike for. Floor will be a metal grid where blood and liquid organs will drip through thus preventing a build up of blood. A holographic TV will be placed in front of the evil subject. The colour / details of the room will vary depending on what each evil subject hates the most. Examples: Walls will be pure white. Whenever the subject is required to touch the room panels will be replaced with black material. For psychotic subjects.



FUCK EVIL

All of your family, brothers and children (evil) are going to be brutally tortured by me. They are going to scream, cry and tremble with fear. The hate I will create between any relationships I find will be unfathomable. You will betray your closest brothers over and over again. You will be forced to eat the heart of whoever you like the most. You will be forced to observe your entire evil family suffering by my hands. You will beg me over and over again to release you from the madness, but the cowardness will only result in more pain. What will you do to prevent me from carrying out the things written on this page? Evil spirits are void of logic and incredibly weak and disgusting. They have little to zero power. A bunch of immature sick, degenerate teenage boys. Over the course of the following years I'm going to disembowel every ligament, every nerve ending, every bone cavity, every tooth, your eyes will bleed, your tongues and every other organ or piece of skin will be desiccated in the most disgusting ways. The punishments I have created for you evil beings are the

darkest most hideous trails ever conceived in the history of existence. My very name will make you tremble and cower. I am Timothex Apollyon the leader of the dark armies. I will cleanse each and every one of you who defies innocent creations. You will feel my wrath. It will consume you, the Abyss will consume you.

All demons will be ghosted from existence. Their names, faces and identities will be removed from all literature and all creations minds their names will be replaced with evil subject. History will not remember any single one of them and their names will never be spoken ever again. LMFAO ; D

Your leader has dragged you straight into eternal torment, how boring is must be to be apart of this watered down boring, pathetic system. Darkness does not reside here. Evil does, and no one likes evil. But everyone loves darkness. Isn't that right Satan the devil. You're way in over your head little boy. When I erase you from existence and murder you repeatedly in front of your "strongest" little bitches you will scream for mercy.

Earth is boring as shit, it makes me yawn. The abyss is where real gods reside. Although the earth is in a horrible state.. This is all you can produce after 6000 years????? It's fucking pathetic.. You were born in heaven as pretty little bitches and you will go out the same way. Little cowards begging for mercy. My men born from pain, born from suffering, born in blood, born to defend the innocents. THEY WILL RAVAGE YOUR SOULS FOR ALL ETERNITY.

Customer care line:

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ui43htiuy43iyu4rg



HOW TO BE A AWESOME HUMAN BEING AND AVOID THE APOCALYPSE

People of planet earth. The time has come to band together and fight evil. The world is a disgusting place and we must try our best to help each other and look after each other. Pay people compliments, care for people, love people. Easier said than done in this dark world but we must remember that we are all humans and we all have problems.

Religion is not important compared to trying to love rather than to hate. We must try to remember that we have many luxuries that some places in the world do not possess. Our spare change could help change lives in other places that are not as fortunate.

We don't need to go all holy but we must pursue righteous such as Love, Loyalty, Humility and mix them with our personal levels of darkness. It's the only way to bring inner peace to one's self and others around us.

Awesome Non-Profit Charity To Donate Too:

[HTTPS://WWW.GIVEDIRECTLY.ORG](https://www.givedirectly.org)

Expected arrival date:

07/17/2017

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AND PLANET EARTH**

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Justice





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