

1: Ascension Raffle | Church of the Ascension

Battle of Ascension Chapter Claiming a Territory Again, the roar that shocked the whole East City in the Ascension Tournament sounded. Even Zhen Yi affected by the roar despite closed her ears after Randy gestured her to.

Ramparte is standing, silent as ever, with Veejay hyping them both up for the match. Leon Kensworth interjects, mic in hand. Can I get a moment? What can we do for you? Veejay and Ramparte both turn to Leon. Ramparte is clearly focused on the match coming up, but Veejay is visibly sweating, flashing his trademark smile. I just wanted to get a quick word from each of you on this match you have up next. Veejay, we overheard some inflammatory comments from Tony a few weeks back, involving you, and your wife Saffron. Certainly this match could be a measure of revenge. Oh, it definitely is. And for you, Ramparte, this confrontation has been brewing a bit longer, as Kagura Joheki took something you, as anyone would, hold dear. Ramparte chuckles to himself, knowing he cannot answer the question, and knowing Leon should know as well. Veejay steps in for him. Veejay puts his shades on and smiles at Ramparte who can only smile back. Just then, their opponents pass by as the arena begins blaring their music. Glances are exchanged all around. This match is a tag team bout scheduled for one fall! Tony and Gino swat aside the falling flower petals while Kagura bows to the crowd and heads towards the ring without them. They enter the ring and Tony makes some less than kid-friendly hand motions towards the fans at ringside. Kagura kneels in the corner and places her book under the turnbuckle, before rising and removing her robe. Tony and Gino both admire her beauty. Typical scum, these two are. First, they want nothing to do with their partner for the evening, who might I add fared better than Tony in the Gold Rush tournament, and then she removes her robe and their buddy buddy. I mean, she does have quite the set of This is an odd pairing, if I ever saw one, but they have a mutual goal tonight, to end the personal vendettas they have with their opponents. Ramparte and Veejay enter the arena to the polar opposite reaction that their opponents received. The praise pours down on them as they head to the ring, high-fiving fans and exchanging fist bumps with some kids. They roll under the bottom rope simultaneously, springing to their feet and coming face to face with their counterparts. The difference between those alley fights and a WZCW ring is that this is a fair fight. The referee is able to separate the teams, and get them to their respective corners. Ramparte will start for his team, against Tony, representing his. Tony strikes first, catching Ramparte off guard with a left hook to the jaw that knocks Ramparte to the turnbuckle. Kagura leans away from the action, letting the referee know all is fair. Tony grabs a handful of hair, leading his man to the middle of the ring, and hitting a snap suplex, and goes for a quick pin! Gino applauds from the outside, while Ramparte gets to a knee. And another as Ramparte regains a vertical base! Ramparte connects with a right of his own, and whips Tony off the ropes, catching him coming back with a flapjack! Tony bounces to his knees, covering his face, and checking for blood as Ramparte gets to his feet, waiting for him. Tony turns around, his face contorted with rage. He charges his opponent, looking to hit a clothesline, but Ramparte surprises him with a drop toehold! Tony is again on his knees, checking his lip for blood. He rushes Ramparte again, and Ramparte retreats to the corner, and leaps over the top rope, causing Tony to crash chest first against the turnbuckle! Before he regain his composure, Ramparte hooks on the Tarantula! Tony screams out as the ref gives Recluse the five count to break in the ropes! Ramparte crawls down the apron, breaking the hold! As Tony falls to a knee, stretching his arm, Kagura runs the length of the apron, and levels him with a leaping leg lariat! Ramparte crashes to the floor, and Kagura races back to her corner without the referee noticing! Tony dives and makes the tag as the referee begins counting out Ramparte! Ramparte gets to his feet, and turns to see Kagura in the ring! Tony, from the apron, begins laying in boots of his own, drawing in Veejay! The referee rushes to get Veejay back to the apron, allowing Tony and Kagura to double-team the Recluse further! Ramparte ducks the heart punch, and Kagura sends Tony flying off the apron! Kagura falls to her knees, where her opponent levels her with a springboard leg lariat! Veejay points out the lateral press to the ref as Ramparte shoots the half, and goes for the pin! Very smart of Kagura to get her foot on the ropes there! Ramparte needs to take advantage of the confusion, and tag in the fresh man! Veejay tries to hype the crowd, but Ramparte is down, clutching his face! Kagura drops an elbow to the back of his neck, before sitting

him up and applying a reverse chinlock. The referee checks Ramparte for a submission, but the Recluse shakes his head violently. Kagura pulls Ramparte to his feet by his neck, and shoves him off, but maintains the attack with a flurry of elbow strikes! Ramparte is chased backward to the ropes, but Kagura pulls him in with a keylock armbar, and using the leverage to force Ramparte to his back! The ref checks again for a submission, but Ramparte shakes a finger no. Kagura looks down on her voiceless opponent, laughing, as Ramparte surveys the land, looking for a rope to break the hold. On the outside, Tony is on his feet, pacing. Kagura breaks the hold, and tells her opponent to leave the ring! She knows the war between them is far from over, no matter the result tonight. He must want all the valor for himself! Kagura reluctantly leaves her opponent, and tags in the guido from Little Italy. Tony climbs through the ropes, and kicks Ramparte in the side, before rolling him across the ring, and leaving him at the feet of his partner. Veejay and Tony are eye to eye, and Tony motions for him to tag in! Veejay enters through the ropes, tagging his partner in the process. Before he can get upright, Tony barrels through his knee, taking him down! He pulls him to his feet, and connects with an inverted atomic drop, shoving Veejay into the corner as he covers up the injured parts. Tony gives Veejay a hard smack in the face! You hear me you little Indian bastard? He jumps to his feet, and begins putting the boots to the Italian! Tony motions for a timeout, but the referee waves him off, reminding him there are none! Tony grabs the bottom ropes, just in time to avoid a stomp directly to the face! Kagura smiles to herself, watching the spectacle. Tony adjusts his shirt, and cracks his knuckles, as the referee continues his count. Tony makes his way to the steps, and enters at 9, telling Veejay to let him in the ring. Veejay patiently awaits his opponent, and they circle each other, before initiating a collar and elbow tie up. Neither man can get an advantage, and it breaks. The ref tries to separate them, and Tony surprises Veejay with a right, knocking him down to a knee! Veejay jumps back, retaliating with a right of his own, and the two men hit the mat, rolling to the floor! The referee is having trouble containing the ensuing melee, and orders the legal men back into the ring! Tony and Veejay roll under the bottom rope, and are hardly to a knee before they begin exchanging blows again. He whips Tony to the other corner, nearest to Ramparte, and charges in with a shoulder to the gut! As he steams out of the corner to set up another, Kagura surprises him with a diving throat thrust from the top rope! Tony has time to roll out of the ring as Kagura goes for the pin! Veejay barely kicks out, shocking the Shrine Maiden! Kagura whips Veejay into the ropes, but he telegraphs the move and holds on before diving to tag in Ramparte! The Recluse leaps over the ropes, and charges the opposite ropes, taking out Kagura with a Pele kick! Kagura rebounds quickly to her feet, and tries to blind Ramparte with some mist of her own! He ducks, avoiding the red spray, and takes her out with a tornado DDT! She crashes headfirst to the mat, and rolls to her corner, where Tony tags in! Ramparte delivers a kick to the gut! Tony is out, and Ramparte hooks the leg! Just as Kagura dives in to try and save her partner!

2: The Ascension (professional wrestling) - Wikipedia

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Some scenes in the single-player campaign feature a first-person camera view. In single-player mode, the player controls the character Kratos in combo-based combat, platforming, and puzzle games. The enemies are an assortment of creatures, most of whom are drawn from Greek mythology, including cyclopes, cerberuses, empusas, Sirens, Gorgons, satyrs, harpies, and centaurs. Other monsters were created specifically for the game, such as the juggernauts, wraiths, and manticores. Many of the monsters also appear in the multiplayer mode. Platforming elements require the player to climb walls and ladders, jump across chasms, and slide down walls to proceed through sections of the game. The game features a variety of puzzles, ranging from simple to complex. In gameplay, the blades can be swung offensively in various maneuvers. A new weapons mechanic called the World Weapon system allows Kratos to pick up weapons scattered throughout game locations or to take them from defeated foes, and to use these for a limited time. There are five World Weapons sword, club, javelin, sling, shield that can be collected randomly, although Kratos may possess only one at any time. For example, the Soul of Hades imbues the Blades with purple flames and can unleash souls of the Underworld to briefly attack enemies. The Ice of Poseidon also enables Kratos to breathe underwater, a necessary ability as substantial time is spent there. It remains activated until Kratos is attacked or stops attacking for an extended period of time, after which the meter must be refilled. The Rage ability is also affected by the magic equipped, allowing Kratos to use different Rage attacks, such as the lightning-based Rage of Zeus. The Amulet of Uroboros allows Kratos to manipulate time by decaying or healing an object; examples include reconstructing broken pathways and using it during puzzle-solving. Construction can be paused or reversed if needed. The amulet can also be used against enemies to briefly slow their movements. The Oath Stone of Orkos gives Kratos the ability to create a "shadow" duplicate of himself that can depress plates, hold levers, or attack enemies. The Eyes of Truth remove illusions created by the Furies and cast a blinding light on enemies. When certain foes, such as a cyclops or a juggernaut, have been sufficiently weakened, the player may jump on their back and briefly force them to attack other foes. Unlike previous installments, in which behind-the-scenes videos are unlocked after completing the game, these videos are already available from the main menu. If players get close to Polyphemus, he will attack them. Ascension is the only installment in the series to offer a multiplayer feature, which is online-only, [12] and up to eight players can take part. The main objective for players is to take control of a map to earn rewards from the gods. The player takes control of the warrior and aligns with one of the four deities: Ares, [13] Hades, [14] Zeus, [15] or Poseidon. Players who ally with Zeus are magical experts with a focus on space control, although they are balanced by their lack of melee strength. Players who ally with Poseidon are supports with a focus on team synergy and self-sustenance; his synergistic powers can be replaced by more self-defense abilities if desired, although never as much as the other 3 gods. Players who ally with Hades are versatile, unlike the other 3, featuring other unique mechanics such as lifesteal, stealth and curses, making them excellent at controlling the flow of combat, although they can also choose to specialize in certain roles with certain armors or weaponry. Players can create up to three more warriors and have a champion representing each god. Team matches randomly assign players to compete on either the Spartan or Trojan team. The "signature" multiplayer mode is Team Favor of the Gods, in which two teams of two-to-four players try to win by accumulating a target quantity of points. Points, known as Favor, are earned by killing and other methods. When players are not on the offensive, they may help their team earn points by capturing altars, collecting red orbs from chests, and setting traps for opposing players. The non-team version, Match of Champions, is a four-to-eight-player deathmatch with a similar goal to Team Favor of the Gods. A single-player version is also available. Every map features special power-ups awarded by the gods for earning points, such as the Boots of Hermes for acceleration and running attacks. For example, on the Desert of Lost Souls map, the cyclops Polyphemus may attack nearby players and killing him with the Spear of Olympus will grant bonus points for that team.

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Ascension is set in an alternate version of ancient Greece populated by the Olympian Gods, Titans, and other beings from Greek mythology. Game events are set six months after Kratos killed his family, and ten years before the original God of War. The next game chronologically would be Chains of Olympus, which takes place some time between Ascension and God of War. Several locations, including the Prison of the Damned and some real-world locations— including the village Kirra, the city Delphi, and the island Delos—are explored in the game. Kirra is an abandoned village that lost its water supply after its water wheel and aqueduct were destroyed. Other than monsters, the only life is in its harbor, where the tamed Harbor Master guides vessels in and out of the port. Delphi is located in the snowy mountains north of Kirra and features the Tower of Delphi. After activating three massive, mechanical pythons, the Tower allows access to the Temple of Delphi, home of the Oracle. Delos features a Titan-sized statue of Apollo, constructed by the inventor Archimedes to honor the god. Carson, a Spartan warrior who broke his blood oath to the god Ares after being tricked into killing his family by his former master. The main antagonists are the three Furies: The Furies are the guardians of honor and the bane of traitors, who punish those they deem guilty. They were spawned from the eons-long war between the Primordials, the beings who created the Earth. Other characters include the oath keeper Orkos Troy Baker, the son of Ares and Alecto, who was disowned by the god as he was not the perfect warrior that Ares sought; Aletheia Adrienne Barbeau, the Oracle of Delphi with prophetic sight; the corrupted Prophet Castor David W. Collins and his conjoined twin Pollux Brad Grusnick, who usurped the oracle, deciding who can consult her; and the Scribe of Hecatonchires Robin Atkin Downes, the first mortal imprisoned by the Furies who has been keeping records to maintain his sanity. Plot[edit] The game begins with Kratos, who is imprisoned, chained, and tormented by the Furies for breaking his blood oath to Ares. The Fury Megaera tortures Kratos, but he manages to break free. Chasing her through the prison, he discovers that the prison itself is Aegaeon the Hecatonchires, the first traitor of the Furies who had broken a blood oath to Zeus; he was turned into the Prison of the Damned as punishment. Kratos battles the manicomore at the Tower of Delphi. The screenshot demonstrates the new tethering mechanic; it is being used in conjunction with the QTE mechanic. Confronted by Orkos in the Village of Kirra, Kratos is advised that the visions he has been experiencing are mind tricks created by the Furies, and instructs him to find the Oracle of Delphi. The oath keeper reveals that Ares wanted a perfect warrior to help him overthrow Zeus, so Ares helped Kratos against the barbarians to make him into a perfect warrior. Orkos became the oath keeper and did not question the Furies until Ares tricked Kratos into killing his own family. Armed with this knowledge, Kratos takes a ship to Delos. A week later, Kratos arrives at the island of Delos and explores the ruined statue of Apollo. He is attacked by all three Furies and is eventually captured. Orkos appears and frees Kratos, transporting him to another location. After a perilous journey, Kratos uses the Amulet of Uroborus to restore the statue and retrieve the eyes. On completing the Trials of Archimedes, Kratos is ambushed and captured by the Furies, who confiscate all of his items. Back in the present time, Tisiphone and Daemon cast another illusion to deceive Kratos, who overcomes it and retrieves the Oath Stone of Orkos. He encounters the Scribe of Hecatonchires, who reveals that the Furies were originally fair in their punishment, but devolved into ruthless beings because of Ares. She tries to convince Kratos he can live within this illusion if he rejoins Ares, but he refuses. Enraged, Alecto and Tisiphone attack Kratos, who retrieves the eyes, and Alecto transforms into a giant sea monster. Kratos returns to Sparta, where he is met by Orkos. He begs Kratos to give him an honorable death, which will free them both from Ares. Afterward, Kratos experiences the first of many nightmares— previously masked by his bond— and discovers his path to redemption through continual service to Olympus. Kratos burns down his house with the corpse of Orkos inside and leaves, beginning his path towards becoming the champion of the gods. Papy said the game was not titled God of War IV to avoid confusion because it is a prequel, rather than a sequel, to the trilogy. The name was chosen because it complements the story and the additional multiplayer component; according to Papy, in this mode, players are "basically ascending from an unknown hero to a god". Papy said to allow customization, Kratos and other known gods would not be included as playable characters in the multiplayer modes because the developers did not want "red Kratos, blue Kratos, yellow Kratos", and selecting gods would lock players into established roles. This decision was made "to balance the game when players are pitted against each other". Other

established franchises had been criticized for sub-par multiplayer implementations, so Santa Monica felt they had to prove to critics that their multiplayer mode would not be "tacked on". Since multiplayer was new to the team, new staff were hired who specialized in multiplayer, engineering, and design, but Santa Monica did not realize the amount of work required for the experience they had envisioned. Development was delayed because multiplayer mode required several rewrites. The player navigation code had to be changed for online play, which was initially designed for co-op; the team eventually decided this was unsatisfactory, and the changed approach cost significant development time. Development focus switched back and forth between single-player and multiplayer; single-player received less attention while the team were preparing multiplayer for the first press announcement, but when single-player mode was reemphasized prior to its public debut, multiplayer mode suffered. He said that if he had worked on Ascension, he would have incorporated three specific elements: "It looks like another great, impeccably executed Sony Santa Monica game", and added, "If it turns out to be the case that the single player is watered down because of [multiplayer], then I think they have some justification. A single-player demo was shown, revealing new gameplay mechanics and combat systems. Charybdis was recast as the creature that Alecto transforms into during the final fight of the game. He said Ascension was being developed to feature stereoscopic 3D , [52] but it was ultimately cut. Increasing the UV sets gave Kratos a more realistic appearance in Ascension. Papy said he had considered using the goddess Artemis as a playable female character, which would have offered the player alternative combat options. Artemis would have been depicted as half-human and half-feline, with the head and torso of a woman and the legs of a lioness. Artemis was ultimately cut from the game, but Papy said he would like to explore the possibility of using other gods in the future. Ascension was not as dramatic an advance in graphics over its predecessor as God of War III had been: Troy Baker voiced the oath keeper Orkos and is the announcer in the multiplayer mode. Susan Blakeslee reprised her role as the Village Oracle, who makes a cameo appearance as an illusion created by Tisiphone. Players who participated in the Rise of the Warrior social challenge on GodofWar. The beta test ended at midnight Pacific time on January Wade and Sonny said the testing went as expected, "revealing successive layers of issues that we would address, deploy fixes for, and then monitor in a live environment.

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3: God of War: Ascension - Wikipedia

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In October, The Ascension was no longer associated with Rodriguez, as video packages promoting The Ascension with new darker characters only featured the other four Ascension members without Rodriguez. This left Cameron as the sole survivor of The Ascension and he continued to use The Ascension gimmick during his appearances. However the disintegration of the group would prove to be beneficial for Cameron as he would go on a three-month singles winning streak, beating the likes of Jiro and Calvin Raines until he finally lost to Colin Cassidy on February 23. For the majority of their title reign, The Ascension would battle and dismantle local wrestlers in mere minutes with very little to no offense from their opponents. The Ascension began demanding competition in the weeks following, moving up from local wrestlers to various combinations of teams made up from contracted NXT wrestlers. While still disabling and annihilating their opponents week after week, they were confronted by a team of masked wrestlers; El Local and Kalisto, who challenged them for their tag team titles at the second live event, NXT TakeOver. Though they were given their toughest challenge to date, The Ascension successfully defended their gold after hitting Fall of Man on Local. At the event, The Ascension lost the titles to Kalisto and Sin Cara, ending their reign a day short of a full year. That same night, they were in an altercation with William Regal and the debuting Hideo Itami. Beginnings on the main roster [edit] In the main roster, The Ascension changed their look, similar to The Road Warriors. By the second week of their main roster run, Mike Tedesco of wrestleview. However, the Ascension were then interrupted, attacked by and laid out by two other past-generation teams: I have sympathy for Konnor, Viktor. They toiled so hard over the years in NXT and then the main roster management just ruins everything they have worked so hard for. A crying shame to be sure. On the September 3 episode of SmackDown, The Ascension attacked Neville as he was making his way to the ring against Stardust, aligning themselves with Stardust in the process and thus forming a group known as "The Cosmic Wasteland", where in Stardust calls The Ascension his "henchmen". At Night of Champions, Stardust and The Ascension defeated Neville and The Lucha Dragons in a six-man tag team match in the pre-show, but were subsequently defeated in two rematches. At SummerSlam, The Ascension competed in a man tag team match, where their team lost. At the Elimination Chamber pay-per-view, they fought in a tag team turmoil match for the SmackDown Tag Team Championship, but were the last team to be eliminated, losing to the reigning champions American Alpha. At Money in the Bank, The Ascension lost to Breezango Tyler Breeze and Fandango after they claimed responsibility for a vandal attack in their office. On the October 8 episode of Raw, they were defeated by Gable and Roode in a tag team match. After the match, The Authors of Pain attacked all 4 men.

4: Superbook Video - Clip - The Ascension - Watch Online

Depends on the SCP. 's light aversion and flashbang grenades don't mix well. Ascension is about setting some things straight in terms of needs as an SCP game.

5: Ascension - New York, NY

The Ascension of the Lord Lectionary: Reading 1 Acts In the first book, Theophilus, I dealt with all that Jesus did and taught until the day he was taken up.

6: Keitzer - Ascension ()

On the January 9, episode of SmackDown Live, The Ascension suffered a loss to The Bludgeon Brothers, for a while the duo would only appear as supporting characters in Breezango's Fashion Files skits.

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7: Ascension | Definition of Ascension by Merriam-Webster

Grumpy's Amazing Ascension Adventure Extinction - (v) is currently ranked # with 9/70 players online. Click here to view more tracking data.

8: May 10, - The Ascension of the Lord

Battle of Ascension Chapter 9: Slaughtering Demonic Rabbit The next morning at 5 am Randy opened his eyes and woke up, last night he slept early because he wanted to practice this morning.

9: Magic The Adult Choice (@magicfm) â€¢ Instagram photos and videos

Actress Tamera Mowry-Housley and her husband, former Fox News correspondent Adam Housley, searched for information about their niece, Alaina Housley, after a mass shooting took place in Southern California on Wednesday night.

9. THE ASCENSION 106 pdf

The Revolution Will Not Be Televised Revised Ed Depression and Protectionism Places to go with children in Colorado Fundamentals of Nursing Text and Study Guide Package Articles 1 and 2 of the Code : anti-doping rule violations under the Code Guide to European Compressors and their Applications (European Guide Series (REP)) Practical metal-workers assistant . Pt. 3. East Goscote Hundred Pt. 3. Western states and territories. 1905. Run to the Wild Wood (Run Wild) Teaching Global Development Extracts indicating the Nature of the Moral Lessons to be derived from the Writings of Shakespeare. Data science statement of purpose Abortion and ideology Raymond Dennehey March of folly in Afghanistan, 1978-2001 Keepers Of The Sun Malawi: The rubbish dumb Steve Chimombo Participate in Christmas worship Diego Rivera: Artist and Muralist (Fact Finders Biographies: Great Hispanics) Tarzan the lost adventure Work makes freedom Business essentials by albert griffin 11 Ramses Volume 1 the Son of (Oeb Light How to study terrorism in the twenty-first century Deconstructing pain: a deterministic dissection of the molecular basis of pain Clifford J. Woolf Ontario Land Development Aboriginal well-being Under the apple tree Coping with an immigrant parent Kregel Pictorial Guide to the Tabernacle Model The paranoid style in American politics, and other essays Aside on two dimensionalism Star wars aftermath portugues Systems, stability, and statecraft Amid the Fall, dreaming of Eden Textiles and fashion materials design and technology The physics of everyday phenomena chapter 14 France and her new allies Web hosting reseller business plan OEOLGY AND MINERALOaY OF OREGON