

### Length of Text Relating to Each Generation in Ether

No.	King	Block	Passage	Words	Bar Graph
1	Jared & his brother	I.	Ether 1:33-6:27	5,239	
2	Orihah		Ether 6:28-7:2	111	
3	Kib	II.A.	Ether 7:3-9	268	
4	Shule		Ether 7:10-27	602	
5	Omer	II.B.	Ether 8:1-9:15a	1,780	
6	Emer	II.C.	Ether 9:15b-22	290	
7	Coriantum		Ether 9:23-24	103	
8	Com		Ether 9:25-26	78	
9	Heth		Ether 9:27-35	398	
10	Shez		Ether 10:1-4	180	
11	Riplakish		Ether 10:5-8	222	
12	Morianton		Ether 10:9-13a	218	
13	Kim		Ether 10:13b-14	66	
14	Levi		Ether 10:15-16	100	
15	Corom		Ether 10:17	53	
16	Kish		Ether 10:18	16	
17	Lib		Ether 10:19-29	345	
18	Hearthom	II.D.	Ether 10:30	46	
19	Heth		Ether 10:31a	12	
20	Aaron		Ether 10:31b	12	
21	Amnigaddah		Ether 10:31c	13	
22	Coriantum		Ether 10:31d	16	
23	Com		Ether 10:32-11:4a	211	
24	Shiblom		Ether 11:4b-11:8	207	
25	Seth		Ether 11:9	23	
26	Ahah		Ether 11:10	49	
27	Ethem		Ether 11:11-14a	115	
28	Moron		Ether 11:14b-18	152	
29	Coriantor		Ether 11:19-23	119	
30	Ether & Coriantumr	III.	Ether 12:1-15:34	5,195	

Blocks of text in Ether are labeled to correspond with my view that the text of Ether is organized in three major blocks of about equal length, with the middle block (5,694 words in English translation) further organized as four sub-blocks.

One of the main points to be taken from this chart is that Ether gives far more attention to the founding story and the closing destruction story than to any other stories.

The other main point is that, of the remaining stories, more attention is given to #5 Omer's reign, in which the daughter of his son Jared dances for Akish and initiates secret combinations, than to any other story. This is true even if the reigns of #3 Kib and #4 Shule are read together as a single story. This gives prominence to Moroni's warning in Ether 8:20-26, which is located at the center of the longest story in the middle block of Ether.

The solid lines above kings #10 Shez and #12 Morianton indicate that they are "descendants" rather than sons of each prior king in this genealogy.