

**ENTERTAINMENT**

or

**DEATH**

**By**  
**Jerome Ray Wilhite Sr.**  
**and**  
**Billy Wayne Hagebusch**  
**in collaboration with**  
**Francine Morris**

**Entertainment or Death**

**This book is dedicated to God for what He did for me and my family.**

**I would like to thank the following for their support and prayers:**

**The Holy Spirit**

**Barbara Wilhite**

**Raymond Bean**

**Chet Bond**

**John & Francine Morris**

**Jerry Jr, Michael James, Michael Douglas & Cristina Wilhite**

## ENTERTAINMENT OR DEATH

<b>FOREWORD</b>	<b>Page</b>
<b>INTRODUCTION</b>	<b>Page</b>
<b>CHAPTER 1</b>	<b>TV - MOVIES</b>
<b>CHAPTER 2</b>	<b>NINTENDO - SEGA</b>
<b>CHAPTER 3</b>	<b>SPORTS and NON-SPORTS CARDS</b>
<b>CHAPTER 4</b>	<b>COMIC BOOKS</b>
<b>CHAPTER 5</b>	<b>ROLE-PLAYING GAMES</b>
<b>CHAPTER 6</b>	<b>TAROT CARDS/HOROSCOPE</b>
<b>CHAPTER 7</b>	<b>HEAVY METAL MUSIC</b>
<b>CHAPTER 8</b>	<b>BLACK MASS/Satanic Worship</b>
<b>AND FINALLY.....</b>	

## **Foreword**

**Greetings, Dear Reader!**

**In thumbing through this little book, you may have noticed that we have used a number of references to God. We, the authors of this book, are Christians and are humbly proud of that fact. Yet, if you do not share our belief, we do not want you to feel that this book will be of little value to you. Indeed, quite the contrary is true! This book offers something of value to everyone.**

**We do not seek to proselytize or convert anyone with this book. We merely wish to point out the dangers involved in many popular forms of entertainment and to offer a way to escape those dangers.**

**On the other hand, if you find something in this book which makes you want to draw nearer to God, then we rejoice!**

**Bill Hagebusch**

## **INTRODUCTION**

Have you ever considered some of the lies we have been told? Like the check is in the mail, job security, save in a savings and loan where your money is safe, etc. You believe your job or career with a company is secure, or that savings and loan associations and banks are safe places for your money. Then you see jobs being lost by the thousands (cutbacks in military, businesses and government), savings and loan associations and banks closing or being taken over, people and cities going bankrupt. You wonder if there is anything you can believe in. There is, but first you must stop believing the lies of the world and trust in God.

The first thing you need to grasp is the fact that who you really are is a spirit. The body you are in is just a vehicle, like a car. If you see a Mercedes with dark windows hiding the driver cruising down the boulevard, your first thought may be that the driver has money and probably is dressed nicely. But if you see a ten-year-old, smoking, backfiring, rusty heap lurching down the street, you may think the poor person driving the junker is in really bad financial condition. But the truth of both cases may be the reverse. We all too often judge by outward appearances and not by what is inside.

That spirit inside of you is who you really are and it is being made into whatever you want, by whatever you feed it. You are Flesh, Soul, and Spirit. The flesh is all of your senses and the soul is the mind and emotions. So, whatever you feed into your mind either by the senses or emotions is what you will become. Like a car, you need to pump fuel into your body and spirit to run. By eating, you feed the body, and by reading the Bible or hearing the Word, you feed the spirit. If you use cheap gas in your car it may clang a lot and not run very well. The same is true for the body; if you feed it junk you will regret it sooner or later. But if you feed the spirit the lies (things) of the world you will regret it eternally. This is why you need to have the spirit in control, not the flesh.

You have to realize that, until you leave this body for your new body in heaven, you don't really know what you look like. It is like a baby in the womb of a woman. You know it is a baby, but until it leaves its mother's womb, no one knows if it is a boy or girl, or the color of the hair and eyes. The same is true for us, except we can control what we become by being careful about what we put in our spirit. Romans 10:17 says, "Faith comes by hearing and hearing by the word of God", so whatever we hear, listen to, watch, or read will affect our faith.

What does all of this have to do with this book? Everything! This entire book is about the trash we allow into our lives. I want to share with you some things about myself, and how I came to know what I am about to share with you in the upcoming chapters.

In 1969 I was in high school and trying my hardest to get involved in the occult. I thought it would be fun to be a warlock and have magical powers. I did not believe in Satan and I thought magic was either good or bad. I tried for four years to join covens and be a part of the occult but every time I got close, something came between the group and me.

By 1973 I was in the U.S. Air Force stationed in Albuquerque, New Mexico. At this time I had been in the service for two years and had been involved in drinking and smoking pot (yes, I inhaled). Then one day I went to church with a girl I had met. I only went to impress her, but while attending this service I came to know the Lord and was baptized in the body and by water. I never drank or smoked pot after this and

I spent all the time I could in the Word of God (the Bible) until I was offered an early discharge from the Air Force following the Vietnam War.

In 1974 I went back to Houston, Texas, and tried to stay involved in the Word and to live the way God wanted me to live, but the church I attended was not teaching the Word on the level I needed to keep me on the right track. Within a year I had stopped reading the Bible and had started wandering from the faith. At this point I was involved in producing comic book and media conventions. After two years of producing conventions and working in a comic book store, I really began to stray.

In 1982 I produced "The Ultimate Fantasy", a Star Trek stage show, with the idea of putting on rock concerts if it did well. But, for some unknown reason, Ultimate Fantasy failed. I analyzed and reviewed the situation and all of our efforts, but I really could not figure out why this extravaganza had failed. We had even priced tickets as low as \$10.00 for this 4-1/2 hour laser light and stage show, which was an excellent bargain for this type of entertainment.

The following year I was in a serious car accident which resulted in my spending two years in and out of hospitals (mostly in). After receiving a settlement for the car wreck in 1986, I invested in a comic book store that soon grew into a chain of seven stores. We carried all the role-playing, historical and fantasy games, comics, books, and miscellaneous items. But this also failed. Again, I could not figure out why this was happening to me. We were one of the first stores to carry all of the games and one of only four full time comic book stores in a city of three million people. Seeing the other stores prosper, I cut all of the spending that I could. I even advertised heavily, yet I was still not prospering.

In 1989 I started attending church again and my whole family came to know the Lord at Lamb of God Lutheran Church in Humble, Texas. Now, after three years of studying again with people in and out of my church (I thank God for Raymond Bean who had the most influence) whose knowledge of the Word and whose spiritual development were far advanced beyond mine, I have realized what had happened in my past. First, from 1969 to 1973, it was the Lord helping me stay out of the occult. Again, in 1982 it was the Lord helping again. He knew I would have gotten back into drugs and fallen away totally if Ultimate Fantasy had succeeded. He also saw where the comic book business would have eventually taken me if it had succeeded. I am not saying that the Lord caused all of these failures, but I did not involve Him in them or listen to Him. I was doing it on my own accord and, of course, if you do something of your own accord or of man's, you will ultimately fail. If I had involved the Lord, I would not have done a lot of the things I did. If you fail in a venture, don't blame the Lord. The Lord doesn't make you fail, but neither can He help you if you don't listen to Him.

During my period of rebellion from 1978 to 1987, I played Dungeons and Dragons and read a lot of comics, but mainly I was a movie buff. My favorite genre was horror films. If I had listened to the Lord, he would have advised me against these things and I would have done much better with my time and money. But, thanks to the Lord, He did not give up on me and neither did those who were praying for me.

During the period of January 1992 to May 1993, I became aware of how much I needed to learn about the Word and how far off course I was. So in May 1993, after much discussion and a lot of prayer, Bill and I quit receiving product in our stores and by July 3, 1993, we had closed all of our comic book stores. Since then the Lord has taken me even further into the Word and shown me so much that is wrong not

**just with comics, cards, and role-playing games, but also with Television, movies, and other forms of the media.**

**My hope is that, as you read this book you will learn from my mistakes and my 25-year involvement in comics, cards, role-playing games, Tarot cards, horoscopes, computerized games, and the occult.**

**The main thing I want you to get out of this book is to be very careful with the items I cover and don't take anything for granted. Don't ever assume that something is innocent or harmless. I do not write this book on my own, but through the power of the Holy Spirit. Even though it may seem that the media is being bashed, it is not. This book could have been a lot stronger. This book is meant to be an aid to help those involved in the areas covered to see what they are getting into. I hope and pray that this book will be a help to you and your family.**

**Jerry Wilhite**

## CHAPTER 1

### TV & MOVIES

#### Our Minds Are Being Programmed

We're not robots or computers! How can you possibly say that our minds are being programmed? The best place to start our explanation would be with the fact that our brains are like mini-computers, except that our brains are much more sophisticated. From the time we are born our brain starts digesting the information it receives from the five senses. Our senses are the pathways to our computer (brain). We learn to sit up, stand, walk, talk, and so forth, based on the information fed to our brain. Our brain takes that information and puts it to immediate use or stores it for later use.

In school we start learning (being programmed) with the "three R's". If you don't think this is programming, consider this: if you learn  $2+2=4$ , then in your mind no other answer other than 4 will be right. But if, while you were in the first grade, your teacher told you  $2+2=5$ , you would believe it, mainly because there is nothing for you to use to dispute this answer. So, as you can see, we are programmed, just like a computer, because if you tell a computer before it gets any other information that  $2+2=5$ , then the computer will only recognize  $2+2$  as 5. Another example is our concept of the earth's shape. Before it was proved that the world was round, people believed, through teaching, that the world was flat. We know this to be false, but if we could go back six hundred years or more we would find people who would laugh at the idea that the world was round and who would argue that point until they turned blue. This is because in their learning (programming) process they were told the world was flat.

Let's look at how we are programmed. First we are programmed by our senses. When we touch something we recognize it by the way it feels as well as by how it looks, smells, and sounds. We often use more than one of the senses to figure out what we have encountered. Our brain receives data from these senses, combines the information and logs the result in its memory. Then the next time we touch that item our brain pulls up that sensation to find out what it was the first time. Our other senses confirm what the brain is saying. The same goes for the other senses. Each one plays a part in its own way of sending information to the brain. But, you will notice that the two senses you rely on the most are sight and hearing. We learn to walk and talk mostly by what we see and hear. In school, we learn by seeing or reading and hearing. In the Bible, in Romans 10:17, we are told that faith comes by hearing (or reading) the word. There, also, the senses play a big part in our faith.

Now we realize that we can be programmed. We know that our brain is what is being programmed, and that the pathways to the brain are our five senses (the keyboard to our programming). We also see how things we see, hear, touch, feel or smell are programming us (typing on the keyboard to give us commands or instructions).

Like a computer, our brain takes whatever is put in and retains it until we purge it or use it. There is a saying among computer programmers, "Garbage in - Garbage out". This means that if you put the wrong information (garbage) into your computer, you will get the wrong results (garbage) back out of your computer. The same holds true for us: the more trash we put in, the harder it is to get anything else out. For example, if you have been told all of your life that there is no God, then you will believe this no matter what you see or hear (unless it comes from God). If you see

a miracle, you will use a worldly explanation to justify what has happened and to reaffirm your stand that there is no God.

Okay. We have accepted the concept that our environment has programmed our minds. Now let us look at how the world has been programming and re-programming us during the last sixty years. In the thirties, movies with sound (talkies) were invented. In that decade alone we had movies such as Frankenstein (man creates life and then the creation rebels and overpowers the creator). Compare this story to how Lucifer (the creation) attempted to overcome God (the Creator) and become God. Then we have Dracula (a being with power over animals, life and death). This is another story of creation trying to take control. Now look at the Wizard of Oz (a tin man, a scarecrow, flying monkeys, witches, and a talking lion). In this children's favorite a man, who is a wizard, is going to give a heart to the tin man, a brain to the scarecrow, and courage to a lion. Do you see a pattern forming? Each of these popular movies echoes the theme of the creation attempting to wrest power and control from the creator. These are just a few of the movies that came out in the thirties.

By the forties we had true-life stories of heroes from the World Wars such as "The Audie Murphy Story". Now start mixing the true-life stories and the other stories we could relate to with the horror films and we see our brains being fed a little reality mixed with a lot of falsehoods.

By the time the fifties were over we had movies about space, monsters from space, movies about all kinds of UFOs, and other science fiction movies. Remember, too, that in the fifties the space age was starting and people who were watching the movies also were watching the news reports of our progress into space. Now even more of the falsehoods and lies were mixed with the truth (fear is now being introduced).

Throughout the sixties, seventies, eighties and nineties, the movies became more and more sophisticated and mixed ever-increasing amounts of the lies (worldly things) in with the truth. So, by now people believe that in the future there will be a federation of planets (of course there is still no proof there is other life out there). More people are acting violently toward each other and are more self-centered. Who do you think wants this, God or Satan? Satan, of course. God wants us to show love and compassion, not hate and fear. If you look at the movies that have come out over the years you can see how, with the passing of time, we are acting more like what the movies say we are than we want to admit. The fear has taken over and we are acting like trapped animals. In the succeeding chapters of this book I will give even more examples of this frightening trend.

### **Television Invades Society**

Satan has used television and movies to separate us from God. To accomplish this, he had to start reprogramming us from a society that would not accept X-rated and violent films to a society that lives on them. These changes did not happen overnight. They were very slow and subtle so we did not notice where Satan was leading us.

You don't believe that movies and television affect you? Then why do advertisers spend billions of dollars on advertising on television and even more money getting their product into a movie? This is all done to sell product and it must be working because the companies are still advertising in both.

Now let's look at what else has helped us to be programmed. The Tel-A-Vision. Yes, I know I misspelled television, but I did this on purpose to make a point. Let's sound out this word. "Tel" is a form of "tele", meaning "from a distance". The word "Vision" means something seen supernaturally. These words together then mean remote-controlled supernatural sight. The point is, whose vision are we watching and following? Earlier I stated that we are being programmed with lies and one of these lies is that there is hope only through man and technology. So, don't worry if there is a problem today, there will be a pill tomorrow to solve it.

What has television done for us? It has filled three to five hours of our time each night with shows that tell us what life is and how we should live. But we are so busy watching television that we don't live; we exist. TV also tells us what we should buy and that, if we don't buy the right product, we won't be happy or fulfilled.

The television offerings of the fifties were mostly sitcoms (situation comedies) and talk shows, with a few game shows and the nightly news. Some say that radio gave birth to television and that television of the fifties was just radio with pictures. If this is the case, then the public was being seduced and programmed by the radio programs they heard as far back as the twenties. Add to that the programming that the movies were starting to do in the thirties.

In the fifties people who owned televisions started watching comedy shows during the dinner hour and justified it by stating that humor was good. Humor had started to steal our family time, but this was not enough for Satan. Not enough homes had a television yet, and in those homes that did have a set the people were not always watching it like he wanted.

In the sixties television took on a whole new image with more news programs and with new shows that were more diversified. During the Vietnam War news broadcasts about the conflict started coming directly out of Vietnam. These broadcasts would graphically show the gruesome acts of war while the public ate dinner. If someone had a friend or relative in Vietnam or were afraid that someone they knew would have to go to Vietnam in the future and were concerned about them, then they watched the six o'clock news.

This was the beginning of dependency on television. Since the news is on between 5:00 p.m. and 7:00 p.m., if you want to eat dinner during this time and still watch the news, you had better eat in front of the television. This is where we started losing family time nationwide. Prior to the intrusion of television, most people would talk about their day during dinner. When dinner and discussion around the dining room table were replaced with quick bites watching the TV news, the break-down of the family began. After nearly ten years of watching the news at dinner for information about the war and other current events going on in the nation or the world, we had become so programmed that when Vietnam was over we continued watching from habit.

But then, of course, Satan made sure we continued watching. The Watergate scandal occurred right at the end of the Vietnam conflict and this kept the public glued to the television. After Watergate came the ever-changing political stories and scandals from the White House. Then came the fuel embargo, followed by even more global and national concerns. Satan worked overtime to keep us glued to the news so that we would not talk with each other or visit neighbors.

Let's not forget that television broadcasts did not end when the news was over. Usually there was a comedy show or some other form of escape to take us away from all the problems of the world we had just watched on the news. We

justified watching these programs because we were so depressed by what the news had shown us. Don't you think that is what Satan wanted? Now the public was being programmed by shows that showed life with no major problems that man could not solve, and that life was about the things you owned and life always had a happy ending. When the public started realizing that their lives were not like that, they started buying things to make them happy in order to have the same happy ending they saw daily on television. Of course this brought on debt, longer working hours, second jobs, and desperation, but no happiness.

### **Sex, Drugs, and Violence**

By the late seventies the movies and television were telling us that sex and drugs were the answer to our problems. Many of the major stars appeared in parts that showed people enjoying life going from one bed to another and doing drugs. When the public tried this and realized they still were not happy, they looked for an excuse and put the blame on their spouses. The divorce rate soared.

During this time, parents started relying on television to provide entertainment for their children rather than overseeing and playing with their children themselves. Children were being raised on Bugs Bunny, Mickey Mouse, and Popeye cartoons.

In the eighties television started showing the darker side of life and how much fun it was to stray over the line and live dangerously. TV told us this was the way to fill that void which television created in the first place. Open and casual sex was promoted and pursued relentlessly with resultant sexual diseases such as AIDS. Homosexuality became more open. We were living more dangerously because we were moving very quickly away from God and doing all of the things that had brought condemnation on the world in the days of Noah.

In the nineties television started telling us how bad things are and that it is all because we don't care enough. Furthermore, television declares that we should not condemn anyone for what they do, even if we disapprove of their actions. Of course, if something feels good and does not hurt anyone else then it is okay for us to go ahead and do it. Television, the movies, and even music are being used to tell people that STD's (sexually transmitted diseases) such as AIDS are victimless diseases. These diseases are not merely the problems of the practitioners of illicit and perverted sex and users of illegal drugs, but are really the problem of the population at large. Furthermore, the general population is blamed for the spread of these diseases because they fail to fully embrace the practices and don't understand the rights and needs of those people who spread the diseases in the first place. Television's message in the nineties has been very simple: "It's your fault, America!"

During this time, parents almost totally turned over the care of their children to the ubiquitous television. Laura Beil recently reported that a study by the Corporation for Public Broadcasting indicated that "when children have their own rooms, half also have their own television. They watch it a lot - on average more than 22 hours a week. As if that were not bad enough, television has been becoming more and more risqué in all of its scheduled programming. Now our children are being brought up by the X-Men, the Mighty Morphin' Power Rangers, assorted other vicious mutants and magic wielders, as well as some more-or-less traditional cartoons. These cartoons and other shows the children watch show countless acts of rage, fury, vengeance, and uncontrolled outbursts of violence.

The outlook our children receive is one of violence. If you don't believe so, compare the children raised before television and movies and how little violence

existed in their day as compared to the children today and the avalanche of violence which seems to be overwhelming our society. Here are two recent examples. Two young children, both under the age of nine (9), killed another young child, aged four (4), in Great Britain a while back. They kidnapped and beat him to death, then casually abandoned his body. In New York, a young teenager, Eric Smith, aged thirteen (13), was convicted of murder in December 1994. He was tried as an adult for beating and choking to death an infant who just happened to come into his presence. The boy felt an unsurpassed rage and helplessness after having been taunted by a group of men earlier in the day. He may get psychiatric help while he's in prison, but that will not erase the senseless tragedy that occurred. Where did he learn his behavior? Unfortunately, he learned it from that very pervasive, one-eyed baby-sitter, the television.

Isn't it obvious? Satan wanted us all in front of that television as much as possible. He knew if we did not talk to each other, we would grow apart. Eventually we not only would not know our neighbors but would even become afraid to go out at night because of all the violence we saw on TV which we accepted as real. Spending all that time in front of the television also kept us from reading the Bible. Of course, in the sixties, the Supreme Court threw prayer and Bible study out of the schools. So as violence, crime, and our fears have increased, our time with God has decreased.

We increasingly believe that which is said on television and, if that is not enough, it's being reinforced by the movies. New movies are coming out almost daily. Their subject matter at best is well below what our standards were in the forties. Whatever happened to visiting our neighbors, sitting in the yard and watching the kids play, reading the Bible, or discussing the day at school with our kids?

Can you see how television and movies have robbed us of our freedom, caged us in our homes, and even chained us to the television set? If you even think about turning it off, some crisis comes up to get you right back in front of it. People we don't even know have programmed us. If you don't think that Satan wants you to be in front of your television, then ask yourself one question: why is there so much available to television (hundreds of cable channels, videos and video game systems)? If you don't believe that you have been programmed, turn your television and radio off for a week and visit with your family. Don't be shocked if at first you sit there with nothing to say. It takes a little time to develop conversation when you are used to being plugged into the television and being conditioned by its programming.

I can now reflect back on my two teen-age boys and how they were being developed (programmed) into accepting violence at as early an age as three years. This is when they started watching cartoons. In the average cartoon, there is at least one act of violence each minute.

They spent years watching cartoons and watching some of our prime time television, where sometimes the acts of violence went up to as much as three times in a single minute. As they got older and began to watch programs like The Simpsons, Beverly Hills 90210, and M.T.V., as well as movies like the Terminator or Predator, our boys were primed for even more violence.

Social scientists and the witness of our own eyes show us that violence in America is skyrocketing. Violence in society is mirrored by the violence depicted on television and in the movies. Some have argued that just the reverse is true; that violence in society reflects the violence depicted in the entertainment media.

As I grew up, television was brand new. Our family did not have one until I was almost ten years old. Since then I cannot remember being without a television or

going very long without watching. Now it is common for people to have two or three or more televisions. We can't escape the television; it has invaded our bedrooms, our kitchens, and even our children's rooms. How is it that we have allowed this box that was to give us information and entertain us, change our lives and chain us to it?

Hopefully you can see some of the problems with television, movies, and videos. Try turning them off and visiting with your family and friends and using the money you save for other things such as giving to your church. If you cannot go a week without television, maybe you will believe then that television is an addiction and you can see just how much you have been programmed by it.

In future chapters I will show how my sons and another boy got caught up in this downward spiral of programming. You will see how they progressed from sports cards to comics to role-playing games to heavy metal music with all of the addictions, which are promoted by each of these "harmless" activities.

## CHAPTER 2

### NINTENDO - SEGA

#### The Electronic Intruder

There is an intruder in your house. It stalks you and every member of your household like a demented serial killer. From the coffee table or TV stand, it reaches out with snaky tendrils to grasp your body and soul to snatch them from life and plunge them screaming amongst the terrors of its hidden chambers. Your community has been overrun by legions of these clever fiends. These slickly disguised monsters from the depths of Hell have invaded even your church.

Aside from television and the telephone, no other small device or appliance has had a greater drastic life changing impact upon American society than electronic games, Nintendo and Sega in particular. Over 50 million households in America have one or both of these devices. Over 90 percent of the school children in America have played at least one game on one of these machines. Nintendo reported that it sold over 500,000 copies of its Donkey Kong Country game cartridge between November 21 1994, and December 5, 1994! That is one-half million game cartridges sold in two weeks. Old-fashioned pinball games have gone the way of the horse and carriage have been replaced by the Nintendos and Segas and their big brothers, the coin-operated electronic games found in every mall in America. In this chapter I will show you the problem(s) with Nintendo, Sega and all computerized game systems.

Television isolates us from the world, but what about game systems and computers? These games involve one player, and only one player, most of the time. It makes me wonder why Satan wants us so isolated. Could it be that if we are not isolated, we may cause him trouble? If we aren't so isolated, we might find out there are better and more fun things to do, and that our neighbors are nice people. We might even find out that all the fear promoted on television is not real, but manufactured in order to give the streets to the wicked and to keep us caged.

The average Nintendo game player is ten years old, while the average Super Nintendo game player is eighteen years old. If you have not sat down to a Nintendo game like Zelda and spent hour after hour of trying to get by the end guy to get to the next stage, then you may not understand the frustration level involved in some of these games. Imagine spending two to four hours trying to get through a level only to get killed and having to start over, all because you did not save your game. Or you did save, but you still have to redo some of the work you already have done once, or twice, or even more times. This is only one of many stages you have to go through. Each stage gets a little harder.

Zelda is a computerized game version of Advanced Dungeons and Dragons. The main difference is that you can play Zelda any time you wish. You do not have to have other players and the dungeon master is the computer. You go around building up your experience points by killing anything that moves, so your life can go up a level. This gives you more power to KILL bigger and meaner creatures and when you get your life high enough you can take on the end guy at each level. Another reason you kill in this game is to STEAL the gold the creature had so you can buy the things you will need. So far we see that the only way to advance or get money is to kill everything in sight. Another item you obtain when you get enough experience points is another heart. These hearts can be found by searching for them. The hearts you collect give you extra life and the only way you can find them is to start fires or to DESTROY things that might be covering them. As you can see, that same old theme

of steal, kill, and destroy even permeates the Nintendo games. The author of this theme is Satan.

If Zelda is not enough, Nintendo has brought out two sequels to Zelda. There are at least a dozen variations on the Advanced Dungeons and Dragons game as well as a Nintendo version of Advanced Dungeons and Dragons.

Another problem with Nintendo, Sega, and other video games, is that parents are using these games along with television as a baby-sitter. That is frightening. They have no idea who programmed these games or who wrote the TV program the child is watching. This is like going out into the street and asking the first stranger you see to come into your home and take charge of your child. Parents know nothing about the people who create these games or programs, yet they trust them to be a positive influence on their children.

When video game systems first came out in the seventies and were played by the parents, they were very simple and usually sports related (Pong). As time went by and new, more sophisticated systems came out, parents didn't keep up with them as much. Most parents will look at one or two games and then take for granted that all of the games are harmless.

Typically, the parent(s) have had a hard day and all they want to do is relax in front of the television set. Even the games I have mentioned look harmless enough until you play them for a while. Now imagine a ten-year-old latch-key child who spends the time from when he/she comes home from school until the parent(s) get home doing nothing else but playing games like Zelda. Again the problem with most of these games is that you don't even know the programmer responsible for the game or even what the game is about. At least in Advanced Dungeons and Dragons you can meet the dungeon master and find out if this is a person you want your child to spend time with. Some of these games are so involved that to find out what is really in them will take hours of play and then it could be too late.

Another game that presents a serious pitfall is Mortal Combat, which is made for almost every game system and computer. This game is about as graphic and bloody as games can get. The player chooses to play one of the many characters available. Then the player fights the computer's selected character and the fight goes on until one of the two is dead. During the fight, you will see blood gushing from the fighters and, during the kill, the victor rips the head and spine from the loser. The only thing you do in this game is fight, either hand-to-hand, with magic, or with weapons. Nintendo has a slightly tamer version of this game called Street Fighter. The whole object of these games is to kill or be killed.

One of Sega's problem games is Phantasy Star. This game is similar to Zelda, except in this game you control four different characters and each one has different abilities (magic, weapons, healing), much like Advanced Dungeons and Dragons. This game is set in the future where an evil person with magical powers has taken over. In this game the evil person has control over four planets. You have to use technology, magic, and violence to conquer the evil person. You advance in levels the same way as in Zelda and you have the same need for killing for the same reasons as in Zelda. Sega has added two sequels of this game to their line. Like Nintendo, Sega has at least twelve other games that play along the line of Advanced Dungeons and Dragons.

If this is not enough violence, there are hand-held games for both Sega and Nintendo. These hand-held games are battery powered so the child doesn't have to ever be without a game. The Nintendo/Sega-playing child is no longer bound to the

television set and the game console. The child can now watch and participate in violent actions wherever he/she goes.

We have talked a lot about Nintendo and Sega and rightly so, but they are not the only gaming systems available.

### **New Games, More Stuff, More Money**

The newest game system on the market is CD International. When you see their ten to fifteen minute info commercial, you will understand the problem. In the commercial, you see a man talking to a wall in a room like the basement of a building. The Wall, as it is called in the commercial, asks the man if he wants to know the meaning of life. After promoting the CD International system for eight to thirteen minutes, the commercial makes the meaning of life clear: it is to play games. This game system supposedly has more graphic capabilities than all the others and is supposed to be educational. Isn't this just what we all need, another, even more expensive way to frustrate ourselves and our children?

Still another problem with Nintendo is the Game Genie. It is a device to cheat. This device will give you unlimited men, armor, weapons, lives, or magic. Why play a game if there is no challenge, except to waste time? So, all this device does is teach our children that it is okay to cheat if all else fails.

The last problem I will discuss about these game systems is the cost. It costs at least \$100.00 just to buy the basic system. All this system does is play the games you buy at an additional cost of \$35.00-\$75.00 per game cartridge. Just imagine the cost of a game system and twenty games (most kids have that many)! What could you do with the \$800.00-\$1,600.00 that system costs? You and your family could take a vacation, buy four racing bikes, buy between forty and eighty board games, or donate half to your church and still take a vacation. Instead, all of this money was spent on games that, as soon as the challenge is gone, are put away or sold for a fraction of their original cost.

I know this is true because my sons were seriously involved in Nintendo and Sega. They had Nintendo, Super Nintendo, Sega, Sega Genesis, and Game boy. It took them an average of two to three weeks of play to beat the average game and become bored with it. Then they would sell their old games to raise money for new ones. Reflecting back now, I can see how, when they got a new game, that they were consumed with it. If Nintendo Power magazine came in, they were consumed with it. That was all they talked about. This started at age of eight for Michael and nine for Jerry.

Two of my sons were playing Dungeons and Dragons, Battletech, and other games, as well as being involved in Nintendo and Sega. When I started getting my life in order, I also started limiting what they could do as well. We had a family conference and the hardest thing for the boys to drop was not cards, comics, or role-playing games. It was Nintendo and Sega. So, if nothing else, learn from our experiences and control the games, or, better yet, get rid of the games altogether. If you still want the games, get those which are based on the Bible.

We give up Death and Destruction to follow Christ. Why would we then want to play games that are based on, and glorify, death and destruction?

I have talked at length about the spiritual hazards presented by these games. There is a physical danger as well. Dr. Elaine Urbina of Tulane University School of

Public health in New Orleans stated recently that, "We think that Nintendo is making them (children) fat, and being fat is bad for your heart." Research, which Dr. Urbina presented at the 1994 annual meeting of the American Heart Association in Dallas sited major concerns among American physicians over the obesity and physical inactivity of American children. Prolonged periods of obesity and physical inactivity are major factors in heart disease and in heart attacks.

## **CHAPTER 3**

### **SPORTS and NON SPORTS CARDS**

#### **Don't Tell Me There's A Problem With Baseball Cards**

In this chapter we will look at the evils and downfalls associated with sports and non-sport cards. Yes, I know some of you are out there shaking your head asking what can be wrong with baseball cards. But, look at what we are told by the Lord about having idols. In the pages that follow, I will show how even baseball cards become idols.

What is the difference between non-sports and sports cards? That's easy. Non-sports cards deal with anything that is not sports related (serial killers, comic books, Dungeons and Dragons, etc.).

Most children and adults start with collecting baseball cards, usually of their favorite players or teams. At this point they have already taken the step down the path to destruction. You're thinking, "no way". I can hear you! I have to warn you that, even though at first, it may seem to be a harmless and fun hobby, it will lead six out of ten people into comics, then into role-playing games, tarot cards, fortune telling, and eventually into Hell.

#### **Collecting and Greed**

The following scenario is real. It is a compilation of events the authors have witnessed a number of times in their stores. The details change from story to story and each individual decides for him or herself when it is time to quit. Some people are strong enough to break it off very early and some people never do escape.

The collector starts off with a wax pack of cards, finds a card of a player he/she likes, and discovers that all the statistics for that player for that year are on the back of the card. It seems to be a great way to keep track of players' and teams' statistics for any one year. Then after collecting this card the collector will need cards for other players on the same team or he will need cards for the earlier and later years of this one player. After buying pack after pack of cards he starts filling in holes in his collection. Eventually the collector has to seek out card stores or other people for the missing cards. Since it is hard to find people who have just the card that is needed, not to mention the difficulty of finding another collector, he ends up in the card store after all.

The problem with this is that most card stores buy the cards in cases for about \$300.00 per case. A case usually contains twelve boxes with thirty-six wax packs per box and about six to ten cards per pack. So each card cost the retailer about 8 cents. The retailer takes the super cards from these cases (maybe one to ten cards) and prices them at anywhere from \$10.00-\$100.00. Next the retailer takes the above-average cards (usually fifty or more cards out of the case) and prices them at \$1.00-\$5.00. The retailer typically prices the rest of the cards at 25-75 cents each. Now the retailer can receive between \$1,250.00-\$5,000.00 for this \$300.00 case of cards.

Along comes the collector who is looking for just a few cards, expecting to spend a couple of dollars and finds out that the price is much higher. Now the retailer's greed infects the collector. He begins to think that he could make money with this new hobby if he started buying in higher volume.

After many shopping sprees through all kinds of stores buying everything from wax packs to boxes of cards and spending hundreds of dollars, the collector has to sort through all of the cards. He then realizes he doesn't have any idea what the cards are worth. He goes back to the card store to buy a price guide (another \$3.00-\$5.00). Back home, after checking all the cards against the price guide to see what each is worth, he realizes he doesn't have any way of storing all of the new cards or of pricing them, since he doesn't want to damage the cards with a price tag.

The collector has to return to the card store for card sleeves and card albums (another \$10.00-\$20.00). Now, after getting all the cards in sleeves and in the album, and after pricing the cards, the collector has to find customers for his now considerable investment. Often the collectors will go back to the retailers and sell them their collections for an average of 25 cents per card. Yes, the retailer will bait them by offering \$3.00-\$5.00 for certain cards, but he only gives an offer for the rest that figures out to 25 cents a card overall because most of the time the retailer doesn't want the cards back. So the collectors sell their collections for probably break-even cost or less, in most cases. But even if they had doubled their original investment, which is extremely rare, they would still lose the investment in the card sleeves, albums, and price guides, not to mention all the gas and time they spent shopping for the cards in the first place. At best, they may make an average of \$4.00 an hour.

Okay, I know you are wondering what all of this has to do with you since you only buy the cards you want to keep and you buy them for the statistics only, not the financial value. But, can you see how the investor starts getting false hope in the cards, expecting to find that one card that will sell for hundreds or even thousands of dollars leading to delusions of false financial security in the future? When it doesn't come, the collector is shattered. Misplaced hope is one of the major things that can destroy faith. For those of you who think that this will not happen to you, consider this. How many hours do you spend with your cards? How much money do you spend to have a picture of a player whose statistics you probably already know?

### **Cards and Idols**

Even with a few cards you are already starting to idolize a player, not because he is an average player, but because he has been blessed with a gift. He excels in the position he plays or he is a great batter. How often do you see the average player's card sell for \$5.00, \$10.00, or more? How often do you see a collector worried about the average player's card? Doesn't it take a whole team to play the game or to win? Have you ever seen cards for a choir member or a police officer? How many boxes of cereal or commercials feature an accountant or salesperson? You don't see them because the advertisers and the card companies say that only certain people are salable. This is because we don't idolize accountants, salespeople, choir members, or ordinary people.

An idol is any object that comes between our God and us. When you know that player better than your Lord, you are idolizing that player. Eventually you will be collecting for financial gain, and that's another form of idol worship. Many times I have seen a person starting off with only one or two players in his collection and end up with hundreds or thousands of cards.

The average sports card player spends more time with his cards in a month than he spends in reading the Bible or in prayer in six months. This is the first problem; it takes their time from God. The second problem is that he starts using money he should be tithing to buy cards, making him a robber of God (Malachi 3:9) and bringing a curse on himself.

Then there are the people who go into a card store, see an expensive card marked wrong, or who maybe even take the tag off, and buy it knowing full well that what they are doing is wrong. They will justify it to themselves by thinking that the store overcharges and that they have spent enough money in this store to make up for a discount of this size. So, now they are not just robbers of God, but of man as well. What will be next? How about losing a friend because they thought their friend damaged, destroyed, or stole one of their cards, when in actuality they damaged it or misplaced it themselves. Now they have put that card even before their friends or, even worse, their family. If you don't believe me, take a close look at a collector and how they treat their collection.

### **Statistics And All Of Those Funny Numbers**

Now for those of you, who don't know what the statistics on a sports card are, they are the bits of information about the player's skills and achievements. These statistics will show the player's times at bat, home runs, pitching results, touchdowns, interceptions, and so on, as well as their height, weight and other personal information.

Let's take a look at the child or even the adult who has a certain player he admires and spends considerable time reading the player's card. Suppose one day there's a news story about this player either being a homosexual or on drugs. This collector is now either going to be astonished and maybe even discouraged by this, or may just start thinking this is an acceptable way of life. Maybe later on in life, this person might try some drugs or become sexually active in ways he shouldn't because of the seed placed in his mind early on in life by the player who was idolized.

You may think I am coming down on sports and trying to get people to stop watching or participating. Not true. I believe that if people watch sports for enjoyment's sake and do not boost players higher than they should be, they will not be let down or get into trouble.

### **Non-Sports Cards**

By the way, did you know that there are cards out there made for serial killers with their gruesome statistics on the back and the victims on the front? Or how about Hitler cards, or Dungeons and Dragons cards with spells on the back? Then there are the sexually oriented cards that range from cheesecake to total nudity. Just imagine what these cards will do to children after they spend two to twenty hours a week looking at them.

Let's not forget about the comic book cards. Think about the fact that most comic book heroes are super-powered or mutants. They don't exist, but try telling a child that. The child will protest that they couldn't have statistics if they didn't exist. Their cards show all of their statistics: how many people they have killed or injured, their abilities, and a lot about their personal attributes. If you doubt that kids and some adults believe these characters exist, just listen to how they talk about them. Believe it or not, more than half of all sport card fans end up buying the non-sport cards and then start buying comics based on these cards. It is really sad to see seven to eighteen year old youths spending hours-reading cards about serial killers, Hitler,

and mutant super heroes. Now imagine how this is affecting their soul and their spiritual makeup. Remember where faith comes from?

Let's review a little. First an individual starts with one particular card and then branches out to other players, teams, and other sports (such as basketball, football, or hockey). Then greed strikes when they realize that there is money to be made. They even get into the non-sport cards because that is where the real money is. After dealing with comic book cards or Dungeons and Dragons cards, they get interested in these two areas.

Are you starting to see how cards can be a problem? How about the fact that collectors spend anywhere from two to twenty hours a week on cards? How about the money they spend? It can range from an average of \$3.00 for a simple wax pack to hundreds of dollars a month for special collectable card sets. When you become involved with something that keeps your mind in the world on a regular basis and does nothing to lift up the Lord, then you have a problem. If you really want to invest your money in something, why not invest in your church and watch what God can do with your money through the church? This is an investment that is secure and has a guaranteed return.

#### **We Meet John**

A nine-year old boy named John came in to a comic book store to buy baseball cards and found a comic book about baseball. After buying the comic and reading it, he bought other sports-related comics. By the time he was ten years old, he was buying super hero comics, and within a couple of years he was more interested in comics than cards. In later chapters, I will show you how this John continued to move from cards to comics, from comics to role-playing, getting in deeper and deeper all the time.

## **CHAPTER 4**

### **COMIC BOOKS**

In this chapter I will give you a brief history of comic books, the traps they lay for the unwary, and where they lead.

#### **The Early Years of Comics**

Comics began in the 1920's as comic strips in newspapers. By the late 1930's they were in what were called little big books (hardback books about 2 by 3 inches) and in the form we see today, except they were magazine size. The early form of comics, especially in the 1930's, was a great escape for the years during the depression. The art and story would be considered very simplistic by today's standards. The main story was of a super hero saving the city or the world and all the comics, whether they were western, super hero or action, depicted good versus evil with the good guys winning. Good was easy to see and understand. By the 1950's, comics were plentiful and growing, with over 500 titles published each month.

In the McCarthy years comics were attacked as communistic propaganda. The sales of comics dropped nationwide because people feared they would be brainwashed. By the 1960's, comics hit a whole new generation, the baby boomers, and started growing again with as many different subjects as there were in the book industry. With the 1970's, came what was called the underground comic. This comic

was a little more risqué in subject and art, dealing with sex, drugs and the problems of the day. By the mid-1970's, comics started losing readership. All of the stories had been done at least twice by this time. Comics continued to drop in sales from the mid-1970s until the mid-1980s.

By 1985 the comic industry was starting to see a group of people who needed more attention, the high school and college students, and started writing and drawing comics for this group. Some of the comics that were developed in the 1980's had black and white art for more detail, more sex, more accurate sexual drawings, more violence, and more politically correct stories. The mid-1980s gave us such books as a seventy-year-old Batman coming out of retirement accompanied by a teenage female Robin. Another of the books from the mid-1980s was a book called Teenage Mutant Ninja Turtles, a parody done by two fans who were tired of all the mutant story lines.

Now in the 1990s, there are comics done totally by computers and comics with hand painted panels. The industry faced the difficulty of making comics more believable and the best way to make comics more real was to make the art look more like still photographs than cartoon drawings. The story lines have also become more sophisticated. Some of what were known as underground comics in the 1970's are now totally X-rated comics with titles such as "XXXenophile" or "Omaha the Cat Dancer". Some writers and artists were trying to replace people with animals in the stories in these X-rated comics. Also in the 1990s new gimmicks have been used such as multiple covers, metallic covers, 3-D covers, and hologram covers.

#### Senator Joseph McCarthy Was Almost Right

Before we get into the next part of this chapter dealing with the problem(s) with comics, I need to show you some of the ways we have been brainwashed since our youth. As I stated earlier, movies and Tel-A-Vision have been brainwashing us since the early 1920s.

I will give you some examples: "Frankenstein" hit the movies in the early 1930's. This was an adaptation of Mary Shelly's book. In this movie we see man creating life and when this creation rebels, the creator is in fear of his own life. Now, can you see God being in fear of us? Maybe you could see Him in fear for our salvation.

In the 1930's, "King Kong" terrified New York, but at the end we all felt sorry for this big ape that was taken out of its natural habitat. Later "Bambi" painted man as the bad guy; one of Bambi's friends was a rabbit by the name of Thumper who quotes "If you have nothing nice to say, then don't say anything at all" or "I know I have to eat my greens first." Lines like these made us raise the animals in this animated feature to the same level as humans. So by the time man is introduced you have real feelings for the animals and, of course, when man is mentioned, he is done so in a negative and violent way. You never really see man, but you do see what the movie depicts as a result of man. Such things as fire, guns, and death were portrayed as the wretched tools of a beastly mankind.

Applications for deer hunting licenses went down 80% the year "Bambi" came out. During this same time we see other cute animals that are constantly making man look violent or like an idiot, while making animals more lovable. Then when you get cartoons with the animals being violent to each other (with as many as five acts of violence per minute), this starts desensitizing us to violence. By the mid-1970s our horror and science fiction/fantasy films were becoming more realistic with each new film. These new films were showing us how to murder and destroy in new ways, not to mention how much more of the act was shown and how realistic they were. So by

the eighties we needed more and more to scare us and to keep us glued to our seats. Haven't you noticed how films that in your youth scared you are now almost a joke? It's like learning algebra and then trying to figure out why the early math problem of  $2+2 = 4$  caused you so much difficulty.

This is because your brain is a form of a computer, the best ever designed. Whatever goes into your brain via your seeing, hearing, feeling, or smelling is programming your brain and, eventually, your personality. So if you are like a computer and you watch movies and television (Tel-A-Vision), then the producers, writers, and actors who are making the shows you watch are programming you. There is a saying in the computer industry, "garbage in, garbage out" and that is what you are doing: putting trash in. What you watch affects you. Here are a few more examples. Clark Gable, in the fifties, took off his shirt in a scene in a movie, revealing his bare chest, and the following year undershirt manufacturers reported a drop of more than 75% in undershirt sales. Also in the fifties, James Dean starred in a film where he slashed a tire with a knife. In the following months, rashes of tire slashing broke out in areas which had never had this happen before.

More recently, the movie, "Program", had a scene where some young men laid down in the middle of a busy highway. Right afterward some college students tried this and one was killed. So tell me the media is not programming us.

The average eighteen-year-old today has seen 70,000 acts of violence in his short life. Seventy-five years ago the average would have been ten in a lifetime unless they served in a war where then it could go up to the hundreds, but nowhere close to 70,000. The more you associate with a particular thing (violence, sex, and drugs) either through the media or in person, the more you will resemble that with which you associate.

Another example of how upside down this has become is that there are more animal rights activist groups protecting animals in movies or Tel-A-Vision than there are groups protecting humans. As a result, since the seventies not one animal has been killed while filming or making a movie. If an animal does get hurt, it is a front-page story. On the other hand there have been seventeen human deaths while filming movies and very little is ever said about them. In the early eighties, Vic Morrow and two children were killed while filming a scene in the Twilight Zone movie. It rated a very brief spot on the news.

Do you understand now how all of this affects us? If you don't, then compare historical crime rates in relation to entertainment and education with the current crime situation in relation to our present entertainment and education. I am not coming down on education, but it is another example of the garbage we are being fed. The education industry takes the Bible out of school and introduces every other type of religion and promotes Halloween while turning Christmas into a winter vacation instead of the birth of the Savior. Teachers and school administrators are encouraged, almost commanded, to promote eastern religions and philosophies. The NEA, or National Education Association, has taken firm stands against the promotion of anything supporting the Judeo-Christian ethic. Students who write or draw anything about their faith are persecuted and humiliated by their teachers. Does this tell you anything about the source of the education our children are getting today?

Now that I have said all of the above to show you how we are being programmed, let's get to the real topic of this chapter, the danger(s) of comic books.

**Comics - The Hidden Dangers**

Comic book addiction is very easy to fall into, especially if your child likes cartoons (and what child does not?). They will be able to find a comic out today for their favorite cartoon character. Most parents will gladly justify it by saying it will help their children learn to read. By the time the child is ten years old he/she will be into other comics. At first the parents will check out the comics their children are getting, but after a while they stop and then justify the comics their children purchase by saying, "Well at least they are reading". Pretty soon the parents don't even check their children's comics, using the excuse that, "They are only comics, what could be so bad?" Hollywood is going more and more to the comic industry for story lines because there are comics for every type of movie there is, and more.

In the nineties, Quasar, the title character in a mainline, supposedly tame, comic from Marvel Comics, came out of the closet and admitted he was gay. This guy was a super hero. There are comic publishers out there whose whole product line is based on violence, magic, and sex.

Most of the hottest selling comics of 1992 deal mainly with violence of a nature that in the sixties, only thirty years ago, would not have been allowed in movies, on TV (Tel-A-Vision), or in print. Children who are only twelve to eighteen years old are buying between two and twenty or more of these types of comics a month. If you figure a person averages twenty-seven hours a week in front of the television being programmed and then add on another two to six hours a week of reading these violent comics, you can start to see how a problem is created.

The next part is that the older the child gets the more he/she needs more realism or a more sophisticated story line or artwork in the comics he/she reads. Don't fool yourself, the comic book publishers realize this also, and they will do all that they can to accommodate the readers' needs and desires.

#### **Still More Sex, Drugs, And Violence**

Most of the pages in the comics our teenagers and young adults are reading depict a very dark mood. Usually there is no hope for anyone except that provided by the super hero. What type of message is the teenager getting when the super hero ends up being on the take, or is getting his/her power from Satan, or is in a losing battle with a demon, or is homosexual? Not to mention that the good guy as depicted by the comic is not always a good guy, but often is self-righteous and/or self-centered (Guy Gardner of Green Lantern or Wally West who is the Flash in Justice League of America comics). Then there is the character that promotes violence as the only solution to any situation. What kind of lesson is a person learning when he/she reads comics for five, ten, or more hours a week, and reads about how the super heroes in these stories are spending their time arguing about who is the best, or how much they will make (Flash, Green Lantern), or who's in charge? Couple this with the violence, sex, drugs, and weapons in these story lines and the danger becomes apparent. Imagine the impact of this message after reading ten, twenty, one hundred, or more story lines of this nature when the movies and television (which, as we have observed, have basically the same story lines) reinforce them. Can you now see the message our children and some adults are getting by reading comics?

The type of art that is being used in comics that the average teenager is reading is violent, graphically depicting each scene, and more often than not, borders on being sexually explicit. Consider what is called splash art. It is all very graphic and some of it can be physically tiring on the eyes when viewed for any length of time. Some of this art is bright and contrasted, while a lot of it has a very dark and moody coloring. Remember that we are programmed by our senses. What happens to the person who reads comics and sees ten to twenty picture boxes per page for an

average of 26-39 pages per comic when most of those pictures are just splashes of colors or dark moody pictures? This person has just read the story and now is trying to connect the words with the pictures. If there is no intervention, what you will eventually get is a warped outlook on life.

I was recently informed that the word "ninja" means "anti-god". The comic industry has published a lot of comics dealing with ninjas or with ninja in the title. Most of these titles originate in Japan and feature martial arts, mysticism and the occult.

One of the most popular comics featuring ninjas was "Teenage Mutant Ninja Turtles". Think about that name. Read it carefully: Teenage (telling our teenagers and youth this is for them) Mutant (to change unnaturally) Ninja (anti-god) Turtles (animals). After all the early brainwashing we received about animals and their wonderful, wise, and loving natures (remember Bambi?) we are expected to accept and approve the Turtles and their behavior. Put it all together and you have a comic which "suggests we change to anti-gods and believe animals more than people." No, I am not against animals. I have dogs and cats, but they don't run my life and I don't turn to them for spirituality and guidance.

Another factor that needs to be examined is the incredible amount of magic that is in comics. The comic called "Demon" deals with a man who is demon-possessed and has satanic powers. Then there is "Dr. Strange" who is a warlock using "good" magic to fight "bad" magic. There is no such thing as good magic. Read the Bible to see what God says about all magic. The "Dr. Strange" comic deceives people into believing in good magic. Now consider "Spawn". This character survives Hell and has received power from Satan. Spawn uses this power to help even if it means he has to go back to Hell. This story is really sick and it makes the reader think that Spawn is good and is doing good even though the help comes from Hell. These are only three examples out of the hundreds of comics which are released monthly.

Consider also the comics that are adaptations from the movies. These are comics like "Hellraiser III", "Darkman", and "Puppet Master", just to name a very few. Now movies can live on even longer in the comics. The person with this type of comic now can visit these horror stories on a daily basis if he/she wants.

Don't think I am being too harsh on comics. The aforementioned comics are representative of the monthly offerings. Those we've just discussed are, for the most part, considered mainline comics and are far from being the worst. These comics were selected to give a moderate picture of the comic book industry. If you accept our premise that these are not desirable, then you can see just how bad comics have become.

### **Mature Is Another Name For Pornographic**

Another dangerous area is the comic book for mature readers only. Some publishers are publishing more of this style of comic than all of their other styles put together. The mature reader comic usually compares to the R-rated and X-rated movie. They deal with what the comic industry considers to be more adult-oriented stories than the normal comic is. After seeing what the comic industry considers to be stories and art okay for teenagers, you can well imagine how far they go with some of the comics for mature readers. The language is often profane, the story line and artwork are generally sexually explicit, and the overall themes are violent or moody.

If you are sitting there thinking you don't have to worry about your kids, that the only place which has comics is the grocery store, your kids only go there with you, and you won't let them buy that trash, think again. There probably is a comic store in your neighborhood. Do you go with your kids to their friends' houses? I'm sure you're still thinking that your kids won't look at comics because they promised you they wouldn't. They're good kids, so you trust them. Count your blessings. But, what if other kids are looking at them and your kids just happened to see one page and didn't see anything all that bad? Children, especially adolescents, tend to be rebellious, and this could entice them into thinking that you are over-protective and it wouldn't really hurt them to read a comic once in a while. Comics and cards become addictive like drugs or alcohol. Saying, "I will only read one once in a while" is like an alcoholic saying, "I will only drink once a week." The world (Satan) wants nothing better than to deceive you just as he deceived Eve in the garden. Wake up before it is too late. We are constantly being attacked by the world through the media, whether it is television, movies, comics, or cards. The attack is constant, unremitting, and devious.

"Isn't this all a part of life," you ask? Is it? How many killings or other acts of violence have you seen in person? If you are an average person, it is not many at all. Why are we being shown this picture of stealing, death and destruction? Could it be that the author of stealing, death and destruction is writing the script? The writers and artists are not necessarily of Satan, but they are being used by him and probably don't even realize it.

Why don't we look more to the author of life? Could it be for the same reason we slow down at an accident to see if we can see any blood? Come on be honest. You've done it. Has our basic instinct become more brutal or is it because of the way we have been brainwashed? In the past, if some one was hurt, people would look the other way to avoid getting involved, but now we look on with almost a gruesome anticipation of seeing a dead body or blood. We still don't stop to help, but we sure do look!

### **Superman Dies, Dealers Make Money**

A good example of this was in November of 1992 when the Death of Superman comic hit the stands. It was the fastest selling comic of all time. The story did not deal with Superman's getting married or something uplifting, but instead it was dealing with his death. Because it was popular, greed came into play very early. A lot of retailers held back anywhere from two to two hundred copies of this book and didn't offer them for sale until they thought they could get \$20.00 or more for them (this is a comic with a cover price of \$2.95). Then most retailers did not inform their customers that the black bag this comic came in was biodegradable and, in a couple of years, would blacken the pages of their comic and render them unreadable and worthless. Some retailers did this to insure that the only copies of this book would be at the local retailer in just a couple of years. Naturally this would raise the value, since there would be so few left. People routinely paid \$20.00 or more for this issue. Some people paid over \$60.00, and some, it is rumored, even spent as much as \$100.00. Many of these people did so because they felt they could sell them for even more. Greed, as exemplified here, raises its ugly head on a regular basis in the world of comic books.

This reminds me of the gold boom in the seventies when the price of gold skyrocketed. All those who invested in gold beforehand and some of the new investors made a killing. But the person who came in at the last minute and paid the high price expecting it to go even higher lost out when the price peaked and then dropped. What happened is that the late investor drove the price up believing that

still others would continue to buy at ever-increasing prices. As we know now, that did not happen and a lot of people lost money. The same principle applies to those who purchased this comic. As you can see, the greed factor is just as much a factor in the purchasing and collecting of comics as is the story line and art. If you want a good investment that is guaranteed and will never drop, read Malachi 3:10, and watch your return on that investment.

### **Comics and Role-Playing Games**

An additional problem with comics is that they have a way of leading people right into role-playing games. Comics entice the reader into wanting more fantasy and entertainment. Then the reader learns about role-playing games, perhaps from other people, or the advertisements in the comics, or from seeing them in the store where they purchased their comics. There are almost as many different role-playing games as there are comics. Many comic stores carry the role-playing games and many game stores are now carrying comics. While the comic customer is buying his/her comics, he/she will easily see a game going on in the store, or see stacks of colorful boxes and books for role-playing games. The publishers of these games design the art on the boxes and books to be very appealing for that comic book fan who is into fantasy, science fiction, super heroes, and war.

Have your eyes been opened yet? If not, visit a store that carries comics and see what else they carry. The video store that carries comics usually has a room in the back with pornographic videotapes. The comic store also has role-playing games, tarot cards, ouija boards, or some other merchandise of questionable worth.

If you don't think comics are big business, consider this. So far, in the nineties, there have been five different comic book artists/writers who have made over one million dollars from just one of the issues they either drew or wrote. Each one promoted violence and/or sex as the main theme of the comic book. Look at the movie "Batman", it is in the top five of all-time box office hits. How about the movie "Teenage Mutant Ninja Turtles"? It was one of the top grossing films of the year when it was introduced. If this is not enough, look at all the merchandising that followed both of these films and their follow-up cartoon series. The only two comic book-related movies that were not considered a success were "Dick Tracy" and "Rocketeer". These had either not been published as comics for a long time or had only been available for a short time.

In Japan, comics sell to one out of every two people, and in Europe comics are considered to be more for adults than for children. The Japanese comics which sell here in the United States have a main theme which involves mutated powers and usually depicts man as a god and that there is no god other than man.

The real shame of this whole issue is that most people respond with the comment, "There have been movies, television, and comics all of my, so why all of a sudden is there this big concern for something that has always been here?" Wrong! Movies are less than a century old, television is less than fifty years old, and comics are less than sixty years old. So, they have not been here forever. Never before in all of history has a generation had so many ways to waste their time or so many ways to be brainwashed. If you've been guilty of this common thought pattern, stop now. Wake up to the facts.

### **Comics And Greed**

Collecting comics is like any other addiction. That's right, it becomes an addiction. This addiction is caused by greed. It all starts innocently enough. The

reader starts reading just for fun, but then, after seeing all of the over-priced comics in the store and checking price guides, the reader realizes how his comics have gone up in value. He/she decides to start collecting comics for future investment value rather than for the enjoyment of reading. The collector will spend, on the average, about \$10.00 a week on comics and another \$10.00 a month for comic protective supplies. After spending all of this money on the supplies and comics, the collector then has to invest time into sorting, pricing, and storing the comics. Comic prices are dynamic, so the collector has to keep up with the pricing as well. After six months an average collector will have invested \$300.00 and hundreds of hours in his/her collection, just to find out that the chance of getting the prices quoted in the price guide is one in a hundred at best. He may even only recoup as little as one-third of his investment.

Now you would think this would disillusion the collectors about comics, but it doesn't. Why? They have found some comics they've enjoyed reading and those comics keep them hooked. There is always the possibility they can find someone who wants their collection, or they might be able to sell it at a convention. Of course, this requires an additional investment. Setting up at a convention costs between \$25.00-\$150.00. There is still no guarantee that the collection will sell. But the collectors sell just enough to entice them to keep with it. Eventually they will learn many tricks of the trade.

Most collectors who sell at the conventions end up spending twenty hours and \$20.00-\$500.00 a week on their collection. At first, the funds come from the money made at the first convention. If the collector needs money, there are all kinds of ways to get it, including stealing. He/she can always get a part-time job. Now the comics are eating up thirty to fifty hours per week between the time spent with the comics and the time spent working to support the collection. Sometimes the collectors become so obsessed with their comics that they can't talk about anything else.

### Early Warning Signs

Parents need to watch for four warning signs when their children are involved with comics. The first two warning signs deal with the way their children react to their comics. The first sign is that the kids spend all of their time with their comics and the only time they talk to their friends is to trade, sell, or buy comics. The second sign is that the kids have to buy the new comics the day they are released or no later than three days after their release. The third sign is that there may be a change in the way they talk or act around their parents, or there are reports of problems at school or with other friends. The fourth, and most serious sign, is that they start wanting to play role-playing games. This last sign is the most serious because it shows the kids are being lead into a new area of problems, from which it is much harder to save them. There is a disturbing trend toward sedentary and isolationist activities pursued by our children.

I have mentioned the main themes of comics: violence, magic, and sex. As I've said, comics picture violence as not just the best, but the only way out of a problem. For a number of years, the comics have pictured magic as a thing, which can be good or bad, depending upon your intentions, although we know that to be patently false reasoning. Now, sex is something that is growing in the comics, even in the mainstream of comics like those from Marvel and DC. In the Marvel comic, "Quasar", the main character came out of the closet and announced he was gay. Now our children and young people are getting the message that the homosexual lifestyle is not just okay, but an acceptable alternative. Some comic readers will get the idea

that, if they can't be a super hero by being a mutant or having super powers, then maybe they can be a hero by being gay.

At this point you may have noticed that this book overlaps into other areas and that greed, art, violence, and sex are a big part of each area. If you are thinking that this is a paranoid over-reaction because you can handle reading a few comics, or collecting a few cards, or playing a few role-playing games, remember that Adam and Eve thought one little bite of fruit wouldn't hurt them. Remember who deceived them in the garden?

Now after reading this chapter you should see that comics are not what they used to be, nor are they what they seem to be. The covers are often deceiving. The art and story lines are very violent and are filled with drugs and sex. The story lines are often deliberately confusing. Some comics have magic in them or have been written for the sole purpose of hooking new players into the role-playing games. Collecting comics as an investment is not practical. The odds are stacked very heavily against the customer.

### **Christian Comics Are Available**

Why take any chances with this type of material? Find Christian comics. Better yet, read the Bible or Christian books instead. There are a lot of good Christian books available, fiction and nonfiction. If you have a child who wants to read comics and you feel you must let them experience comics, I would cautiously recommend the Archie line of comics. Be sure to review each and every comic before allowing your children to have them. Don't allow your child to go into a comic or game store without you. Better yet, don't even allow them to go in at all!

### **We Meet John Again**

Do you remember John? At the end of chapter three, he was twelve years old; he had started in baseball cards at age nine, and by age ten he was into comics. John spent every Saturday for three years in the comic store talking to others about comics. After listening to the older kids and the college students talk about more sophisticated comics, John became intrigued. He did not want to feel left out and he enjoyed taking part in the conversation. So John got some of these more sophisticated comics. After reading some of these more violent comics, John had a difficult time reading some of his earlier favorites. He thought they were too immature for him. He continued getting the more diverse and sophisticated comics. One day he noticed a comic related to a role-playing game that he had seen the older kids playing in the store. John noticed that other kids his age or a little older were playing Dungeons and Dragons. This fascinated John because he had played games similar to this on Nintendo since he was eight years old. Since he was now reading comics related to this style of game, he decided he wanted to try Dungeons and Dragons. He talked his mom into buying him a Dungeons and Dragons board game for his birthday. After a year of the board game, he wanted to play the role-playing version, so he convinced his family to buy him the player's handbook, a fighter's manual, a wizard's manual, and a monster manual for Christmas.

John was now spending two hours a week reading comics and six hours a week reading the manuals he had received for Christmas. This thrilled John's mom because John had never been an enthusiastic reader before. She could see her son wanted to read. She figured that if playing a game and reading comics would improve

his reading skills, then she was going to support him one hundred percent. Whatever John asked for, his mom got it for him. If it was a thick book with lots of words and very few pictures, she thought it was all the better. By this time John was almost fifteen years old.

One of my own boys got interested in cards at the age of eight and by the time he was fourteen, he had hundreds of cards and the cases to store them. When he was twelve, he got interested in comics, as did one of my other sons. By the time they were thirteen years old, they had gone from the mainline comics like “Spiderman” or “Superman” to some of the more violent and provocative comics, like “Spawn” or “Youngblood”. They were collecting the comic cards, and the special edition cards. One son was spending \$10.00 to \$50.00 a week. My sons did it a little differently than most. They started in cards, then went to role-playing games, and then into comics. This is not all that unusual, but it is not the norm either.

So, as you can see, I speak from what I saw in my stores and from what was happening at home as well.

Do you still think comics are simple, innocent, kiddy items?

## **CHAPTER 5**

### **ROLE-PLAYING GAMES**

In this chapter I will describe role-playing games, detail the problems with them, describe a short game scenario, and give you a brief history of fantasy, historical and role-playing games.

A role-playing game will either be the acting out of a scenario by a group of players who assume specific character roles or the enactment of a scenario with the use of objects, either imaginary or real (lead miniatures).

#### **Role-Playing Games: Some Are Innocent; Most Are Not**

Even though role-playing has been with us for a very long time, it did not take on satanic overtones until the 1970s. Role-playing is not the problem. That is like gun control advocates saying that guns, not crime and criminals, are the problem. Just as there are many different types of guns, each designed and well suited for a specific purpose, there are different types of role-playing games. I do not want you to get the wrong idea about role-playing. Role-playing by itself is safe and is not inherently wrong. It is the form of role-playing that causes problems. With that out of the way, we can continue to look at the history of some of these games. By the mid-1970s, there were at least three different forms of role-playing games for the gaming crowd. There were 3-D games, Dungeons and Dragons, and historical games.

Historical, or war, games have been around for centuries. Almost every general or admiral has played this type of game or simulation since the dawn of time. It has only become publicly popular as a recreational game in the last thirty to fifty years. This form of gaming simply has a field of battle with troops/ships deployed on it. The game is played by employing strategy within the historical outlines of the simulation and battling it out based on a comparison of dice rolls against the ship(s)/troop(s) strength.

3-D gaming was mostly science fiction-oriented and had died out by the early 1980s.

Role-playing games of the sword-and-sorcery genre, such as Dungeons and Dragons, started in the early 1970s and were played mainly by college students at first. Over the years Dungeons and Dragons developed into a very in-depth game and was even computerized for use on mainframe and large mini-computers. They are still popular and are available on electronic services like Compuserve. During this time other role-playing games were developed for different tastes and ages. Fantasy and other forms of role-playing science fiction and horror developed in the 1980s.

Here are a few other role-playing games that have come out since Dungeons and Dragons: Illuminati, Car Wars, Boat Wars, Gurps, Warhammer, Warhammer Fantasy, Warhammer 40,000, Battletech, Robotech, Teenage Mutant Ninja Turtles, Palladium Rifts, Marvel Super Heros, DC Super Heros, Werewolves, and Vampires. There are another thirty gaming systems with at least one thousand gaming modules for these games available to our children. Not one of them has any identifiable redeeming qualities. Role-playing gamers are not a small group. There would not be as many manufacturers and as many types and titles of games as there are now if this were a small group.

Any discussion of role-playing games would not be complete without covering lead or plastic miniatures. These miniatures come in the form of troops, ships, planes, warriors, demons, magic users, and clerics, among others. There are more miniatures available for gaming than there are games and modules put together. Gamers buy the miniatures, paint, and brushes, then spend hours painting their miniature(s). In the late 1980s comic and bookstores started carrying role-playing games which greatly increased the marketplace for the gaming industry. By the 1990s, gaming had become a consistent best seller for these outlets. These quickly became the second highest volume products in the comic stores that carried them.

### **Dungeons And Dragons and Advanced Dungeons And Dragons**

Let's talk about the basics for the best-known game, "Dungeons and Dragons". First of all, "Dungeons and Dragons" is a board game. The role-playing version of this game is called "Advanced Dungeons and Dragons" (AD&D). "Dungeons and Dragons" is bad enough in itself since it deals with magic and violence, but "Advanced Dungeons and Dragons" is, by far, the worst of the two. "Dungeons and Dragons" is an introduction and stepping stone into AD&D. This game is used mainly by kids ten to thirteen years old, whereas "Advanced Dungeons and Dragons" is mainly used by high school and college students.

### **A Simple AD&D Scenario**

Let's look at a very simple scenario. In most games you start by picking and describing a character, also known as "rolling up". This is done with a 20-sided die in

most games. You will need to determine what your strength, intelligence, wisdom, agility, dexterity, and charisma levels are. To do this, you roll a 20-sided die for each characteristic. The number rolled is your level for that attribute. The maximum level is a twenty and the minimum is one, the higher the better. If your strength and agility are your highest attributes, then you will be a fighter, but if your intelligence and wisdom are the highest attributes, you will be a magic user, and if your charisma and wisdom are the highest, you will be a cleric. But, if everything is low except agility and/or dexterity, you will be a thief. Thieves steal from everybody: other teams, giants and other creatures, and even their own teammates. After your character is rolled up, the dungeon master will help you find other abilities and artifacts (weapons, magical items/abilities, clothing, supplies, gold, and so on).

After you have done all of this, which can take as long as two hours for most people, you learn from the dungeon master where you are. Then you receive any requests or undertakings the church or others may have for your group. At this point you should be ready for your first quest. You leave town as the dungeon master describes the terrain, weather, and whatever else you might be able to see or notice. If you make it to the dungeon with no problems, you will inform the dungeon master of your marching order and the identity of your group leader and spokesperson. As you enter the dungeon, you and the other members may talk to each other, but only the leader may question the dungeon master. The dungeon master informs you that the church wants you to retrieve two candlestick holders, which were stolen from the church by some orcs.

As you enter the dungeon, you are informed that you are in a hallway 20 feet long, 8 feet high, and 6 feet wide. First you should light a torch so you can see in the dark areas. As you proceed down the hall, your group notices doors to the left and to the right and a door at the end of the hall. Your group must decide which door to go through and who will go first. As your group proceeds through the door to the right, you find a club-wielding giant who hits the first two players who enter. Your group now must decide whether to battle the giant, leave the room and forget those left behind, or try to get them out before leaving. Your group decides to do battle and the fighter swings his sword and hits the giant for five points of damage. Most of your players can take up to twenty points of damage before they die. Then the magic user casts a sleep spell and puts the whole party to sleep as well as the giant. Just moments before the giant wakes up, the magic user wakes up as many of the other players as possible and has them attack the giant. This awakens the giant and now it is his turn to hit. He hits two more of the six in the group and puts one of them out of commission. Now it is the group's turn again and each player hits the giant for three to five points of damage each that kills the giant.

After the magic user heals your group with his healing potion, the group searches the room. They find a locked chest. After studying the chest and determining that it has no traps, your group opens it and finds gold, two candlestick holders, and a scroll. Now your group must decide who will carry the items back to town. After doing this, the group leaves the dungeon without any further conflicts and the group makes it back to town. The whole quest took eight hours and the church is shocked to see you back so soon. After you give the church the candlestick holders, the church gives you a magic scroll and a magical sword. After returning to town and dividing the spoils the group rests until the next adventure.

This was a very short scenario and would have lasted only about two hours. The normal game lasts at least four hours and can go up to seventy-two hours. Some players get together on Friday night and spend the whole weekend doing nothing but playing the game. The average player will spend five hours of preparation during the week prior to the actual game day researching spells or weapons. In a normal game,

the average player will spend another six hours involved in the game: one hour pre-game preparation, four hours of actual play, and one hour post-game information. A single game of Advanced Dungeons and Dragons can easily take eleven (11!) hours out of a week for a regular player.

The scenario I showed you was very tame. During the average game, a thief in the party will steal items from the group, the group will fight demons, skeletons, orcs, trolls, and even other groups. During the scenario, the group will use magic, magic potions, magic scrolls, and be healed by magic. They will fight and, in some cases, they will have graphs of bodies to know where they were hit or where they hit the enemy. All of this is very macabre if you consider these players are people acting out the scenario using their imagination.

### **The Lies And The Trash Are Pervasive**

Remember what I said that in earlier chapters about your brain being a computer and whatever you put in would eventually come out? If you think that you won't be bothered or hurt by only playing every once in a while, you are wrong. Your brain is a computer and the television for twenty to thirty hours a week and movies for two to five hours a week are the keyboard. The writers, producers, directors, and actors are pushing the keys to program you with all the trash in the world. Now along comes a game that depends on your imagination, using your brain to generate the visions in your mind, so the game is now programming you directly. Add to all of this the newspapers, music, and the statements of other people, and you can see how Satan is trying his best to program you on a path to Hell.

One of the lies I heard recently was a real classic. It goes like this. Yes, Jesus lived and is alive. Yes, the Bible is the inspired word of God. Yes, you need to be saved, BUT you can wait. You have plenty of time. Live life to its fullest. Do what feels good and then, on your death bed, ask for salvation." The truth is that, during this whole time, Satan will be trying his best to take you out before you can get saved. If just the right amount of the truth is used in a statement, it can convince people that untruths are true, unless the people know better. This is the danger of "Advanced Dungeons and Dragons". Satan tells us it's okay to play because the church is used in the game, you're on an errand for the church, and you can even be a cleric of the church.

Another lie we hear plays on our desire for personal interaction. "Advanced Dungeons and Dragons" is better than "Nintendo" or "Sega" because it promotes teamwork and social development, and it takes more than three people to play so its potential for harm is limited where "Nintendo" and "Sega" are not. Think about it! Something about that statement just does not ring true when you consider the scenarios that are used. When you have to use psycho-babble to justify what you are doing, there must be something wrong with it.

### **Role-Playing Is Expensive**

Just like with comics and the electronic game systems, the expense aspect of gaming raises its ugly head. The average beginner will invest \$300.00 the first year and \$500.00 the second year. By the time they've been involved three years, they are spending about \$15.00 a week or \$780.00 a year. This expense never seems to end. New games and new scenarios come out on a regular basis, as well as handbooks of every description. The player finds that he needs this stuff to keep current. Is this starting to sound familiar? Where are all of these items kept? They usually end up in the bedroom of the player. So now we have someone who is spending more money than the average movie buff, spending more time than the television sports

enthusiast, and is bombarding their soul and spirit with items of evil, and who is isolating himself from others.

### The Social Costs of Role-Playing

We now have a person who watches at least thirty hours of television a week, spends probably four hours a week watching movies, spends nine hours a week in "Advanced Dungeons and Dragons", and spends another five hours a week reading comics. A week only contains 168 hours. Subtract fifty-six hours for sleeping (eight hours a night), forty hours for work or school, eleven hours for eating, seven hours for traveling, seven hours for personal hygiene and bodily functions, and you only have forty-seven hours of free time for studying, family, and friends. This person spends forty-eight hours a week in television, movies, games, and comics, which means that all of the time for studying, family, and friends has already been spent and this person needs another hour from somewhere else just to make the week balance. The time element alone suggests that there is no balance in this person's life. Are you getting the picture? I did not list time on the phone, listening to music, or dating.

### Other Role-Playing Games

So far we have only looked at "Advanced Dungeons and Dragons". Games are available which make "Advanced Dungeons and Dragons" look tame. Some of those games are considerably more detailed and time-consuming than AD&D. Now, we will look at some of these other games.

Some of the other games which play along the same line as "Advanced Dungeons and Dragons" are "Rifts", "Palladium RPG", "RuneQuest", "Forgotten Realms", and "Spelljammer". This is only a partial list.

"Battletech" is a popular combat game. The players build giant, twenty-to sixty-foot tall robot warriors guided by a person sitting inside them. These mechanically enhanced warriors fight other robot warriors. The game is played with miniatures and grids and has a game master whose role is similar to the dungeon master in AD&D. This game takes four to six hours to play and requires two to four hours of preparation during the week. This game also has many different variations available for it and will cost almost as much as AD&D.

"Marvel & DC Super Heroes" are games for the player to role-play their favorite super hero or villain. Not only do the comics pollute the players, but also now they can pretend to be in them. These games cost an average of \$15.00 a month and take as long as AD&D to play.

"Car Wars" and "Boat Wars" are from the same publisher. Both of these games are played in the same way. The object of the game is to build the most deadly car or boat, take that car or boat into battle, and destroy as many opponents and objects as possible. The only theme of this game is violence and destruction. These games also take six to ten hours a week to play and cost as much as \$10.00 a month.

"Werewolf & Vampires" is just what the name says. The participant role-plays a werewolf, vampire, or hunter. This is becoming one of the more popular games and takes as long as AD&D to play. It costs an average of \$15.00 a month to keep up with these games.

"Warhammer" is the British version of AD&D. This game comes as a hard cover book and costs about \$35.00. This is a very cheap game; therefore, it gets a lot

of people involved in it. The book for this game contains drawings and paintings of demons and monsters. This game makes AD&D seem tame and should be considered as the worst of all the role-playing games. It uses miniatures more than any other games other than war/historical games.

When the authors got out of the gaming business in 1993, the catalog for these games and supplements had over 150 pages full of items for the gamer to purchase. We do not have room in this book to describe all of the games there are or go into greater detail about all those games that we have mentioned. Let's just say that if it is a role-playing game and you do not know if it is harmless or not, it would be better to avoid it altogether.

Consider all the magic, witchcraft, violence, STEALING, demons, KILLING, greed, and DESTRUCTION which is involved in these games. Consider who the author of all of this is. Now tell me these are just innocent games. Anything that opens a door for Satan is not innocent and should not be taken lightly.

### **Role-Playing Games Are Big Business**

The time spent reading comics and playing these games, coupled with the money they cost, should be enough to convince anyone not to get involved. But people keep getting sucked in and they keep spending their money. The manufacturers keep finding new ways to pry the money out of the players' hands. In the late 1980s or early 1990s, TSR, the manufacturer AD&D, brought out a revision of the game. This revised game was not compatible with the old version, which meant that all the old games had to be trashed and the new games purchased if the players were going to keep current. When the new edition came out, every comic store and some hobby shops and bookstores in Houston carried TSR products. All reported high sales and this was just in one city. In our stores alone, we sold 250 copies at \$20.00 each within five days. The electronic versions of these games have built a multibillion-dollar industry.

For those of you who think that the number of people who play role-playing games is low, well, think again. If you still don't see the problems and don't see how one of these snares leads to another, then go and talk to some of the people who play games. Remember; if you want a truthful answer out of them don't preach to them. Just ask how many of the gamers read comics. Ask how many of them collect or have collected cards. While you are at it, ask if any of them read the X-rated comics. You may be surprised at the answer. Ask them when they first started reading pornographic comics. That may also surprise you.

### **Too Many People Get Sucked In**

Some parents, teachers, and even a few clergy are playing and promoting these games as ideal tools for teaching and developing social and interpersonal skills. They claim these games teach teamwork (who do the thieves steal from?). They develop interactive play skills where "Nintendo" and "Sega" develop isolationism, and they claim that, since the dungeon master runs the game, the players can be taught how to act (kill, make deals with demons, and count on man not God). Even if this were totally true in a controlled situation, what about the games they play away from the clergy, parents, and teachers? Why even take the chance? I just cannot believe how we can be sucked into so many lies and not realize it. If you want to find out if you are being sucked into the lies, turn off the television set for a month and spend that time reading in the Bible with your family. See what changes take place. If nothing happens, either you did not open the Bible or you are not being sucked into the lies.

## **John Plays Games**

**Do you remember John? Back in chapter four, he was getting into role-playing games and was almost fifteen years old. By the time he was fifteen, he was into “Warhammer”, started believing in tarot cards, and started listening to heavy metal music. He first heard this music at the house of one of his new friends. After he heard it a few times, he started listening to it regularly. John's mom had decided by now that John was reading so much that a little music wouldn't hurt, so she allowed him to play this music as long as it was not too loud. John was also playing some new games. Some of the people in his gaming group had introduced him to others and some of them wanted to act out the scenarios in the woods and around town. John never wanted to be considered a chicken so he went with the flow. When nothing bad happened, he figured it was okay and it did seem to be a lot of fun.**

## **Our Family Quit**

**Although our family found the greatest struggle was giving up “Nintendo” and “Sega”, other families will probably find this to be different for them as they put their lives in order. I suggest that every family start doing so at once. The first thing to do is turn the television off and spend time with your kids. This way you are not taking anything from them, but are giving them your time. You could find that they may not even notice the time they are no longer spending with television, comics, cards, and games. This will make it easier to get them totally away from the snares.**

## CHAPTER 6

### TAROT CARDS - HOROSCOPE

Why do people read their horoscope? They don't know any better and that they are hooked. We will look at these two points in this chapter. First, I want you to sound out the name of this hobby: Hor-O-Scope. "Hor" is a form of horror and scope is a form of the verb meaning "to see". So horoscope means seeing (your) horror.

#### Horoscopes Are An Open Invitation For Satan

Most people don't realize that they are allowing Satan into their lives, homes, and families by reading a horoscope. The horoscope is a form of witchcraft and the Lord commanded us to avoid all forms of witchcraft. Any attempt at predicting the future other than by prophecy from God is witchcraft. Most people think of witches as ugly women with warts on the end of their noses. We've been hoodwinked once again by the movies, television, and the costumes worn on Halloween. Witches and warlocks (male witches) are not necessarily ugly. They look like ordinary people. Contrary to what we've been led to believe you can't point them out in a crowd.

The horoscope is a door for evil. As soon as a person disobeys God by being involved, Satan rushes in, taking on one of many different forms. Satan initially arranges for a few of your horoscope predictions to come true just to bait the hook. When you are deeply enough involved, Satan won't give two hoots about you or your horoscope. If some people have a bad day after reading that they will have a bad day, they accept the course of events as proof that horoscopes are right. When you have Satan in your life, you can bet that things sooner or later are going to turn bad, really bad. If your dog dies, your car engine blows up, you get cancer, and your children get in trouble, don't blame God. God wasn't the one who read the horoscope and invited Satan in. If this seems rather farfetched to you, use a Bible concordance to look up all of the scripture passages concerning magic, witchcraft, and sorcery. Go to the source and see what the Bible says. Now, for those of you who still don't believe reading a horoscope can cause you trouble, go and find ex-occultists and ask them to tell you about the problems that can arise from reading horoscopes.

I have heard all of the excuses people use to justify reading their horoscopes. At one time I used them as well. My favorite excuse was that I didn't want to read all the bad news in the newspaper at breakfast, so I read the funnies and my horoscope instead. I felt it was no big deal since I did not do this all of the time. Maybe not, but you might start reading it all of the time. Not everybody gets hooked, but why take the chance? Yes, the horoscope is right some of the time, but so is the weatherman. Just because it is right some of the time does not justify reading it. If a weatherman predicts that it will rain one day and be sunny the next, he has a fifty-fifty chance of being right for at least half the country. If a horoscope indicates that a person will have a good day or a bad day, there is again a fifty-fifty chance it will be right.

#### Horoscopes And Other Occult Addictions

Most people who are addicted to their horoscope also have other involvement in the spiritual realm of fortune telling. They most likely are involved in astrology and will forecast a person's horoscope if given that person's date and time of birth. This may all seem fun, but I warn you, that the person who is at this stage is very close to belonging totally to Satan, with very little chance of getting out. The more someone looks at the stars to forecast the future, the more he is calling on the realm of evil to help him. The Lord said that if it did not come from Him through the Holy Spirit it was

from witchcraft. Anything of witchcraft is of Satan, no matter how you dress it up. Remember how popular birth signs and astrological signs were a few years ago? It seemed that a person couldn't escape being asked what his/her sign was. It was socially acceptable to have at least a passing interest in astrology. The person who is serious about astrology will normally have computer programs to help them with forecasts and will be obsessed with birth dates. So, if a person asks you for your date and/or time of birth for no apparent reason, don't get involved, but do pray for this person.

A person who is addicted to horoscopes usually cannot start their day until they have read their horoscope. Some feel they can't even go out in the yard to get the newspaper until they have read their horoscope. There are those who, if the horoscope says it would be better to stay home, would not think of leaving their home that day. The astrologers usually won't make a business deal or buy anything without consulting the stars. You may laugh at this, but this is what happens to people when they start selling out to Satan. Usually they don't even realize they've done so, or are in the process of doing so, until someone points it out (or until it is too late). Some are so busy reading the stars they can't hear God. That is why it is important for us to help them listen to God.

If you have a friend or family member who is involved, pray for their deliverance. Then help them study the Bible and get them involved with other people who study the Word. If you are involved and you want out, get on your knees and pray, grab a Bible and read it, and fellowship with those people who are involved in the Bible.

#### Tarot Cards and Witchcraft

Tarot cards, crystal balls and palm readings are also a form of witchcraft. A deck of Tarot cards is usually a little larger than the average deck of playing cards, which can also be used for readings. The person who knows how to read the Tarot cards will shuffle the deck and ask the victim to cut the cards. Then two cards are dealt. One will represent the reader and one will represent the person for whom the reading is being done. Then the cards of fortune, love, life, or death are dealt out and whichever is placed on the victim's card is supposedly what will take place. Some readings get more in depth than this.

Most people who get involved with the Tarot cards do so for fun, not realizing they are playing with fire. The same thing holds true for the ever-popular ouija board. In the beginning of the movie, "The Exorcist", the little girl was playing with a ouija board and got possessed. That was a pretty accurate account of what can happen to people who play with horoscopes, tarot, and ouija boards. These are not toys but are tools of the Devil. We warn our children not to play with fire so they won't burn the house down or get hurt, but we no longer warn our children about the dangers of magic and witchcraft. After sixty years of the movies making a big joke out of magic and witchcraft and ghost busting, we have become careless and have fallen into the trap of not believing these things are harmful. We've got to purge ourselves of the lies we've been told.

It's hard to believe that so many people would accept Tarot cards, horoscope, stars, crystal balls, and ouija boards. If you use or read any of these things and you say you don't believe them, then why do you participate? Just because one of these things might make correct predictions once in a while doesn't make it worth your eternal damnation.

**I have personally watched friends fool around with Tarot cards, astrology, and horoscopes. I watched one in particular get to the point where he lost money because the cards or the stars were all wrong. These individuals followed the cards and the stars to the point of financial ruin. Believe it or not, they still use them and blame God for their problems.**

**Most people are involved in all of these due to fear and insecurity based on what they have been programmed by television, movies, and other forms of the media. There is a way out of this fear and it is through the Lord. II Timothy 1:7 states very plainly "FOR THE SPIRIT THAT GOD HAS GIVEN US DOES NOT MAKE US TIMID."**

## CHAPTER 7

### HEAVY METAL MUSIC

The Bible, in the book of Acts, tells the story of a girl who was possessed by a spirit. Her masters used her for profit. When the apostles cast that spirit out of her, her masters became very angry. They had just lost a major source of income, but the girl had gained her spiritual freedom. The point is to not be a slave to some spirit, but to be an heir to eternal life.

#### Heavy Metal Music Is Hard On Other Things Besides Your Ears

One of the world's most diabolical schemes to enslave people to evil spirits is through music, particularly heavy metal music. There are three ways people get involved with listening to heavy metal music. The first is by progression from basic rock-and-roll music, the second is by influence from the people you are around, and the third is by indirect involvement in the music itself.

Let's look first at the progression or degeneration actually, of rock-n-roll over time. Classic rock-and-roll, as we know it today, was considered satanic or evil in the 1950s and it took almost ten years for it to become accepted. This acceptance came about for two reasons. First, the teenagers who had listened to it earlier were now grown adults and they had listened to it for a number of years. Second, new forms of rock-and-roll were introduced which made the earlier rock-and-roll music look tame by comparison. Since this newer music was taking the limelight as far as being controversial, the old classic rock-and-roll became a "good thing". Over the following decades, the music continued to get progressively worse. As each new form pushed the previous variety out of the limelight, the older music became more acceptable. With each new acceptance of the "acceptable" music, we compromised our morals. With each new compromise, the music slipped a little further down the tubes. It was, and is, a vicious, downward spiral: each compromise lowered our morals; each lowering of morals let the music get worse; each time the music got worse, there was another compromise. But why music? Satan was in charge of praise and worship when he was an angel. He knows the importance and the power of music. Technology has made Satan's job even easier. The accessibility and fidelity of music with the invention of record players, radio, tape players, and compact discs has made it a prime tool for the Devil's work.

#### Rock And Roll On Down The Garden Path

Now, let's look at how young people follow a similar path if they are not careful in their music selections. Most people who listen to rock-and-roll started in their pre-teen years, certainly no later than their teenage years. Sometimes they listen because of peer pressure, a powerful force that should never be underestimated. More often, they listen because they like the music.

The progression for most young people starts when they listen to what is called classic rock, or what we may call the Elvis or Beatles type of rock-and-roll. After a while this gets boring and, as the child gets older and starts attending parties, he/she starts enjoying the heavier forms of rock. An alarming number of young people will start to drink at these parties; some will even experiment with different drugs. The effect of the alcohol/drug(s) dilutes the music. The thrill of the beat in mainline rock-and-roll is no longer there, so the young person starts listening to heavy rock, acid rock, satanic rock, heavy metal, or rap. This is not to say that

alcohol or drugs are necessarily a factor if a youngster is listening to this music, but a wise parent would certainly investigate.

Not all young people follow exactly the same line of progression in their music choices. That line of progression is determined partly by the use or non-use of alcohol or drugs, partly by the child's home/school life and partly by the child's attitude in general.

### **Heavy Metal Is The Link Between Rock-N-Roll And Satanism**

Heavy metal music is the gray area between rock-and-roll and satanic worship. This music has different levels. The first level seems very simple and the words of the songs are easy to hear and understand with very few subliminal meanings. But, as we've said before, the person listening to this type of rock-and-roll begins to get bored and wants more, so he/she starts listening to the next level, and then the next. Each step deeper into the music pit brings the person closer to Hell. The music becomes more and more subliminal and has less and less outward meaning. The message in most of this music is sex, drugs, killing, and suicide.

The rap and heavy metal songs of today have themes of violence, sex, and drugs:

- \* Cop killings are okay
- \* Blood sacrifices to Satan are the thing to do
- \* Sex is what life is all about
- \* If you are not high, you are not alive
- \* Murder is acceptable
- \* Violence is a way of expressing one's self
- \* One's self is all that matters

Our youth are receiving all of these messages of hate and violence instead of messages proclaiming good moral standards and the truths from the Bible. How is it that we can't understand the violence of our youth? They don't get this proclamation of violence just in the music, but they also get it on television, in the movies, in the video games, and in the comics. Satan has been using music and the media to lead our youth down a road of destruction. Satan attacks the youth because he knows they are easier to influence. If you look at the progression of rock-and-roll over the past four decades, then at the decline in moral values in television and the movies, you can see how they have all declined in morals at the same time and in the same way. Each has been aimed at our youth. The movie industry admits that they are trying to hit a target audience whose average age is only seventeen. The music industry is blatantly youth-oriented.

### **Peer Pressure Is Rising**

The peer pressure problem is one that effects every age group. If you're a teenager, it's called peer pressure. If you're an adult, it's called "keeping up with the Jones's". Peer pressure can take the form of internal or self-inflicted pressure or the more-widely recognized external pressure. If your neighbor gets a new car and you feel you have to get one, too, you've just suffered internal peer pressure. If a person of a different ethnic group moves into the neighborhood and you start to rush over to greet him/her but stop when another neighbor glares at you, you've just suffered external peer pressure. Realizing that teenagers suffer these same types of peer pressure, only much more so, may help you understand where you need to set an example and help your children understand how not to give in to peer pressure. The hardest form of peer pressure for young people to deal with is external. In this form, the peer group (the other kids) will tease or harass another child if that child is not

part of the group. This form is very hard for children to handle and takes a lot of support from the parents for the child to fight it.

We have now discussed the first two ways that someone is led to heavy metal music. Now let us look at the indirect approach.

### **Indirect Exposure To Heavy Metal**

Even if a child does not directly listen to this music, he/she will still probably end up getting exposed to it in a more indirect form. The world provides music for our listening pleasure wherever we go and whatever we do and whether we want it or not. The music is there, more-or-less in the background when we're in a store, in the car, at the doctor's office, and even in the elevator. If a person plays a Nintendo or Sega game, the background music will be repeated so many times that, after a while, the person can hum the music from memory. If the youth gets involved in comics, his/her favorite comic store has rock and roll of some form, usually heavy metal, piped throughout the store.

If the child starts playing role-playing games, he/she will be exposed to the music that his/her particular group favors. It could be heavy rock, acid rock, or heavy metal. As the child plays the game or spends time in the comic store and is saturated with this music, he/she is usually effected by the music. Then it seems very natural for the youth to listen to the music all the time. We have to remember that, with today's technology, it is not hard to listen to music even if it is banned from the home. Radio, movies, and even television music video programs make it very hard to keep someone from listening to this type of music if that is what they really want to do. The best approach is to explain the problems with the music in a loving way and spend as much time as possible together as a family, especially in reading the Bible. This means turning the television and stereo off, but consider the alternative. Which is better, to have lost a little television time, or your child's soul? Remember that whatever you feed your soul and spirit is what comes out. What happens to their soul and spirit if someone keeps feeding them a lot of music with messages on stealing, killing, and destroying? Who do they end up worshipping as their god? Where will they spend eternity?

If what you watch or hear is not uplifting and in line with God's word, then don't watch or listen. Some of the heavier versions of heavy metal music exist for one reason, and one reason only, and that is to lead the listener to satanic worship. Satan does not mind waiting for someone to walk down his path through all the forms of rock-and-roll. He has the time, and, as long as the people are on his path, he is in control.

I can tell you from my own personal experience that most people who are in rock and roll music have a void in their life. They try to fill this void with sex, drugs, self, and living on the edge. As they keep getting deeper, the satanic way of life seems okay and even fun. Most end up in a place that is very dark and terrifying and have no knowledge of how to get out or even how they got there. The music has convinced them that if they try to leave, they will die.

When I hear of a teenage suicide or a murder in a school, I look for what the person was involved in as far as friends, music, and activities. People may outwardly seem totally secure and even innocent, but if they have listened to music that tells them there is no hope and the only way to avoid the emptiness in their life is to kill themselves, they've lost their security and innocence. If they hear this message repeatedly, they actually will start to believe it and do what they now believe will end the emptiness in their life. It's a shameful tragedy, especially when all that they really

needed to do was to ask Jesus into their life and that void would have been filled. If you have a void in your life, try asking Jesus in, start worshipping at a good Word-based church, and just watch the void disappear. Jesus' presence, when you sincerely ask him in, just fills up your whole being until there is no room for a void.

Remember your first new car? You wouldn't let just anyone drive your brand new car, would you? You fiercely protected that mass of metal and rubber from all harms. You and your spirit are considerably more valuable than that car. Why, then, let people of dubious intent, at best, teach you how to live? Protect your spirit from the garbage in the world!

### **John Does Heavy Metal**

Do you remember John from the earlier chapters? The last time I saw John he was sixteen years old and going to concerts with his friends, but he's not the same John I first met. He was a clean-cut, well-mannered young man when he first started coming into our stores. The secret is out. He was a customer of mine back when I was in the comic and game industry. Now he has long hair, believes in fortune telling, and listens to really heavy metal music. His mom just cannot understand what happened to her son. He used to be loving and obedient, but now he tells her what he is going to do and plays what she calls "God-awful music" as loud as he can. His grades are falling and he has been out late every weekend since he turned fifteen. John's father is no longer with them. He left when John was only ten years old. John's mother used the Nintendo games and television as a baby-sitter for the past six years. She was working hard to pay bills and could not afford any other kind of care. If you think his problem is unique, or is because he comes from a single-parent family, you, the pop psychologists, the social engineers, and the US Surgeon General are partly right. But you are mostly wrong! The biggest problem was what John was being fed mentally and spiritually during those years.

This same tragedy is happening to a lot of kids today. Parents are using games, television, movies, and comics as baby-sitters or pacifiers. Like John's mom, if you don't know what your children are involved in, don't blame anyone but yourself if they give you problems or have problems later on in life.

As a youth I listened to heavy metal music and can testify that some of the songs are destructive and misleading at best. The movies I watched and the music I listened to were probably the biggest reasons I wanted to try out witchcraft.

## CHAPTER 8

### BLACK MASS/Satanic Worship

You may be wondering why the chapter on heavy metal music came after the chapter about Tarot cards and horoscopes. It is because the music is not only a factor throughout the whole book, but it is one of the most coercive and direct factors leading someone into Satanism. During some of the more satanic heavy metal concerts, the group performing will have an altar call for Satan or will promote Satan worship either in their actions and/or words.

Before we talk about a black mass, we need to understand a few basics. First, everything in Satan's realm is the reverse of God's. God has stated throughout the Bible that white stands for purity and light, so Satan uses black for darkness and evil. Red stands for blood, so Satan uses the red for a mockery of the blood of Jesus. The righteous live by faith; faith twisted is fear; love twisted is hate. Satan is, and stands for, the negative and twisted versions of whatever is positive and good. A Mass is a form of worship and, in the Christian body, when they have a Mass, it is to worship Christ. So, since Christ is pure (white as snow), then the Black Mass is the dark, evil Mass for Satan.

Most people, who attend a Black Mass, go into it thinking it will be fun, not realizing what they are getting involved in. Satan does not want us to believe he exists, because if we do, we would be very careful about our activities. Satan likes people to come to a Black Mass and take part, thinking it is a big joke. By the time a person realizes that a Black Mass is not a joke or fun, but very real and dangerous, it seems impossible to get out, due to fear. The person does not realize that, through Jesus, he/she can be freed, but is so tied up with fear (Satan's faith) and the fear of being injured or killed, that he/she stays with the coven, eventually dies, and goes to Hell. Satan has accomplished what he intended from the beginning. He has stolen their hope, killed their bodies, and has then destroyed them eternally. The sad part of this is that the person involved did it to himself. Satan only can do what we allow him to do, and Satan knows that if you have Jesus, you have the power in you, through Jesus, to put Satan in his place.

Even though in the past subject matter of this book, the people involved in those areas were in various forms of satanic worship and didn't realize it, they were still able to get out with relative ease. That is why the chapters were shorter than this chapter, with more information than stories. The subject matter of this chapter is deadly serious and can literally kill you. Escape from this form of satanic worship is possible, but is not easy.

As with all the subjects in this book, I speak from experience and can testify to the authenticity of the subjects. In previous chapters I gave you information, but few stories, to help you avoid some of the paths I have seen and experienced that lead to satanic worship in its worse case scenario.

#### Don't Let The Kids Read On

Some of the details are going to be graphic so if you have children reading this book, stop them now.

There are as many occult groups, as there are Christian denominations, and some even call themselves Christian. In this chapter we will zero in on those who worship Satan outright. Don't be misled! If a group does not believe in the Bible

and/or teach from the Bible, but does not worship Satan by name, it is still of Satan. The druids are tree worshipers and, therefore, Satan-worshippers. Lots of well-meaning people have been misled by the lunatic fringe of the ecology movement and have felt a need to protect the forest. Some of these think they are helping the trees, nature, and Mother Earth, and end up as druids, worshipping them. These are just as much in the occult and worshipping Satan as those we will discuss shortly. If someone teaches anything other than the saving power of Jesus and that he died and was resurrected and ascended into heaven for us, that person is teaching a falsehood and a lie and should be considered a cult worshipper.

There are many groups calling themselves Christian or believers in Christ, but when you investigate them, you will discover that they have a man-made doctrine that is different from the Word of God. Some believe that Jesus was an angel, or that he was not resurrected bodily, or that they can achieve godhood here on earth. The list of false beliefs goes on and on. These groups are leading people to Hell the same way as any other cult.

How can we be sure that the church we are involved with is right? Get a standard Bible, any version will do: New International, King James, Amplified, New King James, New American Standard, and so on, but not one that has been changed for doctrinal purposes. If your church teaches anything different from what is said in the Bible, find a church that teaches from the Word. How can this happen? Why would a church teach non-scriptural doctrines? Satan is a deceiver and he uses people to deceive others, even in church. God's Word is the one thing you should trust. Don't make the mistake of thinking that, if a church is in the Word, it is perfect. There was only one such perfect being on earth, Christ. If there are problems in your church and it is a Word-based church, remember that the problems come from Satan, not God. Satan will try his best to cause strife and offense in a church where he is threatened. Also remember that Jesus is the answer to those problems.

Now with that stated, let's look at how someone attends a Black Mass. First, they may attend a concert where there is a lot of music dealing with Satan and there is an altar call for Satan. Second, they may be invited to attend by someone at the concert or by a role-playing friend, a coworker, or a fortune-teller. Satan worship is no longer held just at activities for satanic groups, but is creeping in everywhere. You may very well know someone who is going to a Black Mass for fun (or is involved and believes in Satan) and invites you to attend. As Disciples of Christ we are supposed to be leading people to the Lord. Satan's disciples are trying to lead people to Satan. It is just that some of them don't realize what they are doing until it is too late.

How can people go to something like a Black Mass and not know any better? In the early 60s the Bible and prayer were removed from schools. Since then, the Bible and prayer have been removed from as many public places as possible. Many people are no longer exposed to the teachings of the Bible and the power of prayer. Furthermore, the media has been changing our opinions on everything from morals to reality. Satan has effectively blinded people to what he is doing, to what is right, to what they should do, and to what is real and what is not.

Back to our prospective Black Mass attendee. The person has been invited and has accepted, on the basis it may be fun. When he gets to the place where the Black Mass is to be performed, he will find it to be pretty dark, lit only by candles or very dim lighting. Most of the people there will be wearing black robes from head to toe. Some of the priests will be wearing robes that are red, black, or a combination of these two colors.

Everyone will stand in front of the altar chanting a plea to Satan. On some occasions, the priest will sacrifice an animal and drain the blood into a cup and drink it. Sometimes this cup will be passed around, especially to visitors. The visitor will be required to take an oath to Satan, either at the Mass or later. The only things that may be visible will be an upside-down cross and/or a pentagram (a star inside of a double circle), candles, and an altar (usually a 3' wide by 7' long by 3' high table or block of wood or stone).

The visitor will almost never be invited to a human sacrifice and seldom to an animal sacrifice. The oath taken usually is done in the blood of the visitor and may be mixed with the blood of the priest. In some cases, the visitor, the priest, and maybe everyone attending will drink of the blood. Christians understand that blood sacrifices ended with Jesus on the cross and that we remember the blood shed for us and we do so in communion. We don't sacrifice or drink blood, so Satan makes a mockery of our Lord by having sacrifices and drinking the blood. As you can see, the Satanists pervert the blood. This is done to show that the Satanist and Satan don't believe in the saving blood of Christ. The Black Mass is performed at midnight, since some believe this to be the witching hour and others believe that the body of Christ is asleep during this hour and at its weakest. Still others do it then because it is traditional.

The Black Mass can last anywhere from one to four hours, and, at the end of the ceremony, those attending usually have open sex. These sexual practices will include swapping partners, homosexual acts, and even acts of sex with animals. The sex is always perverted, and the more perversion the better, including physically abusing the body.

A Black Mass is performed on Friday nights and can be found in every city in the country today. It is estimated that 50% of the people in England are involved in the occult. It is also estimated that anywhere from 10-50% of the people in the United States are involved, depending on what part of the country you are in and who you talk to. I believe that at least 10% of the US population are true believers in Satan with another 20% of the country involved in the Black Mass or belonging to a coven, while there are another 30% involved in things that are leading them to the Black Mass. The real shame of these numbers is that forty years ago, most people did not believe in Satan and now 60% or more is worshipping him in one form or another, not counting the greed factor. Most of these people are trying to fill a void in their lives, or are greedy and power hungry and some are really just naive and don't realize what they are doing.

I had a hard time finding a coven from 1969 to 1973 when I was seeking to join. Many of the people I met were in satanic worship for power and most of these kept to themselves and would never have admitted to being in the occult. Now there are more and more people admitting to involvement in satanic worship. I recently heard one woman admit to giving up her child to a priest of Satan for a sacrifice. She had this baby delivered by a midwife and surrendered as a sacrifice for power. The power I refer to in this chapter is gained through chants, spells, and invocations, and it is always sought for selfish reasons such as wealth, control over someone, advancement, or revenge.

This is a brief side note for us all to ponder. It would seem logical, if someone admits to killing a baby, that the person would be arrested, but in this country, if there is no evidence, then there is no cause for arrest. If a woman gets pregnant and never sees anyone other than the midwife who will do the delivery, then there is no record of a pregnancy or a baby. If, after the sacrifice, the remains are carefully disposed of and cannot be found, then there is no crime in the eyes of the justice

system. Compound that with the horrors of abortion and the cohorts and followers of the infamous suicide doctor, "The Doctor of Death", who assists people in killing themselves, and the result is a generally blasé' attitude on the part of many people toward sanctioned killing. What if one baby, or one hundred, or ten thousand die as sacrifices? Thirty million babies have died before their birth since abortion was legalized. You think abortion is not murder? The abortionists have admitted it themselves in a roundabout way. Look at why the scientists have said they needed the post-abortion fetal tissue for research. They said they needed live tissue, and they had to extract the tissue before the fetus died. If the fetus is not alive, how can they be getting live tissue? If it is not alive, how can it die? If the fetus is alive (based on the research approved by President Clinton and the government), then is it not murder? After the way this country has been reprogrammed over the last thirty to seventy years through the movies, television, music, media, and the removal of God from the public consciousness, a citizen from old Sodom or Gomorra would probably be very comfortable here in late-twentieth century America.

Let us get back to the sacrifices. The baby is held for one of the high days of Satan: October 31st (Halloween), January 7th, January 17th, Easter, Christmas, or the 22nd day of the first month of each new season. Of course, these are just some of the high days; there are others. Each one has a different meaning and a different sacrifice. On the night of the sacrifice, the baby is placed on the altar and its throat is cut and the blood drained into a chalice. All attendees drink from the chalice and the baby is discarded like an old rag. A baby is used because of its purity, because there are no records of its existence, or because the baby was marked by the high priest for a specific reason. This reason could be anything from the induction of a new follower to a specific request the priest has of Satan.

Now, if this is not bad enough, consider the generationalist. These are people who have been born into the occult and whose family's involvement in the occult may go back hundreds of years. The generationalists will dedicate their children at birth to serve Satan. If the family has a son, he may be marked for the role of a priest. If the family has a girl, she may be dedicated at birth for sacrifice to Satan. If a boy and girl were born within a reasonable time of each other, it could be decided that they would be wedded if the boy were meant to be a priest of Satan. When they are between eight and fifteen years old (depending on the cult), they will marry (have sex). Then, at the age decided by the priest, the girl is sacrificed. This occurs between the ages of eight and sixteen. She is put on the altar, tied down, and her feet and wrists are slashed. Some cults slash all over the body. Cups are placed under the wounds to catch the blood. The girl is still alive through all of this. The boy is brought in, one of his hands is placed on a dagger that is poised over the girl's chest, and his other hand is placed on top of the dagger. The priest places his hands over the boy's hands to keep him from pulling away and then forces the dagger into the girl's chest. After the girl dies, the participants drink her blood starting with the priest and the young boy. After this the boy undergoes more training to become a priest and very soon will be able to be an active priest, handing down all of this perversion to the next generation.

I have described the above to show you how sick and serious these people are and to help you understand what you may be getting into through attending a Black Mass or a coven or cult meeting.

You may be shocked to find out that there are openly practicing satanic churches in the country today. They admit they have ritual sex, but do not admit to sacrifices. They may not, they may be just a group who are having all kinds of open and perverted sex and using their satanic church as a cover to do so openly. When the world was destroyed by flood, when Sodom and Gomorra were destroyed by fire

and brimstone, and when Rome fell in 323 AD, they were obsessed with sex and sexual perversions.

How do you recognize Satan worshipers? Those factions which allow outward signs would tend to wear black clothing and/or silver amulets with pentagrams or an inverted cross. Their actions or manners of speech may give them away, but this would be the exception, not the rule. Most Satan worshipers appear to be regular, everyday people whom you would never have believed to be involved. A lot of druids are doctors, lawyers, and other professional people. In most occult groups, the people may seem to be very nice and loving, but remember that Satan himself can imitate light. The main goal of these individuals is to deceive you until you are indoctrinated. Remember that they look like ordinary people.

The main difference between Satanism and a Black Mass is that Satanism is a lifestyle while the Black Mass is an event.

We've talked a lot about the progressive nature of our subject matter and how we have been systematically programmed and desensitized. Here is yet another prime example. Look at Adolf Hitler. When Hitler came to power, his people thought he was a good person who was leading them out of a terrible economy and was providing prosperity for the country. But, after Hitler had totally subjugated the people through the use of his Gestapo and the SS, he started revealing his true nature. It wasn't until after the end of World War II that we learned just what a monster Hitler had become. Hitler was into astrology as well as other occult activities; he would not do anything without consulting the stars first. No one could believe all the things that had happened in Germany. Even after seeing the pictures, it was just too horrible to understand. Now, five decades later, after all the movies with all the blood and violence, after two police actions with all the horrors of one of them (Vietnam) being shown nightly on the news, after all of the hijackings, after all of the terrorist atrocities, we're numb. One more gruesome act doesn't bother us much any more unless we're personally involved. Is it any wonder that so many are getting away with so much?

The average person's knowledge of the occult and Satanism is based on Hollywood's twisted perspectives. Hollywood has either portrayed it as all fun and games and a joke, or as a sick practice of a few non effectual weirdoes, or as a truly useful and powerful tool, but never as the twisted evil which it is. The number of people involved is growing daily and will continue to do so until we bring the Bible and the worship of God back into society, or at least into our homes.

If you could graph the decline in the worship of God in the home and country against the growth of crime, the federal debt, and all of our other problems, including the growth of the occult over the years, you would be shocked at the result. The problems we have are not fixed with taxes, more police, or more education on violence and sex, but common sense, good morals, and the belief in God fix them.

Some of you are sitting there thinking you're safe because you just collect baseball cards. Think again. Go back and read the chapter on cards again, then come back to this chapter. I collected cards and idolized some of the players. I placed them on pedestals and did not realize it. Then I began to want to have the fame and fortune they had. When I couldn't get it, I became depressed, started drinking, and started using drugs. While in this sorry condition, I started listening to heavy metal music. Some of the songs were very seductive.

I was seduced into the satanic realm and it was only due to the love of the Lord for me that I was able to escape. It took me twenty years to really get to know

the Lord. Satan did all he could to confuse me and keep me in his grasp. Satan is very real and when he thinks he is losing a victim, he will do whatever it takes to keep from losing. He will give you things or even allow you to believe that Christ exists, but he will make sure he keeps you from actually accepting Christ as your savior if he can. But the choice is yours; either give up death and destruction and live eternally, or don't give them up and die eternally. This is why Satan does not want you to know he is real, at least not until he has you in his control.

He knows that if you know he exists and is real, you will also realize Christ is real. He also knows that anyone with any common sense would choose life over death. Satan is like a crook that checks out your house to rob it. If you should see him, he would not tell you he is a crook or what he is doing. If he did identify himself, you would be prepared for him and he could not rob you. Satan is trying to rob us of our life and our blessings.

Here is an example of his thievery. Christmas is supposed to be the celebration of the birth of Christ, but due to greed (thanks to Satan), Christmas has become very commercialized. Most retailers in malls count on Christmas sales for up to 80% of their annual income. The true spirit of Christmas has been lost in the rush for the almighty dollar and the selfish grab for gifts.

Where is it written that you have to go into debt (Satan's way) to make Christmas that special day? I remember when Cabbage Patch dolls came out and parents fought over them so they could give them as Christmas presents. This is only one of many ways that Satan keeps us busy or in strife so we don't get the message or experience the joy. Just imagine the message our children are getting about Christmas on Christmas morning when they open their presents of video/role-playing games of stealing, death, and destruction. How about the children getting comics, graphically showing someone's head being blown off or relating the adventures of a homosexual super hero? We have allowed Christmas to be turned into a day of greed and self-indulgence instead of a day of giving, sharing, and love.

Santa Claus has become a traditional figure of Christmas, especially in the United States. Santa, however, is more than he appears to be. He is Satan's way of diverting our attention from the true reason for Christmas. Santa's gift giving fuels our innate selfishness and greed. His red suit, beard, and knowledge of all our activities bears a striking resemblance to the common portrayal of Satan's appearance and behavior. Remarkably, his name is even an anagram of Satan's (Santa vs Satan).

Satan also did a number on the celebration of Easter with the cute Easter bunny bringing decorated eggs. Instead of remembering what Easter means and what that day is we spend the night before dying eggs to hide the next morning. If we do go to church it is to show off our new outfits, and then we rush back to our Easter dinner. If the day has anything to do with promoting God, you can bet Satan will do his best to get our attention on something else.

We are now celebrating Satan's days the way he wants them celebrated more often than we are getting others into a belief in God. A prime example of this is Halloween. This day was started by the druids and is a holiday of Satan. The jack-o-lantern represents a gate to spirits and the druids would place jack-o-lanterns in a circle to either bring a spirit back or to contain a spirit. The costumes are more representative of Satan than of God and we allow our kids to wear them and then comment on how cute they are. If you really believed in the Devil and Hell, would you still make the same comment about the costumes? Would you allow your children to be a part of Halloween? How about trick or treat? We're teaching our kids that it's

okay to play dirty tricks on people if they don't give the kids a treat. Don't we already have enough people trying to trick us without our children doing so? If you want to do something on Halloween, find a church that is having a fall festival and attend. Give your kids the candy you would have bought and handed out to trick or treaters. Better yet, don't buy the candy, but give the money to the Lord, instead.

Instead of allowing your children to watch that horror film or that movie about magic, show them one of the Christian videotapes that are available. Instead of the comic or game that they want, buy them a Bible-based video game or comic. Most important of all, instead of turning on the television, spend time talking with the entire family, and then turn on a Christian channel, such as Family Network or TBN. You will find that your life is more enjoyable and worthwhile in just a short while after making these few changes.

Stop being the one locked in a cage, chained to your television, and afraid to go out at night. Get to know your neighbors. Don't allow the wicked to control your streets. How far could criminals get if everyone spent their evenings out in their front yards? The criminal element depends on our being fearful and locked away tight in our homes.

Just remember what our Lord told us in Matthew, chapter 15, verses 17 to 19: "That what goes in our mouth does not defile us, but what comes out does." So if you watch and listen to things that are negative, then you will be negative. If you associate with things that promote fear, then you will be fearful. Why even put up with all of this, since you can live a life free of fear and negative beliefs? Accept Jesus today and he will set you free from fear and doubt. If you do not know how, then just ask him into your heart and ask him to forgive your sins. Then find a good Word-based church and attend as often as possible and read daily in the word. If you only spend ten minutes a day in the word it will make all the difference. You can find ten minutes. Try it for a while and see for yourself.

I hope and pray that this book is a blessing to you. Remember to keep your faith in God.

And Finally...

If any of your children or teenagers are involved in any or all of what we've discussed in this book, for their sake, guide them out, and pray for them.

Of course, the younger the people are, the easier it is to get them out of something you think they should not be involved in. The older the person and the more deeply involved they are, the more help you are going to need to rescue them.

My best advice is to not let them get started, but if they have and they are into comics and computerized games, then start buying them Christian-related comics and computerized games instead.

For those who are involved in role-playing games, find a church that sponsors Dragon Raid. This is a Christian role-playing game. At first it seems like "Dungeons and Dragons", but by the time the players realize that it is not and they find out what it really is, they are too involved to care. This game is based on the Bible and Bible-based adventures only.

For the young person involved in heavy metal music or worse, the only suggestion I can make is to pray for them and start playing as much Christian music around them as possible. Try to get them involved in church. That means go with them, not just take them. Get them to activities with other Christian kids. Go to Bible studies with them, or hold your own at home with just your family or a close group of friends in attendance. Regular worship and study, accompanied by a lot of prayer, are the best ways to break the hold of immoral music, Tarot cards, and astrology on a young person.

If they are into Satanic Worship, then pray for them, and get as many Christians as possible to pray and witness to them as much as they can without turning the person away.

Finally, if someone you know is involved with any of these things, don't despair. Prayer and Christian love are the strongest things this world has ever seen. Don't feel you have to carry the burden alone. Seek help from Christian friends. Take the actions we've suggested and pray, pray, pray!

I hope this book will be of help. My prayers go with you.

#### References:

"Evidence Reported that Heart Disease Has Childhood Roots" by Laura Beil, The Dallas Morning News, December 5, 1994.

"2 Video Games -The Amazing Video Game Boom" By Philip Elmer-DeWitt. Reported by John F. Dickerson, 1993, Time, Inc, 9/26/93

"Evidence Reported that Heart Disease Has Childhood Roots" by Laura Beil, The Dallas Morning News, December 5, 1994.