

Pokemon

“Children Having Fellowship With Devils”

by Joseph Chambers

You cannot read the available information and data about the Pokemon phenomena without having an immediate reaction. The entire method and purpose of the game is to induce the possession of the player by devils. It is sorcery, clear and simple. The ultimate results of these games are as follows:

- Children and youth learn how to play with devils, which the Bible identifies as fallen angels.
- Children and youth are being taught that they can make devils subject to them.
- They are taught that devils are their servants and that the devils will fight for them against their enemies.
- They learn that these devils (pocket monsters) can evolve into more powerful devils.
- They learn that these devils have psychic powers that appear to be supernatural. (Psychic is Satan’s imitation for supernatural in the Bible.)
- The children are challenged to become “masters” by conquering more and more monsters and the powers that operate in these creatures.

Let’s first try to understand the world where Satan and his devils operate. A game like Pokemon would not even exist if there were not something real about the whole subject of Satan and his psychic powers. When someone suggests that it is just a game, fun, or entertainment; only very naïve people believe them. There is no real fun in “make believe” unless there is some sense or form of reality behind the scene. Kids that play “cowboys and Indians” do so because of the history behind the idea. I cannot imagine any idea for fun or game that has no basis in facts. The fun is in trying to live out or experience some historic past or some future dream.

Lucifer & Fallen Angels

A fallen angel named Lucifer rules the world of evil. He is only a fallen angel and every devil in our universe is a fallen angel that rebelled against God along with Lucifer. Yes, they are extremely evil, they have great paranormal powers and they go about as roaring lions seeking whom they may devour (I Peter 5:8). But they are already defeated and have very limited powers, except when they possess evil people and can use their personalities and powers to affect other people. This is the strategy behind the game of Pokemon, most other role-playing type games, many toys, comic books, and television cartoons, etc. Satan and his devils need people to use and, as possible, possess them. Then, they can multiply the dark works of wickedness. Our world is witnessing an absolute bombardment of these kinds of influences.

There are only two kinds of powers in our world. The God of the Holy Bible is sovereign in the righteous world of Christianity. One reason we can know that Bible-believing Christianity is the only real religion is that all the other religions have similar ideas, doctrines, and powers in harmony with the world of Lucifer and his devils. The Hindus have the same black spots on their forehead that you will find in occultic toys and games. The vocabulary of occultic ideas is interchangeable with the vocabulary of pagan religions. Psychic powers, reincarnation, mind control, astral travel or teleporting, casting spells, multiple gods, magic, evolution, karate, mesmerization, hypnosis, crystals, magnetic stones, and transcendental meditation, just to name a few, are found in Pokemon. The only supreme power in this world is the power of Almighty God Jehovah.

The only other source of paranormal powers is Lucifer and his devils. There is absolutely no exception. If you encounter or play games with any description of paranormal powers, you are clearly having fellowship with devils. Any unbiblical vision or revelation that is connected to sudden displays of light or great energy is evil and suggests that a devil is looking for someone to use or possess. Satan or devils cannot enter into you against your will unless he has subtly deceived you into thinking that he represents something beautiful or spiritual. Many people have given themselves to strange powers because they were deceived into believing it was Jesus Christ or some other godlike being. We must learn that there are no other sources of the supernatural but God Himself and His angels and Satan and his devils.

The Powers Of Satanic Possession

When the devil possesses a person, that person under satanic powers can become extremely powerful. The Bible records a single man that wounded and stripped seven men, because he was possessed by one devil. Let’s read that story. “Then certain of the vagabond Jews, exorcists, took upon them to call over them which had evil spirits the name of the Lord Jesus, saying, We adjure you by Jesus whom Paul preacheth. And there were seven sons of one

Sceva, a Jew, and chief of the priests, which did so. And the evil spirit answered and said, Jesus I know, and Paul I know; but who are ye? And the man in whom the evil spirit was leaped on them, and overcame them, and prevailed against them, so that they fled out of that house naked and wounded. And this was known to all the Jews and Greeks also dwelling at Ephesus; and fear fell on them all, and the name of the Lord Jesus was magnified. And many that believed came, and confessed, and shewed their deeds.” (Acts 19:13-18).

Can you imagine the powers that may be manifest when several devils possess one man or woman? Jesus cast a whole multitude of devils out of the demoniac of Gadara. “And when he was come out of the ship, immediately there met him out of the tombs a man with an unclean spirit, Who had his dwelling among the tombs; and no man could bind him, no, not with chains: Because that he had been often bound with fetters and chains, and the chains had been plucked asunder by him, and the fetters broken in pieces: neither could any man tame him. And always, night and day, he was in the mountains, and in the tombs, crying, and cutting himself with stones.” “And forthwith Jesus gave them leave. And the unclean spirits went out, and entered into the swine: and the herd ran violently down a steep place into the sea, (they were about two thousand;) and were choked in the sea.” (Mark 5:2-5, 13). It is a must that this generation learn to discern the devastating powers of demon-possessed people. Only a Godly person, full of the Holy Ghost, can even begin to deal with these devil-possessed individuals.

Pokemon Is A Threat To Our Society

Now, let’s document why Pokemon and other occultic ideas are a threat to our society and world. These kids, youth, and adults are not just playing games. They are having fellowship with devils. It is “deadly” serious and there will be a multitude of lives totally ruined. When I read where individuals state that they are Christians, but still love to play these games, I know immediately that this cannot possibly be true. Individuals can be religious and do anything without any consciousness, but if the person actually has experienced the cleansing blood of Jesus Christ, then a spiritual conflict would occur instantly. “Ye cannot drink the cup of the Lord, and the cup of devils: ye cannot be partakers of the Lord’s table, and of the table of devils. Do we provoke the Lord to jealousy? are we stronger than he?” (I Corinthians 10:21-22).

The event at Columbine High School was not an isolated occurrence. All across America and around the world, people are acting like they are possessed with devils because they are possessed with devils. Until somebody says, “enough is enough” this trend will escalate to a crescendo of hellish proportion. It all will be capped by the Antichrist himself when he appears to lead the world in its last rebellion before the kingdom of Jesus Christ becomes a reality.

Pokemon And The Bible

Pokemon is an excellent example of a story in the Book of Acts in the Bible. This story tells of businessmen that merchandised a demon-possessed damsel (young girl) to make money for themselves. Witchcraft, divination, and false gods have always been the means of great wealth. In Acts chapter nineteen we have Bible believing converts destroying the “curious arts” (witchcraft) books that they possessed from their former lives of sin. They did not sell them or give them away, they burned fifty thousand (50,000) pieces of silver worth of this occultic garbage as a testimony to their deliverance. “And many that believed came, and confessed, and shewed their deeds. Many of them also which used curious arts brought their books together, and burned them before all men: and they counted the price of them, and found it fifty thousand pieces of silver. So mightily grew the word of God and prevailed.” (Acts 19:18-20).

This story of the businessmen is breathtakingly beautiful because of the end results. “And it came to pass, as we went to prayer, a certain damsel possessed with a spirit of divination met us, which brought her masters much gain by soothsaying: The same followed Paul and us, and cried, saying, These men are the servants of the most high God, which shew unto us the way of salvation. And this did she many days. But Paul, being grieved, turned and said to the spirit, I command thee in the name of Jesus Christ to come out of her. And he came out the same hour. And when her masters saw that the hope of their gains was gone, they caught Paul and Silas, and drew them into the marketplace unto the rulers.” (Acts 16:16-19).

The Holy Ghost filled Paul did not mince words with this situation. He commanded the devils and they immediately released the young girl. Just like the greedy business world of Nintendo and other entertainment and media kingpins, all they cared about was money. These men caught the Apostle Paul and Silas and carried them before the courts. These God-fearing men were beaten and jailed, but were singing praises to God that night at the midnight hour. The Holy God sent an earthquake and set two singing preachers free, saved the jailer and his whole family, and established a church at Philippi. What a story!

Pokemon And Its Evil World

Only a demented mind, where Satan has robbed all value, except the value of wealth and mastery, could dream up such evil fantasy. It is indeed a fabulous world of evil intrigue, deception, paranormal activities and the ultimate idea of being a “master.” The thought of a “master” is the ultimate in all Satanism. That’s the idea Satan designed that drove him to his first act of rebellion. The Supreme God was the “Master” of the universe and Satan envisioned that place of great honor. He designed a plan to acquire that honor for himself and created the “I will” of all rebellion. Everything in the Pokemon world is driven by this idea of being the “master.” The process is designed to occupy every interested individual through an incredible process that will bring billions of dollars to the creators. Already, there are 151 Pokemons (Pocket Monsters) that must be engaged in battle and defeated. Many of these evolve, some to the fourth level, into other creatures more powerful than the original Pokemon. They possess different levels of power and can become more powerful with the use of crystals, thunderstones, and other evolving techniques. It is very clear that the Nintendo creators from Japan never intend for anyone to be free from spending money for their enterprise.

Description Of Some Of These Monsters

Let’s look at a few of these “pocket monsters”:

- Omanyte – The Pokemon Lab must clone this monster from the Helix Fossil. The description of the second evolution of this monster states that, “Scientists as yet have little data about this resurrected Pokemon.” Notice its name, it is “Omastar.”
- Meowth – This monster evolves into Persian, which has a Hindu identification mark on its forehead.
- Poliwhag – Poliwhag can evolve into Poliwhirl, which can evolve into Poliwrath. This creature uses “mental techniques” to increase its power to attack and destroy.
- Mankey – This monster uses the heathen idea of karate. Its second stage of evolution is Primeape. This creature has an incredible temper.
- Psyduck – “A Psyduck defeats its opponents by mesmerizing them with a piercing stare and unleashing a barrage of pent-up mental energy.”
- Drowzee – These Pokemon “will use their psychic abilities to make other Pokemon fall asleep during combat.” Drowzee evolves into Hypno, who “survives by putting its prey to sleep and consuming their dreams.” Hypno holds in his hand a swinging pendulum used in hypnosis.
- Voltorb – This Pokemon will “self-destruct to avoid capture.”

On and on goes the description of these monsters. Almost every one of them has powers, which can be clearly described as Satanic powers. Pikachu “triggers electrical disturbances in the atmosphere.” Oddish can “poison or stun its opponents.” Clefable can be taught “new abilities with a TM or HM” (transcendental meditation). Eevee is an ultimate demonic monster. “The Water Stone changes Eevee into Vaporeon, a water-type Pokemon; the Thunder Stone converts Eevee into the Electric-type Jolteon; and the Fire Stone transforms Eevee into Flareon.” There are ghost-like Pokemons, psychic Pokemons, Pokemons that can “teleport” or use astral travel to escape capture. Without a doubt this role-playing idea has succeeded in bringing every element of sorcery into one game. It is the ultimate trip in Satan’s world of deception, paranormal powers, and the Luciferian dream of being the “master.” (All Pokemon description quotes taken from www.pokemon.com/pokedex.html.)

Pokemon’s Answers To Interesting Questions

It is quite unnerving to listen to some of their answers to questions as they propose the following:

“How can I win money in the Game Corner (Casino)? The slot machines in the Game Corner have different odds. Experiment with them to see which one pays out the most frequently, and stick with it.”

“Why does my screen keep flashing while I am walking around?” One of your Pokemon has been either poisoned, burned, or frozen. To fix this, you must return to a Pokemon Center and heal them, or give them an appropriate cure for what ails them. If you do not heal them, they will keep being damaged and eventually faint.”

“When I try to attack with my Pokemon, it just ignores me. Why won’t my Pokemon Obey me?” That Pokemon’s level is too high for you to control it. Until you get the corresponding Badge for its level, you will not be able to control it.”

“Can I stop my Pokemon from evolving? Will they be able to evolve later?” Yes, just press the B Button while they are changing to stop the evolution. As the character continues to gain levels, they will attempt to evolve again.”
(Taken from website at www.pokemon.com.)

Pokemon’s Doorway To Other Games

Pokemon does not stop with this one game. As I have researched this game, there is one thing I would like to suggest. A complete understanding of the game is probably equal to a year of college learning in the world of nonsense and Satanism. What a waste of mental energy and learning for a bright, young person!

Second, this game opens the door to a growing world of deception and sorcery. Here are a few links found on the *Pokemon Trading Card Game* website. Look at this list straight from their own website:

- “**Magic: The Gathering – The original trading card game.**”
- “**Legend Of The Five Rings – An incredible game and story set in mythical Rokugan.**”
- “**Doomtown – Shake-downs and shoot-outs in the weird west.**”
- “**Dungeons & Dragons – The original fantasy role-playing game.**”
- “**Alternity – Science fiction role-playing with no limits.**”
- “**Dragonlance – From best-selling novels to high-impact adventures, this fascinating world awaits.**”

Conclusion

The Pokemon message to your child or young person and to many adults is a message of sorcery and witchcraft. It is as dark as hell itself and will lead to depression, gloom, and suicidal tendencies. The long list of death and suicidal attempts connected to Dungeons & Dragons is undeniable history. This game is worse and targets much younger children. May God help the kids of undiscerning and foolish parents.

Author Berit Kjos says it well when she suggests the psychological addiction. “**The televised Pokemon show brings suggestions and images that set the stage for the next steps of entanglement. It beckons the young spectator to enter the manipulative realm of role-play, where fantasy stimulates reality, and the buyer becomes a slave to their programmer.**” (*“The Dangers of Role-Playing Games – How Pokemon and Magic Cards Affect the Minds and Value of Children,”* by Berit Kjos. Taken from website at www.crossroad.to.)

This game is a self-centered role-playing idea. The child or adult becomes the master of their world and forgets that our world is a world where every person is dependent on their family or friends. There is certainly no room for the God of the Bible. Every idea is an imitation of the supernatural, where God is replaced with a strange mystical power that clearly identifies the world of Lucifer and his devils. Possession by devils is the apparent goal of the creator or, at the least, the goal of the powers that control their lives. Let’s learn to play with those ideas that are beautiful, creative in a pure sense, and natural to the world where reality is sanity!

(WORDS FOUND IN POKEMON GAME & DOCUMENTATION)

Psychic: That which is spiritualistic.

Magical Stones: Called **Elemental Stones**

Fire Stone

Water Stone

Leaf Stone

Thunder Stone

Moon Stone

Evolve/ The doctrine in which higher life forms have gradually arisen out of lower.

Jynx: The bird used in spells, name means a spell or charm.

Curse: To invoke evil upon.

Magical: Producing marvellous results by compelling the aid of spirits.

Fangs: The venom-tooth of a serpent.

Hypnosis/ Placing a person in an altered state of consciousness making them susceptible to the will of another entity or person.

Mesmerizing: Hypnotizing.

Mental energy: Mental telepathy - a communication between mind and mind.

Focus energy: Another form of mental energy.

Mind powers: Another form of mental energy.

Mind reading: Another form of mental energy.

Martial Arts: A form of defense connected to Eastern mysticism.

Karate: A form of martial arts.

Teleport: Astral travel.

Aurora: The goddess of dawn.

Ghost: A spirit appearing after death.

Meditate: To put oneself in an altered state of consciousness.

Self-destruct: Suicide, to kill oneself intentionally.

Mirage: Something illusory.

Ninja: One of a body of trained assassins in feudal Japan.

Transform: To be changed in form or substance.

Mystical: Involving a sacred or a secret meaning hidden from the eyes of the ordinary person, only revealed to a spiritually enlightened mind.

Mythical: Relating to an ancient traditional story of gods or heroes.

Hindu Mark: Religious ritual expressing worship to a Hindu God.

TM/HM: Transcendental Meditation

All-Seeing Eye: Represents the third eye of occultists and New Agers, as well as Masons.

Yin/Yang: Two opposing principles of Chinese philosophy and religion influencing destiny, the former negative, feminine and dark, the latter positive, masculine and light.

Lightning Bolt: A satanic symbol representing the gods of thunder (Thor, Set, Zeus, and Jupiter). Satanists love to use the lightning or thunderbolt.