

Pokemon: Just another 'fad'?

A Christian perspective by Pastor Brett Peterson (preacher4truth@earthlink.net)

How close can we get to the occult and still call it 'good social interaction and imagination stretching fun for kids? Pokemon is a role-playing game like Dungeons and Dragons, MAGIC (another card game like Pokemon), and many other 'games' and cartoons that have occult overtones.

'Train up a child in the way he should go: and when he is old, he will not depart from it.'
Proverbs 22:6

Pokemon is a copyrighted creation of Nintendo - Japan. It was first created in Japan and is highly influenced by Japanese mysticism. It is very popular there now, and has been since 1996.

In 1997, 685 people went into epileptic seizures while watching the Pokemon cartoon.

Pokemon is short for 'Pocket Monsters'. By 300 AD, the sun-worshipping Yamato kingdom had loosely unified the nation through conquest and alliance. Buddhism was introduced from China in the mid-6th century and soon became the state religion. Rivalry between Buddhism and Shinto, the traditional religion of Japan, was diffused by presenting Shinto deities as manifestations of Buddha. They seem to embrace all mystical religions and warrior religions.

We finally have a researched answer to the influences behind 'Pokemon' and the religions and philosophies that are taught within the game. Pokemon is the result of influences that are completely mystical. These are just to name a few:

- Buddhist Mysticism
- Hinduism
- Meditation rituals
- The Egyptian Book of the Dead
- The Book of Tao
- The Analects of Confucius
- The Gita
- The I Ching
- The Tibetan Book of the Dead

All of These Philosophies influenced Pokemon!

C.G. Jung summarizes all these philosophies in his theory of 'collective unconsciousness', and he assures his followers of the congeniality with occult energy sciences and the evolutionary sciences with the occult practices and tapping into the water energy, fire energy, leaf energy, and wind energy you can achieve spiritual enlightenment and success – all of which are incorporated in Pokemon.

Jung draws upon Oriental conceptions of consciousness to broaden the concept of 'projection': Not only the 'wrathful' demons/monster (pocket monsters) but also the 'peaceful' deities/spirits (pika-chu's) are conceived as animal projections of the human psyche – the fundamental religious teaching and game play in Pokemon!

The Bible says:

'For you were once darkness, but now you are light in the Lord. Live as children of light (for the fruit of the light consists in all goodness, righteousness and truth) and find out what pleases the Lord. Have nothing to do with the fruitless deeds of darkness, but rather expose them. For it is shameful even to mention what the disobedient do in secret. But everything exposed by the light becomes visible, for it is light that makes everything visible. This is why it is said: 'Wake up, O sleeper, rise from the dead, and Christ will shine on you.' Be very careful, then, how you live--not as unwise but as wise, making the most of every opportunity, because the days are evil. Therefore do not be foolish, but understand what the Lord's will is.'

Ephesians 5: 8-17

Color Energy Cards

In the Tibetan tradition life is a sort of `game', and they state that each of the levels of game-existence is associated with a particular color and also certain geographical symbols. Note the energy cards in Pokemon have colors and elements that also refer powers and positions.

In Tibetan teaching, each person (trainer of projections) has to learn to decode his own internal road map. The Tibetan indicators may be used as a starting point. The purpose is clear: one should follow the signs of the three higher types and shun those of the three lower. One should follow light and pleasant visions and shun dark and dreary ones. Look at the Pokemon cards – both are represented and role-played by our children.

Recently I observed a group of children who were role-playing Pokemon. They were making evil faces and chanting their Pokemon character names over and over! One three year old was chasing another boy almost trance like in expression saying in a deep raspy voice, `bulbasore attack, bulbasore, bulbasore.' They are meditating and projecting their spirits just like practitioners of the occult!

Pokemon monsters, in the game and the cartoon, can only say their name, so when they talk they are really chanting their name. The children, I have observed, do the same thing while they are playing. They are actually opening themselves up to personality modification – an occult practice!

This is what is taught in Tibetan practice:

'Use your foresight to choose a good post-session robot. Do not be attracted to your old ego. Whether you choose to pursue power, or status, or wisdom, or learning, or servitude, or whatever, choose impartially, without being attracted or repelled. Enter into game existence with good grace, voluntarily and freely. Have faith in the protection of the deities and choose.'

(Revised Tibetan Book of the Dead)

Why would Satan influence a game like Pokemon? It opens up players to the demonic realm, channeling (a power some of the Pokemon characters have), and possession.

`When the unclean spirit is gone out of a man, he walketh through dry places, seeking rest; and finding none, he saith, I will return unto my house whence I came out. And when he cometh, he findeth it swept and garnished. Then goeth he, and taketh to him seven other spirits more wicked than himself; and they enter in, and dwell there: and the last state of that man is worse than the first.'

Luke 11:24-26

In Japan, Shinto is one of the oldest belief systems and was developed out of worshipping the earth, such as sun, water, rocks, trees and even sounds. Jiggly Puff, a 'cute' Pokemon, sings a song and the sounds puts all who hear her into a trance. This is a common type of teaching in Shinto and is very evident in Pokemon!

Shinto teaches that all such natural features were felt to have a god behind their power. Many Shinto beliefs were incorporated into Japanese Buddhist practices after its introduction in the 6th century. Just as they believe in evolution and reincarnation, these ideas are manifest in Pokemon.

These pictures are typical examples of the dark side of Pokemon. Haunter, an evolved spirit can hypnotize and has 'dream eater' power (powered by the purple Pokemon energy cards which is the psychic energy). This power lets him drain the energy from his opponents.

Some eastern and New age philosophies teach this principal and call spirits that can do this 'energy vampires'. This is just the tip of the iceberg! The Pokemon game contains many typologies manifest in the cards that reflect the philosophies of Shinto with mystic Buddhism, in addition to many other beliefs. Kadabra, another Pokemon, evolved from Abra. Both have demonic powers.

Evolving – dying and being 'reborn' as an 'evolved Pokemon'

'And as it is appointed unto men once to die, but after this the judgment'
Hebrews 9:27

In Pokemon, the monsters actually die to their old self and evolve into the new, more powerful Pokemon. This is the teaching of eastern mystery religions and is spelled out in the Egyptian book of the Dead and other occult religions.

In one Pokemon episode, Bulbasore (a frog) did not want to evolve. Some feel that this means to just 'grow up,' but the idea is to go through a substantial change and it is even suggested that the Pokemon 'looses' its former self or in a way dies to his current psyche. This is a typical example of Pokemon and its occult influence. Children are subtly being indoctrinated in the theory of evolution and mysticism in the Pokemon game.

What other influences are evident in Pokemon? It gets more unbelievable and shocking as you read on!

Wicca, Witchcraft, Paganism, Satanism, 'New Age', and other occult influences in 'Pokemon'

Lets look at what these religions teach and a short history. Remember – Pokemon's energy is derived from earth, water, fire, lightening, etc. – and the 'pocket monsters' are part of a universal whole.

First – do you really believe there is power in the occult? Let's see what the Bible says about all this:

'And he caused his children to pass through the fire in the valley of the son of Hinnom: also he observed times, and used enchantments, and used witchcraft, and dealt with a familiar spirit, and with wizards: he wrought much evil in the sight of the LORD, to provoke him to anger.'
2 Chronicles 33:6

These are real powers that have one intention – to keep you from knowing God and experiencing His plan and will for your life! Any game, cartoon, etc. that even hints at occult practice is dangerous!

Wicca, or Witchcraft is a popular and fast growing religious practice all over the world today. Most Witches/Warlocks consider their practice something that is learned by experience – not by books. They go through many incredible rituals to become powerful in the `craft'. Pokemon trainers must go through a lot of training and ritual type actions to become `Master Trainers', with the ability to control the Pokemon and their powers.

Pagans use earthly powers and demonic spirits, shamans use animal spirits – their minds are set on the flesh – the Bible says the mind set on the flesh is death!

The Bible says in Galatians 5:16-23

`This I say then, Walk in the Spirit, and ye shall not fulfil the lust of the flesh. For the flesh lusteth against the Spirit, and the Spirit against the flesh: and these are contrary the one to the other: so that ye cannot do the things that ye would. But if ye be led of the Spirit, ye are not under the law. Now the works of the flesh are manifest, which are these; Adultery, fornication, uncleanness, lasciviousness, Idolatry, witchcraft, hatred, variance, emulations, wrath, strife, seditions, heresies, Envyings, murders, drunkenness, evellings, and such like: of the which I tell you before, as I have also told you in time past, that they which do such things shall not inherit the kingdom of God.'

Through the true power of the Holy Spirit, Jesus gives us these according to that same passage: (v. 23)

`But the fruit of the Spirit is love, joy, peace, longsuffering, gentleness, goodness, faith, Meekness, temperance: against such there is no law.'

Also, see 1 Cor. 10:19-22 :

`Do I mean then that a sacrifice offered to an idol is anything, or that an idol is anything? No, but the sacrifices of pagans are offered to demons, not to God, and I do not want you to be participants with demons. You cannot drink the cup of the Lord and the cup of demons too; you cannot have a part in both the Lord's table and the table of demons.' Are we trying to arouse the Lord's jealousy? Are we stronger than he?'

In Pokemon, trainers summon one of their Pokemon to battle other monsters and they use them as guardians. In Wicca, guardians, known as Watchtowers, are called. These spirits (and sometimes animals) are called by them to protect them from `evil' spirits while they open themselves up to these spirits during rituals – the circle, the pentagram, etc. all provide a `safe' area to practice. In Pokemon the monsters are held in a Pokeball until the trainer summons them.

In witchcraft these spirits are summoned and called to stay in the circle until needed to fight off bad spirits. These Guardians in Pagan practice are often the spirits with whom a person feels comfortable with and has developed some form of a relationship with (in Pokemon the trainers befriend their `pocket monsters' and develop trusting and advice seeking relationships with them). Possible guardians might be one of the Ancestors, a `spirit guide,' or other spiritual entity (including animal spirits and even real animal – like the typical witches black cat) with which the person is familiar with. This is what occurs in Pokemon play – the pocket monsters are captured, trained, and summoned as needed.

Elements and Powers, geography, and demonic realms of power in Pokemon and astrology, New age cults, and Witchcraft.

Most Pagan and earth based religions and philosophies find power in the Four Elements — Earth, Water, Fire, and Wind. These are the energy cards in the Pokemon game!

Look at this verse in the Bible at 1 Timothy 4:1

‘The Spirit clearly says that in later times some will abandon the faith and follow deceiving spirits and things taught by demons. Such teachings come through hypocritical liars, whose consciences have been seared as with a hot iron.’

What are we allowing to come into our homes??!! The elements in Pokemon are foundational to many earth religions and mystic rituals. We draw our power from God, not the earth! The Bible tells us in Galatians 4:3

‘Even so we, when we were children, were in bondage under the elements of the world:’

Galatians 4:9

‘But now, after that ye have known God, or rather are known of God, how turn ye again to the weak and beggarly elements, whereunto ye desire again to be in bondage?’

Most all covens and eastern philosophies, and Pagan belief systems hold the elements as sources of power, as the Pokemon game does. Again – the Bible says in 1 Timothy 1:4

‘Neither give heed to fables and endless genealogies, which minister questions, rather than godly edifying which is in faith: so do.’

1 Timothy 4:7

‘But refuse profane and old wives’ fables, and exercise thyself rather unto godliness.’

2 Timothy 4:4

‘And they shall turn away their ears from the truth, and shall be turned unto fables.’

This is what all religions are – nothing but mans attempt to reach God. Listen – finite man can not reach an infinite God! He had to reach down to us, and He did in Jesus Christ!

One last example of occult practices and Pokemon.

What are our children really playing with - imagination and simple 'pocket monsters'? In Paganism and the Occult there are spirit guides, messengers, and elementals or artificial elementals. They can be summoned to do things for the ‘trainer’ or ‘practitioner’. They can:

- Watch and tell the trainer what it sees
- Guard the trainer
- Fight with other spirits or elementals
- Carry out assignments given by the trainers.

Pagans can capture free elementals (much like Pokemon trainers capture pocket monsters) and build relationships with them for use (just like Pokemon trainers). Witches, Shamans, etc., recommend only master practitioners do this because you are not masters of the elementals, just like Pokemon trainers are not masters of the Pocket monster – and they warn that they can

be hard to get rid of and may require an exorcism to become free of a bad one. `Artificial elementals' is the ascribed name of the actual `pocket monsters' our children are playing with!
Matt. 17:14-21

`And when they were come to the multitude, there came to him a certain man, kneeling down to him, and saying, Lord, have mercy on my son: for he is lunatick, and sore vexed: for oftentimes he falleth into the fire, and oft into the water. And I brought him to thy disciples, and they could not cure him. Then Jesus answered and said, O faithless and perverse generation, how long shall I be with you? how long shall I suffer you? bring him hither to me. And Jesus rebuked the devil; and he departed out of him: and the child was cured from that very hour. Then came the disciples to Jesus apart, and said, Why could not we cast him out? And Jesus said unto them, Because of your unbelief: for verily I say unto you, If ye have faith as a grain of mustard seed, ye shall say unto this mountain, Remove hence to yonder place; and it shall remove; and nothing shall be impossible unto you. Howbeit this kind goeth not out but by prayer and fasting.'

Please pray and do what the Lord instructs you to do – it is time to take a stand for God and protect our children from the influences of our enemy! My son is six and we had a whole book of Pokemon cards – after praying about it he made the decision to get rid of his cards, because he could see they were evil!

Listen Christians – we are in a battle! The enemy is subtle and is trying to influence our children's minds. Pokemon teaches all the basics of many false religion and occult practices! Pokemon also indoctrinates children in evolutionary thought and pagan beliefs!

It is not Pokemon that we fight - the Bible says in Ephesians 6:12

`For we wrestle not against flesh and blood, but against principalities, against powers, against the rulers of the darkness of this world, against spiritual wickedness in high places.'

These 'powers' are the very real demonic spirits behind all-false religion and self-serving pursuits.

Again, Pokemon is not the enemy - it is Lucifer and all that exalts itself against Jesus Christ and the true path to enlightenment. Pokemon is a tool the enemy can use to build a false foundation and plant seeds of futility in my child - and this I will not allow, and I will, by the blood of Jesus and the power of the Holy Spirit come against all falsehood and doctrines of demons that try to indoctrinate my child with eastern mysticism and occult practices.

I pray that our Lord Jesus Christ by and through the power of the Holy Spirit will protect you and your children from the schemes of the enemy. Grace, peace, and courage to take a stand for righteousness be yours!

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