

## Training Your Kids to Kill (or other topic which you prefer)

by Alex Gore

Very recently a report was published by Zack Pelta-Heller of AlterNet which was entitled, **"Kids Kill In Violent Christian Videogame"** (<http://www.alternet.org/story/38873/>). Posted – 21 July, 2006, Printed – 27 July, 2006.

The article states:

*"The Rapture is headed for New York City, and just in time for Christmas. In Left Behind: Eternal Forces, a Christian-themed videogame due out this October, the New York skyline smoulders during the End of Days, the faithful have been called up to heaven, and the remaining New Yorkers are engaged in an epic clash between the Tribulation Forces and the Antichrist's army of Global Community Peacekeepers (aka UN Peacekeepers).*

*Evangelical videogame makers are praying that Eternal Forces will finally enable them to tap into the \$25 billion global videogame market. They hope their "Christian" values-themed game will capture the same audience that has made best-sellers out of violent standards like Grand Theft Auto and Halo 2. The Left Behind: Eternal Forces videogame is based upon the wildly profitable "Left Behind" series, written by Rev. Timothy LaHaye and Jerry Jenkins. The "Left Behind" books have sold roughly 65 million copies and are second only to the Bible in sales of Christ!*

*The series revolves around an eccentric interpretation of the Bible that sets the Armageddon in Iraq and refers to Saddam Hussein as a servant of Satan. President Bush is a big fan of Rev. LaHaye's brand of dominionism. Prior to the 2000 election, Bush met with LaHaye and other Christian fundamentalist leaders to cultivate the support of the religious right. Game point, spirit point Eternal Forces is a real-time strategy videogame, meaning that a player manipulates an entire army simultaneously, as opposed to the common first-person shooter games in which a player controls only one character. In essence, the player becomes the commander of a virtual army, deciding when to unleash weapons from an arsenal of guns, tanks and helicopters. Of course, since this is an evangelical game, soldiers lose "spirit points" each time they kill an opponent, leaving them prey to the Antichrist's forces and in dire need of replenishment through prayer. To top it off, each time a soldier slays one of the Antichrist's soldiers (who are UN Peacekeepers, remember), he triumphantly cries, "Praise the Lord!" Eternal Forces caught the media's attention in May, when it premiered at the Electronic Entertainment Expo. The Los Angeles Times reported that in order to foster buzz for the videogame, the game's co-creators, Troy Lyndon and Jeffrey Frichner, plan to issue a million advanced copies to churches nationwide. That announcement galvanized Jonathan Hutson of Talk To Action, a forum for discussing the religious right, into action. Hutson, who identifies himself as a Christian and a patriot, said by phone, "I'm offended by a game that allows children to rehearse mass killing in the name of Christ or the Antichrist." (end quote)*

## **Sunday Sabbath – Secret Rapture**

Isn't it alarming that the fallen Sunday keeping churches, who teach a false doctrine called the Secret Rapture), are now being urged to educate their children to break the 6th commandment? The sixth commandment states, "Thou shalt not kill." The commandments are an expression of God's will and character. Because the commandments are holy, just and good, they clearly reveal which actions constitute moral behaviour – which actions are 'right' and which are 'wrong.'

Because some prominent religio-political groups are condoning the killing of 'the wicked' and encouraging their children to consider this behaviour as moral, it is now vital that God's people recognise His true will in regard to 'heretics' (i.e. those who have different beliefs to mainstream religions). Refer to the eBook, 'The Assassination of God's Character' at [www.themeofthebible.com](http://www.themeofthebible.com). God's people need to be able to recognise the difference between good and evil, but this discernment is impossible through human wisdom. In order to understand God's character, we must (1) study the life and testimony of Jesus', and (2) evaluating all teachings and writings in the light of the 10 commandments – which reveal the will of God.

Ever since the fall of humanity in the Garden of Eden, when Adam and Eve ate from the tree of the knowledge of good and evil, humanity has been confused as to what differentiates wrong actions from right actions. To combat this confusion, it was necessary that God verbally expressed (on Mt Sinai) the principles of His character and His government – which is 'unselfish love.' The 10 commandments identify God's character as unselfish love and this divine character was clearly demonstrated 'in the flesh' during the life of Jesus Christ (in whom there was NO violence - Isa 53:9. *"And he made his grave with the wicked, and with the rich in his death; because he had done no violence, neither was any deceit in his mouth).*

The Messiah demonstrated that we should love our enemies - not commit violence against them. Jesus said, *"But I say unto you, love your enemies, and pray for them that persecute you* (Matt 5:44). He stated that unselfish love was the end of the law - the fulfillment of it, not the abolition of the law of love. Christ came to perfectly reveal the Father's character (John 14:9). *"Jesus saith unto him, Have I been so long time with you, and dost thou not know me, Philip? he that hath seen me hath seen the Father; how sayest thou, Show us the Father?"* So we know that God is loving in every situation and that in NO situation can God's love, (His character), which is embodied in His moral law and government, be put aside. God's character does not change. *"For I, Jehovah, change not; therefore ye, O sons of Jacob, are not consumed* (Malachi 3:6).; *"Every good gift and every perfect gift is from above, coming down from the Father of lights, with whom can be no variation, neither shadow that is cast by turning"* (James 1:17); *"Jesus Christ [is] the same yesterday and to-day"* (Hebrews 13:8) [yea] *"and for ever."* The One True God (John 17:3) never becomes violent; He always is the Source of Life, not the destroyer of life.

## **Eternal Death - the Consequence of Unrepented Sin**

Sinners destroy themselves by their own selfish choices (Eze 28:18). *“By the multitude of thine iniquities, in the unrighteousness of thy traffic, thou hast profaned thy sanctuaries; therefore have I brought forth a fire from the midst of thee; it hath devoured thee, and I have turned thee to ashes upon the earth in the sight of all them that behold thee.”* Isa 33:11,12; *“Ye shall conceive chaff, ye shall bring forth stubble: **your** breath (Strong's Concordance #7307 ruwach - spirit, mind)<sup>1</sup> is a fire that shall devour you.<sup>12</sup> And the peoples shall be as the burnings of lime, as thorns cut down, that are burned in the fire.”* (Isa 5:24) *“Therefore as the tongue of fire devoureth the stubble, and as the dry grass sinketh down in the flame, so their root shall be as rottenness, and their blossom shall go up as dust; because they have rejected the law of Jehovah of hosts, and despised the word of the Holy One of Israel”.*

Death is not an arbitrary act on God's part. It is a 'natural' consequence of sin - not a deliberate 'act of God. *“For the mind of the flesh is death; but the mind of the Spirit is life and peace.”* “Romans 8:6. *“The sting of death is sin.”* (1 Cor. 15:56). The sting of death is sin; and the power of sin is the law: There could be no death if there were no sin. Sin carries death in its bosom. So it was not an arbitrary act on the part of God that death came upon men because of sin. It could not possibly be otherwise.”

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**1 07307:**

7307 ruwach roo'-akh from 7306; wind; by resemblance breath, i.e. a sensible (or even violent) exhalation; figuratively, life, anger, unsubstantiality; by extension, a region of the sky; by resemblance spirit, but only of a rational being (including its expression and functions):--air, anger, blast, breath, X cool, courage, mind, X quarter, X side, spirit((-ual)), tempest, X vain, ((whirl-))wind(-y). see HEBREW for 07306