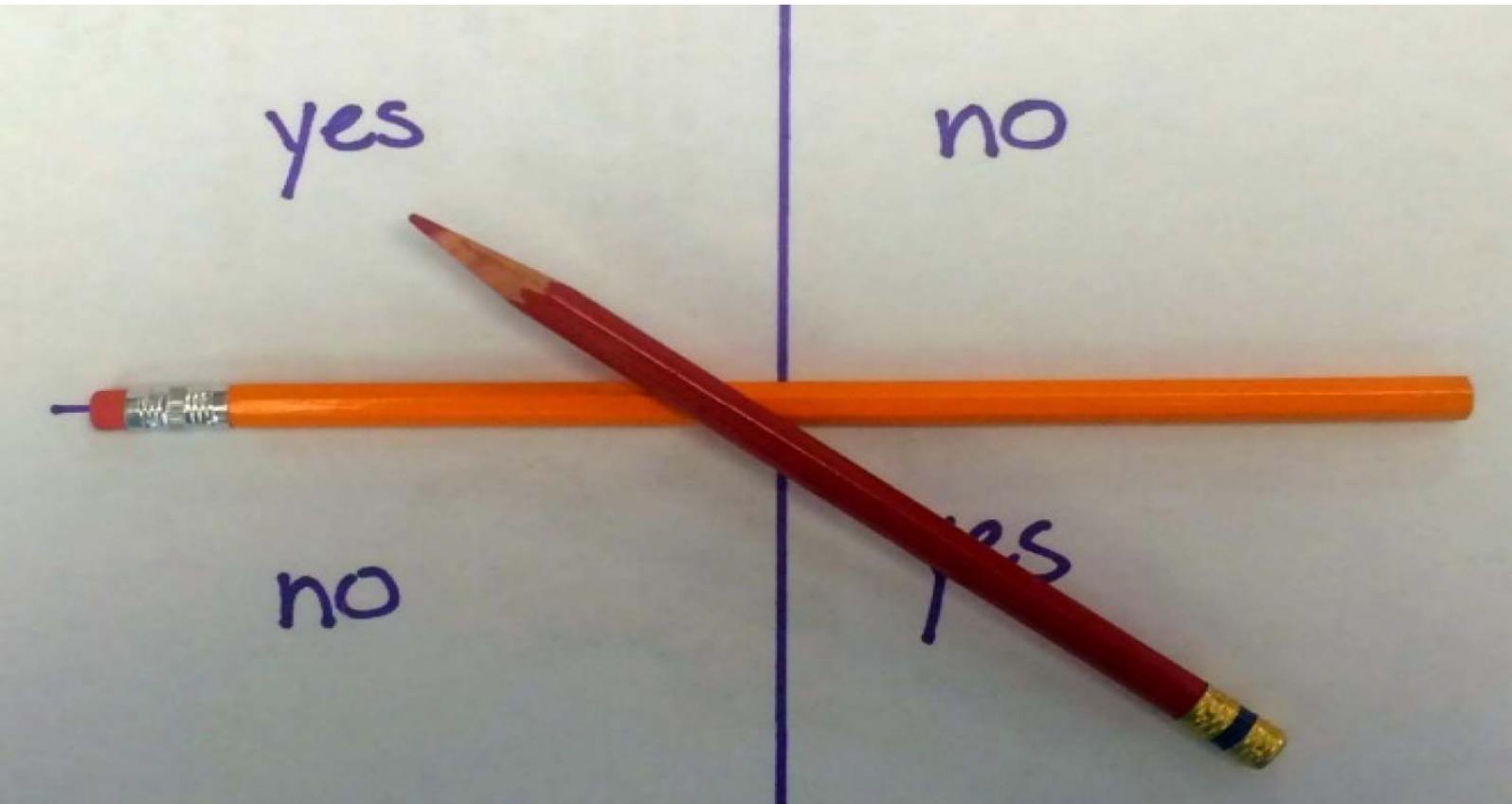


Global Watch Weekly Report

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NOT JUST A GAME



Global Watch Weekly Report



“The Number one weekly report which provides concrete evidence of a New World Order & One World Government agenda”

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Welcome to the Global Watch Weekly Report

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The Internet's love of viral crazes has now stumbled into supernatural territory in which the 'Charlie *Charlie*' Challenge has become massively popular among young people. The game involves crossing two pens or pencils on top of a piece of paper, creating four quadrants with either 'yes' or 'no' written in them. Players then ask questions of a Mexican 'spirit' named Charlie, and wait for him to answer the questions by moving the pens.

Exorcists are warning that teenagers are messing around with forces way beyond their understanding, with one telling the Catholic News Agency that players are 'calling on spirits' which 'will stay around for a while' after the game is played. They suggest it's just a simplified version of the notorious Ouija, which has seen young people dabble in the occult for generations.

In this weeks edition of the Global Watch Weekly we examine further, the occult wars for the minds of the youth of today.

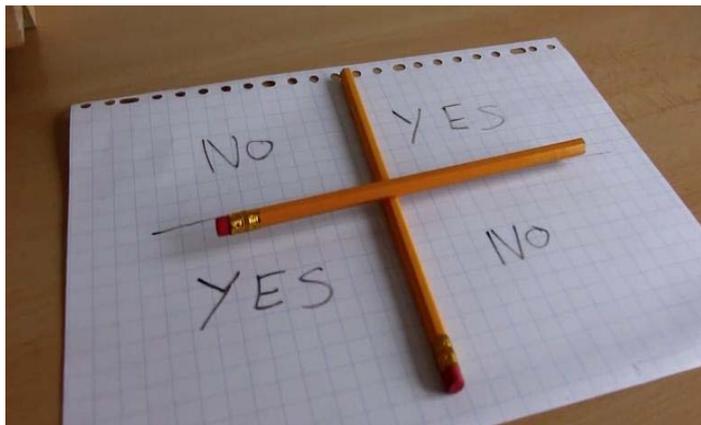
Enjoy

Rema Marketing Team

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WARNINGS FROM THE VATICAN

A Vatican-approved exorcist has warned against the dangers of playing the game known as "Charlie, Charlie," which is gaining popularity among young people on social media. Spanish priest Jose Antonio Fortea said the so called *Charlie Charlie Challenge*, a game played on a simplified version of the Ouija board, poses a real danger as it involves the summoning of spirits.



The game uses two pens and a paper to create a makeshift version of the Ouija board. A grid is drawn on paper to make four panels, two of which are labelled "yes" and the other two "no." The pens are then put on top of another, positioned like a cross.

The players invoke a Mexican demon by calling out "Charlie, Charlie can we play" or "Charlie, Charlie are you here?" Then they wait for the pen to move as they film the game for online posting.



Father Fortea warned that the game involves the real, occult practice of "calling on spirits," cautioning people that "some spirits who are at the root of that practice will harass some of those who play the game." He states,

"Even though players "won't be possessed," the spirit that has been summoned "will stay around for a while. Also, the game "will result in other spirits beginning to enter into even more frequent communication. And so then the person really can suffer much worse consequences from the demons,"

Another priest, Father Stephen McCarthy, warned students at the Saints John Neumann

and *Maria Goretti Catholic High School* in Philadelphia against playing the game, In an open letter Father McCarthy said,

"There is a dangerous game going around on social media which openly encourages impressionable young people to summon demons,...I want to remind you all there is no such thing as 'innocently playing with demons. Please be sure to NOT participate and encourage others to avoid participation as well...The problem with opening yourself up to demonic activity is that it opens a window of possibilities which is not easily closed,"

The origin of the game remains unclear with some suggesting that versions of the game can be traced back to 2008.

Occult activity and the need for exorcisms has increased to a critical level globally, with the spokesperson for the *International Association of Exorcists* saying the number of bishops and cardinals asking to be part of their annual conference due to rising demonic activity has been going up.



Dr Valter Cascioli told Catholic News Agency.

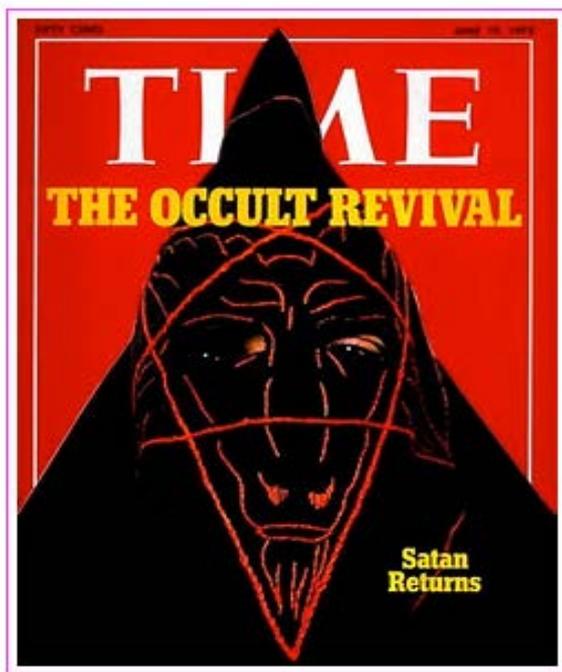
"It's becoming a pastoral emergency....At the moment the number of disturbances of extraordinary demonic activity is on the rise. The increase in demonic activity can be linked to dwindling faith among people and a growing interest and participation in occult activities like Ouija boards and séances".

For many, this is all harmless – if morbid – fun. Their line would be that evil spirits aren't real and the resulting phenomena can be explained away scientifically. But if that's true, why is the trend quite so fascinating? For years now, researchers have argued that while young people are largely

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no longer religious, they are spiritual, and they don't struggle to believe in a world beyond the visible. So when the *#CharlieCharlieChallenge* trend enticed thousands of teenage social media users recently, its spread can be partly attributed to the belief that it might actually be real.

As Christians, we believe this is serious. Actually asking an evil spirit, or a demon as its variously referred to, to engage with us directly is playing with supernatural fire. The Bible talks about demonic forces often: Jesus casts them out of people; Paul warns not to 'participate' with them (1 Corinthians 10:20); and James says they believe in God – and shudder (James 2:19). In the Old Testament, God and his prophets are frequently warning Israel not to get involved with those who practice the occult, from Deuteronomy 18's list of 'abominable practices' to the grisly description of demonic sacrifice in Psalm 106.



That's not why young people are interested however. They're intrigued because they've seen one of those pencils move on a YouTube video, or heard a story about a demon who might be real, and can prove his existence. When they 'play' however, they're entering the world described in all those verses above.

For some, like those Catholic exorcists, who report that "the number of disturbances of

extraordinary demonic activity is on the rise," this is tantamount to a pastoral emergency.

Whatever your view on that, there are some interesting reflections to be drawn from this bizarre craze. Its fascinating to note that while teenagers seem to be interested in the idea of talking to an invisible spiritual figure who can give them some kind of guidance, they're choosing a Mexican demon over the Son of God. Why is that? Why when young people are so naturally intrigued by the supernatural, do they default to a magical way of supposedly contacting the dead, rather than wanting to contact a spiritual force who's very much alive?



Perhaps it's because we've sanitized Jesus; drained all the thrill and excitement out of him. The real, living Jesus was a genuine revolutionary with superhuman powers. He fought the religious, undermined the oppressive, and started a movement that now numbers 2 billion people. He battled demonic forces and won, sent shockwaves rippling through communities as he healed those who'd been sick and forgotten for years, and he even raised the dead to life. He was Martin Luther King and a couple of the Avengers, all rolled into one. But is that the Jesus we're showing to our young people? Do they know and understand how powerful he was – and still is? Do they even get to see a person controversial enough that people would want him dead?

If not, then it's hardly surprising that he's overlooked when a craze offers direct communication with a powerful supernatural force. That's just not how Jesus is seen by the majority of young people.

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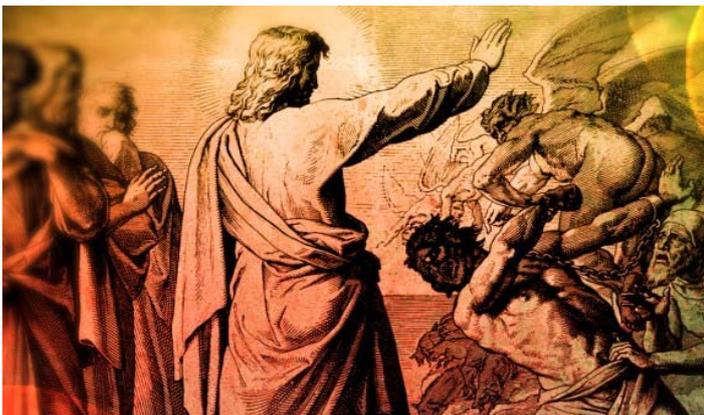
And if we're honest, is it even how he's seen by us?

Two years ago at a Youth Work Summit, a Pentecostal minister used a shocking device to teach a memorable lesson. She asked the 1000+ delegates at the event to link hands, and then explained that we were going to hold a kind of seance; that we were going to "start asking satan to come". There were shrieks of protest from the crowd as the word's left her lips, so she explained herself. "Do you know why we don't want to ask Satan to come?", she asked. "Because we believe he'll come." Her real point: that while we believe Satan would come if we asked, we lack the same faith that God will answer when we call on him.

So perhaps we too are more convinced about the power and influence of a demon than we are about the power of our God. That's a serious challenge of course, and it's one that makes little sense. As this minister was suggesting – God and his enemy are two sides of the supernatural coin; in a fallen world, the one hints strongly at the existence of the other. Yet our fear of one seems to be stronger than our faith in the other; perhaps that's why so many Christians have expressed concern over *Charlie Charlie*.

THE POWER OF GOD: ABOVE ALL POWERS

The good news in all of this – especially for those who've played *Charlie Charlie* and now feel concerned about what might happen as a result – is that whatever demonic influence might be involved in the game, it's terrified of Jesus.



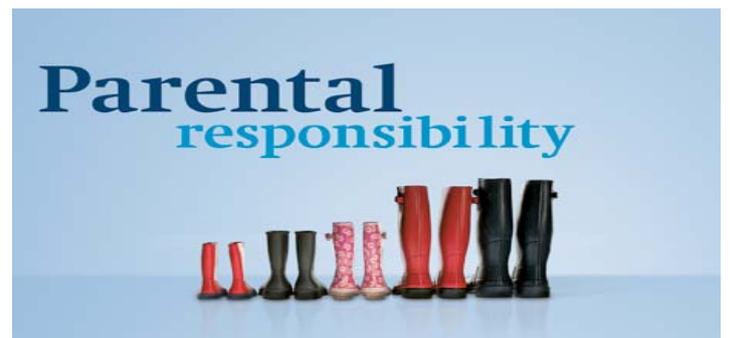
Witness the horror of the demons in Matthew 8 when they come face to face with him, or their

madness as they depart from those around him in Luke 4:41. They try to cry out "you are the Son of God", and yet such is his power over them, he even calls them to silence. The name of Jesus – that radical, living, spiritual master – is far more powerful than any demon, and can be called upon by anyone struggling with fear.

Perhaps then there's a more positive challenge to draw from this craze, alongside those genuine and understandable concerns about what young people are opening themselves up to. Intellectually we believe in the power of God, and yet we naturally fear the power of the enemy. Maybe it's time to put those intellectual beliefs into action; to call on the still-all-powerful name of Jesus, and expect the supernatural to break out all around us.

PARENTAL RESPONSIBILITY

Parents have to learn to recognize what Satan wants to teach the children. They have to become knowledgeable in the occult teachings that the New Age wants to bring on the world. Parents, grandparents, educators and pastors need to discern the spirit of the times, walk in the light, repel the darkness and take a well-informed stand for God's truth in our day.



Any time the dark side of the supernatural world is presented as harmless or even imaginary, there is the danger that children will become curious and find too late that witchcraft is neither harmless nor imaginary. In a culture with an obvious trend toward witchcraft and New Age ideology, parents need to consider the effects that these ideas may have on young and impressionable minds. Christian parents, teachers, pastors and counter-cult ministry workers are critics of Harry Potter.

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Studies report that children are less aggressive when raised in a warm, loving atmosphere. Parents who tend to be cold and stand-offish or rejecting with children will produce more hostile offspring. In the United States, television has become the major form of relaxation after a hard day at the office. But, Americans are being fooled! What they perceive as relaxation is actually stimulating some very unfavorable feelings with visible consequences.

Parental influence is the primary influence. Many parents are often too busy to spend a great deal of time with their children. As a result, children learn through other sources. Remember, the most important word in family board game is family. What your children need much more, than ten different games from which to choose, is a parent with whom to play. Give of your time to your children.

People are rewarded for putting aside their marriages, children, families, communities and churches in favor of the public world of work and success. Toys are a bulwark against the many forces of modern society that threaten to tear families apart. Thus, parents often use toys to remind family members of the togetherness they wish to preserve.

Although parents give toys to children to restore strained social bonds and to insure togetherness, the family rarely spends much time playing together. The parent who gets down on the floor to play with a child on Christmas is doing something that will seldom be repeated throughout the year. What is being created is an entire new future generation of adults gradually fed and hardened to the grossest types of influences.

CONTROL FOR THE MIND

By the age of two or three, most children regularly watch 26-33 hours of television each week. 98 percent of all households have at least one TV turned on an average of 6 hours per day. In an average evening of television viewing, deadly weapons appear about nine times per hour. 75 percent of all prime-time network drama

contains some act of physical, mental, or verbal violence. 40 percent of all prime-time TV shows are considered to be very high in violence.



The average child has watched the violent destruction of more than 13,000 persons on TV by the time he is fifteen. At current rates, the average American will view 45,000 murders or attempted murders on television by the age of 21. The typical American child sees on television 75,000 incidents of drinking by the age 21. 78 percent of parents have used the television as a baby sitter at one time or another. By the time of high school graduation, most children will have spent 11,000 hours in school, but more than 22,000 hours in front of the TV.

On the average, most American children see 250 episodes of war cartoons and 800 advertisements for war toys per year. War cartoons, complete with their own line of war toys, continue to appear with each new season. War cartoons average approximately 80 violent acts per hour with an attempted murder every two minutes. These programs show characters who enjoy repeated attempts to kill each other. Usually the character who is considered good is never killed.

Whether prime-time TV, Saturday morning and after-school cartoons and shows, or big screen novels, nowhere can safety be found for the children. The realism of movies and TV is a demonic free-fire battle zone and the children are hapless targets. Shows like *Medium*, *Supernatural*, *Charmed*, *Buffy The Vampire Slayer*, and *Sabrina The Teenage Witch* blatantly

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promote a modernized witchcraft.



Imagine how many tens of thousands of scenes of New Age, barbarism, butchery, violence, sex, sorcery, mythical gods and goddesses, space aliens, creatures and occultism are seen by the average child during say, the first 12 years of life alone, and you begin to realize the gravity and seriousness of what is happening to the kids. There is a belief that the kid's thoughts create reality for them. Images are printed upon the subconscious mind.

MAGIC THE GATHERING!

A new controversy is also brewing over a popular children's card game called *"Magic: The Gathering."* Steve Kosser, a school psychologist in Pound Ridge, New York, explains the serious nature of the game.

"Here's a card that says you're going to drain the life of your opponent, and here's a card specifically called demonic consultation. This is a pentagram in the back, which is a symbol for Satan,"



Kosser says the game promotes occultic themes like Satanism, witchcraft, and demon possession.

"This is not a game like chess where you are attacking pieces on a board. This is a game where you're attacking

your living, breathing opponent by using devils to conjure demons and cast spells."

And while some people think these occultic themes are only popular at Halloween, in some schools across the country these themes are part of everyday learning. In the New York suburb of Pound Ridge, elementary school students took an overnight field trip to a local graveyard. They also learn about magic and witchcraft in the classroom.

In a lengthy federal lawsuit against the Bedford school district, plaintiffs Ceil Dinozzi and Mary Ann Dibari allege that school officials in their community are promoting New Age occultism.

"I truly believe we are in a spiritual battle for the souls of our children,....That's what we have in the schools, and this is the battlefield."

The battle began when *"Magic: The Gathering"* became popular at Pound Ridge elementary school several years ago. Teachers made the game part of the curriculum for gifted and talented students. But when some of their children began having nightmares, these two women questioned what was happening at school. The more they probed, the more they found other activities within the curriculum that concerned them.

"Death, dying, necromancy, shamanism -- you name it, it was in there," said Dibari.

The lawsuit lists more than 30 instances where students were exposed to New Age occultism in the classroom. The following were among the most compelling examples.

First, school officials invited a New Age crystal healer and a psychic to speak at the elementary school. Secondly, third graders learned how to tell fortunes and read tarot cards. And the most bizarre example -- for a lesson about evolution, fourth graders took a field trip to a graveyard. Dibari's granddaughter who attended that outing states,

"Well, we were taken in a children's cemetery, and you walk onto the tombs and you lie down on the gravesite to see if you could fit in the little child's coffin,"

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In addition to those activities, another fourth grade class had to write a poem entitled, "*How God Messed Up*." The fifth grade performed various Aztec rituals, including one that conjures up dead spirits. And sixth graders spent three months learning about pagan gods who are central to New Age occultism. Dibari states,

"We've got a case where well-meaning teachers are literally dabbling in occult activities to try to keep their kids interested in what they're studying,...At the same time, they're leading the children toward a greater appreciation of occult stuff."

And as author Berit Kjos warns, this is happening nationwide.

"The schools, the whole process of learning today is taking the children away...It's stealing the minds of children and Christian parents are losing the children from coast to coast. The children's loyalties are being turned from the home, from the church, from God, to a whole new ideal."

In her books *Brave New Schools and A Twist of Faith*, Kjos writes that that new ideal is a new worldview that embraces all religions except Christianity.

"Any parent that is shocked to discover that this stuff is happening in the schools is basically being naïve....The schools exist in the popular culture."

And as Kosser also points out, the popular culture is loaded with examples of the occult packaged to look like harmless fun. For example, children's books like "*Goosebumps*," the "*Magic Tree House*," "*The Zack Files*," and "*The Black Cat Club*," introduce young readers to topics like vampirism, ESP, and out-of-body experiences. One series called "*The Junior Astrologer*" entices children to take up astrology.

In television and movies, witchcraft and casting spells look like innocent entertainment to impressionable young viewers. And then there are games like "*The Angel Talk*" that look wholesome, but encourage players to contact New Age spirits.

It may not look as devilish as "*Magic: The Gathering*," but the underlying principles are the same. And it's these principles that have experts concerned. Kjos says,

"The more and more the children are desensitized to occultism and to lifestyles that clash with Christianity, the more it's accepted,"

And according to Dibari and Dinozzi, that's evident in their community already.

JEZEBEL AND THE END TIME WAR

If you have travelled to Key West Florida on a regular basis you will have noticed that something disturbing has happened in the 10 years and it's merely a microcosm of what's happening in the world today.

You can no longer walk down Duval Street—the famous drag of shops and restaurants—without running into the likes of Mahadeo Jerrybandhan, a renowned “peerless palmist” from Trinidad with a long white beard and an even longer white robe. But Jerrybandhan is not alone. He has plenty of peers in Key West, from psychics to mediums to channels to healers to tarot card readers to astrologers.

Then there's “Robert the Doll.” Key West profiteers have designed so-called ghost tours that explore the haunted history of Key West, including old wooden houses where spirits purportedly walk.



Tour guides will tell you that Key West is one of the most haunted cities in the world with elevated paranormal activity. A local voodoo'istic icon, Robert the Doll will supposedly curse you if you take his picture without permission or forget to thank him for the privilege.

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THE ABOMINATION OF OCCULTISM

As you can imagine, seeing all this is worrying. Occultism has been slowly creeping into American culture for decades as movie makers exalt witchcraft and vampires while the music industry pumps occult symbology and messages. We are in the midst of a great spiritual crisis even now. Our literature, music, video games, comics, films and television shows are full of mysticism and the occult. Some of it is subtle. Some of it is blatant. All of it is wicked.

Again, this is nothing new. Occultism—which broadly includes magic, séances, channeling, hypnosis, necromancy, astrology, extra-sensory perception, alchemy, spiritualism and divination—is strongly condemned in the Bible.

“There shall not be found among you anyone who makes his son or his daughter pass through the fire [which is an ancient occult practice], or one who practices witchcraft, or a soothsayer, or one who interprets omens, or a sorcerer, or one who conjures spells, or a medium, or a spiritist, or one who calls up the dead. For all who do these things are an abomination to the Lord” (Deuteronomy. 18:10-12, brackets added).

The Lord rebuked Israel for practicing astrology (Isaiah 47:10-14). Jezebel practiced witchcraft (2 Kings 9:22) and we know how that ended. Ephesus was known for a population that practiced magic arts (Acts 19:19). And the book of Revelation makes it clear that

“the cowardly, unbelieving, abominable, murderers, sexually immoral, sorcerers, idolaters, and all liars shall have their part in the lake which burns with fire and brimstone, which is the second death” (Revelation. 21:8).

KABBALAH, KUNDALINI AND JEZEBEL

And yet we see occult practices, like Kabbalah, gaining momentum in the church. We see "prophetic words" delivered in what appears to be Kundalini fashion, with violent shaking and demonic tongues against a backdrop of tribal bongos that set the congregation into hysteria. We see a Jezebel spirit working to seduce saints into idolatry and sexual immorality—and often times succeeding. We see all sorts of strong

delusion and strange fire with occultic ties in the modern church.

But we should not be surprised. The rise of occultism is a sign of the end times. Satan’s plan is to fascinate our hearts with occult power and deceive us. The Holy Spirit, meanwhile, wants to fascinate our spirits with a revelation of the Son of God. I believe God’s people are enticed by occultism when they begin seeking spiritual experiences above seeking God. It’s a subtle—and dangerous—shift. Many Christians are on fire for God, but that fire can suddenly turn strange if we are not rooted in the Word. If we seek supernatural experiences, we will find them—but they don’t always come from Jesus.

We must not play with strange fire. Ultimately, the occult leads to murder and mayhem—immorality of all kinds. It’s not likely that you would ever wilfully visit the likes of Mahadeo Jerrybandhan, the peerless palmist—or any of his peers. But could you ignorantly be engaged with occultic practices that are opening the door to deceptive dangers? Could it be coming from what appears to be godly influences—even within church culture?

DISCERNMENT OR DECEPTION?

Don’t brush the question off before praying about it. If you want the truth, the Holy Spirit will lead you and guide you into all truth. Even a little occult is a deadly poison—a little leaven leavens the whole lump. The Bible warns about deceptive teachers, false apostles and deceitful workers.

Friends, we’re in an end-times war with eternal consequences. Satan is using the occult to seduce people away from the kingdom of God to dance in the kingdom of darkness. We pray that the Lord gives you discernment and awakens your spirit in response to this warning from the apostle Paul.

“Beware lest anyone cheat you through philosophy and empty deceit, according to the tradition of men, according to the basic principles of the world, and not according to Christ” (Colossians. 2:8).