



Fantasy DANGERS



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Contents

Introduction	5
Science Fiction.....	7
Pop Idol Fantasy	11
Fantasy Digital Worlds	13
Multi-player online video games	15
Fantasy Sports.....	15
Fantasy Comics.....	16
Fantasy Romance Novels	17
Why Living in a Fantasy World Is Wrong.....	19
About Way of Life's eBooks	21
Powerful Publications for These Times	22

“..what the individual allows his mind *to dwell upon*, what he *harbors* and *nurses* in his heart, will determine the course of his life.” - D. Cloud

Introduction

“Keep thy heart with all diligence; for out of it are the issues of life. Put away from thee a froward mouth, and perverse lips put far from thee. Let thine eyes look right on, and let thine eyelids look straight before thee. Ponder the path of thy feet, and let all thy ways be established. Turn not to the right hand nor to the left: remove thy foot from evil” (Proverbs 4:23-27).

We live in an age of technology-driven fantasy, and a rapidly-growing number of people live in fantasy worlds.

The human imagination is a gift of God and can be used for good as well as evil, but man’s fallen condition and the existence of dark spiritual powers means there are great dangers in fantasizing.

The first appearance of “imagination” in the Bible is a warning about evil imaginings: “And GOD saw that the wickedness of man *was* great in the earth, and *that* every imagination of the thoughts of his heart *was* only evil continually” (Genesis 6:5).

The corruption of the imagination was one of the first steps in the downward slide to idolatry and moral perversion in man’s early history as described in Romans 1. “... when they knew God, they glorified him not as God, neither were thankful; but BECAME VAIN IN THEIR IMAGINATIONS, and their foolish heart was darkened” (Romans 1:21).

The same thing happens in the lives of individuals. If the imagination becomes perverted, the person’s life will reflect this.

The heart is the source of man’s actions. God’s Word says, “Keep thy heart with all diligence; for out of it are the issues of life,” and, “For as he thinketh in his heart, so is he” (Proverbs 4:23; 23:7).

A fleeting thought is of little consequence, but what the individual allows his mind *to dwell upon*, what he *harbors* and *nurses* in his heart, will determine the course of his life.

This is a loud warning in an age when individuals can connect 24/7 in the most private manner with any and every aspect of the pop culture, and there are a great many dark and perverted things with which one can fill the imagination. In fact, dark and perverted is an apt description of much of today's music, movies, television programs, video games, and novels.

Jesus warned about gaining the whole world while losing one's soul. "For what is a man profited, if he shall gain the whole world, and lose his own soul? or what shall a man give in exchange for his soul?" (Matthew 16:26).

What would He say about those who sell their souls for nothing but a figment of the imagination!

Science Fiction

Science fiction and the superhero genre of entertainment have grown ever darker, stranger, more sensual and godless, and many people are living a dark fantasy world portrayed in books, movies, video games, and online virtual worlds.

Science fiction has been a godless world since its inception. There might be “a god,” a “force,” but it is not the holy Creator God of the Bible. Many prominent names in science fiction are atheists and haters of Jehovah God.

Carl Sagan, whose best-selling sci-fi novel *Contact* was made into a movie, was one of the high priests of atheistic evolution. In this novel, he has the main character debating two preachers and saying, “There is no compelling evidence that God exists.” In 1997, Sagan said, “I share the view of a hero of mine, Albert Einstein: ‘I cannot conceive of a god who rewards and punishes his creatures or has a will of the kind that we experience in ourselves.’ Neither can I--nor would I want to--conceive of an individual that survives his physical death. Let feeble souls, from fear or absurd egotism, cherish such thoughts” (*Parade*, March 10, 1997).

Isaac Asimov, in a 1982 interview, said, “Emotionally, I am an atheist. I don’t have the evidence to prove that God doesn’t exist, but I so strongly suspect he doesn’t that I don’t want to waste my time” (Paul Kurtz, “An Interview with Isaac Asimov on Science and the Bible,” *Free Inquiry*, Spring 1982, p. 9).

Only a spiritually-blind man can say there is no evidence for the existence of a Creator God. The evidence is EVERYWHERE!

Robert Heinlein, called “the dean of science fiction writers,” rejected the Bible and encouraged “free sex.” He promoted agnosticism through his sci-fi books.

Arthur Clarke, author of many sci-fi works, including *2001: A Space Odyssey*, promoted evolutionary pantheism. He told a Sri Lankan newspaper, “I don’t believe in God or an afterlife” (“Life Beyond 2001: Exclusive Interview with Arthur C. Clarke,” *The Island*, Dec. 20, 2000).

Kurt Vonnegut was an atheist, and as an honorary president of the American Humanist Association he subscribed to its code which “does not accept supernatural views of reality.”

Gene Roddenberry, creator of *Star Trek*, was an agnostic and humanist who envisioned a world in which “everyone is an atheist and better for it” (Brannon Braga, “Every Religion Has a Mythology,” International Atheist Conference, June 24, 2006).

Ray Bradbury (d. 2012), author of *Fahrenheit 451* and the *Martian Chronicles*, grew up in a Baptist home, but he described himself as “delicatessen religionist.” He was particularly enamored with Buddhism and Eastern religion, even calling himself a “Zen Buddhist.” He was a pantheist and an evolutionist. He considered Jesus a wise prophet, like Buddha and Confucius, a man who became christ through self-effort (“Sci-fi Legend Ray Bradbury on God,” CNN, August 2, 2010). Bradbury claimed that when it comes to God, “none of us know anything.” He said, “We must become astronauts and go out into the universe and discover the God in ourselves.”

H.G. Wells, author of such science fiction classics as *The Time Machine*, *War of the Worlds*, and *The First Man on the Moon*, converted to atheistic Darwinism as a college student under the influence of Thomas Huxley (“Darwin’s Bulldog”) and spent the rest of his life preaching atheism and an extreme form of eugenics. He wanted to create a master race through Darwinian survival of the fittest and urged society to have “no pity and less benevolence” toward the inferior. Not surprisingly, he was an early advocate of “free love” and lived a debauched moral life. He was a serial adulterer, even

committing adultery with the daughters of his friends. One of his partners in adultery was fellow atheist and eugenicist Margaret Sanger, founder of Planned Parenthood. He died an “infinitely frustrated” and broken man, with no hope for the future, neither for himself nor for the human race. This is the result of an attempt to live in a fantasy world without God.

Terry Pratchett was a science fiction/fantasy author who sold more than 85 million books worldwide in 37 languages. The top-selling UK author in 1996, he was best known for the *Discworld* series. Though his influence was large, he was an atheist. He described himself as a humanist and was a Distinguished Supporter of the British Humanist Association. In his youth he was addicted to reading science fiction and attending science fiction conventions. His favorite authors included H.G. Wells. Pratchett was a proponent of euthanasia, and in 2011 he presented a BBC television documentary *Terry Pratchett: Choosing to Die*. Three years later, he died at age 66, possibly by assisted suicide. A couple of years earlier, he said that he had come to believe that “on the other side of physics, there just may be the ordered structure from which everything flows” (Rob Davies, “Terry Pratchett hints he may have found God,” *Daily Telegraph*, June 8, 2008). He was quick to say, “This is not about God, but somewhere around there is where gods come from” (*Front Row*, BBC Radio 4, September 1, 2008).

Science fiction has never been a spiritually neutral genre, and there are great spiritual dangers in delving into this fantasy world.

The sci-fi superhero genre today is moving ever deeper into dark realms.

Consider James Holmes, who murdered a dozen people and wounded nearly 60 more in a movie theater where *Batman: The Dark Knight Rises* was premiering. Jesus taught us that murder is an acting out of the impulses of the fallen nature (Mark 7:21-23), and the sin nature can be inflamed.

Holmes had dyed his hair red and said he was The Joker, the clownish, ultra-violent enemy of the superhero Batman (“NYC Police Commissioner Said Alleged Shooter Calls Himself The Joker,” *Fox News*, July 20, 2012).

Today’s Batman comics and movies are worlds apart from the original Batman stories. They are vile and ultra-violent. In the 2008 movie *Batman: The Dark Night*, a man’s face is filleted by a knife, another’s is burned half off, a man’s eye is slammed into a pencil, a bomb is stitched inside of a man and exploded, a man is bound to a chair and set afire, a child is threatened by a man with a melted face, and clowns are shot point-blank in the head. In the comic book “Batman: The Dark Night” The Joker murders an entire television audience.

Thirteen years earlier, not far from where Holmes acted out his perverted fantasies, Eric Harris and Dylan Klebold murdered 13 and wounded 21 in a public school. They, too, were acting out demonic fantasies that had been enflamed through violent music, video games, and dark movies.

Pop Idol Fantasy

The entire field of pop idols, from Elvis to Justin Bieber, is a fantasy. The pop stars are real people, but their pop idol personas are fantasies created by clever music industry people from Colonel Parker to Johnny Kitagawa.

The latter, head of Johnny & Associates, has been creating pop idol boy bands for 50 years in Japan, the world's second largest music market. Young men called "Johnny juniors" are carefully chosen and then trained for five years before being placed with other juniors into a boy band. An additional two years is required to train them to perform together and to "act like certified idols" ("Unraveling a fantasy: A beginner's guide to Japanese idol pop," AVClub.com, Jul. 18, 2014).

Japanese producer Yasushi Sikkimoto has done with girl bands what Kitagawa has done with boy bands.

The ultimate fantasy pop idol is Hatsune Miku. One of the most popular Japanese pop singers of all time, she performed sold-out concerts attended by tens of thousands of screaming fans and opened for Lady Gaga. But she doesn't exist. One hundred percent fantasy, she is an avatar created by the Japanese company Crypton Future Media. She is projected onstage as a dancing hologram. She is the ultimate scantily-clothed pop singer of youthful fantasy with an unrealistically proportioned figure and a hyper-cute, Manga-influenced face. Girls fantasize that they are Hatsune, and boys fantasize that she is their girlfriend. One fan said, "She's rather more like a goddess: She has human parts, but she transcends human limitations. She's the great post-human pop star" ("Hatsune Miku: The world's fakest pop star," *CBNNNews*, Nov. 9, 2012). Hatsune Miku is the avatar for Yamaha's Vocaloid ("vocals plus android") software which allows anyone to use her voice (actually that of Japanese voice actress Saki Fujita) on their own songs, so the songs performed at her "concerts" are all fan written. More than

100,000 songs have been created and many have gone viral on YouTube and the Japanese equivalent *Nico Nico Douga* and other forums. Vocaloid “has fostered the rise of a vibrant, nation-spanning community of do-it-yourself musicians, artists, filmmakers, and writers who create their own pop-culture products through the avatar of cartoon girl.” “For fans, creating and sharing content is as much a part of the experience as the singer herself.”

Indeed, Hatsune Miku is the ultimate “me generation” pop star. It is *me* singing *for* me and to *me*, with others participating in my *me*-fest! The reference by a Hatsune fan to “goddess” is enlightening, because goddess worship is pure fantasy and has always been about the worshiper. Idolatry is all about the pursuit of personal happiness apart from the Creator God.

The heart and soul of pop idol fantasy is sex, as with pop music as a whole. The boys and girls of the idol bands are carefully selected to fit within the current definition of cute and sexy, and the unisex aspect appeals both to “straights” and homosexuals.

“Kawaii [the Japanese idea of cuteness] is deployed to elicit glee from tweens and salaciousness from adult, manga-loving men” (“Unraveling a fantasy: A beginner’s guide to Japanese idol pop,” AVClub.com, Jul. 18, 2014).

Fantasy Digital Worlds

Virtual worlds are hugely popular. More than 15 million people have participated in *Second Life* alone, the most popular of the many virtual worlds, creating fantasy depictions of themselves, fantasy identities, hanging out at fantasy places, having online fantasy sexual relations, even buying and selling fantasy property.

Players reinvent themselves and “embark on the kind of adventures he or she has always dreamed of.”

The player creates an **avatar** to represent himself. This began in 2006 with Nintendo’s avatar-building tool in the Wii gaming console. The avatar was called a Mii.

The whole concept of having an avatar “means that you can change everything about yourself; your appearance, your personality, your ethnicity, even your gender.”

You can be a pirate, a knight, a witch, an animal, a combination human-animal, a sex goddess, a superhero, or whatever you can imagine, in a world that doesn’t exist. You can be as strange or as beautiful, as good or wicked, as you please. One gamer said, “It’s like playing god ... with yourself.”

The avatar has been called a “mini-me.” Winda Benedetti, a gaming reporter, describes her avatar as physically perfect, with its “flawless hair and skin” and “attractively proportioned” figure on which clothes hang “with a stylish perfection,” remarking, “She’s little more than a cartoon, but still, my mini me--my avatar--I can’t help it, I wish I was her” (“I can’t help it--I wish I were my avatar,” *NBC News*, Nov. 25, 2008).

In *Second Life*, there are many different worlds, such as Dynasty of Dragons, Isle of Faerun (“a land of magic”), Midnight Dreams (“a dark role play and combat environment focused on Vampires”), Museum of Magical

Arts, Morgan Straits (“a role play community set in the Golden Age of Piracy”), and Remnants of Earth (“a cyberpunk fantasy role playing game”).

Users are drawn into virtual worlds by the offer of free entry levels, but they usually end up spending money, sometimes a lot of money, to purchase entrance into deeper levels and to buy virtual goods. During the first ten years of its existence (2003-2013) *Second Life* users spent \$3.2 billion!

Users become emotionally attached to the virtual worlds. I heard a woman on the *Kim Komando* computer radio show describe the deep distress she experienced when her virtual world was unplugged by the bankrupt parent company. She had spent a lot of time and money building her virtual paradise, and the highlight of her day was to enjoy it, but it had disappeared overnight.

Avatars can communicate with and interact with other avatars, which often leads to problems in real life. Many marriages have been destroyed when one partner formed a fantasy attachment to an avatar. People have run away from their families to live with people they met online.

One report on this was “Avatars and Second Life Adultery: A tale of online cheating and real-world heartbreak,” *The Telegraph*, Nov. 14, 2008.

Japanese anime dating simulation video games have captivated the hearts of multitudes of young men. The fantasy games “allow users to engage with anime characters in dating and sexual encounters” (“Japanese video game maker,” UPI, Apr. 15, 2017). The most popular is Niitzuma Lovely xCation. For the rollout of the 2017 edition, a select number of users will be allowed to participate in a virtual reality wedding with their favorite female character, “complete with a real-life wedding chapel and tuxedo.”

These young men are living in a complete fantasy world.

Multi-player online video games

“Some studies suggest that gaming is absolutely taking over the minds of children all together.”

“Virtual life becomes more appealing than real life.”

Nothing takes over young people’s hearts and minds more than MMORPG (massively multiplayer online role-playing games).

The most addictive games in 2015 are the following: Madden, Dota 2, Grand Theft Auto, Tetris, Candy Crush Saga (the company is valued at \$7.5 billion), Minecraft, EverQuest (called “never rest” and “ever crack”), The Sims (player has omnipotent control over people), World of Warcraft (called World of War Crack), Call of Duty (the last two are played by more than 100 million players), Halo 3 (called Halodiction), Total War, Pong, Civilization, Diablo 3, Super Meat Boy, Team Fortress 2, Dark Souls 2, Counter Strike, Starcraft 2, Persona 4 Golden, Monster Hunter 3, Elder Scrolls, Angry Birds, Faster Than Light, Peggle, League of Legends, Civilization V, Pokemon.

Even in remote places like Nepal, gaming is becoming popular. A report on Nepali gamers in the *Kathmandu Post* (Aug. 29, 2015) was entitled “By Their Bootstraps.” Gaming started in Nepal in internet cafes in 2010. The 2015 Colors E-sports Carnival at the Civil Mall had 500 participants competing at *Defense of the Ancients* (DOTA), a multi-online battle game.

Fantasy Sports

Fantasy Sports is a multi-billion-dollar-a-year industry that attracts more than 51 million American participants. Fantasy players spend an average of \$465 a year on their fantasies.

Two leading fantasy companies, DraftKings and FanDuel, are worth an estimated \$1 billion each.

“In fantasy sports a participant creates his own team, selecting players from a real-world sports league like the NBA, National Football League, or England’s Premier League football. As real games are played, a fantasy team competes and is ranked against others based on the actual-game performance of its players” (“Like the real game, fantasy sports now worth billions,” AFP, Jun. 28, 2015).

Fantasy Comics

In Asia, the Manga culture has captured the imaginations of multitudes of young people. (Manga is Japanese; in Korea it is *manhwa*, and in China it is *manhua*.) *Anime* refers to the animation of Manga as television programs and movies.

Manga has had a large influence on Japanese pop culture. It has been said that one cannot understand modern Japan “without understanding the role that manga play in the society.”

Manga is a multi-billion a year industry that has spread to Europe and America.

Manga refers to comics that come in a wide variety of genre: romance, superhero, superheroine, science fiction, etc.

Manga is popular within a wide variety of society, including children, students, businessmen, and housewives.

Manga stories often mix real world scenes with alien worlds. The characters are normal people with shadow lives via superpowers or robot or alien friends. There is a lot of witchcraft (such as soul migration). There is also a lot of sexual content and homosexuality.

It is fantasy escapism, and it has been described as a “pop cultural obsession.” Manga fans often dress and act like their Manga heroes. They attend Manga conventions. They become fixated on Manga.

One 13-year-old wrote, “I have a problem, I’m addicted to the computer and on the computer all I do is watch anime and read manga and that is what I’m addicted to the most

and I stay up all night because of it” (“Anime and Manga Causing Sleep Deprivation”).

Fantasy Romance Novels

Romance novels are the most popular literary genre in America, capturing 55% of book sales, and they appear in 90 languages other than English.

The romance novel exploded in popularity in the 1970s. In 1976, sales reached 40 million copies. By 2008, sales were 74 million.

Many romance novels have a strong sexual content. A recent example is *Fifty Shades of Grey*, which even delves into sadomasochism. This type of thing has *no* place in a Christian’s life.

“But fornication, and all uncleanness, or covetousness, let it not be once named among you, as becometh saints” (Ephesians 5:3).

“And have no fellowship with the unfruitful works of darkness, but rather reprove them” (Ephesians 5:11).

“These novels were written to be titillating, and I really don’t think there’s a huge difference between this and porn. It’s ‘soft porn,’ and indeed many women find themselves far more aroused by reading something like this than they would be watching porn on a computer. So women who devour novel after novel like that aren’t that much different from men who watch porn all night” (“Romance Novels: Dangerous, Harmless, or Just Fun?” Jan. 16, 2012, tolovehonorandvacuum.com).

Dr. Julia Slattery warns that there are similarities between what happens to a man when he views pornography and what happens to a woman when she reads a romance novel. “There is a neurochemical element with men and visual porn, but an emotional element with women and these

novels” (“Romance novels can become addictive,” May 30, 2011, KSL.com).

She is seeing more and more women “who are clinically addicted to romantic books.”

Even G-rated romance novels take the reader into an unrealistic world typically populated by strong, beautiful heroines and handsome, caring men who “fall in love.” They can create addiction to a fantasy world and dissatisfaction with real life.

In 2011, the *Journal of Family Planning and Reproductive Health* in Britain reported that romance novels “are a cause of marital breakdown, adulterous affairs and unwanted pregnancies.”

Best-selling author Shaunti Feldhahn notes, “[S]ome marriage therapists caution that women can become as dangerously unbalanced by these books’ entrancing but distorted messages as men can be by the distorted messages of pornography.”

As with anything, there is the danger of progression, by starting out with harmless novels and clean Christian romance novels and then branching out.

“I’ve known so many Christian teens who just devoured all the romances in the church library, and then headed to the public library for more, and ended up almost addicted to really steamy stuff” (“Romance Novels: Dangerous, Harmless, or Just Fun?” Jan. 16, 2012, tolovehonorandvacuum.com).

Why Living in a Fantasy World Is Wrong

We are not saying that fiction and fantasy are totally wrong.

I am not saying it is wrong ever to read a novel or watch a harmless movie or play a harmless video game or some such thing.

I am saying that there are great dangers lurking in the realm of fantasy today, as we have documented.

And I am saying it is wrong to *live in* a fantasy world instead of living in the real world.

This is wrong for the following reasons:

- Reality cannot be escaped; it can only be ignored for a short while. Each individual is a soul made in God's image and each individual will face God in judgment. "Amusement" refers to non-thinking (*a*=none, *muse*=thinking), but all of the amusement and escapism and fantasy and alcohol and drugs in the world will not change the soul's appointment with God.

"And as it is appointed unto men once to die, but after this the judgment" (Heb. 9:27).

- Living in a fantasy world can hide the soul from salvation. God loves each sinner and wants to save him before it is too late, but the opportunity for salvation is finite. If an individual chooses to live in a fantasy world in this life, he can waste away his opportunity. You won't find the gospel of Jesus Christ in popular video games, sci-fi, manga, pop music, etc.

- Man-made fantasy is an empty, foolish thing compared to the real God and real salvation and real life as God intended it to be lived.

"Keep thy heart with all diligence; for out of it are the issues of life. Put away from thee a froward mouth, and

perverse lips put far from thee. Let thine eyes look right on, and let thine eyelids look straight before thee. Ponder the path of thy feet, and let all thy ways be established. Turn not to the right hand nor to the left: remove thy foot from evil” (Proverbs 4:23-27).

About Way of Life's eBooks

Since January 2011, Way of Life Literature books have been available in eBook format. Some are available for purchase, while others are available for free download.

The eBooks are designed and formatted to work well on a variety of applications/devices, but not all apps/devices are equal. Some allow the user to control appearance and layout of the book while some don't even show italics! For best reading pleasure, please choose your reading app carefully.

For some suggestions, see the reports "iPads, Kindles, eReaders, and Way of Life Materials," at www.wayoflife.org/database/ebook.html and "About eBooks, eReaders, and Reading Apps" at www.wayoflife.org/help/ebooks.php.

Powerful Publications for These Times

Following is a selection of the titles published by Way of Life Literature. The books are available in both print and eBook editions (PDF, Kindle, ePub). The materials can be ordered via the online catalog at the Way of Life web site -- www.wayoflife.org -- or by phone 866-295-4143.

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BIBLE TIMES AND ANCIENT KINGDOMS: TREASURES FROM ARCHAEOLOGY. ISBN 978-1-58318-121-8. This is a package consisting of a book and a series of PowerPoint and Keynote (Apple) presentations which are a graphical edition of the book. The PowerPoints are packed with high quality color photos, drawings, historic recreations, and video clips. Bible Times and Ancient Kingdoms is a course on Bible geography, Bible culture, and Bible history and has a two-fold objective: to present apologetic evidence for the Bible and to give background material to help the student better understand the setting of Bible history. We cover this fascinating history from Genesis to the New Testament, dealing with the Table of the Nations in Genesis 10, the Tower of Babel, Ur of the Chaldees, Egypt, Baal worship, the Philistines, the Canaanites, David's palace, Solomon and the Queen of Sheba, Ahab and Jezebel, the fall of the northern kingdom of Israel, the Assyrian Empire, Hezekiah and his times, Nebuchadnezzar and his Babylon, the Medo-Persian Empire, Herod the Great and his temple, the Roman rule over Israel, and the Roman destruction of Jerusalem. Many of the archaeological discoveries from the past 200 years, which we relate in the course, are so fascinating and improbable that they read like a novel. It is easy to see God's hand in this field, in spite of its prevailing skepticism. The course also deals with Bible culture, such as

weights and measures, plant and animal life, Caesar's coin, the widow's mite, ancient scrolls and seals, phylacteries, cosmetics, tombs, and the operation of ancient lamps, millstones, pottery wheels, and olive presses. The course begins with an overview of Israel's geography and a timeline of Bible history to give the student a framework for better understanding the material. Each section includes maps to help the student place the events in their proper location. The course is packed with important but little-known facts that illuminate Bible history and culture. The preparation for the book is extensive, the culmination of 40 years of Bible study, teaching, and research trips. In this context the author built a large personal library and collected information from major archaeological museums and locations in North America, England, Europe, Turkey, and Israel. We guarantee that the student who completes the course will read the Bible with new eyes and fresh enthusiasm. 500 pages book + DVD containing 19 PowerPoint presentations packed with more than 3,200 high quality color photos, drawings, historic recreations, and video clips.

THE FUTURE ACCORDING TO THE BIBLE. ISBN 978-1-58318-172-0. One of the many reasons why the Bible is the most amazing and exciting book on earth is its prophecies. The Bible unfolds the future in great detail, and *The Future According to the Bible* deals in depth with every major prophetic event, including the Rapture, the Judgment Seat of Christ, the Tribulation, the Antichrist, Gog and Magog, the Battle of Armageddon, the Two Witnesses, Christ's Return, Muslim nations in prophecy, the Judgment of the Nations, the resurrection body, the conversion of Israel, the highway of the redeemed, Christ's glorious kingdom, the Millennial Temple, the Great White Throne judgment, and the New Jerusalem. The first two chapters deal at length with the amazing prophecies that are being fulfilled today and with the church-age apostasy. Knowledge of these prophecies is essential for a proper understanding of the times and a proper Christian worldview today. The 130-page section on Christ's kingdom describes the coming world kingdom in more detail than any book we are familiar with. Every major Messianic prophecy is examined. Prophecy is a powerful witness to the Bible's divine inspiration, and it is a great motivator for holy Christian living. In

this book we show that the Lord's churches are outposts of the coming kingdom. The believer's position in Christ's earthly kingdom will be determined by his service in this present world (Revelation 2:26-27; 3:21). The book is based on forty years of intense Bible study plus firsthand research in Israel, Turkey, and Europe.

BAPTIST MUSIC WARS. ISBN 978-1-58318-179-9. This book is a warning about the transformational power of Contemporary Christian Music to transport Bible-believing Baptists into the sphere of the end-time one-world "church." The author is a musician, preacher, and writer who lived the rock & roll "hippy" lifestyle before conversion and has researched this issue for 40 years. We don't believe that good Christian music stopped being written when Fanny Crosby died or that rhythm is wrong or that drums and guitars are inherently evil. We believe, rather, that Contemporary Christian Music is a powerful bridge to a very dangerous spiritual and doctrinal world. The book begins by documenting the radical change in thinking that has occurred among independent Baptists. Whereas just a few years ago the overwhelming consensus was that CCM was wrong and dangerous, the consensus now has formed around the position that CCM can be used in moderation, that it is OK to "adapt" it to a more traditional sacred sound and presentation technique. The more "conservative" contemporary worship artists such as the Gettys are considered safe and their music is sung widely in churches and included in new hymnals published by independent Baptists. As usual, the driving force behind this change is the example set by prominent leaders, churches, and schools, which we identify in this volume. The heart of the book is the section giving eight reasons for rejecting Contemporary Christian Music (it is built on the lie that music is neutral, it is worldly, it is ecumenical, it is charismatic, it is experienced-oriented, it is permeated with false christs, it is infiltrated with homosexuality, and it weakens the Biblicist stance of a church) and the section answering 39 major arguments that are used in defense of CCM. We deal with the popular argument that since we have selectively used hymns by Protestants we should also be able to selectively use those by contemporary hymn writers. There are also chapters on the history of CCM and the author's experience of living the rock

& roll lifestyle before conversion and how the Lord dealt with him about music in the early months of his Christian life. The book is accompanied by a DVD containing two video presentations: *The Transformational Power of Contemporary Praise Music* and *The Foreign Spirit of Contemporary Worship Music*. 285 pages.

BELIEVER'S BIBLE DICTIONARY. This volume, the product of forty years of study, is based upon the King James Bible and is written from a dispensational, Baptist perspective. The studies are thorough, practical, devotional, and designed to be used by preachers, teachers, and homeschoolers. The Believer's Bible Dictionary is designed to be more affordable and transportable than the *Way of Life Encyclopedia of the Bible & Christianity*. We encourage every believer, young and old, to have his own Bible dictionary and to have it right beside his Bible as he studies, and we are convinced that this is one of the best Bible dictionaries available today. There are eight ways it can help you: (1) It can help you understand the Bible. The first requirement for understanding the Bible is to understand its words. (2) It can help you understand out-of-use words and phrases from the King James Bible, such as blood guiltiness, die the death, and superfluity of naughtiness. (3) It can help you to do topical studies. The student can study the full range of Bible doctrines by following the thousands of cross references from entry to entry. (4) It can help you to study issues relating to morality and practical Christian living, such as capital punishment, child training, cremation, and divorce. (5) It can help you to study Old Testament types of Christ, such as day of atonement, high priest, Melchizedek, passover, and tabernacle. (6) It can help you to find the meaning of Bible customs and ancient culture, such as agriculture, idolatry, military, money, music, and weights and measures. (7) It can help you to study Bible places and geography, such as Assyria, Babylon, Caesarea, Ephesus, and Jordan River. (8) It can help you in preaching and teaching. The doctrinal material in this dictionary is presented in a practical manner with outlines that can be used for teaching and preaching, in the pulpit, Sunday Schools, Bible Colleges and Institutes, home schools, family devotions, prisons and jails, nursing homes, etc. Missionary author Jack Moorman calls the dictionary "excellent" and says, "The entries show a 'distilled spirituality.'" Second edition May 2015. 385 pages.

THE DISCIPLING CHURCH: THE CHURCH THAT WILL STAND UNTIL JESUS COMES. New for March 2017. This church planting manual aims to establish churches on a solid biblical foundation of a regenerate church membership, one mind in doctrine and practice, serious discipleship, thorough-going discipline, and a large vision for world evangelism. We examine the New Testament pattern of a discipling church, and we trace the history of Baptist churches over the past 200 years to document the apostasy away from the biblical pattern to a mixed multitude philosophy. We also document the history of “sinner’s prayer” evangelism which has affected the reality of a regenerate church membership. The book deals with biblical salvation with evidence, care in receiving church members, the church’s essential first love for Christ, the right kind of church leaders, the right kind of preaching, training church members to be Bible students, the many facets of church discipline, building strong families, youth ministry, training preachers, charity, reproof, educating the church for spiritual protection, maintaining standards for workers, the church’s prayer life, the church’s separation, spiritual revival, the church’s music, and many other things. The last chapter documents some of the cultural factors that have weakened churches over the past 100 years, including the theological liberalism, public school system, materialism and working mothers, the rock & roll pop culture, pop psychology, the feminist movement, New Evangelicalism, television, and the Internet. There is also a list of recommended materials for a discipling church. 550 pages.

THE EFFECTUAL BIBLE STUDENT. This is a 12-hour series of video presentations plus an accompanying textbook containing a detailed outline to the course. It is our goal and passion to help God’s people, including teenagers, become effectual Bible students. The course, which is the product of 40 years of Bible study and teaching, has life-changing potential. It has four major sections: (1) The spiritual requirements for effectual Bible study, (2) tips for daily Bible study, (3) principles of Bible interpretation, and (4) how to use Bible study tools. It also deals with using Bible study software on a computer, a tablet, or a smartphone. It is a package consisting of the videos of the course and the textbook with review questions for testing. The course notes can be used as a

standalone tool by teachers to teach church classes and home schooling programs or can be used for self-study. The package can be purchased as a set of 6 DVDs and a textbook, or it can be downloaded for free from www.wayoflife.org.

KEEPING THE KIDS: HOW TO KEEP THE CHILDREN FROM FALLING PREY TO THE WORLD. ISBN 978-1-58318-115-7. This book aims to help parents and churches raise children to be disciples of Jesus Christ and to avoid the pitfalls of the world, the flesh, and the devil. The book is a collaborative effort. It contains testimonies from hundreds of individuals who provided feedback to our questionnaires on this subject, as well as powerful ideas gleaned from interviews with pastors, missionaries, and church people who have raised godly children. The book is packed with practical suggestions and deals with many issues: Conversion, the husband-wife relationship, the necessity of permeating the home with Christian love, mothers as keepers at home, the father's role as the spiritual head of the home, child discipline, separation from the pop culture, discipleship of youth, the grandparents' role, effectual prayer and fasting. Chapter titles include the following: "Conversion," "The Home: Consistent Christian Living and the Husband-Wife Relationship," "Child Discipline," "The Church," "Unplugging from the Pop Culture," "Discipleship," "The Grandparents," "Grace and the Power of Prayer." 531 pages.

THE MOBILE PHONE AND THE CHRISTIAN HOME AND CHURCH. ISBN 978-1-58318-198-0. Many Christian homes and churches are losing a frightful percentage of their young people to the world. This practical and far-reaching youth discipleship course deals with the parent's part, the church's part, and the youth's part in discipling young people. It covers salvation, child discipline, the Christian home environment that produces disciples, reaching the child's heart, Bible study techniques, how to protect young people from dangers associated with the Internet and smartphones, how to use apologetics, and many other things. The section on building a wall of protection deals with such things as having a basic home phone that teens can use under parental oversight, using filters and accountability software, controlling passwords and apps, the power of pornography, the dangers of

Facebook and video games, avoiding conversation with members of the opposite sex, and monitoring the young person's attitude. The course explains how the church and the home can work together in youth discipleship. It describes the characteristic of a church that produces youth disciples, such as having qualified leaders, officers, and teachers, maintaining biblical standards for workers, being careful about salvation, being uncompromising about separation from the world, building godly homes, discipline, prayer, and vision. It deals with how to train young people to be effective Bible students and how to involve them in the church's ministry. Finally, the course deals with eleven biblical principles of spiritual protection that young people must build into their own lives. These are living to please the Lord, living by the law of the Spirit, practicing humility, pursuing Christian growth, pursuing edification and ministry, pursuing honesty, practicing vigilance and separation, pursuing pure speech, redeeming the time, pursuing temperance, and obeying and honoring one's parents. 200 pages. The Mobile Phone youth discipleship course can be downloaded as a free eBook from www.wayoflife.org.

MUSIC FOR GOOD OR EVIL. This video series, which is packed with photos, video and audio clips, has eight segments. I. Biblical Principles of Good Christian Music. II. Why We Reject Contemporary Christian Music. It is worldly, addictive, ecumenical, charismatic, shallow and man-centered, opposed to preaching, experience-oriented, and it weakens the strong biblicist stance of a church. III. The Sound of Contemporary Christian Music. In this section we give the believer simple tools that he can use to discern the difference between sensual and sacred music. We deal with syncopated dance styles, sensual vocal styles, relativistic styles, and overly soft styles that do not fit the message. IV. The Transformational Power of Contemporary Worship Music. We show why CCM is able to transform a "traditional" Bible-believing church into a New Evangelical contemporary one. Its transformational power resides in its enticing philosophy of "liberty" and in its sensual, addictive music. We use video and audio to illustrate the sound of contemporary worship. V. Southern Gospel. We deal with the history of Southern Gospel, its character, its influence, and the role of the Gaithers in its renaissance. This section is packed with audio, video, and photos.

VI. Marks of Good Song Leading. There is a great need for proper training of song leaders today, and in this segment we deal with the following eight principles: Leadership, preparation, edification, spirituality, spiritual discernment, wisdom in song selection, diversity. One thing we emphasize is the need to sing worship songs that turn the people's focus directly to God. We give dozens of examples of worship songs that are found in standard hymnals used by Bible-believing churches, but typically these are not sung properly as "unto God." VII. Questions Answered on Contemporary Christian Music. We answer 15 of the most common questions on this subject, such as the following: Is rhythm wrong? Isn't this issue just a matter of different taste? Isn't the sincerity of the musicians the important thing? Isn't some CCM acceptable? Didn't Luther and the Wesleys use tavern music? What is the difference between using contemporary worship hymns and using old Protestant hymns? VIII. The Foreign Spirit of Contemporary Worship Music. This presentation documents the frightful spiritual compromise, heresy, and apostasy that permeate the field of contemporary praise. Through extensive documentation, it proves that contemporary worship music is controlled by "another spirit" (2 Cor. 11:4). It is the spirit of charismaticism, the spirit of the "latter rain," the spirit of Roman Catholicism and the one-world "church," the spirit of the world that is condemned by 1 John 2:16, the spirit of homosexuality, and the spirit of the false god of The Shack. The presentation looks carefully at the origin of contemporary worship in the Jesus Movement of the 1970s, examining the lives and testimonies of some of the most influential people. 5 DVDs.

ONE YEAR DISCIPLESHIP COURSE, ISBN 978-1-58318-117-1. This powerful course features 52 lessons in Christian living. It can be broken into sections and used as a new converts' course, an advanced discipleship course, a Sunday School series, a Home Schooling or Bible Institute course, or for preaching outlines. The lessons are thorough, meaty, and very practical. There is an extensive memory verse program built into the course, and each lesson features carefully designed review questions. Following are some of the lesson titles (some subjects feature multiple lessons): Repentance, Faith, The Gospel, Baptism, Eternal Security, Position and Practice, The Law and the New Testament Christian,

Christian Growth and Victory, Prayer, The Armor of God, The Church, The Bible, The Bible's Proof, Daily Bible Study, Key Principles of Bible Interpretation, Foundational Bible Words, Knowing God's Will, Making Wise Decisions, Christ's Great Commission, Suffering in the Christian Life, The Judgment Seat of Christ, Separation - Moral, Separation - Doctrinal, Tests of Entertainment, Fasting, Miracles, A Testing Mindset, Tongues Speaking, The Rapture, How to Be Wise with Your Money, The Believer and Drinking, Abortion, Evolution, Dressing for the Lord. 8.5X11, coated cover, spiral-bound. 221 pages.

THE PENTECOSTAL-CHARISMATIC MOVEMENTS: THE HISTORY AND THE ERROR. ISBN 1-58318-099-0. The 5th edition of this book, November 2014, is significantly enlarged and revised throughout. The Pentecostal-charismatic movement is one of the major building blocks of the end-time, one-world "church," and young people in particular need to be informed and forewarned. The author was led to Christ by a Pentecostal in 1973 and has researched the movement ever since. He has built a large library on the subject, interviewed influential Pentecostals and charismatics, and attended churches and conferences with media credentials in many parts of the world. The book deals with the history of Pentecostalism beginning at the turn of the 20th century, the Latter Rain Covenant, major Pentecostal healing evangelists, the Sharon Schools and the New Order of the Latter Rain, Manifest Sons of God, the charismatic movement, the Word-Faith movement, the Roman Catholic Charismatic Renewal, the Pentecostal prophets, the Third Wave, and recent Pentecostal and charismatic scandals. The book deals extensively with the theological errors of the Pentecostal-charismatic movements (exalting experience over Scripture, emphasis on the miraculous, the continuation of Messianic and apostolic miracles and sign gifts, the baptism of the Holy Spirit, the baptism of fire, tongues speaking, physical healing guaranteed in the atonement, spirit slaying, spirit drunkenness, visions of Jesus, trips to heaven, women preachers, and ecumenism). The final section of the book answers the question: "Why are people deluded by Pentecostal-Charismatic error?" David and Tami Lee, former Pentecostals, after reviewing a section of the book said: "Very well done! We pray God will use it to open the eyes of many and to help keep

many of His children out of such deception.” A former charismatic said, “The book is excellent and I have no doubt whatever that the Lord is going to use it in a mighty way. Amen!!” 487 pages.

A PORTRAIT OF CHRIST: THE TABERNACLE, THE PRIESTHOOD, AND THE OFFERINGS. ISBN 978-1-58318-178-2. This book is an extensive study on the Old Testament tabernacle and its priestly system, which has been called “God’s masterpiece of typology.” Whereas the record of the creation of the universe takes up two chapters of the Bible and the fall of man takes up one chapter, the tabernacle, with its priesthood and offerings, takes up 50 chapters. It is obvious that God has many important lessons for us in this portion of His Word. Speaking personally, nothing has helped me better understand the Triune God and the salvation that He has purchased for man, and I believe that I can guarantee that the reader will be taken to new heights in his understanding of these things. Everything about the tabernacle points to Jesus Christ: the design, the materials, the colors, the court walls and pillars, the door into the court, the sacrificial altar, the laver, the tabernacle tent itself with its boards and curtains and silver sockets, the tabernacle gate, and veil before the holy of holies, the candlestick, the table of shewbread, the incense altar, the ark of the covenant, the high priest, and the offerings. All is Christ. The tabernacle system offers brilliant, unforgettable lessons on Christ’s person, offices and work: His eternal Sonship, His sinless manhood, His anointing, His atonement, His resurrection glory, His work as the life and sustainer and light of creation, His eternal high priesthood and intercession, and His kingdom. In addition to the studies on every aspect of the tabernacle, *A Portrait of Christ* features studies on the high priest, the Levitical priests, the five offerings of Leviticus, the day of atonement, the ransom money, the red heifer, the cherubims, strange fire, the golden calf, leprosy, the Nazarite vow, the pillar of cloud and pillar of fire, and the transportation of the tabernacle through the wilderness. The tabernacle is very practical in its teaching, as it also depicts believer priests carrying Christ through this world (1 Pet. 2:5, 9). Like the Israelites in the wilderness, believers today are on a pilgrimage through a foreign land on the way to our eternal home (1 Pet. 2:11). Don Jasmin, editor of the *Fundamentalist Digest* says, “This new book on the

Tabernacle constitutes the 21st-century classic treatise of this rich theme.” 420 pages.

SEEING THE NON-EXISTENT: EVOLUTION’S MYTHS AND HOAXES. ISBN 1-58318-002-8. This book is designed both as a stand alone title as well as a companion to the apologetics course AN UNSHAKEABLE FAITH. The contents are as follows: Canals on Mars, Charles Darwin and His Granddaddy, Thomas Huxley: Darwin’s Bulldog, Ernst Haeckel: Darwin’s German Apostle, Icons of Evolution, Icons of Creation, The Ape-men, Predictions, Questions for Evolutionists, Darwinian Gods, Darwin’s Social Influence. The **ICONS OF EVOLUTION** that we refute include mutations, the fossil record, homology, the peppered moth, Darwin’s finches, the fruit fly, vestigial organs, the horse series, the embryo chart, the Miller experiment, Archaeopteryx, bacterial resistance, the big bang, and billions of years. The **ICONS OF CREATION** that we examine include the monarch butterfly, the trilobite, the living cell, the human eye, the human brain, the human hand, blood clotting, the bird’s flight feathers, bird migration, bird song, harmony and symbiosis, sexual reproduction, living technology, the dragonfly, the bee, and the bat. The section on **APE-MEN** deals with Cro-Magnon, Neanderthal, Java Man, Piltdown Man, Nebraska Man, Peking Man, Lucy, Ardi, Ida, among others. The section on **PREDICTIONS** considers 29 predictions made by Biblical creationism, such as the universe will behave according to established laws, the universe will be logical, and there will be a vast unbridgeable gulf between man and the animal kingdom. **DARWINIAN GODS** takes a look at inventions that evolutionists have devised to avoid divine Creation, such as panspermia and aliens, self-organization, and the multiverse. 608 pages.

SOWING AND REAPING: A COURSE IN EVANGELISM. ISBN 978-1-58318-169-0. This course is unique in several ways. It is unique in its approach. While it is practical and down-to-earth, it does not present a formulaic approach to soul winning, recognizing that individuals have to be dealt with as individuals. The course does not include any sort of psychological manipulation techniques. It does not neglect repentance in soul winning, carefully explaining the biblical definition of repentance

and the place of repentance in personal evangelism. It explains how to use the law of God to plow the soil of the human heart so that the gospel can find good ground. The course is unique in its objective. The objective of biblical soul winning is not to get people to “pray a sinner’s prayer”; the objective is to see people soundly converted to Christ. This course trains the soul winner to pursue genuine conversions as opposed to mere “decisions.” The course is also unique in its breadth. It covers a wide variety of situations, including how to deal with Hindus and with skeptics and how to use apologetics or evidences in evangelism. There is a memory course consisting of 111 select verses and links to a large number of resources that can be used in evangelism, many of them free. The course is suitable for teens and adults and for use in Sunday School, Youth Ministries, Preaching, and private study. **OUTLINE:** The Message of Evangelism, Repentance and Evangelism, God’s Law and Evangelism, The Reason for Evangelism, The Authority for Evangelism, The Power for Evangelism, The Attitude in Evangelism, The Technique of Evangelism, Using Tracts in Evangelism, Dealing with Skeptics. 104 pages, 8x11, spiral bound.

THINGS HARD TO BE UNDERSTOOD: A HANDBOOK OF BIBLICAL DIFFICULTIES. ISBN 1-58318-002-8. This volume deals with a variety of biblical difficulties. Find the answer to the seeming contradictions in the Bible. Meet the challenge of false teachers who misuse biblical passages to prove their doctrine. Find out the meaning of difficult passages that are oftentimes overlooked in the Bible commentaries. Be confirmed in your confidence in the inerrancy and perfection of the Scriptures and be able to refute the skeptics. Learn the meaning of difficult expressions such as “the unpardonable sin.” A major objective of this volume is to protect God’s people from the false teachers that abound in these last days. For example, we examine verses misused by Seventh-day Adventists, Roman Catholics, Pentecostals, and others to support their heresies. We deal with things such as the blasphemy against the Holy Spirit, cremation, head coverings, did Jesus die on Friday, God’s repentance, healing in the atonement, losing one’s salvation, sinless perfectionism, soul sleep, and the Trinity. Jerry Huffman, editor of *Calvary Contender*, testified: “You don’t have to agree with everything to greatly benefit from this helpful book.” In researching and writing this book, the author

consulted roughly 500 volumes, old and new, that deal with biblical difficulties and the various other subjects addressed in Things Hard to Be Understood. This one volume, therefore, represents the essence of a sizable library. Sixth edition Feb. 2014, enlarged and completely revised, 441 pages.

AN UNSHAKEABLE FAITH: A CHRISTIAN APOLOGETICS COURSE. ISBN 978-1-58318-119-5. The course is built upon nearly 40 years of serious Bible study and 30 years of apologetics writing. Research was done in the author's personal 6,000-volume library plus in major museums and other locations in America, England, Europe, Australia, Asia, and the Middle East. The package consists of an apologetics course entitled AN UNSHAKEABLE FAITH (both print and eBook editions) plus an extensive series of Powerpoint/Keynote presentations. (Keynote is the Apple version of Powerpoint.) The 1,800 PowerPoint slides deal with archaeology, evolution/creation science, and the prophecies pertaining to Israel's history. The material in the 360-page course is extensive, and the teacher can decide whether to use all of it or to select only some portion of it for his particular class and situation. After each section there are review questions to help the students focus on the most important points. The course can be used for private study as well as for a classroom setting. Sections include The Bible's Nature, The Bible's Proof, The Dead Sea Scrolls, The Bible's Difficulties, Historical Evidence for Jesus, Evidence for Christ's Resurrection, Archaeological Treasures Confirming the Bible, A History of Evolution, Icons of Evolution, Icons of Creation, Noah's Ark and the Global Flood.

WAY OF LIFE ENCYCLOPEDIA OF THE BIBLE & CHRISTIANITY. ISBN 1-58318-005-2. This hardcover Bible encyclopedia contains 640 pages (8.5x11) of information, over 6,000 entries, and over 7,000 cross-references. Twenty-five years of research went into this one-of-a-kind reference tool. It is a complete dictionary of biblical terminology and features many other areas of research not often covered in such volumes, including Bible Versions, Denominations, Cults, Christian Movements, Typology, the Church, Social issues and practical Christian living, Bible Prophecy, and Old English Terminology. It does not correct the Authorized Version of the Bible, nor does it

undermine the fundamental Baptist's doctrines and practices as many study tools do. The 5th edition (October 2008) contains new entries, extensive additions to existing entries, and a complete rewriting of the major articles. Many preachers have told us that apart from Strong's Concordance, the Way of Life Bible Encyclopedia is their favorite study tool. A missionary told us that if he could save only one study book out of his library, it would be our Bible encyclopedia. An evangelist in South Dakota wrote: "If I were going to the mission field and could carry only three books, they would be the Strong's concordance, a hymnal, and the Way of Life Bible Encyclopedia." Missionary author Jack Moorman says: "The encyclopedia is excellent. The entries show a 'distilled spirituality.'" 5th edition, 640 pages. A computer edition of the encyclopedia is available as a standalone eBook for PDF, Kindle, and ePub. It is also available as a module for Swordseacher.

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