

Fantasy Role Playing Video Games & Anime Exposed!

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Video Game Addictions Destroying Marriages And Families

1 Corinthians 13:11 When I was a child, I spake as a child, I understood as a child, I thought as a child: but when I became a man, I put away childish things.

Phil 4:8: Finally, brethren, whatsoever things are true, whatsoever things are honest, whatsoever things are just, whatsoever things are pure, whatsoever things are lovely, whatsoever things are of good report; if there be any virtue, and if there be any praise, think on these things.

Psalms 11:5: The LORD trieth the righteous: but the wicked and him that loveth violence his soul hateth.

2 Tim. 2:22 Flee also youthful lusts: but follow righteousness, faith, charity, peace, with them that call on the Lord out of a pure heart.

Psalms 101:3 I will set no wicked thing before mine eyes: I hate the work of them that turn aside; it shall not cleave to me.

See link: [Game widows grieve 'lost' spouses.](#)

By Winda Benedetti MSNBC contributor

They don't wear black veils. You won't find them shopping for caskets at the local funeral home. And they don't expect you to send them somber flower arrangements or cards expressing your sympathy.

And yet, they're widows nonetheless.

Though their spouses and partners haven't gone to the great beyond, these particular widows and widowers say their loved ones have gone someplace that's almost as distant and unreachable. Some have left this world for the "World of Warcraft," others have forsaken this life for "Second Life" and still others have been taken away by "EverQuest," "Final Fantasy XI" and "Dark Age of Camelot." As the ranks of those playing video games in general — and massively multiplayer online games in particular — continue to grow, so grow the ranks of those who refer to themselves as "game widows."

They are the husbands, wives, girlfriends and boyfriends of gamers whose playing habits have consumed their lives. The bereaved say their mates have suffered a kind of digital death that has left only the shell of the person they loved behind. And like a real death, it has left the people who remain heartbroken, scared and angry.

1Jo 2:15 Love not the world, neither the things [that are] in the world. If any man love the world, the love of the Father is not in him.

1Cr 6:19 What? know ye not that your body is the temple of the Holy Ghost [which is] in you, which ye have of God, and ye are not your own? 1Cr 6:20 For ye are bought with a price: therefore glorify God in your body, and in your spirit, which are God's.

"I felt like I wasn't even married anymore," says Sherry Myrow, 29, of Toronto. Her husband had become obsessed with playing "WoW," a hugely popular online role-playing game that now boasts some nine million subscribers world-wide. "He wasn't eating or sleeping. He wasn't cooking — and he loves cooking. He became this person who wasn't interested in life if it didn't have to do with 'World of Warcraft'."

Angry, frustrated and feeling alone, Myrow started GamerWidow.com — a Web site for "gaming's other half" — in June of 2005 and quickly discovered just how not alone she was. "By July I had 400 active members and by the end of the year I had one thousand members," she says.

These days, GamerWidow.com has some 2,000 members who gather in the forums to vent their frustrations and mourn their losses together. Meanwhile, Myrow isn't the only one who is, ironically enough, using the Internet as means of dealing with the devil it helped deliver into her home.

Jennifer Newberry sounds both discouraged and exhausted when she talks about her husband's addiction to "WoW," a game he has, at times, played up to 18 hours a day.

Eze 14:3 Son of man, these men have set up their idols in their heart, and put the stumblingblock of their iniquity before their face: should I be enquired of at all by them?

"Before he got into this game he had lots of other interests," she says. "He was into music and cars, he was active, outdoorsy, he used to hang out with friends. Now he's agoraphobic and won't go out of the basement."

Newberry joined the "WoW" Widows Support Group at Yahoo.com in October of 2005 so she could talk to other people who shared her plight. Back then there were 500 members. Two years later, Newberry has taken over as owner of the group that now includes more than 3,000 members.

"It wasn't like being in a relationship," Shelly Quintana says of life with her husband at the height of his gaming addiction, "it was like living with a zombie."

In March of 2006, Quintana, a New Jersey mother of three, started a Web site called GamingSucks.com and a comic strip called "Widow's Revenge" in response to her husband's obsession with the likes of "Ultima Online" and "WoW." At first, she did it as a way to tease the man she loved and missed. But then, "It just got crazy popular," she says.

Certainly video game addiction has been a much-discussed topic in recent months. This summer, a Reno couple was arrested after they let their two children nearly starve to death while they played a role-playing video game. And in June, the American Medical Association considered a proposal to declare video game addiction a formal psychiatric disorder.

Much to many widows' dismay, the AMA decided against the official designation (at least for the time being), saying it needed further study.

Still, click through the pages of the widow support sites and you'll find plenty of terrible tales told by those living with players unable to control their habit. There's the woman whose husband left her in the hospital two hours after their baby was born so he could go home and play. There's the bed-ridden wife whose husband wouldn't take care of her because he was so busy gaming.

1Ti 5:8 But if any provide not for his own, and specially for those of his own house, he hath denied the faith, and is worse than an infidel.

But it's the overwhelming number of relatively ordinary tales of loneliness and despair in the wake of a mate's compulsive gaming that make this phenomenon truly heartbreaking.

The posts in the GamerWidow.com forums frequently sound like this one:

He's sitting 2 computers away from me, playing WoW. 11 years together, 2 kids and now a

\$1,000 bill for marriage therapy that's not really working. I'm done, have been for awhile. It's not just WoW, before WoW it was Final Fantasy, and before that SOCOM....I've been the invisible woman in my home for over 3 years...and honestly I'm done. I deserve a man who wants to spend time with me not his stupid games.

Quintana knows the feeling. She recalls being halfway around the world, visiting family in New Zealand, when she called the husband she hadn't seen for weeks. But he wasn't exactly happy to hear from her.

"He said, 'I'll have to call you back I'm in the middle of a raid,'" she says, referring to the group events that take place within 'WoW.' "It was horribly painful."

Eph 5:25 Husbands, love your wives, even as Christ also loved the church, and gave himself for it; Eph 5:26 That he might sanctify and cleanse it with the washing of water by the word, Eph 5:27 That he might present it to himself a glorious church, not having spot, or wrinkle, or any such thing; but that it should be holy and without blemish. Eph 5:28 So ought men to love their wives as their own bodies. He that loveth his wife loveth himself.

And it's not just women widows out there. There are plenty of men who've lost their wives and girlfriends to gaming as well. Writes one widower at GamerWidow.com: I'm a young dad with a little boy and baby girl and a wife who plays a whole lot of WoW...My wife plays during every free hour she has...When the baby wakes up during her afternoon nap, which is one of my wife's daily time-slots for WOW...she gets seriously mad.

Eph 5:22 ¶ Wives, submit yourselves unto your own husbands, as unto the Lord. Eph 5:23 For the husband is the head of the wife, even as Christ is the head of the church: and he is the saviour of the body.

"With these MMORPGs, they will swallow almost anybody," Myrow says, estimating that GamerWidow.com's membership is split 70 percent women and 30 percent men. "They're so user-friendly and so appealing to even a non-gamer that pretty much anyone can get sucked into them."

"I've just come to a point where I don't care anymore," Newberry says. "I just kind of live like a single person. It's a lost cause. I can't make him change. And there are no rehab centers to send him to. If there were rehab centers I could send him to, he'd be first in line to get in."

Mar 4:19 And the cares of this world, and the deceitfulness of riches, and the lusts of other things entering in, choke the word, and it becometh unfruitful.

Dr. Hilarie Cash, a Redmond-based therapist and one of the few who specializes in Internet and computer addiction, believes that, in the future, gaming addiction will be declared an official mental disorder. She also believes that 12-step programs to help gameaholics kick their habits will be commonplace. Until then, she says widows have a particularly difficult battle.

"Right now video gaming is sexy and cool and it's the up and coming fun way to live life," she says. "So it is very hard to get people to see it for what it is as an addiction."

Meanwhile, with a dearth of support, the widows deal with their loved ones' addiction the best they can. Some try to nag their mates into quitting, some beg and plead. Some break game discs, install key loggers, or sabotage the computers all together.

Of course, the gamers out there haven't been entirely understanding of the plight of the widows. Mrs. Quintana has dedicated a section of her website to show the often angry responses her site has inspired.

Writes one: Instead of acting like a cranky old witch and bashing your husband's hobby, why don't you pony up and buy your own PC and actually play it with him??

Writes another: Your man likes video games. Why...are you with him then? I'm sure the hobo in the dark alley way in the middle of the city doesn't play WoW; he's just your type!

The widows say that, even more frustrating, are the people who tell them that they should simply leave their gamers and move on. While it seems many a divorce has come from homes divided by gaming, many of the widows say it's not that simple.

"They say 'why don't you get a divorce' and 'why did you even marry a gamer?'" says Quintana. "But I didn't marry a gamer, I married a man. I married somebody I loved."

Top 5: Most addictive games

On the Level: Is a virtual affair real-world infidelity?

MSNBC Interactive

Col 3:1 ¶ If ye then be risen with Christ, seek those things which are above, where Christ sitteth on the right hand of God. Col 3:2 Set your affection on things above, not on things on the earth. Col 3:3 For ye are dead, and your life is hid with Christ in God. Col 3:4 When Christ, [who is] our life, shall appear, then shall ye also appear with him in glory. Col 3:5 Mortify therefore your members which are upon the earth; fornication, uncleanness, inordinate affection, evil concupiscence, and covetousness, which is idolatry: Col 3:6 For which things' sake the wrath of God cometh on the children of disobedience: Col 3:7 In the which ye also walked some time, when ye lived in them. Col 3:8 But now ye also put off all these; anger, wrath, malice, blasphemy, filthy communication out of your mouth. Col 3:9 Lie not one to another, seeing that ye have put off the old man with his deeds; Col 3:10 And have put on the new [man], which is renewed in knowledge after the image of him that created him: Col 3:11 Where there is neither Greek nor Jew, circumcision nor uncircumcision, Barbarian, Scythian, bond [nor] free: but Christ [is] all, and in all. Col 3:12 ¶ Put on therefore, as the elect of God, holy and beloved, bowels of mercies, kindness, humbleness of mind, meekness, longsuffering; Col 3:13 Forbearing one another, and forgiving one another, if any man have a quarrel against any: even as Christ forgave you, so also [do] ye. Col 3:14 And above all these things [put on] charity, which is the bond of perfectness. Col 3:15 And let the peace of God rule in your hearts, to the which also ye are called in one body; and be ye thankful. Col 3:16 Let the word of Christ dwell in you richly in all wisdom; teaching and admonishing one another in psalms and hymns and spiritual songs, singing with grace in your hearts to the Lord. Col 3:17 And whatsoever ye do in word or deed, [do] all in the name of the Lord Jesus, giving thanks to God and the Father by him.

Video Game Addiction Interview

Coast to Coast--Author Ryan Van Cleave discussed the growing epidemic of video game addiction, and shared his personal addiction and recovery story. He got hooked on the multiplayer online role-playing game *World of Warcraft*, which attracts millions of users and has no set ending. The game is so popular that a \$10 billion cottage industry of "gold farming" has developed where players stockpile tools and game advantages and sell them to other players who don't have the time to earn them. At the height of his *Warcraft* addiction, Van Cleave was playing up to 50 hours a week, "stealing time" from his friendships, family, and teaching job (which he lost).

Immortal Night Description

Who are you? Vampire or Werewolf?

The world of Immortal Night awakens your true self. A world shrouded in darkness, where the supernatural reigns and Mist and Mysticism are seeped in every move. Play the game of a life transformed by blood and venom. Where silver and holy water are weapons of mass

destruction. Where demons thrive and the things of nightmares creep around every corner.

Vampires and Werewolves...allies or enemies? You decide as you evade human hunters while traveling around the globe feasting, prowling and battling rival Houses for territory. Become one of the privileged, establish your House as dominant, consult the tarot, throw the bones, collect Mythical Objects to aid in your Mischief. Grow your fangs and secure your seat on the council as you claw your way through the ranks to get to Ancient and take supreme power.

Violence in Video Games and the Baghdad Massacre

Infowars.com--April 7, 2010 [Click below to play:](#)

"Violence in Video Games" clip was produced to demonstrate the close similarities between real-world violence and simulated violence included in video games. The video juxtapositions scenes captured in the real-world and those that exist in the fantasy game world depicted in the Call of Duty series. Shooting dogs, beating children and murdering innocent civilians are dwarfed by the amount of unmitigated evil game developers are having their heroes portray. Call of Duty is currently the most popular first-person shooter video game series on the market. The game overshadows in popularity and sales Grand Theft Auto and Halo. Current versions of the game include torture of captured enemy combatants, burning prisoners alive with Molotov cocktails, shooting soldiers who surrender, and the terrorist slaughter of civilians in a Russian airport.

For the less gung-ho (and psychopathic), the latest version of Call of Duty allows players to opt-out of the scene depicting the murder of innocent civilians.

Video games play an important role in training U.S. soldiers as they prepare for combat. In 2008, the Army invested \$50 million for the development of video games and a gaming system designed to train soldiers for combat. "With the new platform and games, Army programmers hope to offer more life-like reproductions of battlefield scenarios, offering editable terrains, a greater capacity for multi-player action and larger battlefields," writes [Switched](#), an AOL electronics website.

The current version of Call of Duty was not available in 2007 when soldiers massacred a Reuters cameraman and other civilians in Baghdad. However, considering the way the soldiers acted, you wouldn't know it.

<http://www.infowars.com/violence-in-video-games-and-the-baghdad-massacre/>

----- Original Message -----

From: [Carlos](#)

To: drjohnson@ix.netcom.com

Sent: Monday, August 10, 2009 7:39 PM

Subject: RE: Someone has sent you an email from SermonAudio.com...

Dr. Scott, I have a suggestion for your next teaching, anime. Anime has become hugely popular in the United States and many parts of the world. I used to be a huge fan, but I don't watch it anymore. There are more than a few anime elements that bother me which I will list:

-(No parental figures) most anime focus on kids or young teens and they never have any parents

-(oversexual) I once saw an anime that showed a naked 14 year old girl. Nudity is also very common in anime.

-(pedophilia) In the mainstream anime that I watch there is usually pedophilic overtones, but I've heard there is a genre specific for pedophiles.

-(homosexuality) I don't know if it's promoted in anime but most diehard anime fans like to make homosexual couples from their favorite shows. Just a quick google search will show countless fanmade drawings of androgynous pretty boys kissing and embracing each other.

-(Supernatural) Many anime focus on ghosts, spirit worlds, monsters, demons, gods, but I have yet to see one that resembles the God of the Bible.

-(Martial Arts) Most anime focus on fighting using martial arts. Many times they also use magic and even "chakra" or "ki". Furthermore some anime show very graphic violence and blood.

-(Blood Drinking) This is not so much drinking as licking. In anime there is usually a bad scycop that when he bleeds he licks his own blood.

After the vegetation was utterly destroyed by the flood and Noah came out of the ark, God gave permission to mankind to eat flesh foods. "And God blessed Noah and his sons, and said unto them, Be fruitful, and multiply, and replenish the earth. . . . Every moving thing that liveth shall be meat for you; even as the green herb have I given you all things." Genesis 9:1-3. There was, however, a restriction placed upon the human race: "But flesh with the life thereof, which is the blood thereof, shall ye not eat." Genesis 9:4.

This restriction was reaffirmed after the children of Israel left Egypt. Through the prophet Moses, God said: "It shall be a perpetual statute for your generations throughout all your dwellings, that ye eat neither fat nor blood." Leviticus 3:17.

It would behoove those who believe that, under the gospel dispensation, mankind is free to ignore the Old Testament prohibition of eating blood with the meat tissue, to seriously consider the special consensus that the Council of Jerusalem (A.D. 50) took regarding this specific topic. The apostle James, chairman of this ecclesiastical council, in his closing remarks summarized the unanimous resolution arrived at by the church at large through the Holy Spirit. Here are his words:

"For it seemed good to the Holy Ghost, and to us, to lay upon you no greater burden than these necessary things; that ye abstain from meats offered to idols, and from blood, and from things strangled, and from fornication: from which if ye keep yourselves, ye shall do well. Fare ye well." Acts 15:28-29.

-(Long Hair) A lot of anime characters (males) have very long hair.

1Cr 11:14 Doth not even nature itself teach you, that, if a man have long hair, it is a shame unto him?

I've noticed that people get obsessed over anime, they even go as far as learning Japanese, and many of them even dream of living in Japan. I just thought there could be something to it.

From: Nica
Sent: Wednesday, December 09, 2009
To: Scott Johnson
Subject: A Teaching Request

Good Morning.

I was listening to the current events for 12/6/09 and I heard you mention info regarding video games. Being a former gamer, I definitely know the effects of spending countless hours battling in a virtual world

only to be drained and depleted; morally and physically. I frequented the game Halo and I gotta tell you; when I would be killed, rage would rise within me and I would feel worthless. Nothing should have that much control over us especially spiritually. Then I got better at the game, to the point I overcame the worthless feeling, only to be brought back into bondage once the challenge level increased(2 Peter 2:19b: ...for of whom a man is overcome, of the same is he brought in bondage.. This is the effects of playing in-house thru system versus online. I know this is wreaking havoc on millions of men in particular and also making women (like myself) compete with the "game" and becoming victims as well. **Currently I have family who play the games full time and work part time(literally). There is no drive to their lives. Not to be mean: but they still live with their parents and have no dirve to leace the nest! Could you, if possible, do a teaching on this issue. I think I have destroyed my witness on this matter! Thanks and God Bless!
Dawnica**

Matthew 19:26 "With God all things are possible"

From [Steve](#) Sent: Monday, November 16, 2009 1:41 PM **To: [scott](#) Subject:** video games

Just for when you do your video games study at some point, on the game called "Saints Row 2", on the septic avenger mission, **you have to drive a sewage vehicle and spray a Church with human excrement, if you want enough points to pass the mission.**

----- Original Message -----

From: [Aaron](#)

To: '[Scott Johnson](#)'

Sent: Wednesday, August 12, 2009 10:57 PM

Subject: RE: Someone has sent you an email from SermonAudio.com...

I'm very glad to hear that you are going to try and address this problem. As I mentioned before I've played this game for over 4 years. I can actually see the damage its caused in my life. Before I started playing this game I was in church every Sunday, Reading my bible, actually even started writing Christian music for the youth. Since this game I've only done those things sporadically at best. However, I canceled my subscription to this game and removed it from my computer today. As I went through the things that were just blatantly against God I couldn't take it anymore.

I listened to your latest study on Bohemian Grove and you mentioned Succubus, Satyrs, Warlocks, etc. and I wanted to give you some ammo for your study. I'm sure you have a lot of sources to gather your data but I would be glad to answer any questions you may have about the game or whatever you need. I've attached some screenshots from within the game that are disturbing. Especially when you think that very young kids play this game. Not that its any better for adults to play it but I think its horrible that kids are being exposed to this and can't wait for you to expose the game. These are screenshots associated with the Warlock class in the game. This is just the tip of the iceberg though.

Feel free to contact me anytime if you need any help or have any questions.
God Bless
Aaron

From: Carl
Sent: Wednesday, July 29, 2009 10:05 AM
To: [Scott Johnson](#)
Subject: WoW

Hi Bro Scott, you mentioned WoW (world of warcraft), im an ex WoW'er so ill tell you a little about it.

First of all let me say what it is not: WoW does not actually teach a person witchcraft perse though it does use some references here and there with the use of names, its not like dungeons and dragons with a manual with real witchcraft.

Ok that aside, i started playing that game a few years ago and enjoyed it a whole lot because its an online game where you get to play with other people in the game world. The problem with that game is it takes up all your time, the only way to not play that game to much is if you have no choice but to be away from the game at work or something, it seems like having a wife and kids is not enough to stop a person from playing the game 24/7.

Over time the Lord started to convict me of the game to the point where one day i said "enough" and sold all my stuff in game, gave it away and quit the game which was a lot considering my status in the game but it brought so much relief being able to think about Jesus without it being pushed away after 10 seconds due to thoughts about the game filling my mind.

At one point i could close my eyes and just see the game running as if i was looking at the screen....

My flesh had gotten the best of me a few times in the past and ive gone back to the game but the conviction caused me to quit the game within about 2 weeks, this has happened maybe 3 times in total. The reason why this happened is a little deeper for me, when i got the game, times were good but soon after things had gotten much worse with family decisions (i told you about it if you remember) and because of that i used to associate the good times with that game and was drawn back to it, but even the bible tells us not to dwell on the "good old times" in the OT, but im a little wiser now so thats not a problem anymore.

There are characters types in the game like shamans, warlocks, mages, warriors, rogues, hunters, priests, paladins etc, they all have magic abilities that can be activated through the click of a button. once again no incantations, or knowledge of witchcraft is given like D&D, its just graphics but im pretty sure kids will play this **and want to look further**, and the fact that warlocks and such are promoted is bad in itself.

It does promote the use of magical powers, for example a character can have a magic attack that burns the enemy of freezes them etc and it is awfully addictive, by the power of Jesus i was able to break away like i did though, i did go back a few times shortly after but it was short-lived, families have been ruined by this game. and the people on this game can be vile, the filth some people speak is terrible but you have a profanity filter and a function to block individuals.

The game is not good, maybe because i enjoyed the game i cant see it for what it truly is in some aspects so it would require a person from the outside to give their opinion. but i cant play it anymore even if i wanted to because the Lord wont allow me, and if i did i would lose my peace until i left it., for that reason i know it grieves the Holy Spirit so i want no part in it anymore.

I hope this helps a bit as some people online, though they mean well, will probably end up saying stuff about the game that is not true as they probably have not tried it themselves which will cause you to look bad if you quote them as I'm sure your not going to play it, and i advise you don't, its a waste of time.

hope this helps somewhat.

Cya
