

Global Intelligence Disclosures On The Orwellian New World Order

GLOBAL WATCH WEEKLY

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Behind Pokémon

Discover The Plain Truth Behind the World's
Fastest Growing Mobile Game App!



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GLOBAL WATCH WEEKLY

The Global Watch Weekly (GWW) is committed to providing disclosure on political, social, economic and technological events which are leading the world into a biblically prophesied Orwellian nightmare. It is a free online magazine, which goes out to thousands of members world-wide. There have been over 190+ GWW editions issued all justifying the Bible as an inspired authority on mapping out proof of a coming one world government agenda, which will ultimately be overthrown through the establishment of God's messianic kingdom.

The ultimate aim of the Global Watch Weekly is to show that despite some scathing attacks over the last few decades on the authenticity of the Christian faith, that the Bible still stands as a dominant inspired book which makes incredible and pinpoint prophecies about the end times which are being accurately fulfilled in our life time.

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INTRODUCTION

Dear Global Watch Weekly Member

Ever since the game called Pokemon Go was launched, it has become an international phenomenon. It is the first mass market video game to successfully blend the real world and the digital world together in a way that the public truly embraces, and it is making headlines all over the planet. At this point it has almost as many daily active users as Twitter does, and Nintendo's stock price is going crazy as a result. Nintendo is now worth billions of dollars more than it used to be. But is there a dark side to Pokemon Go? Is it potentially evil, dangerous or demonic?



Many people would dismiss such questions as complete nonsense. Unlike most video games, Pokemon Go actually requires people to leave their homes, get some exercise and visit real places. This type of game is being called "augmented reality," and it is bringing people together in new and interesting ways. But not everything is unicorns and lollipops with this new game. We have seen people commit robberies at Pokemon Go locations, people been

injured by vehicles as they seek for Pokemon clues near buildings and there are very serious data security concerns. The following comes from Ricky Scaparo.

"New reports are now coming in of the practical dangers of this game such as a recent report out of Baltimore where multiple people were robbed playing the "Pokemon Go" game last week, according to the Baltimore County Police Department. And then there is personal security concerns that have surfaced as a new report indicated that players that have logged into the game using their Google account may have given the app permission to go through all of their Google data, including emails and website history."

But much more alarming to many is the content of the game itself. As Mena Lee Grebin has pointed out, "Pokemon" actually comes from two Japanese words ("Poketto" and "Monsut,") that mean "Pocket Monster". As players progress through the game, they collect these monsters and demons, train them, and have them fight against Pokemon owned by others. Here is more from Ricky Scaparo.

"The Pokemon are supposed to be "monsters" that have special powers and share the world with humans. The idea of the game is to have the children learn how to collect as many Pokemon as possible, train them, and use them against other people's Pokemon by invoking the various abilities of each Pokemon creature. Pokemon can evolve and pass through various levels, 100 being the highest. Colored energy cards are sometimes used to aid the Pokemon."

But "it's just a game" right? Maybe not.

We explore this phenomenon in this weeks edition of the global watch weekly.

Enjoy

Rema Marketing Team

BEHIND POKÉMON

THE POKEMON GLOBAL PHENOMENON

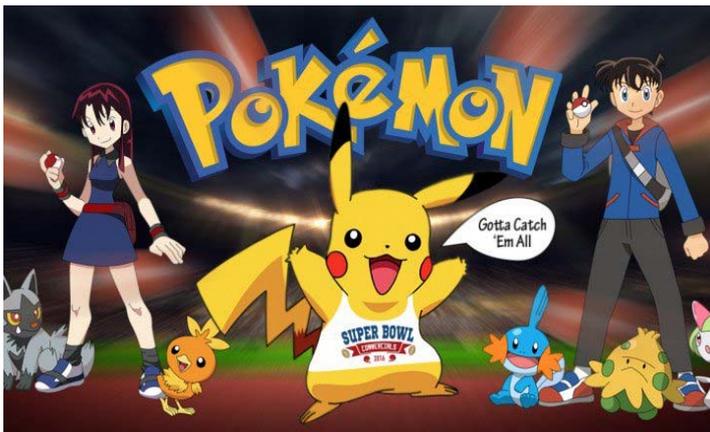
Pokémon is a media franchise managed by The Pokémon Company, a Japanese consortium between Nintendo, Game Freak, and Creatures. While the franchise copyright is shared by all three companies, Nintendo is the sole owner of the trademark.



The franchise now spans video games, trading card games, animated television shows and movies, comic books, and toys. Pokémon is the second-most successful and lucrative video game-based media franchise in the world, behind only Nintendo's Mario franchise. Cumulative sales of the video games (including home console games, such as Hey You, Pikachu! for the Nintendo 64) have reached more than 200 million copies.

The franchise celebrated its tenth anniversary in 2006. The twentieth anniversary was celebrated with a commercial at the 2016 Super Bowl using the theme: "I can do that" and there have been re-releases of Pokémon Red, Blue, and Yellow.

The mobile augmented reality game *Pokémon Go* was released in July 2016. The next generation games *Pokémon Sun* and *Moon* are expected to be released in November 2016. A live-action film adaptation based on *Great Detective Pikachu* is planned to start production in 2017. The English slogan for the franchise is "Gotta Catch 'Em All".



A WORLD OF DEMONS AND MONSTERS

Pokémon is translated as "Pocket Monsters" and it was introduced to us in the mid-1990s. It has remained popular ever since, and the release of the *Pokémon Go* app boosted its popularity to unbelievable heights as users search for these monsters with their smart phones.



The Pokémon are basically a collection of monsters that players can use to fight one another. The list of monsters reads like the list of 72 demons from the Goetia; all with various powers and abilities that the player can strengthen in order to become a stronger competitor. The whole purpose is to train your Pokémon to become stronger in their abilities and evolve into more powerful monsters.

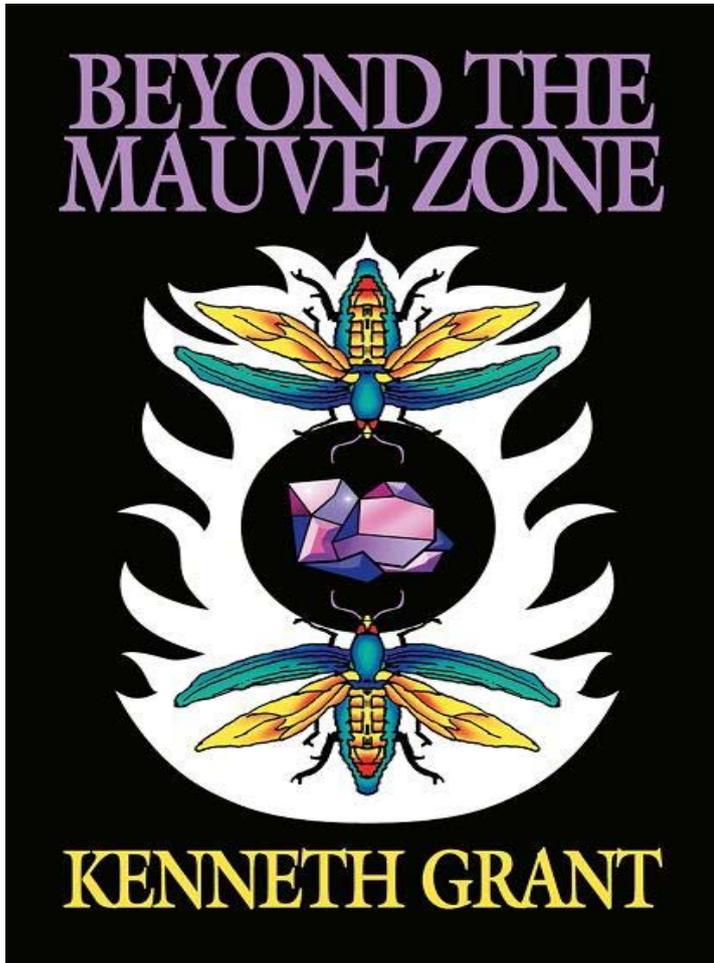
One such example is *Haunter*, a ghost with the ability to levitate and haunt others. Its more evolved form is *Gengar* which has more attributions one would find with an actual ghost (e.g. lowering the temperature around itself and laying curses on others).



What is curious about the "ghosts" in Pokémon is that they are all the color purple. This color represents the "Mauve Zone"- an area where one can find the hidden demons of qliphoth in the shadow realm on the dark side of the Kabbalah Tree of Life.

The Mauve Zone is described in Kenneth Grant's *Beyond the Mauve Zone* in terms of contacting other worldly entities with supernatural powers.

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“Access to the Mauve Zone has been facilitated in more recent times by the use of magical systems developed by occultists such as Austin Osman Spare and Aleister Crowley, both of whom established contact with inter-dimensional entities possessed of transhuman knowledge and power. Both systems involve the use of sexual magick to open hidden gates that have remained sealed for centuries.”



Indeed, upon further inspection of the other worldly Pokemon known as *Gengar*, we find it to be described as one of the “Shadow” Pokemon.

THE ABRACADBRA CONTROVERSY

Other controversial characters of Pokemon are the monsters known as *Abra*, *Kadabra*, and *Alakazam*. The Evangelical Christian community raised a significant concern about these characters and with good reason.

The characters were intended to be introduced as *Hocus* and *Pocus*; but were changed to *Abra*, *Kadabra*, and *Alakazam* in honor of the spell incantation. Abracadabra is part of the occult belief of shaping the universe to the practitioner’s will (fulfilling the desires of Aleister Crowley, Paulo Coelho, The Secret, etc.).

Given the importance of wordplay in the rap genre, it shouldn’t be that much of a stretch of the imagination to think that musicians are using actual magic to create their art. Art in and of itself is magic because you’re creating something out of nothing. The term Abracadabra has Aramaic roots and literally means “as I speak; I create.”

It’s a magical belief system that projects an illusion and makes the viewer believe it, which makes it a reality. It’s no different than the concept of the media or entertainment industry repeating a false theme (e.g. an illusion) to the viewers until it becomes an accepted “reality.”

Abracadabra is a term used by witches and magicians alike; with origins of praise to the gnostic deity known as Abraxas (as per Texe Marrs’ *Codex Magica*) and early physicians used to use it for healing powers; which is of no surprise since the beginning of the Hypocratic Oath starts out with talk of swearing to Apollo and other pagan deities.

So we find that Pokemon employs this same practice here with these three linked characters. They have the expected supernatural abilities such as ESP, teleportation, and other psychic abilities.



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In fact, it turns out that magician Uri Geller sued Nintendo over these characters because he believed them to be modeled after him with his “supernatural” powers to bend spoons with the mind!



Looking at the actual characters we can see symbols that suggest they may indeed be occult in origin.

The lines on *Kadabra's* chest appear to look like the lightning bolts of the Nazi party's S.S. Schutzstaffel, which could link us into the lightning symbolism of Lucifer; the fallen angel.



This isn't the first time we've seen entertainment geared towards children that uses magic and lightning bolt symbolism.

Another explanation for these lines are that they are actually waves taken from the Zener cards used to test one's mental powers.



Zener cards are part of the Spiritualism movement that sought to unite scientific

principles with religion through parapsychology- and many figures who have delved into occult ideas have played a part in this movement (e.g. Carl Jung).

In the opening sequence of *Ghostbusters* we see Bill Murray's character testing out psychic abilities with the use of Zener cards (even more precisely- the waves card that we see on *Kadabra*).



The red star on *Kadabra's* forehead is also an occult symbol when you consider that the Communist movement is tied into occult desires such as the destruction of religion and the increasing influence of government (e.g. New World Order). The red star symbolizes Communism, but it could very well be the symbol of Lucifer; the blazing star and recipient of adoration from occult groups.

You'll also recall how the highly occult-connected Charles Manson and Family murders took out



Sharon Tate who was infamously known for a photo shoot in which she wore the red star of Lucifer (*note that she was tragically murdered after the release of *Rosemary's Baby* – a film about a satanic cult that sought to create Crowley's “moon child” demon through sex magic rituals; and Tate was originally supposed to play the role of the mother of the demon spawn):

CHANNELING POKEMON ENTITIES

So it appears the purpose of the Pokemon phenomenon (especially Pokemon Go) is to make contact with these monsters. These entities can then be used for their powers and they have

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a mutual contract with the player/magician.

In fact, the lyrics to the Pokemon song support this type of idea:

Pokemon, (gotta catch them all) a heart so true

Our courage will pull us through

You teach me and I'll teach you

(Po-ke-mon) Gotta catch 'em all

This contract between the monster and the practitioner is no different than what we've seen from ceremonial magicians such as Aleister Crowley and Jack Parsons who attempted to contact various spirits and entities in order to learn from them. In fact, all of Crowley's Thelema religion is derived from his contact with the spirit known as Aiwass!

"Teach me and I'll teach you" is indeed the axiom of any good occultist magician...

EVOLUTIONARY INDOCTRINATION

Similar to other superhero tales we are being spoon fed; the concept of Evolution and Prometheus plays a crucial role in Pokemon. The entire game is built upon first making contact with these monsters and then trapping them (which would be conducted by the magician as they trap the entity in a magic-triangle). After they trap them, they must train them and make them evolve into the next higher powered character.

The lyrics to the Pokemon theme song also support this kind of thinking:

I will travel across the land,

Searching far and wide.

Each Pokemon to understand

The power that's inside

This is one of the biggest aspects of occultism in the early 2000s as we are bombarded with various ideas and themes of Prometheus, evolution and transhumanism in our entertainment. We are being conditioned to accept the idea that mankind can evolve into beings with supernatural powers.

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



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

GOOGLE PLAYING ITS PART

The app Pokemon Go has proved itself tremendously popular- surpassing the previous records set by Candy Crush. It introduced augmented reality to the mainstream which takes us one bold step closer to the digital matrix which is one of the main goals of the Illuminati.



Looking a bit deeper, we find that the Pokemon Go app was created by *Niantic, Inc.* It was revealed that *Niantic, Inc.* had its origins from a Google startup which obviously lends itself to

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a belief that Google is seeking to put us into the Transhumanism hell through the digital Matrix.

Some claim that the abilities of the app to track and monitor its users locations is a veiled attempt at further enhancing the government's abilities to spy on us; which turns out to be true!



Niantic Inc. was started by John Hanke who also started *Keyhole Inc (Acquired by Google Earth)*, which was done so with funding from the CIA. Sounds unbelievable doesn't it? This is what Wikipedia states.

"Keyhole, Inc., founded in 2001, was a pioneering software development company specializing in geospatial data visualization applications and was acquired by Google in 2004 for \$35 million. Initially launched as a spin-off of Intrinsic Graphics, first round funding came from a Sony venture capital fund and others, additional capital came from an NVIDIA bundling deal, from the CIA's venture capital arm In-Q-Tel, with the majority of In-Q-Tel' funds coming from the National Geospatial-Intelligence Agency, and from angel investor Brian McClendon (who later came on as a board member and VP). Keyhole's marquee application suite, Earth Viewer, emerged as the highly successful Google Earth application in 2005; other aspects of core technology survive in Google Maps, Google Mobile and the Keyhole Markup Language."

The name "Keyhole" is also a homage to the KH reconnaissance satellites, the original eye-in-the-sky military reconnaissance system now some 50 years old.

So it seems we've got a game that people voluntarily allow to track and monitor their movements which allows Google and other surveillance groups to see what we're doing a la 1984.

What's even more disturbing is that most of the younger generation doesn't even mind! After all, they were raised in the era of big surveillance programs like the Patriot Act so it all seems quite normal.

THE CONCLUDING VERDICT

We are also being programmed to believe in the "further evolved" alien theory such that when these demonic entities show up we can learn from them (Remember last weeks edition of messages from alien to alien abductees). Some claim that the alien idea is internally projected by mankind because we so desperately want a guiding force to tell us what to do; so our entertainment is providing that for us in the hopes that we can one day summon these demonic entities.

We are also being conditioned to simultaneously pull away from traditional religious beliefs in what appears to be a coordinated effort of the occult to bring about the Crowley Aeon of Horus and the new age of mankind which seeks to evolve humans through transhumanism.

Whilst many may feel that an article like this seeks to try and deflate what others deem as entertainment, be aware that the principles inherent in the processes of evolution and communicating with supernatural entities and trying to be some kind of training sorcerer could lead people down the path of the occult.

They've placed traps everywhere that can lure the unsuspecting into much darker territories, so my only request is that you become familiar with the symbols, strategies, and beliefs being used by the Illuminati and their push on the new age of occultism.

When Christians fail to discern these traps then an attitude of complacency sets in. For instance many churches are reportedly labeled as PokeGyms and, as a result, groups of young people are showing up at their doorsteps to play the game.

Many church leaders, such as in the Church of England, are beginning to see this phenomenon as a positive development. While the Pokératti may not stick around for sermons, leaders see this move as "a good way to start a conversation that may lead on to other things," as noted by the BBC. The same Pokémon game, which once was thought to have driven people from religion, is now being considered by some churches as a tool to potentially lead them back.

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Other cult watchdog groups have already sounded the warning about this. The following comes from the Christian Apologetics and Research Ministry.

“Is Pokemon dangerous? Potentially, yes it is. It conditions the child who plays the game into accepting occult and evolutionary principles. Haunter can hypnotize, eat a person's dreams and drain their energy. Abra reads minds. Kadabra emits negative energy that harms others. Gastly induces sleep. Gengar laughs at peoples' fright. Nidoran uses poison. The psychic type of Pokemon are among the strongest in the game. Charmander, Haunter, Ivysaur, Kadabra and many more evolve. The children are taught to use these creatures to do their will by invoking colored energy cards, fights and commands. Much of it is reminiscent of occult and eastern mysticism.”



But it goes even farther than that. According to occult expert Bill Schnoebelen, Pokemon players engage in all sorts of activities that would be considered deeply occult if they were done in real life.

“Like many video games, Pokémon is riddled with occult concepts. Concepts like "magical stones," teleportation, ghosts, all-seeing eye, psychic power and using spirits to achieve results in the real world are all givens in this game realm. All of this is contrary to scripture. The Pokémon games and comics, etc., teach what I have called a magic worldview that is completely opposed to the Bible. The Magic Worldview is the idea, common to all occult belief systems, that there is not really any sovereign Deity over creation. Instead, creation is ruled by a series of occult laws. In a sense, the universe is like a cosmic vending machine. As long as you put in the right coin (ritual or spell) you automatically achieve the desired result.”

Particularly disturbing is the concept that children are being trained to "capture" demon-like creatures, train and control them, and use them against others. Many believe this very closely mirrors what many high-level occultists attempt to do with real demons. Here is more from Bill Schnoebelen...

“The magician works from within a specially prepared magic circle which supposedly protects him from the demon as long as he stays inside it. He uses special magical weapons like a wand, staff or sword to threaten the demon and make it do his or her bidding. Once the ritual is successful, supposedly the demon belongs to the magician to do his or her bidding—as long as the stipulations of their contract are kept by sorcerer. Often the demon will grant the magician occult powers or give him or her special talismans to control others. This is a large part of high magic.”

Now, there is barely a dime's worth of difference between this and what goes on in the "make-believe" Pokémon universe!