

## Concerns about Yu-Gi-Oh (*Article first released in 2004*)

In the day of ever more realistic and interactive computer games, it is interesting to note that one 'old fashioned' game has refused to become extinct. Rather in fact its popularity is very much on the increase amongst children and young adults alike.

Trading cards have been around since the first half of the last century. Baseball players, footballers, cars, trucks and aeroplanes were at one point the back bone of the collecting, swapping and duelling craze. However a much darker sinister form is now the pre-eminent card of choice – **Yu-Gi-Oh!**.

The originator of this supernatural form of trading/dwelling cards was of course Pokemon, but as bad as it was/is Yu-Gi-Oh! makes it look weak by comparison.

Incidentally, with the addition of the TV spin-offs, computer games, books and forthcoming film income generated from sales and licensing of Yu-Gi-Oh!, now runs into many, many millions of dollars.

This article provides a brief summary of Yu-Gi-Oh!, and its dangers. Our aim is to offer parents information that will help them in making decisions about the suitability of this phenomenon for their children.

### **Basics -**

The idea of all Trading card (sometimes called Duelling or Fighting cards) games is simple. As cards are compared, if your card is of greater calibre than your opponents – baseball player has more home runs, car has a bigger engine, ship better tonnage – then you win and get to keep the card. Thereby adding to your collection.

Yu-Gi-Oh! is however, considerable more involved. The monsters on the cards having a complex arrangement of levels of power and magical ability. This can be combined, depending upon the pairing and battlefield setting, to form monsters of immense power. In addition, the 'magical spirit' of the player (determined by number of cards in collection, types of cards, combinations and level of duelling experience) will authorise their battlefield strength. Thereby making this an intense game of strategy.

### **Background -**

The main character of the game is Yugi, a shy boy who loves duelling games. His grandfather mangers a gaming shop and introduces him to an ancient Egyptian card fighting game called Duel Monsters. Yugi is able to unlock the secret of the game and thereby able to take upon himself the spirit of an Egyptian king – Yami. He is then filled with magical energy, which makes him a master duellist.

## **Details -**

Players can purchase ‘starter packs’ of cards and then as their competence in the game increases, they can play with ever more complex packs of cards. The most expensive of which contain rare ‘all powerful’ cards. Each card is a duelling monster with various levels of power and spell casting ability.

Their names give an indication of their use: -

|                       |                           |                          |
|-----------------------|---------------------------|--------------------------|
| Saggi the dark clown, | Exodia the forbidden one, | Dark magician girl,      |
| Delinquent Duo,       | King of Abyss,            | Magician of Black Chaos, |
| Nightmare Sage,       | Spell Chancellor,         | Mask of the accused etc. |

There are over a thousand different monsters! Players can use spells, set traps or even fuse monsters together in order to out duel their opponent.

Books are available as guides, offering strategy tips and insights, to use of the cards and battlefield settings – which are generally graveyards - and winning scenarios.

The worldwide licensee for Yu-Gi-Oh! is Upperdeck Entertainment. The producer is the Konami Corporation. Of course, competitors have produced their own versions of the game, the main one being Mirrodin –Magic the Gathering, by Wizards of the Coast Inc.

## **Conclusions -**

In our opinion, these games are singularly unhelpful, unhealthy and unsuitable. They should be avoided at all costs.

It encourages an interest in all things occult. It is well documented that much of the current upsurge of interest in Wicca, Witchcraft and the dark arts has originated from the door opened by such games.

The level of darkness and the role-playing nature of this game is something the enemy uses firsthand. Demonic oppression and possession has sometimes become a part of the intensity addictive nature of Yu-Gi-Oh!

Trading card games can be a fun and stimulating way of learning strategy and developing math skills. If your child enjoys this type of activity, encourage them to use cards featuring sports, mechanical objects or animals. Packs of these are available in all good Toy stores; including ‘Toys R Us’, Gamleys, and Wal-Mart.

If your child is or has been involved with Yu-Gi-Oh! we would suggest the following action:

- Pray for wisdom and discernment as you approach the issue with your child.
- Take time to explain to your child, the dangers and your concerns.
- Stimulate dialogue – listen to and answer clearly any questions.
- Pray with them for understanding and if necessary cleansing.
- Encourage them to pray about the situation.
- Together with your child, take actions to destroy any Yu-Gi-Oh! cards, books, computer games, videos they may have. Burning is recommended. Never just, put them in the garbage for someone else to find!
- Pray over your child when they are asleep. Anoint them and their room – asking for the power of the Holy Spirit to cleanse, release and restore.
- Network with other concerned parents for support and resources.

Finally, please know you are not alone. If you would like us to be praying for specific issues, please contact us. It will be our privilege to stand with you.

May the Lord bless as you continue to walk in the high calling of Parenthood.

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