

Gen • Up

Issue #26

April 2005



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LIST OF
UNSCRAMBLED
WORDS:

- wicked-one
- angels
- harvest
- reapers
- children
- tares
- devil
- good-seed
- world
- field
- enemy
- kingdom
- end
- wheat
- blade
- servant
- fruit
- grow
- time

HIDDEN SENTENCE:
the righteous shine forth as the
sun (Mathew 13:43)

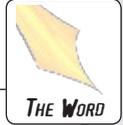
**QUOTE POSTER
WORD STUDY**



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Gen-Up is for ages 9 and up. Cover art by Eman

THE KEYS WILL BE YOUR
FITNESS TRAINER.

CLAIM THEM FOR THE STRENGTH
YOU NEED,
TO KEEP UP YOUR
SPIRITUAL TRAINING,
AND LEARN ALL
THAT'S REQUIRED
WITH SPEED.



KEY POWER

WHEN YOUR TRAINING LOOKS DAUNTING*,
AND YOU FEEL YOU CAN'T CATCH ON,
CLAIM THE KEYS OF LEARNING AND
ANOINTING
FOR THE HELP YOU NEED FROM BEYOND.
[*DAUNTING: DISCOURAGING; SCARY]

It takes time to receive the training
the Lord has for you. It doesn't
happen overnight, but requires that
you receive a steady stream of the
Word, and consistently listen, obey,
and yield to the Lord, day after day.

(ML #3070:46, Vol.23, adapted)



Mama

Art by Tana

Previous episode: Under Marso's tutelage, Mariner, Tender, Pioneer, and Zeal receive important spiritual and practical training in preparation for their upcoming mission.

A GALACTIC CRUSADE

Book 1 — Zenith, Part 4

Art by Jacques and Shae



Marso reports that you've done well with your training.

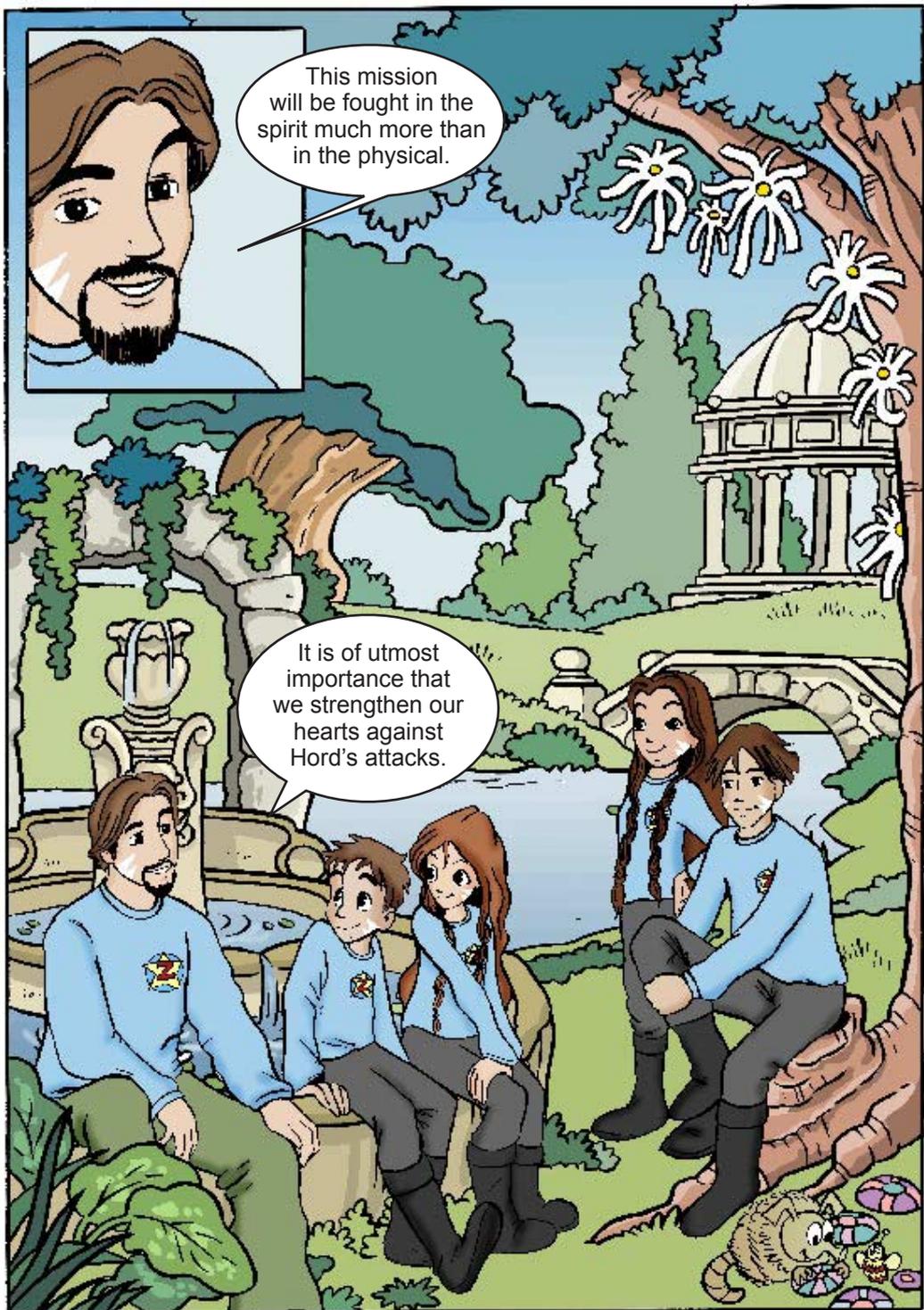
We don't know what we will encounter on this mission.

But we can be sure that Hord will not be pleased with our attempts to thwart his plans. He will do whatever he can to weaken us.



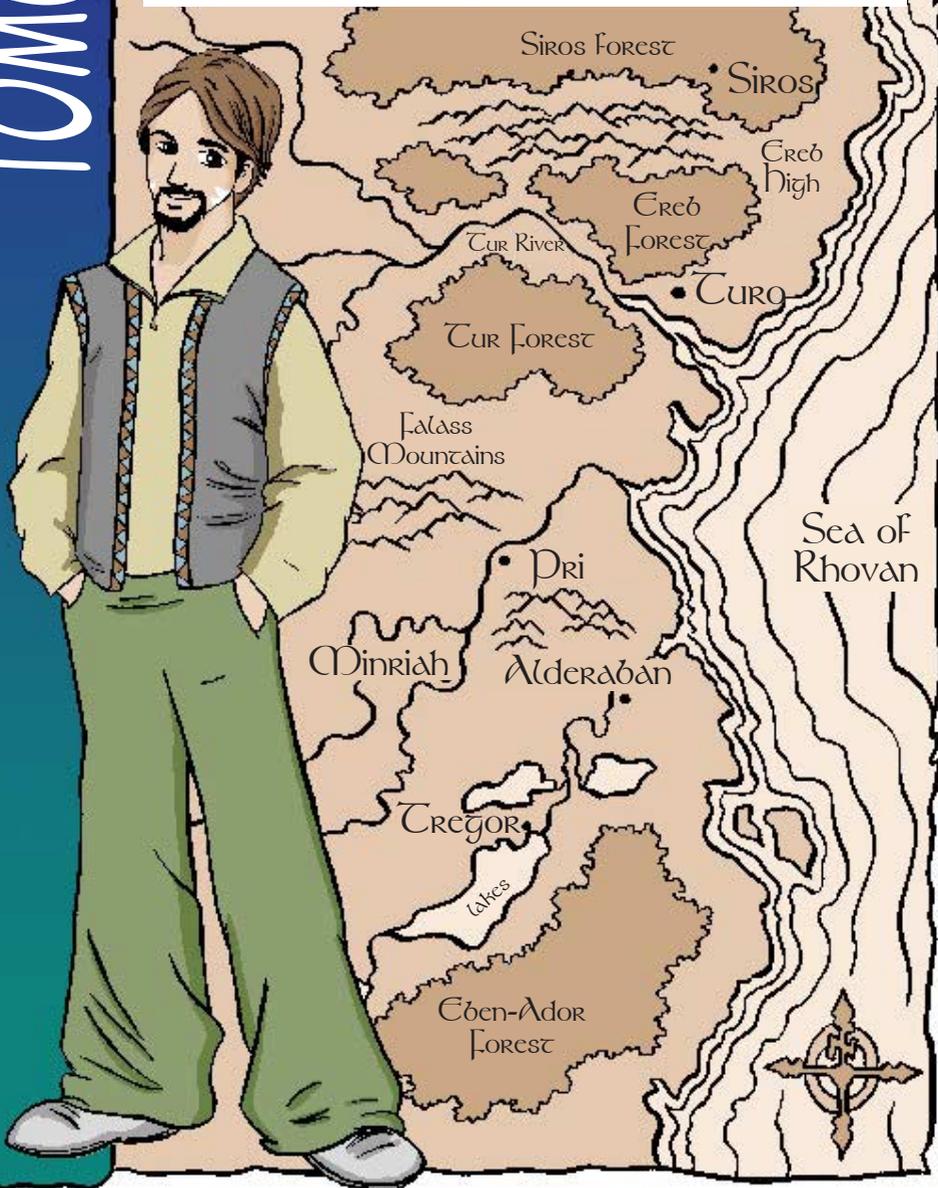
This mission will be fought in the spirit much more than in the physical.

It is of utmost importance that we strengthen our hearts against Hord's attacks.

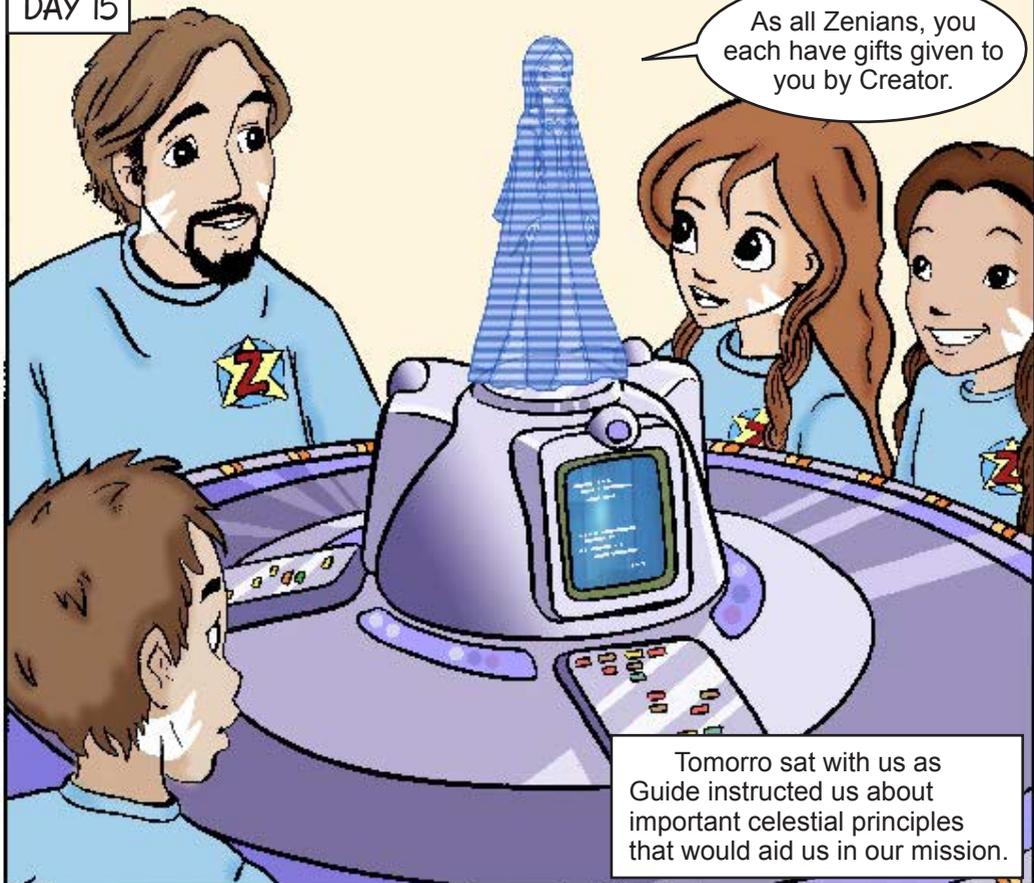


TOMORRO

From a young age Tomorro had a desire to teach children of all ages. He was a very apt student himself when it came to studying Creator and His Words, something he always had a great love and fascination for. Tomorro has been a tutor for many years helping children of all ages on Zenith to come to know more about Creator, Guide, and the Words found in the Tabernacle of Joy.



DAY 15



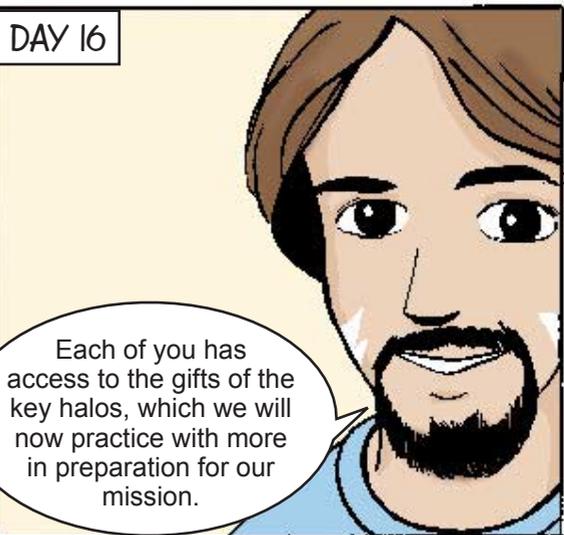
As all Zenians, you each have gifts given to you by Creator.

Tomorro sat with us as Guide instructed us about important celestial principles that would aid us in our mission.



These priceless treasures will be the keys to victory in this battle.

DAY 16

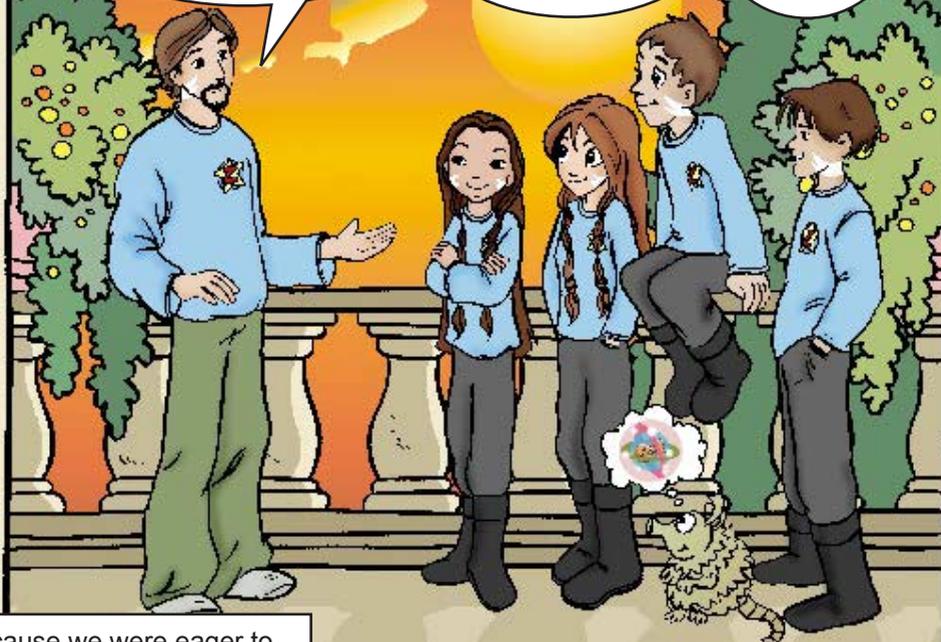


Each of you has access to the gifts of the key halos, which we will now practice with more in preparation for our mission.

The key halos give you a direct link to Creator's power. It is only through Creator that we will be successful on our mission.

During these days of practice, you have each made progress in using the key halo gifts.

On this mission all of you must become experts.



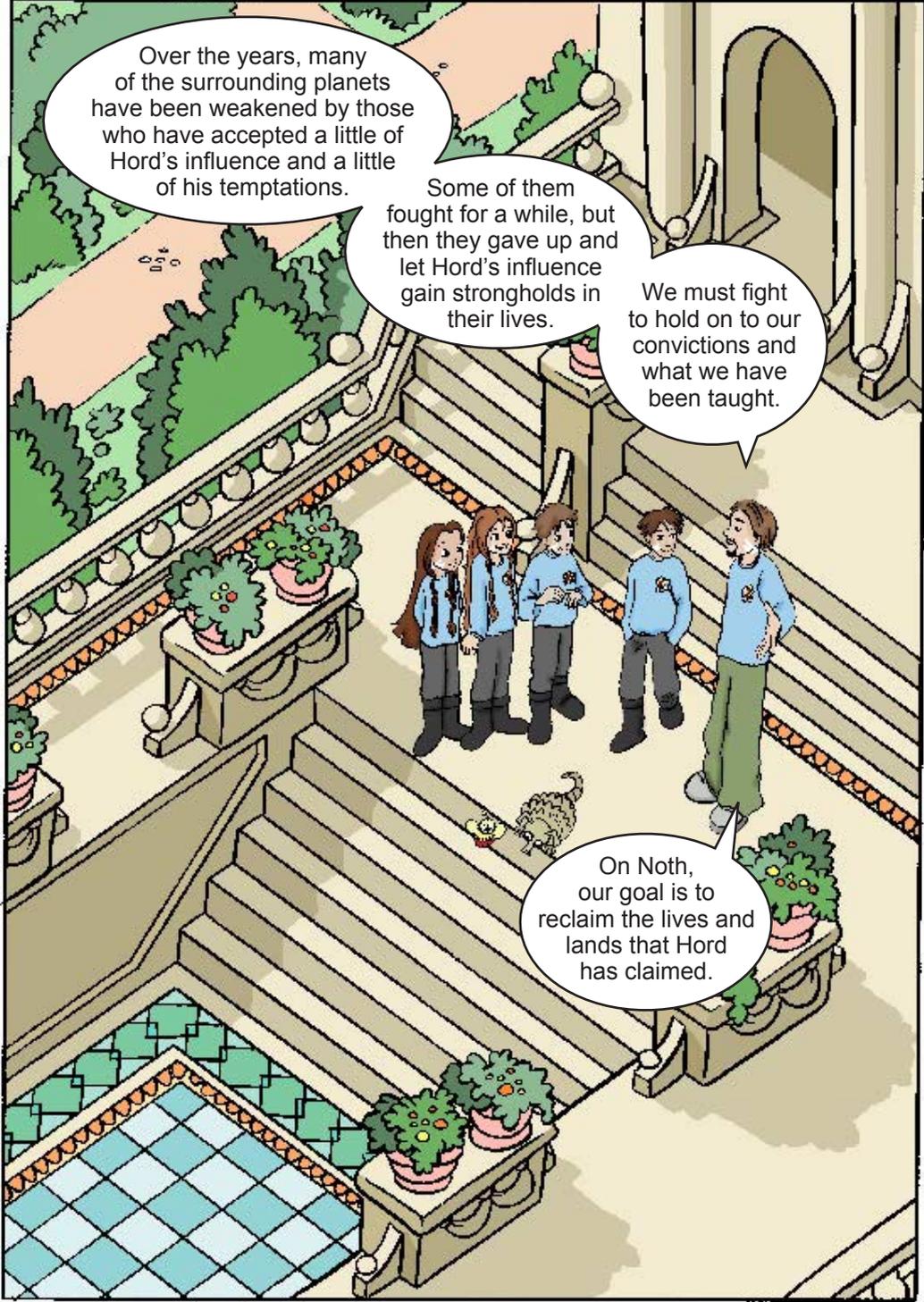
Because we were eager to learn, we made fast progress.

Each of us has to recognize and fight anything that would threaten to destroy not just Noth, but our planet too.

Things are going well on Zenith now, but Hord wishes to destroy Zenith too.

It's our individual responsibility to see to it that we don't compromise with the enemy.





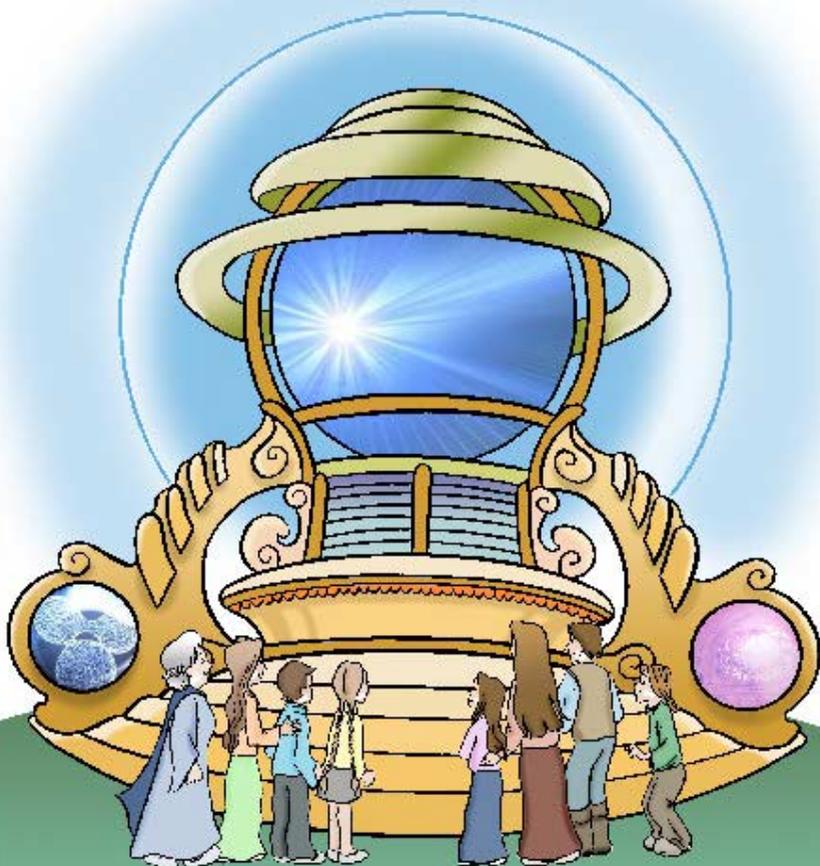
Over the years, many of the surrounding planets have been weakened by those who have accepted a little of Hord's influence and a little of his temptations.

Some of them fought for a while, but then they gave up and let Hord's influence gain strongholds in their lives.

We must fight to hold on to our convictions and what we have been taught.

On Noth, our goal is to reclaim the lives and lands that Hord has claimed.

Creator spoke to His people often, through the Globes of Life. A large Globe of Life could be found in each Tabernacle of Joy. These tabernacles were situated in every city throughout Zenith. The Zenians loved going to the Tabernacle of Joy to take time reading and studying Creator's Words.



The Zenians also had access to the Globes of Life by closing their eyes and focusing on a picture in their minds of a Globe. They could then access Creator's thoughts and Words from wherever they were. This was made possible through the gift of the key halo that Creator had given to the people of Zenith.

Globe of Life

Creator had given the Zenians a gift called the key halos, which enabled them to connect to His power and His Globes of Life from wherever they were. The Globes of Life are situated in each city's Tabernacle of Joy.

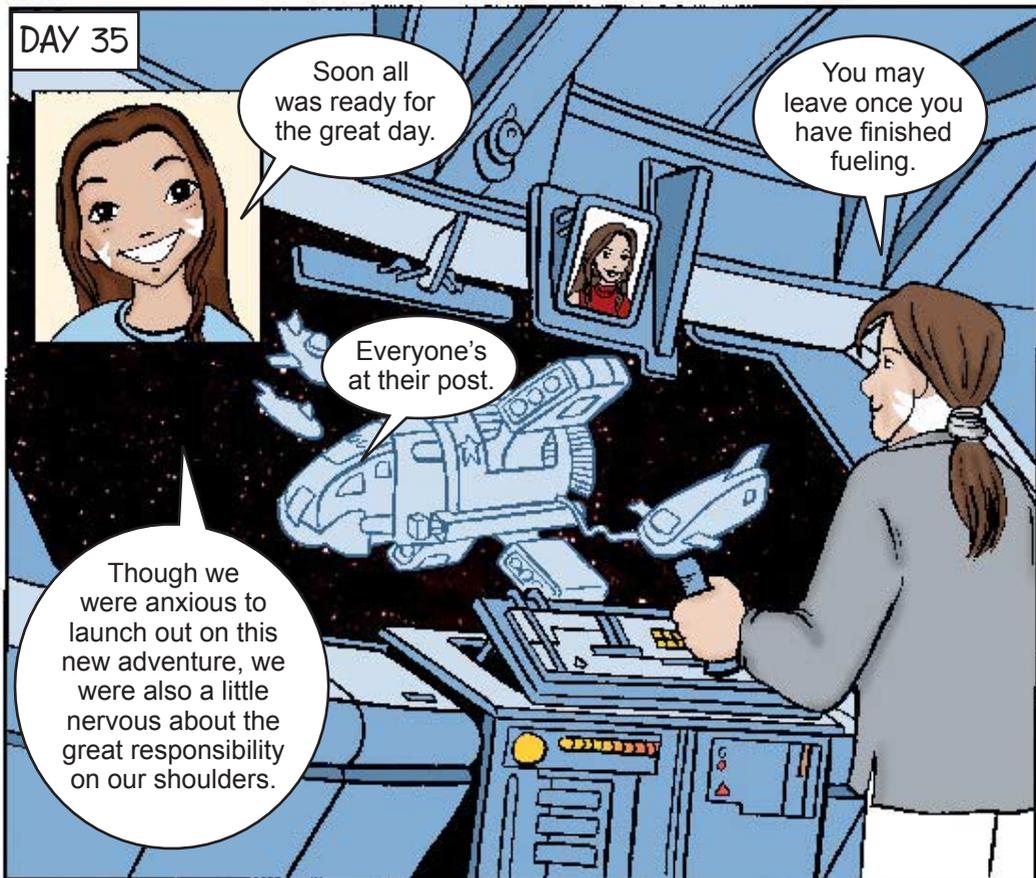
Before the gift of the key halos, each Zenian would have to go to the Tabernacle of Joy daily to hear Creator's Words and to receive His guidance and instruction. One of the most important benefits of the key halos was that a person could access the Globes of Life from wherever he or she was and at any time by just focusing and calling out to the Creator.



The key halos also give access to other powerful gifts from Creator: the gift of healing, the gift of knowing the future, the gift of discernment, the gift of knowing other's thoughts when necessary, and the gift of miracles in order to protect and help others.

Key Halos

DAY 35

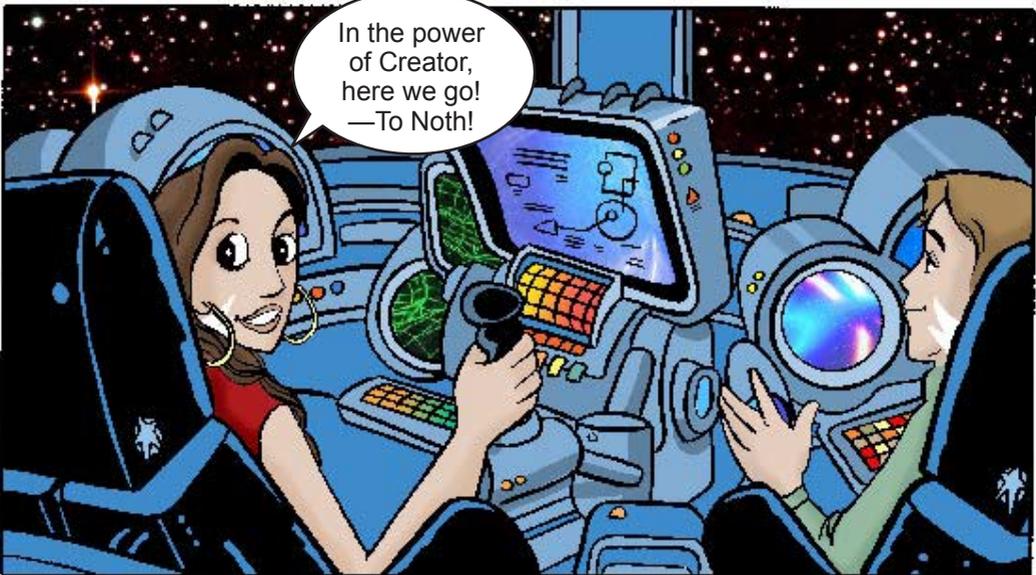


Soon all was ready for the great day.

You may leave once you have finished fueling.

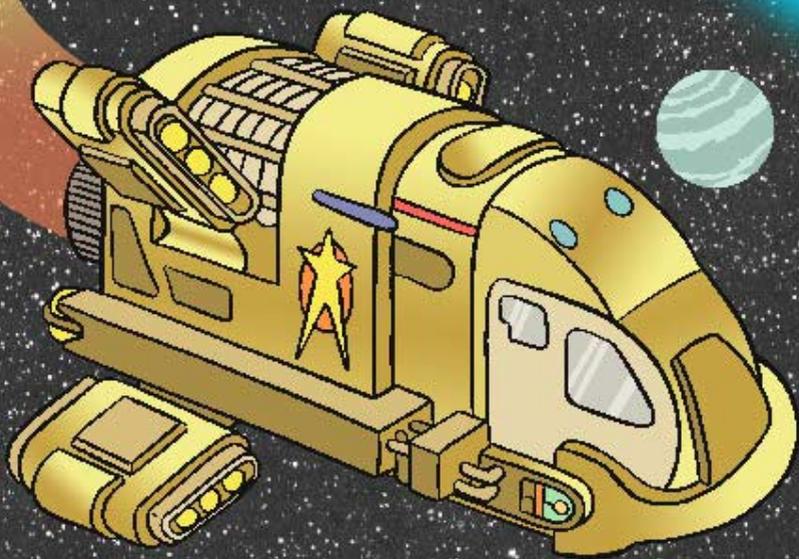
Everyone's at their post.

Though we were anxious to launch out on this new adventure, we were also a little nervous about the great responsibility on our shoulders.



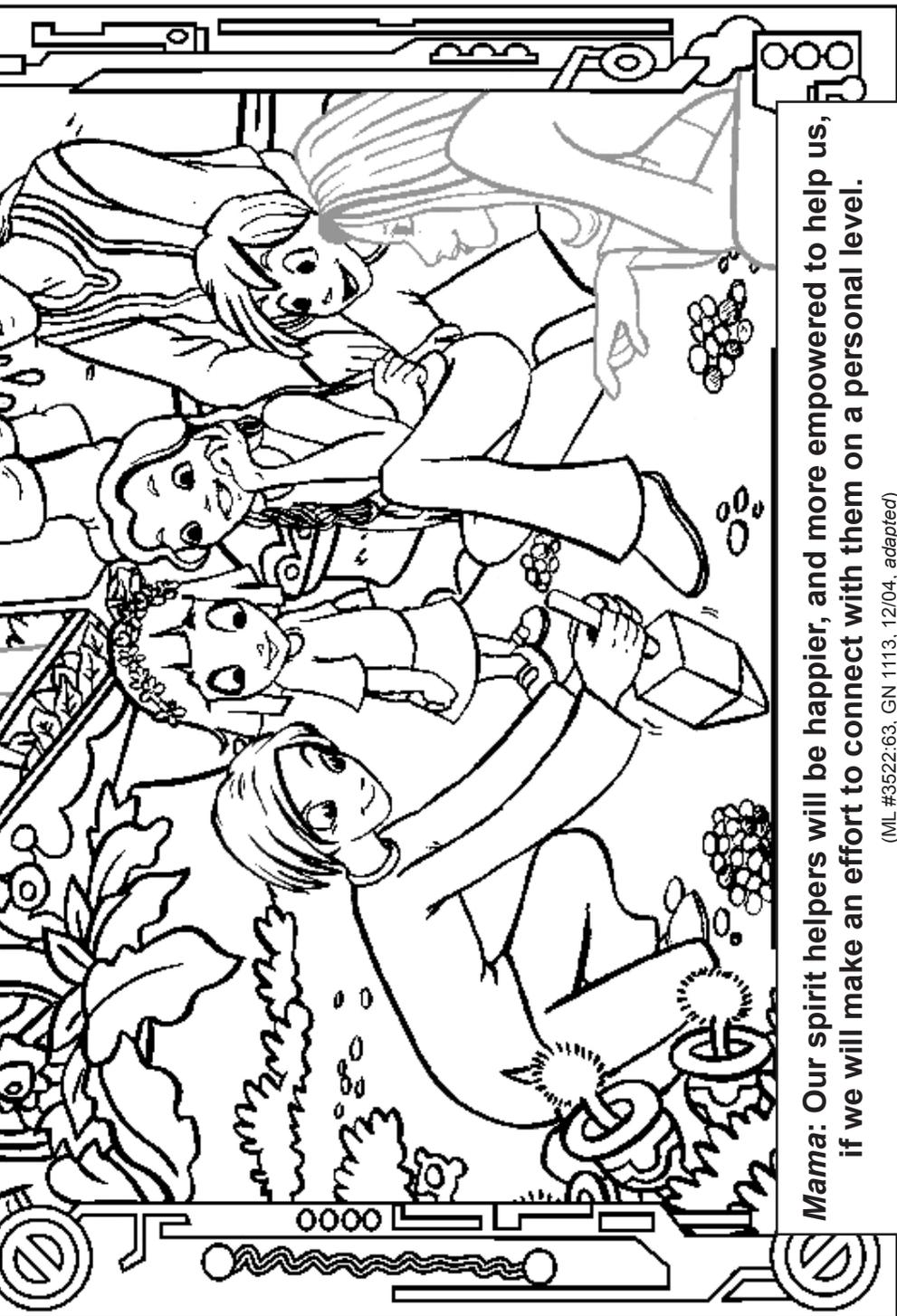
In the power of Creator, here we go! —To Noth!

Tomorro and Set-Free accompanied us, and we began our adventure with the guidance of Guide and the strengthening Words of Creator.



To be continued.





**Mama: Our spirit helpers will be happier, and more empowered to help us,
if we will make an effort to connect with them on a personal level.**

(ML #3522:63, GN 1113, 12/04, adapted)

Art by Jacques and Shae

WORD STUDY ON... CONVICTION

As disciples in the Endtime, we must fight for our convictions.

It's important to stay true to our convictions and what we know is right.

"The keys of dedication have the power to keep you on the road of My highest will for your life" ("Conviction," *Key Promises*).

Here's a helpful reading list on conviction taken from "The Word Curriculum," which I'm following. It's a cool personal word project.

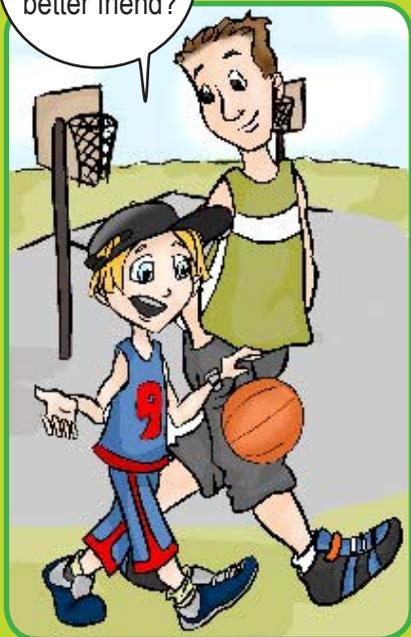
- "Science Facts: Stick Like an Abalone!" *GU #13*
- "The Young Prophet and the Old Prophet!" *HTK Vol.1*
- "Conviction and Honesty!" *HTK Vol.1*
- "I Need Fighters!" *HTK Vol.2*
- "Pillars of God," *HTK Vol.2*
- "The Year of the Bottom Line!" *HTK Vol.2*
- "Mixed Bag—Standing Up for Your Convictions" *HTK Vol.3*
- "We're Prophets!" *HTK Vol.3*
- "Mountain Men!" *Jun. DB2*
- "Attack!—Fight for Your Rights!" *Jun. DB2*
- "Conviction / Compromise," *GT1*

("The Word Curriculum 2004,
For Ages 9–11, Conviction /
Maturity," excerpts)

Art by Shae

a TRUE FRIEND...

Ben, how can I be a better friend?



That's a good question! I can read something with you from Jesus that helped me with my friendships.



Jesus: The definition of a true friend in My book is one who is faithful to tell you the truth in love. Even if it hurts you or your feelings, a true friend tells you the truth because he or she loves you. Friends care for the entire you, which includes your spiritual well-being and your closeness to Me.

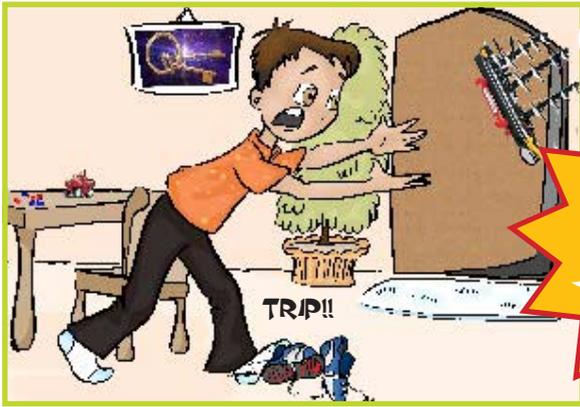


In Proverbs 27:6 it says, "Faithful are the wounds of a friend" (a true friend!). "Wounds" from your friends refers to them speaking up if something is wrong. This is a sign of true friendship. They're extending the hand not only of true friendship but of truth.

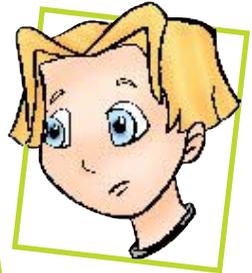
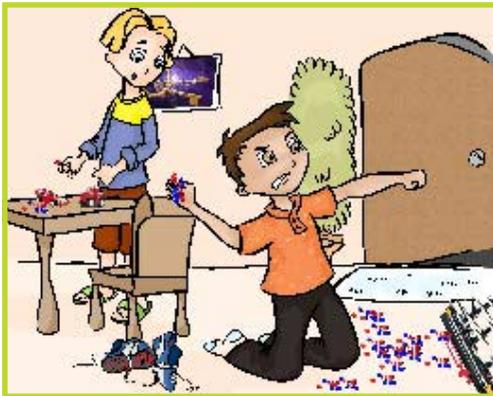
What do you think?
I'm gonna go show Ben!



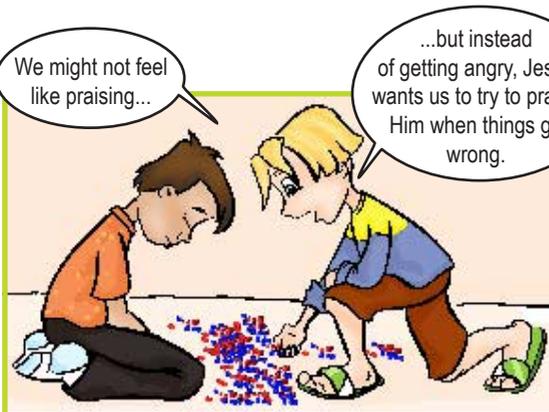
Art by Tana



Real friendship is built on being honest, on helping each other to do the right things according to the standard of the Word. You shouldn't let your friend do something if you know it's wrong. You should speak out and remind your friend to do what's right. If you have the mistaken idea that not saying anything is showing your friend loyalty, then your thinking is wrong.



Real loyalty is being loyal to what's right. If you're not able to stand up for what's right amongst your friends, then you're doing them a disfavor. You're not being loyal at all because you're allowing them to be hurt and to go astray; you're allowing their walk with Me to be hurt.



We might not feel like praising...

...but instead of getting angry, Jesus wants us to try to praise Him when things go wrong.

You're right.

Thank You, Jesus, the ship isn't totally destroyed and can be fixed.



Later:



Real friends don't want to see each other doing the wrong things and ending up getting hurt, hurting others, or going astray. So it's wrong to expect your friends to never speak up about wrongdoing. The reason your friends speak up to you is because they love you and they don't want you to get into something that's going to cause a problem.

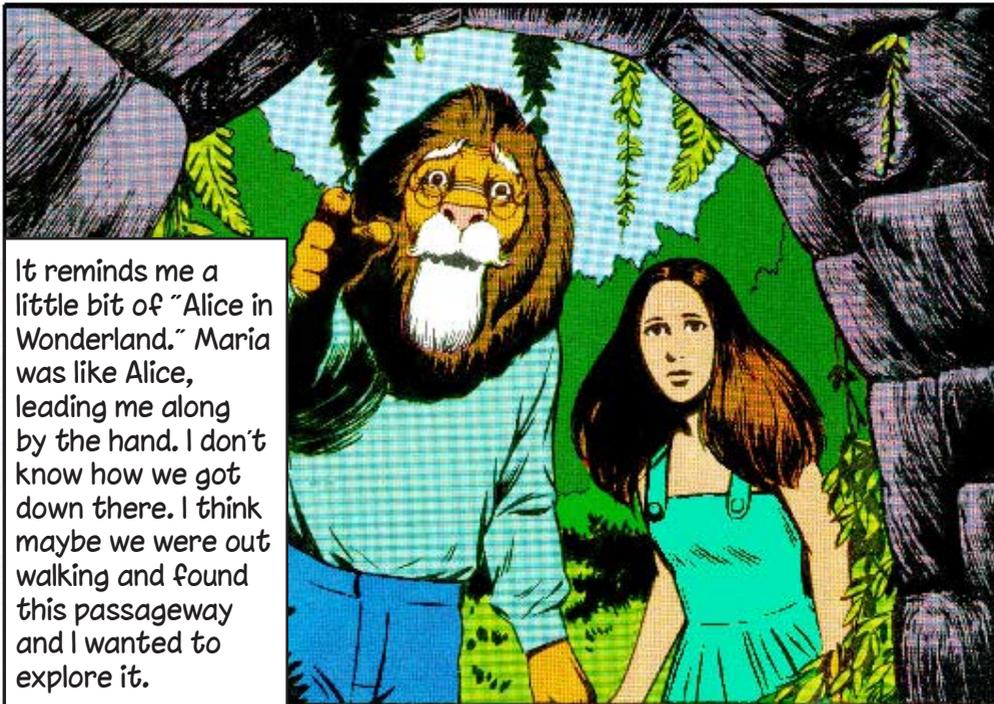
CRASH!



LOYAL FRIENDS ARE...

...THOSE WHO WANT TO SEE YOU PROGRESSING AND HAPPY IN ME. BE THANKFUL FOR FRIENDS WHO ARE WILLING TO UPHOLD THE STANDARD AND BE HONEST WITH YOU.

By Grandpa, written in 1973 when he was in England (ML #262, Vol. 2, *adapted*).
Art by Eman (Illustrated in 1978, to use in witnessing.)

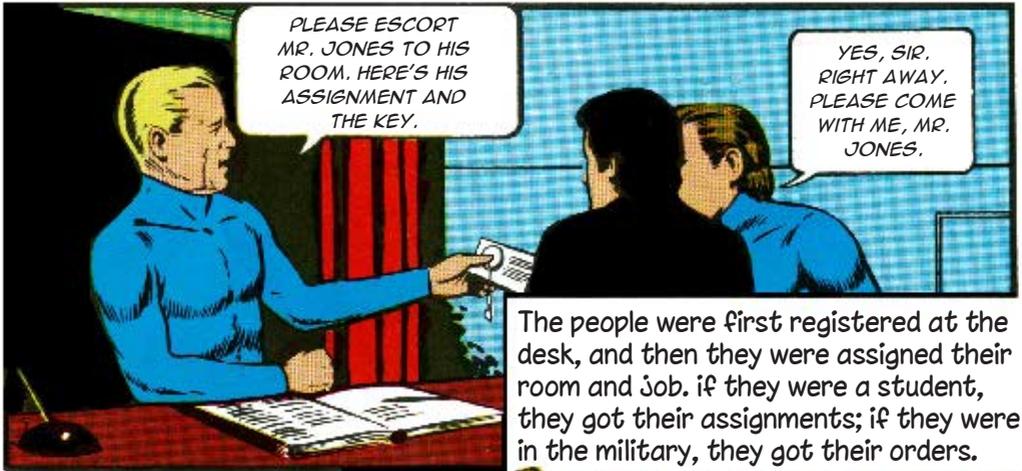


It reminds me a little bit of "Alice in Wonderland." Maria was like Alice, leading me along by the hand. I don't know how we got down there. I think maybe we were out walking and found this passageway and I wanted to explore it.

It was underground with brightly lit passageways or corridors. Instead of caves or catacombs, it was almost like a hospital, and it had very nice polished floors. We were wandering along looking at things, trying to peek into the different rooms to see what was in them. In each room there were different people doing different things, all very busy. It seemed like everything that everybody was doing was totally useless and just a waste of time. They were all very, very busy, accomplishing nothing!

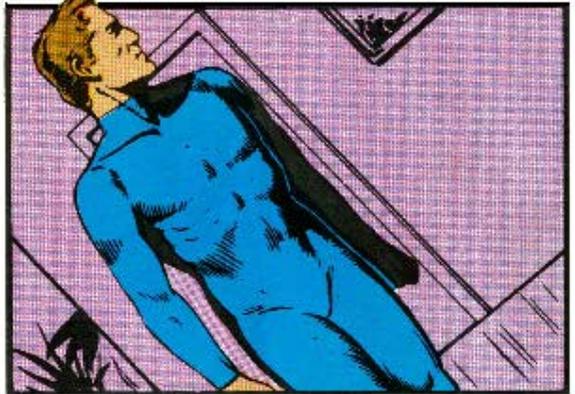


We came to this big lobby with a big reception desk.



The people were first registered at the desk, and then they were assigned their room and job. if they were a student, they got their assignments; if they were in the military, they got their orders.

Everything was not only endless and futile, but sort of backwards. I had the feeling things were either inside out or upside down! So peculiar. It was as though if you turned your head at the right angle or moved around the people at a different angle, you'd move out of their dimension and they'd vanish, like what happens when you look at a three-dimensional postcard pictures.



I moved around the end of the desk and looked at them edge on...

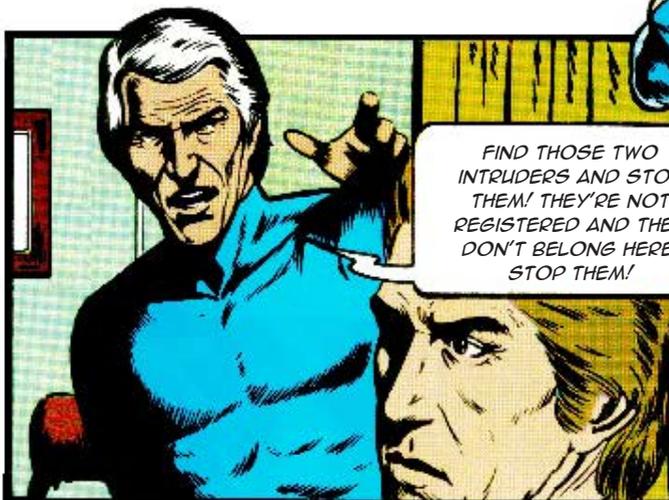
...and they just...

...vanished!



PLEASE SIGN HERE, MR. SMITH.

The keepers or overseers were definitely different than the rest of the people there. They were sort of magical. Their skin-tight suits seemed to be magically powerful. They could fly in these suits, and they were resistant to injury as though they were spirit beings. Only they looked like people. They were in charge of the "hospital," and seemed to be running the whole operation.



FIND THOSE TWO INTRUDERS AND STOP THEM! THEY'RE NOT REGISTERED AND THEY DON'T BELONG HERE. STOP THEM!



THE KEEPERS ARE SURE TO BE LOOKING FOR US. WE'VE GOT TO FIND A WAY OUT!



NOT YET, HONEY. WE'VE GOT TO FIND OUT MORE ABOUT THIS PLACE BEFORE WE LEAVE, SO WE CAN WARN EVERYONE ELSE.



We ran outside the "hospital" for a while. Even out there was nothing but battlefields, hellish wars, machinery, factories, industries, evil scientific experimentation, and so on.



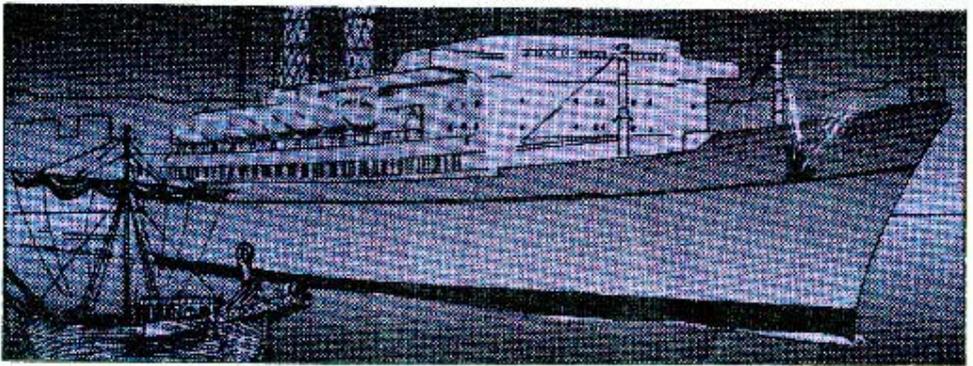
The soldier was on the battlefield, with bombers zooming overhead, and shells screaming and landing all around him. He seemed to be going through the endless hell of war, reliving his battlefield experiences on earth, but now with no hope of it ever ending!

There was nothing but endless factories, chemical plants, refineries, industries, and a horrible mess. There were endless conveyor belts and assembly lines, and a horrible burning smell—choking foul fumes! The closest thing I can think of on earth that's like it is these big cities with all of the buildings, factories, battlefields, rocket launching pads, and automobiles.—All of these horrible inventions of man, obviously inspired by the Devil. There was no end, no peace, and no rest. And you didn't know what was truth! Everybody just had to keep going.



The scientists of false science were conducting their endless experiments that never bore satisfactory results. They were shooting rockets into space that either never got off the ground or never went anywhere. It was a very well-organized place, but it was hell!

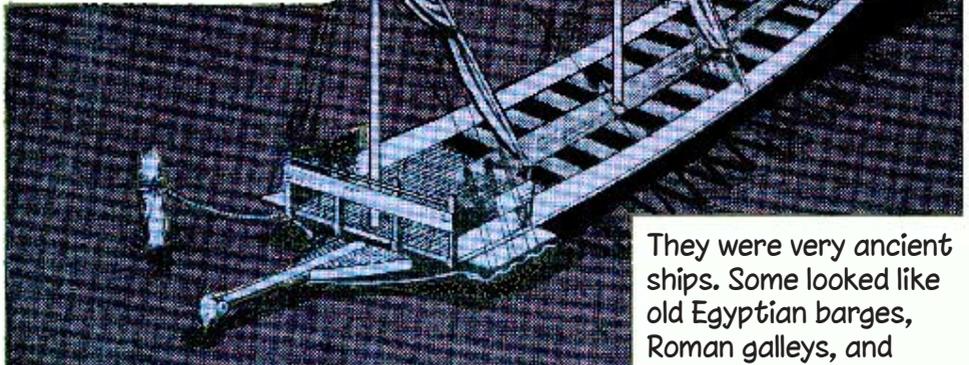
Part of the time it seemed like the "hospital" was one huge, gigantic ship. I remember going out to the stern and looking out and it was all dark like night. The huge ship was moving slowly down this big black river, a very scary kind of river with deep dark water. I thought to myself at the time, "It looks like the River Styx—the river of death!"



THOSE ARE THOUSANDS OF YEARS OLD! I WONDER WHEN THEY GOT HERE. THEY MUST HAVE COME A LONG TIME AGO TO BE SO OLD. WHAT A DARK, TERRIFYING, MYSTERIOUS PLACE. HOW FRIGHTENING THIS PLACE IS!



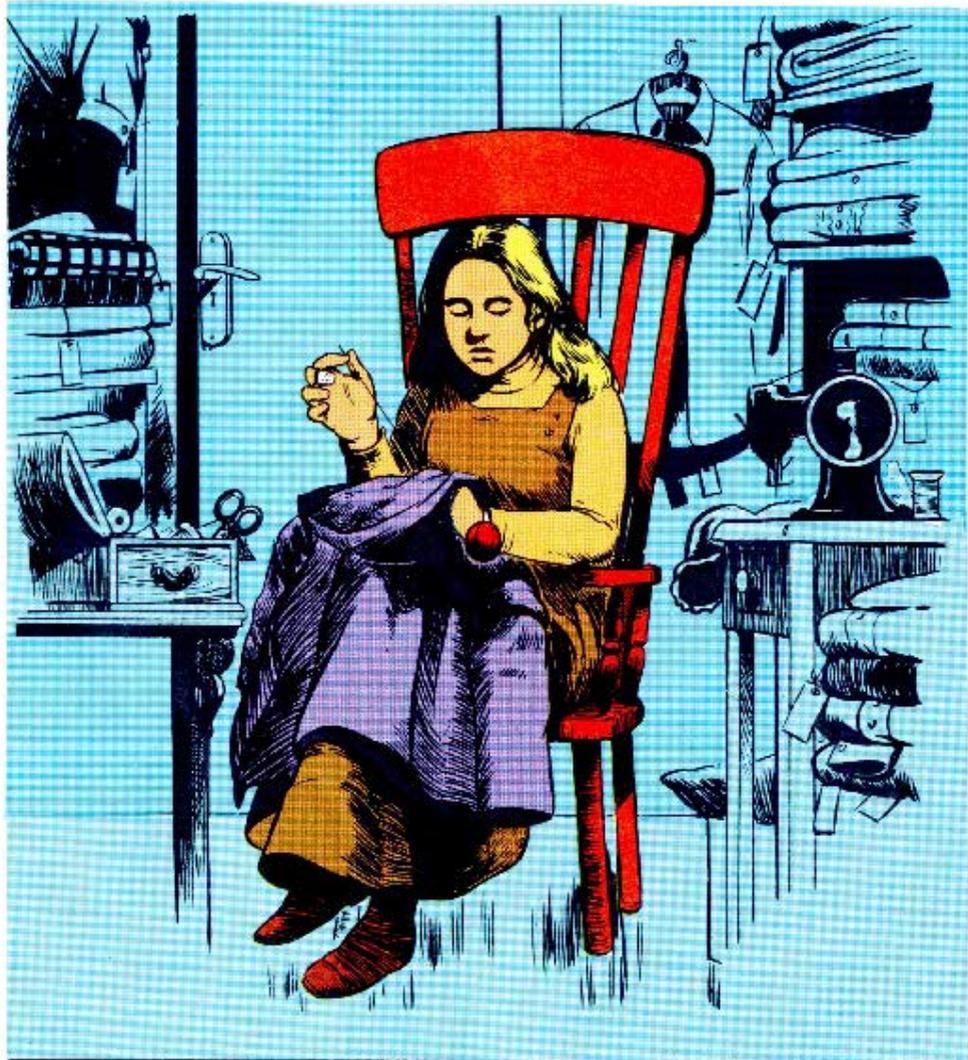
Along the sides were ships that had already arrived and were anchored or moored*.



They were very ancient ships. Some looked like old Egyptian barges, Roman galleys, and Grecian vessels.

*moor: to tie a ship or boat in place

The river seemed to move on relentlessly slowly. Everything kept moving at a very slow pace, but no stopping, you never stopped! It was so horrible and dark and scary outside the "hospital" that we ran back into the building and continued searching its endlessly lit corridors and rooms. We passed by one room where a seamstress was sewing away, but never got anything finished. The seamstress was called Gracie, and she was sewing on this jacket.



She embroidered a name on the back of the jacket, and she turned the inside or seam side up to show it to us. It's funny, but she didn't show us the nice back, but the other side!—And it said...



SEE? IT'S MY BOSS'S NAME.

I didn't understand who Mr. Coosa was, so we went to his secretary's office. There was this sad little secretary who was sitting there at her desk typing away, those endless sheets of paper, like she was chained to her desk forever! She said...



MR. COOSA WILL SEE YOU IN JUST A MOMENT. PLEASE JUST WAIT AND HE'LL REGISTER YOU.



I DON'T WANT TO BE REGISTERED HERE! I'M NOT STAYING, I'M LEAVING. COME ON HONEY!

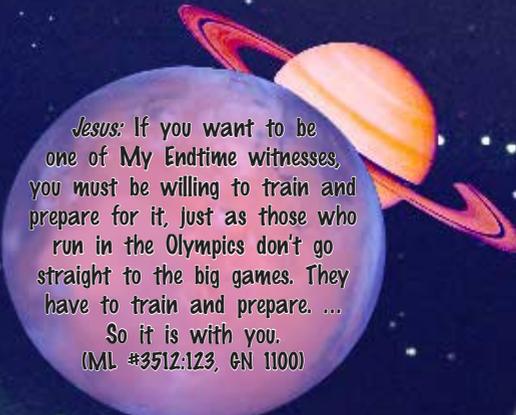
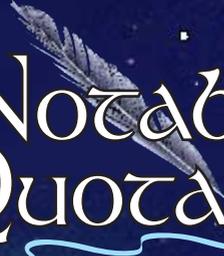


OH MY! ONE OF THE KEEPERS IS FOLLOWING US!

As we came out of Mr. Coosa's office, one of the keepers, a very handsome gray-haired gentleman (who later turned out to be Coosa himself) began following us down the hall. Then he called Cracie to follow him to his room or apartment. I turned and yelled at her...

TO BE CONTINUED.

Notable Quotable

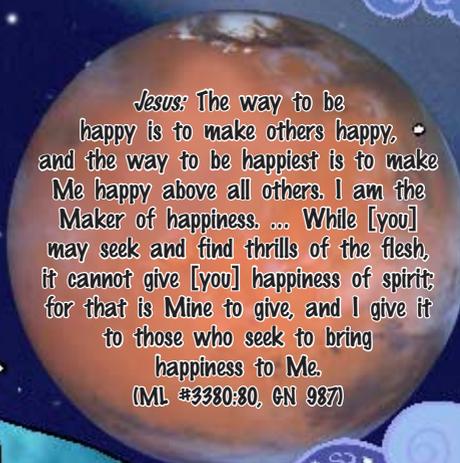


Jesus: If you want to be one of My Endtime witnesses, you must be willing to train and prepare for it, just as those who run in the Olympics don't go straight to the big games. They have to train and prepare. ...

So it is with you.
(ML #3512:123, GN 1100)

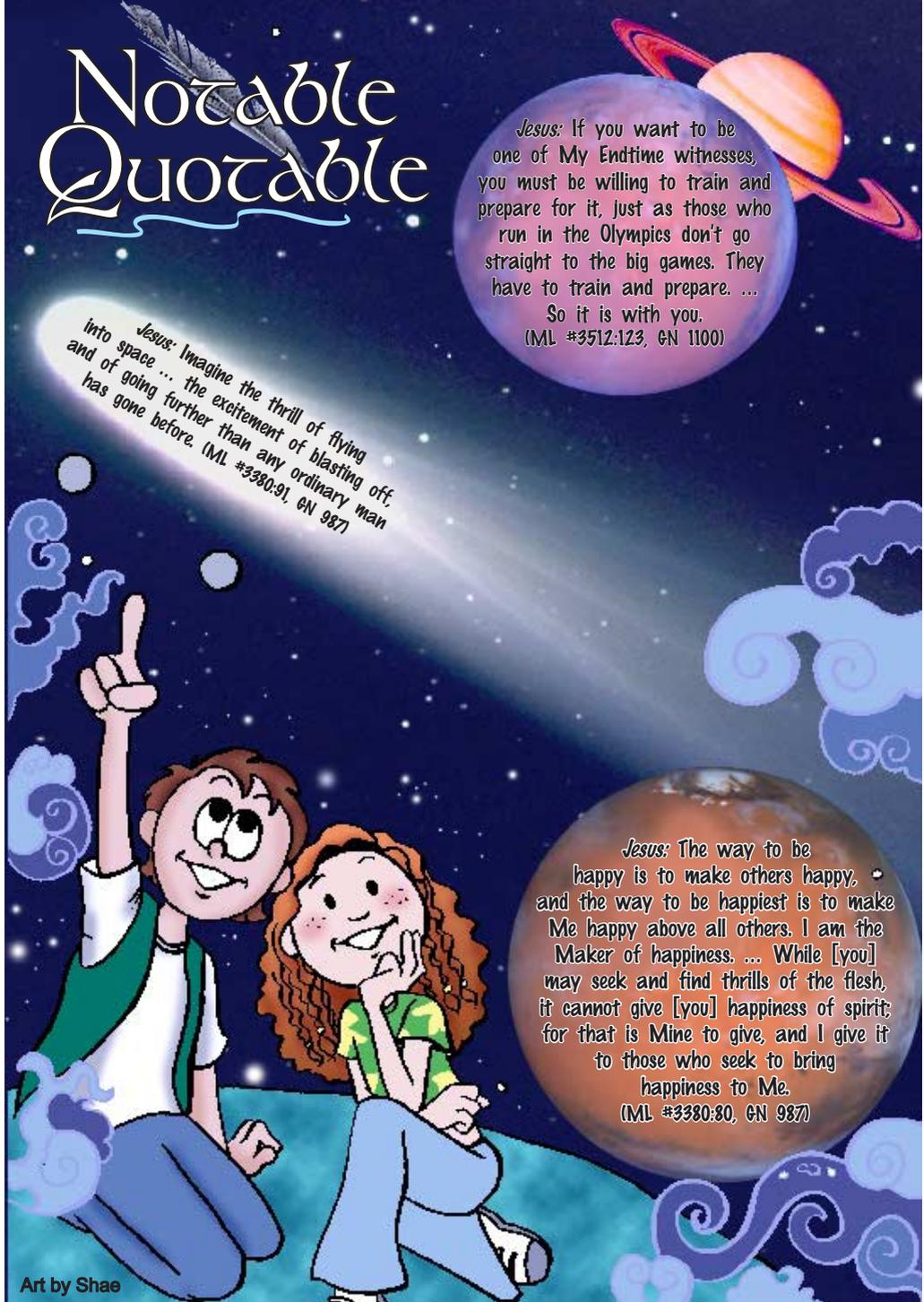


Jesus: Imagine the thrill of flying into space ... the excitement of blasting off, and of going further than any ordinary man has gone before. (ML #3380:91, GN 987)



Jesus: The way to be happy is to make others happy, and the way to be happiest is to make Me happy above all others. I am the Maker of happiness. ... While [you] may seek and find thrills of the flesh, it cannot give [you] happiness of spirit; for that is Mine to give, and I give it to those who seek to bring happiness to Me.

(ML #3380:80, GN 987)



Art by Shae