Genesis vs. Cultural/Religious Substitutes

Category	Biblical Teaching	Cultural Assumption	Media Examples	Why This Matters (Danger)	Notes
1. Personal Creator vs. Impersonal Force Page 4-5	God is personal, eternal, and speaks into history (Gen 1:1–3; John 1:1–3). God uses real language with real content.	Ultimate reality is an impersonal energy or force. God doesn't exist or is irrelevant.	Star Wars (The Force); Avatar; manifestation / ambient spiritual music Cold Play Final Fantasy	God becomes usable rather than sovereign; prayer becomes technique. God language is empty of meaning	Personal God actually exists. Eternal, all-powerful, All-knowing Sovereign (boss) over everything God uses words to communicate.
2. Ordered Creation vs. Illusory or Chaotic Reality Page 5-6	God created an ordered, actual, meaningful world declared good (Gen 1:31; Gen 2:15). Order implies reasonable	Reality is illusion, simulation, or endlessly malleable. Hinduism Buddhism Gnosticism	The Matrix; Everything Everywhere All at Once; simulation-style games Doctor Strange Tame Impala	Undermines God's design and the goodness of creation.	Creation – exists, designed, orderly, good (but fallen), meaningful, humans assigned to manage it
3. Objective Truth vs. Personal Truth Page 7	Truth is spoken and defined by God (Gen 2:16–17; Ps 119:160). Truth is knowable Aligns with God's character	Truth is internal, narrative-based, or self-defined. People born as blank slate. Experience/Emotion over truth	Identity-based pop culture; TikTok worldview content; relativistic films Barbie (2023) Inside Out	Scripture loses authority; feelings replace revelation.	Truth exists. A statement is either T or F. God is true. The Bible is true.
4. Historical Fall vs. Eternal Evil Page 8-9	Evil enters history through real human sin/rebellion (Gen 3; Rom 5:12). Evil will be defeated	Good and evil eternally coexist or are necessary forces. Suffering inherent in the universe	Anime balance themes; fantasy RPG cosmologies Dark fantasy Nine-inch Nails Emo genres	Removes true moral guilt and the need for repentance. Guilt feelings replace true moral guilt	Evil actually exists. Not eternal. Struggle not eternal God's character is truth and good. Everything diverging from that is evil.

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5. Embodied Identity vs. Fluid or Disembodied Self Page 9	Humans are embodied image-bearers created male and female (Gen 1:26–27; Gen 2). Made in God's likeness.	Identity is fluid, chosen, or detachable from the body. Hinduism Buddhism Gnosticism – Body=prison	Virtual avatar games; transhumanist media; identity-focused dramas Anime with interchangeable bodies	Destroys stable human dignity and embodied meaning.	Humans are souls within a physical body. Bodies are designed individually on purpose by God. Our corrupt bodies will be replaced.
6. Holy God vs. Morally Mixed Spiritual Powers Page 10	God is holy and morally pure; evil is opposed to Him (Gen 6:5–9; Isa 6:3). God is the judge.	Spiritual beings are morally mixed or beyond good and evil.	Anime spirit worlds; morally ambiguous deities; fantasy worlds without moral grounding	Blurs holiness, making evil acceptable or fascinating.	God is holy, separate, distinct, pure goodness with no darkness at all. He is transforming people into holy ones.
7. Redemption by God vs. Self-Salvation Page 10-11	God initiates redemption by grace (Gen 3:15; Eph 2:8–9).	Salvation comes through effort, knowledge, or awakening. Liberation thru enlightenment or discipline	RPG hero arcs; self-empowerment music; enlightenment narratives	Grace is replaced by performance; Christ, if present at all, becomes example only.	Entire person to be redeemed – body, soul, and spirit. Unmerited grace and mercy.
8. Linear History vs. Cyclical or Reset Time Page 11-12	History moves toward God's redemptive conclusion (Gen 12; Rev 21).	Time endlessly cycles, resets, or loops.	Zelda series; reincarnation anime; time-loop narratives Games where death has no finality	Hope of final justice and resurrection disappears.	Time was created by God and is directed by Him toward a specific end which He will not fail to achieve.
9. Death as Enemy vs. Death as Transition Page 12	Death is a curse to be defeated, not embraced (Gen 2:17; 1 Cor 15:26) Ultimate separation from God the source of all good.	Death is a doorway, reset, or evolutionary step. Reincarnation Pantheism – absorption into the whole.	Afterlife anime arcs; reincarnation themes; spiritual pop music	Undermines resurrection, judgment, and gospel hope.	Death is an abnormality introduced because of sin, and is the last enemy that Jesus has/will conquer.