

The Flask of History Vol 1  
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Notes

**Page 53-55:**

In the 1980s the Topps Company was taking major hits from other trading companies especially Upper Deck that was felt within their profit share. Like many companies who ended up dealing with stiff rival companies sometimes companies will find some controversial ways to compete, and succeed in their goals. Just ask Vince McMahon. Attitude Era anyone. For the Topps Company at the time they were fresh out of ideas to compete so instead they decided to find an alternative brand of trading cards to sell to the corner market of Generation X kids in order to get their money to increase their profit share. One time a person named Art Spiegelman who was a Pulitzer Prize winning Jewish cartoon artist came to work for Topps as a consultant. (Boy this is not going to be good.) Before Art came to work as a consultant he was the creator of two trading card series called Garbage Candy, and Whacky Packages that featured characters of humorous but gross features. It was the Topps Company that distributed Art's trading card sets. After he made money for them he was hired as an executive consultant for the company. The reason why I jokey said this is not going to be good is because Art according to perons who knew him was not playing with a full desk...so to speak. After Art went to work for Topps officialy he was working on another set of cards like the first two but these cards would be darker, And would show aspects of dismemberment, death, explosive destruction, blood, gore, human waste, acts of self-mutilation, and the horrid list goes on. The characters Art created were to express various forms of death, pain, and abuse. The card was set originally created not for kids but for slasher-films, Dungeons and Dragons, and people who like spoofing the Cabbage Patch Kids as he did in the first two series but this time the characters that were to look similar to the Cabbage Patch Kids would be a sinister nightmare version of them.

The True story behind the development of what became the Garbage Pail Kids is hardly not told, and still remains unproven in some aspect. In this book I will simply tell you the untold story of how these cards were brought about. Along with what I just informed you about Topps' condition at the time Art was the one who brought this idea to Topps' main executives. Art came to this meeting along with his partner Mark Newgarden (Weird last name...sounds new age.) They originally pitched the Garbage Pail Kids' cards as being aimed for horror fans as the slasher film market was massively huge in the mid-1980s. When Topps executives saw some of the artwork characters, and themes of the cards they were impressed with the artwork but the cards seemed to promote suicide, thoughts of hurting yourself, and thoughts of malice toward others. Also they told them that it was too 'sick' to sell to the market. That meeting was believed to have taken place in 1984. But by 1985 things changed. After taking another hit in their profit share by Upper Deck the executives called in Art, and Mark again. They wanted to go ahead with their idea but something had to change. They wanted to tone down the character of the cards but keep the same theme. They wanted the cards to be made in a way that they could at least comeup with a clever explanation for them. The cards would not be marketed to young adults but children therefore all the characters no matter how gross, and vile they are had to be appealed to children. (Yep!) Art, and Mark would get together with artist John Pound, and they started to rearrange the characters of these cards, and its art-work, and themes to appeal to children. Makes you wonder what the original cards looked like wherein several creepy pasta stories are told about them which could actually be true.

**Page 56:**

The cases that came against Topps concerning the Garbage Pail Kids started from strange behavior seen from certain kids across the nation who were buying Garbage Pail Kids cards with their parent's money...oddly enough. The parents might state that they did not know how horrid the cards were when they allowed their kids to have them. But some parents that allowed their kids to continue to collect the cards even though they did see the images on the cards, and were offended stated that their stance came when their kids demonstrated strange behavior. They noticed their child was becoming depressed, withdrawn, or was acting out in school, stealing from other kids, doing things for attention, and getting into fights. Some cases were even worse than that like kids cutting themselves or causing themselves injury to imitate their favorite garbage Pail Kids.

I will tell you in a moment why they were right to be concerned when you understand better the kid of horrid images that are upon a Garbage Pail Kids card. The last straw of complaints came from teachers' union groups who spoke for several K-12 schools as these schools publicly banned the Garbage Pail Kids cards from their schools. They stated that kids would distract themselves, and others by showing each other the cards. They also engaged in strange behavior that resulted in several injuries on school grounds. To top this all off (so to speak) the Cabbage Patch Kids Company decided they had enough of the success of the Garbage Pail Kids which they felt was infringement. The people at the Cabbage Patch Kids decided to sue Topps. Topps was forced then to change the logo of the card sets from looking way too much like the Cabbage Patch Kids, and they had to find ways to modify their characters

**Page 59:**

Another series of cards that has induced a sea of controversy, and remains a stable point of studying what is called the Illuminati conspiracy was first designed in 1982 A.D., and then released in 1983 A.D. was called Illuminati Expansion Set 1. This card series was designed to be a role-playing game. However most people who studied truth do not play the game but they do study the images of the cards that have some of the most striking images, and themes that many times these cards have a creepy, haunting, life of their own. I will explain that part in a bit. First let us examine the creators of this controversial card game named Steve Jackson and Dave Martin.

**Page 61:**

As you know George Bush, Sr. codenamed Magog by the CIA was now in full control of the White House and the powers that came with that in 1990. It was about to become a bad year for Steve Jackson Games.

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Upon that same day while this is going on at Steve Jackson Games the CIA also raided the home of writer Loyd Blankenship. At the moment when the CIA bashed down his doors Loyd was running a program on his computer called Illuminati BBS

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In understanding the story, and the controversy of Dungeons and Dragons is to know the full story rather known or largely unknown. Dave Arneson first came to TSR to meet Gary to pitch his role-playing idea for a game he called Blackmoor. Blackmoor was first released in 1971, and for a time Dave ran the business of the game on his own.

**Page 76:**

The next role-playing game we will examine was called Space:1889. This game has a hidden controversy the few are aware of, and often this role-playing game gets overlooked for some of the

obvious things in it when discussing the real nature of outer-space, and the planets. In short many people who studied the real nature of the cover-up of the real history of the planets, and the real space program; and not NASA which is full of it have also come to realize that a lot of information they have learned is actually; and oddly within the storyline of Space:1889. To understand this better let us look into. Space:1889 was created by Frank Chadwick who was working for Game Designers' Workshop. Frank created this role-playing game in the late-1980s, and the game was first released in 1988 A.D. Frank stated that the concept title of Space:1889 was taken from his love for the sci-fi television show called Space:1999 which aired in the 1970s at the time when Star Trek, and even Star Wars were very popular. Even though the title was taken from Space:1999 that still does not explain the strange storyline this role playing game has which has nothing to do with the storyline seen in Space:1999.

### **Page 91-92:**

In 1972 A.D. a man named Nolan Bushnell wanted revenge in the same manner Captain Kirk wanted the Klingons to pay...so to speak. Nolan at the time was a computer tech expert who had video game ambitions for business success.

### **Page 92:**

In 1972 Nolan was working with a person named Ted Dabney. The two men watched the rise, and fall of the Odyssey, and during that time they began to create a system of their own. They called their company in 1972 by the name Atari. When Nolan and Ted were designing a system Nolan hired Allan Alcom at the time to design a new game for him to go with the system

### **Page 112-113:**

Among the many things said about Nintendo that is considered controversial, well-known, or downright evil' in this chapter I will reveal several of these aspects. For one; the stories of Nintendo's creators being involved in devil-worship. Many of these stories are based from some background history from some of the executives, and designers of Nintendo. For instance take the creator of the game The Legend of Zelda who was Shigeru Miyamoto. Shigeru grew up in a rural town called Sonobe of the province of Kyoto in Japan. The area Shigeru grew up in was noted for stories of demonic races that lived among the mountains, rural areas, and deep within the caves of those areas. These demons were noted for terrifying the people of Japan throughout history. In fact the story of Link in The Legend of Zelda is rather not really original if you know the stories that Shigeru grew up hearing. The towns in that area did have traditions of lone warriors slaying certain demons that came from the caves that sought to threaten their towns. These persons were chosen by the community for their skills, and bravery. They were usually samurais, ninjas, or some other type of martial artist. The people in those areas were noted for worshiping the demons of the caves in the past, and present even leaving them offerings; and incense candles around the areas they are known to stalk & haunt. Shigeru as a child was drawn to these stories, and began to investigate them.

### **Page 119:**

Each of these stories I am about to reveal to you are based on true events, and they are well-documented stories. Meaning you can easily go back, and trace them. In this book I will give you a discerned report about them rather than a favorable 'the movie will be out next week' report like most of the reports are. First I will speak about a series of events that took place in Warren, County New Jersey. In that county there is an area known as Shades of Death Road believe it or not. Yeah that is the actual name of this area. In this area, and for decades prior strange murders, suicides, and other horrible events often occur. Along with said criminal events are also stories of hauntings as well. Along with both of those horrible aspects there is also stories of devil worship, witchcraft ceremonies, and human

sacrificial murders that take place in that area. Not a year goes by when a body if not more are found in that area killed by occult groups. Because of the nature of these types of crimes meaning due to the fact that the fake news media will not treat these matters seriously a wide range of lore tales, and ignorant thinking has developed concerning the crimes that takes place in that area (rather than human beings which makes more sense), and they also think that it is jut 'weird persons' committing the crimes which also makes them think there is no occult problems locally. But the FBI, and other investigators believe much of the crimes that takes place at Shades of Death Road is more understandable by the certain locals that other locals refuse to see...or they could be covering for them. The most noted crime that brought nationwide attention to that area for paranormal researchers is when several women were found bound in that area. Many of them were kidnapped being held were dead killed as ritual sacrifices. Thousands of pictures were taken of these woman being bound in that are many of them victims of repeated actions of rape committed by their captors. After the photos, and the case was known the people of Warren County wanted to forget all about it, and they blamed ghosts, and outsiders. But the real culprits were believed to have been hidden by the locals as the case really resulted in a dead end.

### **Page 129:**

In the 1920s among Italian communities waves of occult stories involving fortune tellers, and voodoo artists were also well-known. Many Italian women during that time practiced extensive witchcraft. One of their noted things was crating various cursed dolls. These women often became very attached to these dolls. They would name them, speak to them, and have private conversations with them. (Imagine being married to them...boy not fun.) Many times they credited these dolls for haunting their homes, and cursing their children (You know you would think they would get rid of it but no!) During the 1920s one such case came to the papers involving a doll named Pupa. Pupa was made by an Italian witch, and was designed to look like its female owner who was also Italian. The creator of the doll used the owners real hair on the doll. The doll would speak to the owner, and gain a heavy influence of the owner. This bond the owner, and doll had was so strong that the owner's family members became concerned. You see most of them were Catholics so they did not believe in such things. In till several pictures they developed of their relative along with her doll Pupa caused them alarm. Thee doll in the pictures looked alive, and in fact so alive she was mistaken for the owner in a few photographs. Pupa was not just known for posing in pictures. The doll was also known for causing demonic attacks, and moving objects in the home. The owner kept the doll for many years in till she died in 2005. During that year the doll was taken by ghost hunters who kept it in a case. The doll was known to get out at times, and bang objects around the room.

### **Page 130:**

One noted famous case involving these types of dolls was in regards to a doll called Robert. Robert the doll was actually the case that inspired the story of the film Child's Play released in 1988. The true story of Robert the doll goes back to the late-1890s. The story involved a family named the Otto family. The Otto family who lived in Key West, Florida. This family was a prominent family who lived in a mansion on the corner of Eaton and Simonton.

### **Page 141:**

One strange story of interest that has a place in this chapter involves a man named George Adamski who was born in the Old German Empire in 1891. Actually the place George was born in is part of Poland today but at the time George was born the area was still part of the German Empire.

### **Page 144-145:**

In 1946 is when George would become famous for a day. During the mid-1940s America was experiencing a high-rate of UFO sightings to such an extent that reports came in from all over the country. The highest reports of sightings was within the western states like California. During that time George, and his people were seeing many UFO sightings, and they took that as a sign that their New Age faith was about to dawn upon the world. George's group were chanting, and performing ceremonies even more during that time, and they became very isolated from others as the sightings continues to grow. In October of 1946 America especially in the western states witnessed a meteor shower that was unsettling to watch. People in California had a very good view of it to the point that the people ran inside their homes praying it would ass. The sight was that frightful. In fact in the past when that happened people ran inside caves to avoid injury in case any of the rock decided to fall down into the Earth as it did happen at times as well which had terrible results on the lands. When this sign from God took place in the universe it was October 6 1946 A.D., and George, and his group were outside during it believing their gods were about to come. Something in fact did show up at George's compound.

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The scandal that hit George was known in the press as the Straith Letter Hoax. During the investigation against George from the FBI George was with venom defending his position, and telling the press that the FBI was mistreating him, threatening him, and they told him after the investigation was over to keep quiet from now on.

**Page 161:**

Old Jack was a term that was also used back then to signal a person marked for death.

**Page 172:**

When this pilot was being developed it was early-1966 A.D. In that year Anton LaVey released the Satanic Bible for public consumer buy. Roman Polanski a child molester, and a known devil worshiper became an A-list director through a movie promoting the Anti-Christ called Rosemary's Baby. 1966 was the year the New Age religion had now become a mainstream dish in America. Hollywood was leading the charge, and were largely responsible for this unfortunate 1966 occurrence involving the mainstream market. When the pilot of Star Trek was being written by Roddenbery his original ideas for this show was unlike what you came to see by fall of 1966 when the show was aired on NBC.. The original script showed that the starship was not called Enterprise but was called the U.S.S. Yorktown named after the battle that caused the British during the Revolutionary War to cease fire against the American rebels to enable peace terms later on. Not only was the starship named the U.S.S. Yorktown but also the original captain was not Captain Kirk but was named Captain April. April is considered a high satanic month because it is anciently believed that it was within the time frame known as the month of April today is when Satan tempted the human race in the Garden of Eden. Roddenberry being a student of occult books knows that.

**Page 201:**

The fans requested a major star for the next Star Trek captain. If that star was a female, and was cool they would have been okay with that. As long as it makes sense to what they know to be the core of their lore. Heck if the fans heard that Sharon Stone in the mid-1990s was going to be the next captain they would have been happy with that because she was cool back then. But no. Instead the production team does not find a major star even though it was there for them to do so. The production team looks in the opposite direction of where the fans tell them to look which was toward whatever the left wing was selling. The left wing representatives gives them their ideas, and those ideas turned into Captain Katherine Janeway played by an unknown actress named Kate Mulgrew who stole the role from

another unknown actress who filmed the pilot that remains to be seen although snippets of it can be found on YouTube. When fans found out that the captain was a female for the sake of feminist causes, and such that outraged them. They knew from that moment it was not going to be the same show, and they were right. Star Trek Voyager had a massive budget far bigger than the one given for the TNG. The only thing Star Trek Voyager had going for them was great special effects. But stories, and characters of real interest they did not have. Only some stories will stand out regarding Voyager as being really interesting stories for a Star Trek fan. But then those stories is usually time travel stories or when the Bog shows up. The rest in a word...sucked. Captain Janeway (her name was a 60s code-word for marijuana when smoked) was supported by a strong cast of personalities who kept the show somewhat interesting as their performances were accepted.