

understand. On the other hand, if Elisha did tell the king that, you can't believe that the king would only smite three times when he could just as well smitten twenty times and won twenty battles. That would be perfectly absurd. That is the magical interpretation. The ~~magical, number~~ numerical interpretation is that everything he smites the ground, he wins a battle. Then why didn't he just strike and strike and strike a great many times and then conquer the whole world? That is if it is magic--you do this and some other result comes. You go through a rosary a certain number of times and God has got to bless you. You put a certain number of panels on the altar and your deceased relatives will be spared of a certain length of time in purgatory. You do this and God has to do that. *end of 85.*

You do something that forces God to do something and if you can only find out the clue. If you get the right key. If you know what arrow to take to strike the ground then the result is going to take place. Religion is not that, but that you put yourself in line with the will of God. You seek to know what he wants and you seek good. If God wants you to smite the ground, you smite it with ~~xxx~~ all the energy you have. If God wants you to do a certain thing, you just be anxious to do that thing to the very utmost of your ability and the results are in His hands. You are seeking to serve God, putting yourself unreservedly into His hands and seeking to do His will. That is religion. You are trying by something you do to force God to do something because if you do this, He has got to do that. If you go to church then He has got to bless you. If you pray for a certain thing, God is going to give it. And if you forget to pray for this particular thing, if you don't turn just that particular key, they God won't do that thing. That is natural. But you are in the attitude toward God in which it is safe and proper and desirable for God to give you His blessing. That is religion. The two are antithetical, but very often it is hard