



Zion Camps Simulation Jan 2026: Becoming A Terrible People

Narrative Setting

The world has entered a time of prophetic unfolding: Governments have fallen into chaos; wars rage everywhere. Supply chains have collapsed; basic resources are scarce. Communication networks have collapsed due to increased solar flare activity affecting satellite systems. Governments and hidden elites work to hide much of the calamity with the use of AI. Misinformation is spreading everywhere. Bond markets have collapsed; stable coins have paved the way for programmable money and thereafter a digital ID. Cash has been done away with, and it is increasingly difficult to buy or sell without central bank controls. Small communities seeking to live by God's law remain outside the conflict and outside the control. Some are doing better. Reports have come in that one community is doing better than most, but nobody dares to approach that community. In fact, some are trying to figure out why. There is a fervent buzz in the air regarding angels, grace from God, and an outpouring of love for those in this one community.

These are "*troublous times*." Walls of division, distrust, and fear are the norm; cities are prisons of control, rural lands are bought up at a premium. People are displaced everywhere. Pestilence and strange plagues reappear, famine spreads, and floods and earthquakes increase. Hearts grow cold, families fracture, and violence and drugs fill the streets. Like Jerusalem of old, Christians are trying to build holy places in the middle of chaos. When individual survival fails, we are left with faith, unity, and courage. Most are looking for the growing hope of Everlasting Peace.

Main Objective: Becoming a Terrible People

Many in your group have had visions and dreams that have called you to come together at this location. There is water, distance from conflict, and resources in the forests but a very short growing season. It is January 10, snow is on the ground, and you have all come to meet in an abandoned state park. Many are starving, exhausted, and living in tents. Most are living off the fish from the local lake, but that is getting depleted fast. There is about six months of resources available. As a people you must decide together how to form Zion since the alternative is every man for himself. Some in this gathering have no place to go, and others dare not return to their original homes. In the scriptures we learn that the word terrible is often associated with the people of Zion. The two most direct uses where Zion (or her people) are explicitly called "terrible" are:

- **D&C 97:18** — Zion becomes "very terrible" in glory.
- **D&C 45:70** — The wicked say, "the inhabitants of Zion are terrible."

Other uses (Joel 2:11; D&C 64:43; etc.) extend to the “terrible day of the Lord,” but the central image is the same: Zion inspires dread and awe. Here is the question you must answer in your group: what does it mean to be a terrible people, and why is it so important?

Simulation Rule

If God in his wisdom gave us agency to choose for ourselves, how do we preserve this agency for others as we come together as a Zion people? Please watch video #1 Trinity of Agency on the home page at www.ZionCamps.com. You can see this video on Zion Media at this link...

There can be no leader deciding for the entire group. Whatever decisions you agree to, must be done through unanimous consent and we hope much prayer. The only figure head of any kind is Jesus Christ. All that you have as your resource is the scriptures, prayer, each other, the Holy Ghost as your guide, and a better knowledge of agency.

“For they that are wise and have received the truth, and have taken the Holy Spirit for their guide, and have not been deceived—verily I say unto you, they shall not be hewn down and cast into the fire, but shall abide the day.” - Doctrine and Covenants 45:57

“...if ye will enter in by the way, and receive the Holy Ghost, it will show unto you all things what ye should do.” - 2 Nephi 32:5

19 *The weak things of the world shall come forth and break down the mighty and strong ones, that man should not counsel his fellow man, neither trust in the arm of flesh—*

20 But that every man might speak in the name of God the Lord, even the Savior of the world; - *Doctrine and Covenants 1:17–2*

Zion Council

At the start of this simulation each open group will select one captain to attend a grand council of all members that have come to this simulation event. They will conduct a meeting into the evening hours to come to unanimous agreement as to what it means to become a terrible people in Zion.

Consent Protocol

Please see the protocol online at the website ZionCamps.com. This is the procedure spelled out that tells people how to gather and reach consent.

Zion Camps
Zion National Park
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