seven times faster than alleged increases in household income. And that's just a small part of the problem.

There is no way in which this monetary relay-race is going to restart the economy—it will inevitably result in making currencies worthless, as the case of Argentina dramatizes. And there is no question but that some of the world's leading bankers understand this.

Therefore, the next few months represent a period of extreme danger, that the financial turbulence and economic collapse created by the bankers' incompetence will bring leading circles in Washington and Britain to launch a military adventure of the most ugly sort, to prevent the obvious blowout of their system. We are looking at a timetable for this Summer, as the crucial turning point: Either sane heads begin to put together political combinations for a new monetary system, along the lines put forward by LaRouche, or we are looking at a horrible war escalation, most likely in the Middle East, by the Fall.

With this crisis in mind, I launch my Senate campaign with the serious intent to win; because the future of our country depends upon LaRouche's solutions being taken up now.

Army Video Game Teaches 13-Year-Olds To Kill

by Don Phau

The U.S military has joined the ranks of Nintendo and Sony, creating its own "point-and-shoot" video game designed to teach children as young as 13 years old how to kill. On May 22, the Army premiered "America's Army" at a large video-game exposition in California, calling it a recruitment device. The game will be available for free beginning July 1.

The Army's game promoters bragged that their game is superior to "first-person" shooter games, like "Counter-Strike," on the commercial market. "America's Army" debuted at the Electronic Entertainment Expo in Los Angeles.

The Defense Department reportedly spent $6.3 million to develop the game, but, in fact, the military has been, for many years, pouring money into perfecting computer graphics and simulation utilized in their game. Lt. Col. David Grossman (ret.) has documented how the Army has trained soldiers on "first-person" shooter computer simulators (where the player is the shooter), what Grossman called "murder simulators" in an interview with Helga Zepp-LaRouche (*EIR,* May 24, 2002).

Members of a special Army officers unit called the Army Game Project, located at West Point, New York, spoke to journalists in early June. The officers were extremely proud,

that the Army's game "was better than 'Counter-Strike.' "

"Counter-Strike" was one of the point-and-shoot video games played obsessively by 19-year-old Robert Steinhäuser, who killed 16 adults and students, and himself, in a high school in Erfurt, Germany on April 26, in what has now surpassed Columbine as the worst incident of video-game-induced psychotic mass murder. "Counter-Strike" is also similar to the point-and-shoot video games which addicted the Columbine High School shooters, Dylan Klebold and Robert Harris, who killed and wounded 24 students in Littleton, Colorado in 1999, and the 14-year-old middle-school killer Michael Carneal in Paducah, Kentucky. The "immersion" in these "New Violence" products has been a characteristic, as Colonel Grossman and his associates have shown, of nearly all of the perpetrators of deadly mayhem in U.S. high schools and middle schools in recent years.

Call To Ban These Video Games

Shortly after the massacre at Erfurt, Helga Zepp-LaRouche, who is a candidate for German Chancellor, called for an international ban on violent video games. Zepp-LaRouche said, "Germany must call upon the United Nations to establish a protocol for a worldwide ban on the production and sale of films, computer games, and videos glorifying violence." At a conference speech of the Schiller Institute on Feb. 20, 2000, Zepp-LaRouche first exposed that Hollywood and the video-game makers were out to turn young children into savage killers.

On May 4, 2002 she conducted an interview with Grossman, who emphasized that there were three factors that turned the young students at Erfurt and Columbine into mass killers. Grossman said, "You need the weapon, the skill, and the will to kill. The video game provides two out of the three. They give the skill and the will to kill." Grossman, author of the book *Stop Teaching Our Kids to Kill,* is a former Army Ranger and former professor at the West Point Military Academy.

Maj. Chris Chambers is the Deputy Director of the U.S. Army's Game Project at West Point. He says that the "America's Army" video game was developed by the Naval Post-graduate School's Modeling Virtual Environments and Simulation (MOVES), a school devoted to military graphics and simulation located in Monterey, California. MOVES is a multimillion-dollar center for what's called "immersion" technology. This "immersion" is what turns the video-game player into an "addict."

The military had developed this school for training, but now, with its public debut in video games, this "experience" will be unleashed on the general public, targetting—the game's advertisements say—"13- to 18-year-olds for recruitment."

Targeted recruitment of children this young, to learn how to be killers in an army, has for years been a "marker" characteristic of terrorist armies, like the narco-terrorist Revolutionary Armed Forces of Colombia (FARC) or the various merce-

nary "strongman" armies in Central and West Africa. The U.S. Army now plans to recruit children as killers by distributing these games for free on the Internet beginning on July 1. The point had recently been made by Lyndon LaRouche, that the massive use of these point-and-shoot games by teens and pre-teens is itself the marker in the creation of a "utopian" or imperial-style army, on the lines of Samuel Huntington's 1950s imperial primer, *The Soldier and the State.*

According to Major Chambers, "We knew throughout the Department of Defense we had a lot of military simulation experience that could be capitalized upon for this product, and so we looked at the centers throughout the DOD that are creating these simulations, and creating pieces of simulations, and [which] do the programming and graphics involved with other projects that the military has used. The Naval Postgraduate School has an institute which teaches this sort of thing, which is called the MOVES Institute. So we talked to them and they agreed to take it on as a project, a research project, as well as sort of a production project.

"We have ideas, and we are putting them in place right now, to go well beyond the state of the art. That's why we looked at these folks, these are the scientists and academicians within the DOD which work with these technologies every day."

The Army's 'SIMS'

Major Chambers describes the Army's game as more advanced than anything on the market today. "What you probably have seen in the articles is reference to the first-person perspective action game, where you actually play a role in an action setting, a graphical setting where you are taking part in a light infantry operation. That's the part of the game which got the most splash at the Entertainment Expo last week, because it's the big end of the business, and there are a lot of heavy-hitting companies that are in that game genre.

"The other half of the game we put out is also called 'Soldiers.' It's a role-playing-type game, which has a totally different look and feel; it's done in photo realism, which has the look on your computer as streaming-video, but it's not. . . . What that is, is similar to one of the most popular games out there, called 'The SIMS.'

"This is beyond state of the art. The way the 'Soldiers' game runs, is that it uses a story engine that was created for this project, and had never been done before. It creates this movie for you in real time, based on the inputs you give to your character. Most other games of the SIMS type are giant decision trees where the character goes through a variety of decisions. If you tell it to go left or right, there is just a finite number of paths that the character can go. In our game, you really have an infinite number of paths. It can create in real time, stories that are affected by virtually everything else that's going on in the game."

Major Chambers explained why the game would attract young teenagers: "You're in the role of an infantryman, taking part in live training or a live operational assignment somewhere in the world. If you've seen these first-person perspective games, you're actually taking the role of a rifleman or a paratrooper, or a grenadier in an operation. Those are very popular games.

"Our 'Operations' game is like that, but better. It's better in terms of graphics . . . better graphically, action-wise and realistically we think it's better. . . . We've gone to great lengths to painstakingly show the correct detail that's involved with weapons, and employing weapons, and the physics of employing weapons; the physics of communications; the real liability you have on the battlefield in the small-unit operations. Other games don't have the advantage of 200 years of expertise in these matters, so we knew that was our competitive advantage, and we were going to fill that nitch in the market."

Chamber concluded: "Each year we will make decisions to add to the game. We've got years' worth of work that potentially could be done. We will go for the long haul. . . . A game is not exactly the same thing as what we have been doing in other places. So we hired people from the gaming industry to round out our team. We think we put a real winner team together."

Another member of the Army Game Project, Maj. Paul Kusik, added that the Army's game will explain to the player, in detail, how a gun works. If the gun jams, he said, the game goes through how to "break down the weapon." The idea, says Kusik, is that "it was a way to connect with youth."

The Monterey MOVES Institute

At the MOVES Institute for the Naval Postgraduate School, where the "brains" and "mad" scientists behind the military's computer science are located, one computer "scientist" boasted that the Army's game is one of the most advanced on the market. "On the level of technology involved in this, on the 3-D game, it is the first game out on top of what's called a game engine. . . . The graphics and action are terrific on the 3-D side. We think it's easily the match of anything in the market or likely to be in the market soon. The level of realism and depth, and essentially the layers of realism that are packed into the game, are something that we are very proud of. . . .

"This is the first type of product development for the market, that we are aware of, coming from a research institute. . . . All of the military branches have used computer games for one purpose or another, and in each of these cases though, they went directly to an outside vendor and had them either repurpose an existing game, or had them build a game for them."

Two of the seven companies listed as sponsors of the MOVES Institute are run by George Lucas, the creator of "Star Wars," the latest episode of which is called "The Attack of the Clones." The Army's slogan was formerly that it would turn boys into men: It now appears that the Army is out to turn boys into mindless "clone" killers.