LaRouche: Video Games Produce Killer Zombies

Here is Lyndon LaRouche's response to an e-mail received by the LaRouche Political Action Committee (LPAC) from a retired U.S. Marine Corps officer. The writer protested LPAC's attacks on video games, saying that he feared that such criticisms would be used to justify McCarthy-type hearings and the dissolution of civil liberties.

Recheck your facts. The popular introduction of the new program in military affairs for which killer video games were later developed to serve, dates from Samuel P. Huntington's 1970s book *The Soldier and the State*. Today's form of implementation of the new model in military affairs of Huntington et al., has been the starting-point for the policy under which the spill-over of "killer games" into such producers for the civilian sector as Microsoft emerged. There is a film, produced by Microsoft, featuring its chief executive in an active role in demonstrating the games. You have been given misleading information on that account.

The facts, as presented by my representative, to which you raised objection, are true. Your denial of Microsoft's head's involvement in the relevant computer killer games, evades the essential facts, which were correctly stated by us. Otherwise, your problem in this matter is, that you clearly do not know any of the crucially important whys and wherefores of the military policy behind the promotion of killer games of that type.

If you wish to take up matters of military and related strategy, you must do a lot more homework than you appear to have taken into account thus far. In fairness to you, I explain the most essential of the historical facts behind the motives for promotion of killer games, as, for example, among students at universities such as your own.

The Grand Strategy Behind Those Games

The actual genesis of modern programs of this type came to the surface in Russia, in 1905-1907, when a social-democratic revolutionary, Leon Trotsky, was deployed into St. Petersburg by his controller of that time, a British agent, the notorious Alexander Helphand ("Parvus"). Obviously, at that time, electronic data-processing was not yet part of the program. The policy introduced by Helphand was titled "Permanent War, Permanent Revolution." Trotsky pushed Helphand's program, adopting it as his own, to the effect that Helphand scampered to safety while Trotsky was condemned to Siberia. Parvus later turned up in various matters of inter-est, such as a weapons-trafficker for British munitions firms, as the fellow who duped the World War II Germany intelligence services into what is known as "The Parvus Plan," and who died in Germany, while associated with the relevant fascist organization of that time, Coudenhove-Kalergi's network.

Geopolitics: The intention behind these and related schemes was Geopolitics. What became known as Geopolitics was developed in London under the Prince of Wales, Edward Albert, in reaction to the American System of political-economy, whose influence spread like wildfire throughout continental Eurasia, in the aftermath of the U.S. victory over the British puppet known as the Confederacy. London sensed that the adoption of the American System model by Germany's Bismarck, by Alexander III of Russia, by Japan, and elsewhere, would mean that continental Eurasia would break out of control by the international, Anglo-Dutch Liberal system of the British gold standard.

For that purpose, the British monarchy itself played a key role in seducing the Emperor of Japan into an alliance of royalty against Britain's rivals. The beginning of what became World Wars I and II occurred in 1894-1895 against China, Korea, and Russia, in succession, as Japan imperial war-policy against China and Russia, and also the U.S.A., of the entire 1894-1945 interval. In between 1917 and 1925, Japan was allied with London for an attack on the U.S. naval forces, with Japan assigned, already in the early 1920s, to take out the U.S. Pearl Harbor naval base. (U.S.A. policy, from the end of our Civil War through 1945, had been stable peace and economic cooperation throughout the Pacific region, in opposition to, especially, British imperialism. The role which British geopolitical doctrine assigned to Japan, throughout the 1894-1940 interval, was to get the U.S. influence out of the Pacific generally, and out of China most emphatically.)

With the death of President Franklin Roosevelt, the Truman Administration was taken over immediately by British policy. Note Truman's quarrel with General Douglas MacArthur, who had won a Pacific war, over the greatest area, with the greatest economy of expenditure of forces, in the shortest time, of any major war in history. (The bombing of Hiroshima and Nagasaki, on Truman's orders, had nothing to do with that victory.)

Globalization: The long-range intention of a network of interests since 1945, including certain U.S. financier interests, has been the absorption of the U.S.A. into a form of "globalization" under the flag of an "English-speaking union." On the U.S. side, the leading sponsors of such a perspective had been the same Wall Street and related financier interests which had initially backed, and funded, Adolf Hitler's securing his dictatorship, such as Averell Harriman and the grandfather of George W. Bush, Jr., the Prescott Bush who signed the order, on behalf of the Harriman firm, which

This private video from an Oct. 30, 1995 Microsoft Judgment Day party features Microsoft's Bill Gates with trenchcoat and shotgun, expounding upon the virtues of Windows 95 as a gaming platform— and then blowing a robot to smithereens.

reelsplatter.com/doommedia.html

bailed out Hitler's virtually bankrupt Nazi Party in time to save Hitler's opportunity to be put into power.

With the assassination of President John F. Kennedy, and the ensuing launching of full-scale U.S. war in Indo-China, the last effective resistance to the post-FDR opposition to the goal of an English-speaking union for elimination of all sovereign nation-states, by "globalization," was on the platter. During the span 1969-2007, George Shultz, the man who, together with his agent Dick Cheney, crafted the present George W. Bush, Jr. Administration, has been an emblematic figure for the policies of liquidation of the U.S. Republic through globalization.

The Military-Industrial Complex: I have had my personal reservations about President Dwight Eisenhower's use of the expression "military-industrial complex" for his final address as President, although I agree fully with his intention on that occasion. The role of Vice-President Dick Cheney's connection to Halliburton, is the appropriate typical example of that against which Eisenhower had warned. The entire history of the 1961-2007 period, from "the Bay of Pigs," to the presently endless war in Iraq and threatened war in Iran, will not be the end of it, unless we shut down what Eisenhower termed the "military-industrial complex."

There was never anything patriotic about the so-called "military-industrial complex"; it has been closer to treason, in fact. By now, even the most stubborn among honest soldiers should nod sadly, saying that I am right on this point.

Imagine a world in which globalization reigns like an empire over the planet as a whole. Call this "globalization." Have the power over that empire in the hands of a supranational gang of wild-eyed financial speculators, such as "hedge funds." How do you manage military affairs when the power over military means is no longer under the full control of truly sovereign governments? There, in that question, you must read the meaning behind the phrase, "A Revolution in Military Affairs." Under that heading, properly understood, you will find the military policy which expresses the political intention behind the combined military, police, and private training in computer-modelled "killer games."

If you had my experience, after returning to the U.S. from Asia in Spring 1946, with my studies of the work of such as Professor Norbert Wiener, John von Neumann, and related programs of the late 1940s and 1950s at MIT's RLE [Research Laboratory of Electronics], including my own impromptu 1959 specifications for computer design of television presentations, you would better understand how programs such as computer war-games work on the mind of the person who plays them too often. Then you would understand how an event with certain of the uncontested specifics of the Blacksburg [Virginia Tech] event were induced in the perpetrator. You would also understand why this proliferation of such killer games was taken from its original base in military training for special operations, and used not only for brainwashing of police-force members, but also of children.

The proliferation of such games is already a crime against humanity as much as the distribution of heroin, cocaine, and LSD.

The only purpose of killer games, apart from making purveyors of such games rich, is to turn people into zombie killers, who kill like automatons, as no person with a healthy mind could do. If you would not put a drunk behind the wheel of an automobile, you would not put a human mind under the control of a computer killer-game: unless you were doing that for the kind of purposes behind the policies of wretches such as Vice-President Dick Cheney: "permanent warfare and permanent regime-change," all done in the service of a form of world-empire intended to be a Tower of Babel, an empire conducted as such under the deceptive title of "globalization."

The candidate-zombies hovering over their killer computer-games are zombies in the making, ready to march into the recruiting offices as ready-made zombie-killers in the likeness of "Terminator 2," to kill and be killed in the permanent wars of a new world empire of the kind which might have been designed by H.G. Wells.

We need real Marines, not men and women turned into zombies by computerized killer games.