

# Halo 3: The Third Wave Destruction of the U.S.

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For all those individuals salivating over the new Halo 3 video game, ask yourself the question: What is the difference between man and beast?

Reviewing numerous trailers and detailed articles from Nicholas Negroponte's disgusting excrement, *Wired* magazine, on the launching of the new video game Halo 3, the first thing that comes to the sane mind, is: What kind of perverse mind would develop such a thing to lure in so many youthful and vibrant minds? Could not these youthful minds spend their precious time working to push back the frontiers of science by discovering fusion power, or rediscovering the universal principles in Classical physical science and art? What about the space program? Are people being inspired in these areas, to conquer the difficult scientific problems mankind has never been challenged by before? Could this not be another form of distraction to deter one's mind away from solving, or even thinking about, the global economic breakdown crisis? Thus, what is the intention?

The mediocre details of how much money will be made by the immoral computer and Hollywood-related industries, have been documented by LaRouche PAC ([www.larouchepac.com](http://www.larouchepac.com)). The more substantial subject for investigation is: How does one young adult get corrupted into becoming a psychotic mass killer, or a mere useless drone for the likes of anti-nation-state Fascists, such as Felix Rohatyn, George Shultz, or even their dupe, Dick Cheney? The most obvious answer to any thinking individual is, to dehumanize the image of human beings.

There are many tedious details and complexities that go behind the production of such games as Counter-Strike, World of Warcraft, Entropia Universe, EVE-Online, and Halo 3. However, once that dehumanizing process has been accomplished, the ability of making useless wars (like that of Iraq, today) and mass killing of innocent people, as in the case of the Virginia Tech incident, are stepping stones for the unleashing of a New Dark Age.<sup>1</sup>

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1. See: Jeff Steinberg, "From Cybernetics to Littleton: Techniques of Mind Control," *EIR* May 5, 2000; Gabriela Arroyo-Reyes, "'Spacewar': Welcome to the 'Post-Human' Era," and Oyang Teng, "Video Games and the Wars of the Future," *EIR*, Aug. 10, 2007; "Columbine, MySpace, and Facebook—a



*Any sane individual contemplating the launching of the new video game, Halo 3, would ask: What kind of perverse mind would develop such a thing to lure in so many youthful and vibrant minds? Wouldn't those young people be happier and more productive pursuing the frontiers of science?*

## Russell's X-Generation

Take a look around you for a moment. It is quite apparent, if not fully obvious, that the physical economy of United States, coupled with the financial system, is collapsing at an accelerating rate, worse than what we experienced during the Great Depression. Two clear indications of this are the not-so-sudden physical collapse of the Minnesota bridge, and the Depression-style housing and banking crises, all of which could be dealt with rationally, with the employment of LaRouche's Emergency Reconstruction Act of 2007.

With that reality in mind, an investigation by the current LaRouche Youth Movement counter-intelligence team is ongoing, to look at the deeper implications of this Brave New Cyber-World. Two things come up that are prevalent with the creation of these games. One, is the mental psychosis of the vulnerable adolescent or young adult, who are gullible to these fictions. The second is the

Deadly Mix—Named in Investigation of Virginia Tech Killer, Seung-Hui Cho," Aug. 30, 2007, [www.larouchepac.com](http://www.larouchepac.com).

fostering of specific types of virtual world games supposedly designed for mere entertainment, such as the hedonistic Second Life, or Halo 3. Either way, the dehumanization process occurs, by the first-person shooter game's precision to kill another object, or by the adoption of an arbitrary set of anti-scientific, anti-principled rules, like that of Second Life, or even the great Ministry of Truth Wikipedia.

The influence of such satanic and perverted characters, as the British Round Table's late Lord Bertrand Russell and H.G. Wells, and their lackeys Norbert Weiner, John von Neumann, and the still existing nut-case Marvin Minsky, in crafting the kind of information theory hoax, which fostered the insane immoral beliefs of technological and population equilibrium, i.e., depopulation, mixed with the axiomatic computer-linear thinking, has created a potentially self-doomed society. Historically, the destruction of human society has never been blatantly direct. The more conniving method by the oligarchy is to get the population to induce its own doom.<sup>2</sup>

## Destruction of the Human Mind

The vicious attack on the human mind by this cybernetics cult has been one of the key tricks by the oligarchy, that has arrested the development of the youth, today, preventing any consistent intellectual and political motion to change the world.

If you take any significant interval of history that has produced a morally humane impact on the people and their posterity, you will see the knee-jerk reaction by the oligarchical forces to diffuse that impulse. Look at the reactions against Franklin Roosevelt, John Kennedy, and Martin Luther King. Now compare that with the totally irrational attacks on Lyndon LaRouche<sup>3</sup> and his initiatives, typified by the incompetent bozo Kepler site that obviously plagiarized the LYM's physical scientific program.

Our generation must reject this evil cultural warfare and begin to reflect on what has been controlling our beliefs and opinions. We must focus on how we can change this nation, before it disintegrates. Take the Virginia Tech incident as a warning. We all mourn in the memory of those who were victims, but we must not let the negligence and apathy of this evil intention decide our posterity's fate.

2. Speaking at the California Medical School in San Francisco in 1961, Aldous Huxley announced: "There will be in the next generation or so a pharmacological method of making people love their servitude and producing dictatorship without tears, so to speak. Producing a kind of painless concentration camp for entire societies so that people will in fact have their liberties taken away from them but will rather enjoy it, because they will be distracted from any desire to rebel by propaganda, or brainwashing, or brainwashing enhanced by pharmacological methods."

3. Lyndon LaRouche, "'Convict Him or Kill Him!' The Night They Came To Kill Me," *EIR*, March 12, 2004.