

# Will You Fight To Save Our Youth?

As of Dec. 1, the LaRouche Political Action Committee began a mass organizing drive aimed at saving civilization itself: specifically, the youth generation that is currently being destroyed by the British cult of violent video games, and “social networking.” The tool LaRouche PAC is using is the blockbuster pamphlet “Is the Devil in Your Laptop?” which seeks to free youth from the mental slavery represented by MySpace, Facebook, and computer games, in order that they may be able to participate in the urgent political and intellectual tasks of rebuilding a bankrupt and degraded civilization.

The immediate reaction to the circulation of this pamphlet, written by members of the LaRouche Youth Movement, has been singular. Youth on college campuses are, almost to a person, grabbing the pamphlet and starting to read it on site. Discussion groups are forming to review the contents. Parents and teachers are showing interest as well. There are indications that the full 250,000 first run could be distributed in less than two weeks.

The urgency of this campaign’s success couldn’t be greater. Within the brief span of time in which the pamphlet was being written and printed, there were several murders by video-game-brainwashed youth. The most chilling, and paradigmatic of the problem, was that of the Omaha shopping mall murders by young Robert Hawkins.

Hawkins is exemplary of the phenomenon which Lyndon LaRouche, and the authors of the pamphlet, identify as “the new cult of the teenage suicide bomber,” an individual who is willing, nay, anxious, to give his life in pursuit of inflicting mass death on his victims. Numerous recent examples of this phenomenon, which included Seung Hui Cho, the Virginia Tech killer, and Pekka-Eric Auvinen, the Finnish high school killer, have documented the fact that the youth are operating as if within one of their favorite violent video games. The difference is, that a lot of real people ended up dead, including themselves.

If the violent video culture, being promoted by identifiable agents of British bestial ideology and finance, is not stopped, we are looking at a mass sui-

cide-killer phenomenon, within the West.

This is not the first time the LaRouche movement has tackled this problem. From the movement’s inception, LaRouche understood the need to go on the attack against the rock-drug-sex counterculture, itself also a British ideological disease imported into the United States. The use of computers for destroying the human mind developed alongside this degeneracy, and was applied not only in the areas of the media and “games,” but in training, and dehumanizing, the military and police.

In 1999, after the Columbine massacre, LaRouche coined the term the “New Violence,” to describe the phenomenon being created by methods such as Nintendo and other computer games, to produce stone killers among youth and law enforcement/military personnel. Soon after, Helga Zepp-LaRouche, founder of the Schiller Institute, launched a campaign for an international protocol for the banning of violent videos. She pointed out that, as early as 1972, the U.S. Surgeon General had warned that there was no doubt about the connection between violence in the media, and violent acts committed by children and young people. Yet, no public health measures to defend the youth had been taken, in alleged deference to “press freedom.”

A recent study from the University of Michigan, based on researching 50 years of effects of violent media on youth, documented that the violent video games have a stronger correlation with threatening public health with violent behavior, than any other activity studied, except smoking’s correlation with lung cancer. A German society of professional psychotherapists has also branded the games “land-mines for the soul.” (See article in this issue.)

There is no reversing the deadly damage that has *already* been done by tolerating this inhuman violence. The crime of *menticide* has been committed, consciously and to the peril of civilization itself. But, as the authors of the LPAC pamphlet show, we can, and must, wage the battle to save the victimized young generations. The youth *are* our future. What else is there to fight for?