

armed forces, until there were no more Vietnamese armed forces in Cambodia.

I do not know what the United Nations has been doing to prepare for the independence of East Timor because, for us, at least by this stage if I were the leader, I would print the money to be used in East Timor already.

**EIR:** I saw a recent report that Cambodia is assisting Vietnam in reclaiming the remains of their soldiers missing in action (MIAs), Vietnamese who died in Cambodia. I thought that it was very important, because the United States is just now beginning to discuss assisting the Vietnamese in reclaiming their 300,000 war dead.

**Hun Sen:** We have been helping America account for those missing in action for more than 10 years, and now, I think, there remain about 70 cases, which we continue to account for. America highly values the cooperation they receive from the Cambodian side on this question, and they consider Cambodia the best in cooperation in this field. If I am not mistaken, Vietnamese armed forces have been to Cambodia three times already to pursue cooperation in accounting for their MIAs. In general, we will provide cooperation to all countries that have remains of their people in our country, and shall consider it a humanitarian act.

We understand very well the concerns and worries of the families of the victims, as fathers, brothers, husbands, regarding information that could clarify their concerns. We will even push further the cooperation with America on the question of the MIAs. My son has also been working on this.

**EIR:** We have a Presidential election coming up in the United States. Do you have any observations, and what do you hope would come after?

**Hun Sen:** That is the right of the people of America to choose the leaders they like. The result would be responsive to what the American people would like to have. They are now in the electoral campaign. Every party, every candidate, has equal opportunity, and normally the result would go to the winner.

**EIR:** We know both of these candidates too well, I think.

**Hun Sen:** It is the American people who know these two candidates more than others.

**EIR:** About half of American voters are not taking part in the elections.

**Hun Sen:** That is the political right of the American people, whether they would vote or not vote, and, if they vote, vote for the one they like.

**EIR:** We say they are voting with their feet.

**Hun Sen:** Maybe some people prefer to take Election Day to be with their family.

## Who Is Provoking the Neo-Nazis?

by Helga Zepp-LaRouche

*Mrs. LaRouche is the chairman of the Civil Rights Movement Solidarity (BüSo), a German political party. In this capacity, she issued the following statement, which has been translated by EIR. Editorial interpolations are in brackets.*

Representatives of the Red-Green coalition [the national government] are flattering themselves at the moment with diatribes against right-wing radical violence. According to them, this violence is supposed to be stopped by the full might of the police and judiciary apparatus, and a suit should be launched in the Federal Constitutional Court to outlaw the NPD [Nationalist Party of Germany]. If the government thinks that this will allow them to bring under control the violence against non-Germans, the handicapped, and the weak, they are mistaken. If the government were really so tremendously upset about the neo-Nazis as it pretends to be, it would go at the problem at its roots. It would not only cut off the neo-Nazi propaganda, which is spread primarily from the United States and Canada over the Internet, but it also would get the violent videos under control, which are also spread over the Internet, through games, and other brutalizing aspects of the so-called "youth culture" (heavy metal rock, satanic songs, etc.). But, that means that the government would have to take on Hollywood and the producers of Nintendo video games.

The American Medical Association and the American Psychiatric Association had documented already in 1972 the direct connection between violence in the media and the real violence of youth and children. In the 28 years since then, violence among youth and the phenomenon of "killer kids" has become perhaps the greatest domestic threat to American society. Incidents such as the massacres at Littleton and Paducah, where 14- and 17-year-olds killed their fellow students and their teachers, are only the tip of the iceberg. Similar incidents on a smaller scale are an almost daily occurrence. In Michigan, a six-year-old boy killed a six-year-old girl in the Spring of this year. In all cases, the children and youth were addicted to violent videos.

Lt. Col. David Grossman (ret.), professor of psychology and military science, who has taught at the West Point academy, among other places, investigated the history of this violence, in books and published studies, among them the highly readable *Stop Teaching Our Children to Kill*. He describes



*Helga Zepp-LaRouche: "The youth learn from the Internet and videos how to 'play Nazis,' just as they learn to play Nintendo games."*

there how, following World War II, the American military reacted to the phenomenon, that only 15% of all soldiers were willing to kill the enemy in the war, because there was a natural barrier in people, which prevents them from killing other human beings.

The Pentagon then developed computer games on the basis of flight-simulators, in which repeated shooting at silhouettes was used in training for such a length of time that the shooting reflex became automatic, as soon as the silhouette of an enemy appeared. Especially avid military people thought nothing of it, when these computer games were commercialized, with such success that today millions of youth the world over consume ever newer generations of video games, and the difference between reality and virtual reality is increasingly lost. Games such as "Quake" and "Doom" and their successors, in which the game is to kill, played a crucial role in many of the acts of violence among youth in the U.S.A.

If the government wants to do something effective against youth violence, then it has to create the legislative framework to outlaw the proliferation of films and video games that glorify violence, and make them punishable under law. If millions of children and youth spend hours each day playing video games—beginning with Pokémon—where the aim of the game is nothing but practicing "attack," "fight," "kill,"

and "destroy," and the "weak" players are out of the game, then it should be no surprise that these children and youth think there is nothing wrong with attacking foreigners, the disabled, and others in real life, and terrorizing their weaker schoolmates.

Following the diverse school-reforms—beginning with the Brandt reforms up to the absurd ideas of Mr. Rüttgers—which have succeeded in eliminating humanist goals of education, such as the development of a beautiful character—educational policy has declared war on Classical art for decades, and most youth have no chance to develop virtues such as love of their neighbor, solidarity with the weak, tolerance, or the capacity for compassion. Instead, they are experiencing how the earlier generation of the '68ers and the yuppies live out their unbridled egoism and the "fun society." And what are youth to expect from the future, when the unemployment rate, as in many of the east German regions, is 25-30%?

Under these conditions, it is quite easy to instigate a neo-Nazi movement. Anyone who has looked at this phenomenon, knows that all of the right-wing radical groups have been infiltrated and are controlled by the Verfassungsschutz [the German "FBI"], with Mr. Schilly as the highest official, so to speak. The influence on these groups by Anglo-American secret services is proven even over Internet channels. The youth learn from the Internet and videos how to "play Nazis," just as they learn to play Nintendo games. If, then, in real life, violence is committed by criminal foreigners against a German youth, e.g., in the drug counterculture, then it is but a small step to: "We are going to finish them off."

And if these "neo-Nazis," who usually have not the slightest inkling of the history of the real Nazis, are then attacked in a media campaign, they think that is just great. Adolescents are often disposed to draw attention to themselves with provocations against society, and if the most provocative thing in Germany is to shout Nazi slogans, then that is what they do—especially if they are supplied with all the necessary paraphernalia over the Internet.

To be sure, it is possible to build up a real neo-Nazi movement in such a way. We only have to study the history of the emergence of the Nazis in the 1920s and the role played at that time by the Thule Society and the Conservative Revolution. And the danger is very real, that, under the conditions of the imminent world financial crisis and an ensuing depression, fascism would again threaten—not in Germany alone, but worldwide.

If we want to get rid of youth violence, we have to go to the root of the problem: with a prohibition against media violence of all kinds, and secondly with the establishment of a new, just world economic order, which makes it possible to provide all youth a productive job and a perspective for their lives.

What is most crucial, is that you commit yourselves personally. Contact the BüSo so that together we can work out how to deal with this.