

targetting an under-17 audience set age 12 as the younger end of the target spectrum, e.g., “M 12-17” or “M 12-24,” but two targetted children as young as six and eight.

Conclusion: Members of the motion picture, music recording, and electronic game industries routinely target children under 17 as the audiences for movies, music, and games that they themselves acknowledge are inappropriate for children or warrant parental caution due to their level of violent content.

LaRouche Speaks Out on Hollywood: Stop Turning Kids into Killers

June 11, 1999: Lyndon LaRouche wrote a groundbreaking study entitled “Star Wars and Littleton” (*EIR*, July 2, 1999), which addressed the underlying causes that produced the child killers of Littleton, Colorado. The following are excerpts:

“If what is known popularly as ‘Hollywood’ continues with the genre of so-called popular entertainment typified by the *Star Wars* series, there will be an increasing frequency of similar incidents of lunatic outbreaks, as bad as, or worse than Littleton.”

“How does one corrupt innocent children into becoming psychotic-like killers? The quick answer to that question, is: *dehumanize* the image of man. The details of the way this leads to the production of youthful ‘Nintendo’ terrorists, is a more complicated matter. Nonetheless, it is no oversimplification to say, that once that first step, dehumanizing the image of man, is accomplished, the axiomatic basis has been established, to make war, and killing, merely a childish game played according to a childish mind’s perception of the importance of obeying the rules: even according to that pervert’s fancy called by Britain’s Tony Blair and Illinois’ Henry Hyde, ‘the rule of law.’ ”

“We must take into account the heritage of the cumulative work of Hollywood and other producers and script-writers, to locate the background which the authors of programmed scenarios such as the Littleton massacre had available, as models, for crafting today’s Nintendo-style and kindred satanic games. One recalls, thus, *Clockwork Orange*, or, another Hollywood horror-film, *The Bad Seed* . . . or, the many trash Hollywood horror-films of the 1930s through 1950s. . . .

“Professional clinical psychologists remind us, that the behavior of a so-called ‘normal’ teen-ager, continued into

adulthood, is regarded as symptomatic of mental illness. Severe mental disorders among adults, are often styled as infantile behavior. The difference in legal status, and legal responsibility between that of adults, and of children and adolescents, is premised on the heretofore customary immaturity of judgment of at least most persons of their age, relative to the standard justly demanded of adults. The constitutional prescription of a legal voting age, for example, is based upon such well-founded considerations.

“. . . The gap between progress in development of adolescent intellectual powers, and adult maturity, is usually expressed in society today as a pathetic trait of ‘suggestibility.’ . . . This factor of childish and adolescent suggestibility represents a point of exceptional vulnerability of society as a whole, to certain methods for corruption of children and adolescents. . . .

“The use of wicked fantasies and matching forms of games, to exploit the recent several decades of thus increased vulnerability of persons of student ages, is typified by the ancient cult of Dionysus and the modern use of the kinds of pathological fantasy-life associated with a Nietzschean mode in parodies upon ‘Nintendo’ games. . . .

“Although some of the incidents of this adolescent form of international terrorism may appear to be coincidences of the ‘copy-cat’ variety, the presently emerging pattern of such crimes is no matter of mere coincidence. . . . *It must be emphasized: It is those who induce the spread of such practices, who are the masterminds behind such resulting patterns of terrorist criminality.*”

Call for a National Commission

Feb. 28, 2000: LaRouche issued a call for the creation of a national commission to study the causes of the “New Violence.” The events at the time around the issuance of that call, were the outcry over the acquittal of the four “Nintendo-style killer” policemen who, on Feb. 4, 1999, had gunned down an unarmed African immigrant, Amadou Diallo, firing 41 rounds as he was entering his home; and the shock over the latest school shooting, in which a six-year-old boy, in Flint, Michigan, killed his classmate with a gun he stole from his uncle.

The following excerpts are from memos and speeches addressed to meetings concerning the New Violence.

April 8, 2000: “During the past three days, the leading German tabloid, one of the largest circulation newsprint publications in the world, *Bildzeitung*, has been featuring a story about a boy of about 15 years of age, who asked his parents, in Spain, to assist him in purchasing a Samurai sword. The parents refused, suspecting that there was something awry with this request. And, shortly thereafter, the boy beheaded both his parents.

“This is exemplary of what’s going on.

“. . . People have set into motion something which has

fostered a radiating explosion of what we call the 'New Violence.' Typical of this New Violence are two things.

"One is the separation of children, the estrangement of children, from their parents. Now, many of us know the factors which were involved in causing this. We have a breakdown over the past three decades or so, of the quality of education in the United States. . . . The result is, we've produced the phenomenon of latchkey children, more and more, at all levels in society. If parents have a child who is not a latchkey child, the children with whom that child is associated during the day, are usually latchkey children.

"We have a crisis in housing, as in parts of New York City, of overcrowding, at great cost. We have this around the country. These conditions are hellholes for children. The schools have become hellholes for children.

"Now, you feed into this estrangement, of the child from the parent, the sense of abandonment of the child, and you start at the age of three to five years of age, and you condition this child in certain ways to certain circumstances, and you have an explosion of what used to be called alienation of the children from parents, and society.

"Somebody introduces into this situation the chemistry of violence, such as these Samurai tradition-modelled Nintendo games, on television, and bought through game stores, which teach children how to kill! . . .

"You create a new subculture among children with these Nintendo-style games, such as Pokémon, which, in many cases, is sold widely throughout the country, and is on television, in afternoons, by certain television networks and circuits. And we've created a chemistry of violence.

"Then we have the same thing at a different level. We have, in the case of the New York Police Department, we know, as in other police departments, there's a military-style training going on. And police units, who are inadequately trained by normal standards to be policemen, are sent out as killers. They are essentially programmed killers, because they have been trained to shoot and kill, by military-style methods, through Nintendo game-style training. And that's what you get, for example, in the Diallo case, in New York City.

"So, we know some of the causes, and some of the effects, but we don't know *fully* what the extent of the problem is. We don't know what the reverberations are of what's being done. We don't know some of the side effects yet. We've got to find out. And we've also got to motivate people to pay attention to this fact. We've got to tell the President and others, getting guns out of the society, is not going to deal with this problem. . . ."

The 'New Violence' Defined

April 26, 2000: The following are excerpts from a policy memorandum written by Democratic Presidential pre-candidate Lyndon H. LaRouche, Jr., directed to his campaign

organization, LaRouche's Committee for a New Bretton Woods (LBW):

"1. The term 'New Violence,' as employed by LBW, signifies, chiefly, the introduction of new methods, those of Nintendo games and related means, to transform young children and adolescents, as well as law-enforcement personnel, into 'Samurai'-style programmed killers. The term 'New Violence' will be used in LBW proceedings solely to identify forms of violence which feature this distinctly new element. Old forms of violence will be included in this classification only when the role of Nintendo-style games and related means is a characteristic feature of the problem being considered in the study and report. . . .

"By 'New Violence,' we emphasize the Littleton-Columbine model, in which Nintendo-style games and related methods and means was a crucial, distinguishing feature. We include the use of related methods and objectives in the training and deployment of law-enforcement agents, or analogous instances. We must do this to avoid ruining the results of the investigation by fallacy of composition.

"2. The standpoint of comparison used to aid in conceptualizing the common characteristics of this 'New Violence,' is the utopian programs, such as H.G. Wells' *The Open Conspiracy*, Wells-Russell protégé Aldous Huxley's utopian 'New Age' models, the 1931 and 1951 models set forth by Bertrand Russell, and *Clockwork Orange*, as points of intellectual reference. What is specifically new, is the adaptation of the mythos of the Samurai warrior, and related 'martial arts' mythology, combined with lunatic legacies such as 'Dungeons and Dragons' and Tolkien's *Lord of the Rings*, to the childish mad-killer pornography of cinematic cartoons and Nintendo-style games. The use of this method and its derivatives, for the purpose of programmed conditioning of military, law enforcement teams, and for indoctrinating children in a programmed impulse for terrorist forms of violence, is adequately understood only when such Nintendo-game-style conditioning is situated within the utopian doctrine of Russell's relevant 1931 and 1951 writings on the required methods of population control to realize his own and H.G. Wells' oligarchical utopian ends.

"3. A crucial feature of a clean inquiry, is to recognize the fraud implicit (or actually intended) in the use of any hysterical 'gun-law reform' diversionary effort, to cover up for the crucial role of the popular mass-media, and firms such as Hasbro, in mass brainwashing of children to become, even as young children, programmed agents of blind-terrorist modes of mass-murder by means which do not depend in any characteristic fashion on firearms.

"4. A most important feature of the inquiry, is to recognize the lessons to be learned from the role of 'bread and circuses' in manipulating the population of ancient Rome into the pathological state of mind aimed at by the design of Nintendo-style games and related 'New Age' tactics today."