

II. The New Violence Epidemic

APRIL 26, 2000

POLICY MEMORANDUM

What Is the ‘New Violence’?

by Lyndon H. LaRouche, Jr.

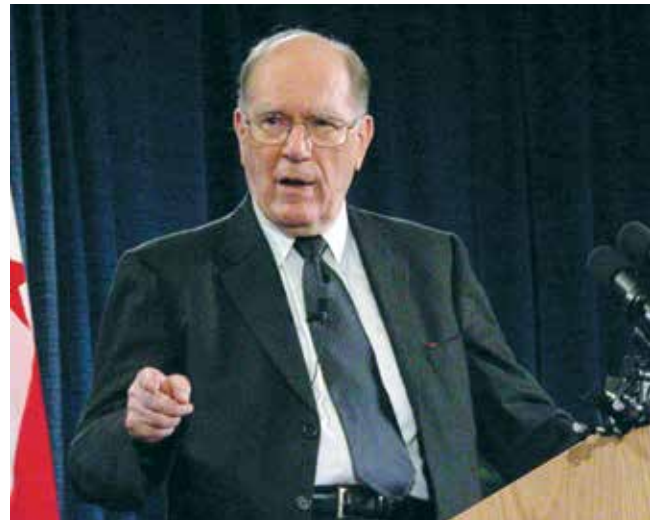
Presidential pre-candidate Lyndon LaRouche directed this policy memorandum to his campaign committee, LaRouche’s Committee for a New Bretton Woods (LBW).

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.

E.g., the classification of “New Violence,” as distinct from new revivals of old forms of violence, will be included, only in such cases as the revival of old-style lynching conducted by law-enforcement agents, that only insofar as it is congruent with the pattern typified by the activities of Mayor Rudolph Giuliani’s special teams of “Nintendo Cops” in New York City.

By “New Violence,” we emphasize the Littleton-Columbine model, in which Nintendo-style games and related methods and means were 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

Editor’s Note: This policy memorandum was first published in *EIR*, Vol. 27, No.18, May 5, 2000, p. 24.



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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 un-

derstood 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 chil-

dren 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.

Murder-Simulating Video Games Are a Grave Threat to Human Civilization

by Megan Dobrodt

On May 25, 2023 Megan Dobrodt was a [guest](#) on the New York Symposium internet program with Diane Sare, the independent LaRouche candidate for U.S. Senate from New York State. Mrs. Dobrodt is the President of the Schiller Institute in the U.S., is a director of the Schiller Institute NYC Chorus, and worked closely with Lyndon LaRouche on scientific questions. The following is her reworking of the remarks she made on that program. Subheads and embedded links have been added.

In the first five months of this 2023, there have been 242 mass shootings in the U.S!¹. That's one every 14-15 hours. Many, though not all of these have been carried out by juveniles or young adults.

It's also the case that since 9/11, young people in the U.S. military have been deployed as killers in wars in Southwest Asia, with a probably very conservative estimate of 937,000 people overall, 387,073 of them civilians, dying violent deaths as a direct result of combat operations in post-9/11 war zones. As of May 2023, an estimated 3.6-3.7 million people have died indirectly. The total death toll in these war



Las Vegas Metropolitan Police Department

Body-camera video of police officers searching a casino in the Las Vegas Strip following a shooting that killed 58 people and injured more than 800. Oct 1, 2017.

zones could be at least 4.5-4.6 million and counting.²

What has become of us? What does it mean about our culture, our society, when our children have become

1. A "mass shooting" is defined as one in which four or more people who are not the shooter are killed or injured.

2. Source: Costs of War project, Brown University.