

A game by **Sierra On-Line**, “Gabriel Knight 3,” based on themes found in the book *Holy Blood, Holy Grail*, has vampire lore, pre-Christian paganism, and the story of a Jesus from whom the present European nobility are supposed to have descended. This “game” mixes “conspiracy, heresy, treasure and crime.”

Video game satanists call themselves ‘G.O.D.’

The powerful Dallas video game designers’ cartel, called Gathering of Developers, is known by its acronym, “G.O.D.” The founders of the company are pictured in a popular

magazine wearing white monks’ robes, posing in front of the converted church which houses their corporation.

“G.O.D.” is largely a spinoff from the group which designed “Wolfenstein” and “Doom.”

The company is heavily targetting Asia, Ibero-America, and Europe.

The following are among their new kiddy games.

“Max Payne” takes the shooter-player into “a mission to revenge [the hero’s] slaughtered family, taking him on a bridge-burning, rock n’ rolling rampage through the criminal underworld of New York City.” In this role, the child kills

Families of victims sue video producers

Parents and others representing the estates of three girls shot by fellow student Michael Carneal in Paducah, Kentucky, have filed suit against 24 companies whose violent and pornographic products warped Carneal’s mind. The \$130 million suit specifies:

“On . . . December 1, 1997, Michael Carneal, then fourteen years of age, took six guns . . . to the Heath High School. . . .

“Carneal waited for a daily voluntary student prayer session to end. He then shot Jessica James, Kayce Steger, and Nicole Marie Hadley, all three of whom were members of the prayer group, to death. He wounded five others. . . .

“[Later] the police seized Michael Carneal’s computer. Carneal was an avid computer user who logged into the Internet to consume material that was obscene, obscene for minors, pornographic, sexually violent, and/or violent in content.

“Law enforcement officers also learned that Carneal was a consumer of violent computer and video games . . . [and of] movies containing obscenity . . . sexual violence, and/or violence. One such movie that Carneal consumed was *The Basketball Diaries*. In this movie a student portrayed by Leonardo DiCaprio graphically massacres his classmates with a shotgun.

“Michael Carneal’s family hired Dr. Diane Schetky . . . a Yale medical professor [with] a worldwide reputation as an adolescent psychiatrist. . . . She concluded that Carneal was profoundly influenced by his exposure to the above violent/pornographic media.”

The Federal lawsuit, filed by attorneys Jack Thompson and Mike Breen, notes that the movie *Basketball Diaries*, “designed and marketed to young audiences, is a nihilistic

glamorization of irresponsible sex, senseless and gratuitous violence, hatred of religion, disregard of authority, castigation of family, drug use, and other self-destructive behaviors.” The suit points out that “the book upon which the movie is based . . . has no such shooting episode. Instead, the *Diaries* Defendants specifically decided . . . to make, market, and distribute a movie in which they fabricated a gratuitous and graphic murder spree for the sole purpose of hyping the movie and increasing its appeal to young audiences. This had the effect of harmfully influencing impressionable minors such as Michael Carneal and causing the shootings.”

The lawsuit in no way exaggerates these points; the film is patently Satanic, an overt incitement to a war against humanity.

“The *Diaries* Defendants . . . knew or should have known that copycat violence would be caused by *The Basketball Diaries*.”

The parents zero in on the video game defendants, who “manufactured and/or supplied to Michael Carneal violent video games which made the violence pleasurable and attractive, and disconnected the violence from the natural consequences thereof, thereby causing Michael Carneal to act out the violence.

“. . . [The] games trained Carneal how to point and shoot a gun in a fashion making him an extraordinarily effective killer without teaching him any of the constraints or responsibilities needed to inhibit such a killing capacity.”

The defendants are Id Software, GT Interactive Software, Apogee Software, Midway Home Entertainment, Atari Corp., Interplay Productions, Nintendo of America, Activision, Capcom Entertainment, Sony Computer Entertainment d/b/a Sony Interactive Studios America, Eidos Interactive, and seven other companies. The movie companies are Time Warner, Polygram Film Entertainment, Island Pictures, Palm Pictures, and New Line Cinema. Two Internet pornography purveyors are also sued.