

## LaRouche: The Risk of Violence Was Foreseeable

Lyndon H. LaRouche, Jr. issued the following statement to the LaRouche PAC website on April 18.

The risk, if not the date, of the Virginia Tech shooter's actions was foreseeable, if he was, as reported, both a veteran of training by means of relevant types of video games and with correlated types of personal habits. As early as 1999-2000, this was a clearly foreseen risk, as emphasized, in public reports delivered by Germany's Helga Zepp-LaRouche in Germany, the U.S.A., and Brazil, in 2000.

Relevant forms of aberrant behavior associated with

habitual use of relevant types of video games, are a sign of such a risk. The capabilities exhibited by the shooter show that exactly such a foreseeable risk was present, waiting for the set of circumstances to set off the relevant type of event, as at Columbine earlier.

Unfortunately, there has been a lobby for the types of video games which either promote such aberrant mental states through video shooting games, or sociologically morbid other forms of children's and adolescents' video-based play-habits. These types of well-heeled lobbies have promoted the preconditions for a foreseeable increase of this type of behavior among adolescents and young adults.

Despite Mrs. LaRouche's investigations and reports, there was little effort to deal with what had already been demonstrated, by 2000, to be a serious threat of outbreaks of this sort of terrorist activity. Now, at last, the problem must be treated seriously.

dustry" had struck—running a major campaign to remove any reference to the game Counterstrike or any other video-game references from the major media coverage.

For over a decade, the video-game industry has been able to protect itself—with the help of powerful elected officials, like Sen. Joe Lieberman of Connecticut, from interference in the brainwashing of youth.

In the day following the April 16 Virginia Tech shootings, the "industry" was at it again, protecting their operations, including with an all-out media and Internet assault on attorney Jack Thompson, who had exposed the Counterstrike connection to the current case, even as he had exposed earlier connections of the Counterstrike game to deadly school massacres. Thompson was the attorney for victims of the Paducah shootings.

### LPAC's Record

Leading the fight again, is Lyndon LaRouche, through his political website, [www.larouhepac.com](http://www.larouhepac.com), which immediately established the record. On April 18, LPAC published this item:

"The following was reported April 17, 2007 by *Washington Post* reporters Debbi Wilgoren, Sari Horwitz, and Robert E. Pierre, under the headline,

"'Centreville Student Was Va. Tech Shooter':

"'. . . Several Korean youths who knew Cho Seung-Hui from his high school days said he was a fan of violent video games, particularly Counterstrike, a hugely popular online game, in which players join terrorism or counterterrorism groups and try to shoot each other using. . . .'

"'Just such a phenomenon has been reported by Helga Zepp-LaRouche, and by *EIR*, since 1999, in analyses and interviews with experts on mass shootings in recent years.'

"The above report was obtained by searching the [washingtonpost.com](http://washingtonpost.com) website for the word "counterstrike." But this reportage was removed by the *Post* in the article as published—the article to which the reader is directed when clicking on the above search result. The final article is headlined, "'Student Wrote About Death and Spoke in Whispers, But No One Imagined What Cho Seung-Hui Would Do,' with the byline, 'by Ian Shapira and Michael E. Ruane, *Washington Post* Staff Writers, Wednesday, April 18, 2007.'

"*Executive Intelligence Review* has established an international reputation for expertise on the subject of the role of these violent video-games in producing cold killers.

"In the case of the April 26, 2002 massacre at the Johann Gutenberg Gymnasium in Erfurt, Germany, 16 people were killed before the shooter, Robert Steinhäuser, committed suicide. *EIR* reported May 10, 2002, the shooter's "mind had been conditioned by his obsession with killer video/computer games, such as "Ninja," 'Doom,' and 'Counterstrike' (produced by the notorious firm, Sierra Entertainment). When he carried out his massacre, he was dressed in black with a black mask, imitating the Ninja warriors found in such killer games. A police raid on Steinhäuser's room found many such killer video games."

These are not "games," they are "killing simulators," and training devices used by law enforcement SWAT teams, and military training. The role of video games in the Cho Seung-Hui shootings cannot be covered up.

The following special report from the archives of *EIR*, the Schiller Institute, and the election campaigns of candidate LaRouche, gives crucial background to policy makers, law enforcement, and families.

As LaRouche says in his April 18 statement (see box), it is "Time To Deal With the Violent Videogame Lobby."