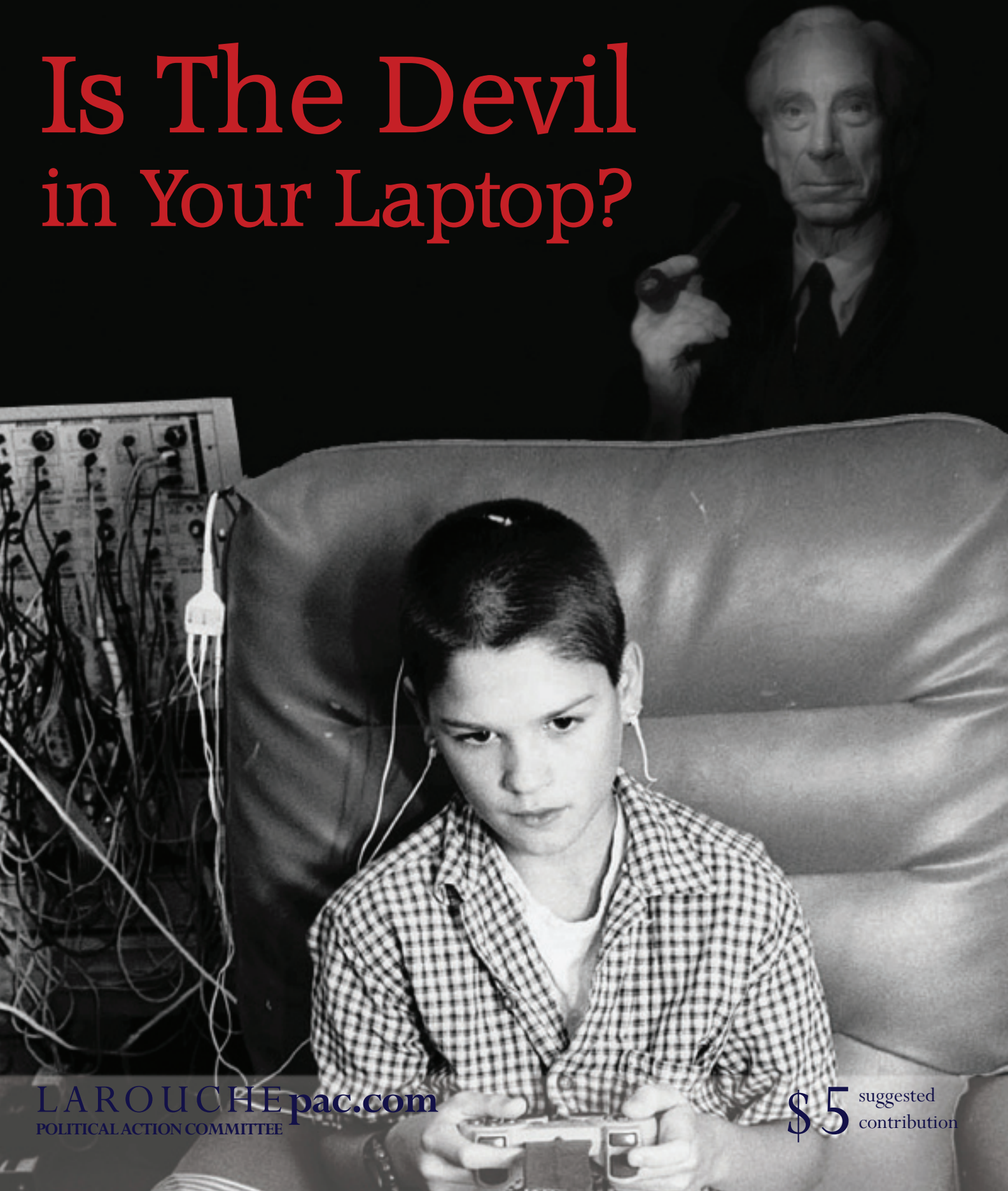


The Noösphere vs. The Blogosphere

# Is The Devil in Your Laptop?



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# The Noösphere vs. the Blogosphere

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Introduction	3
<b>From Milken &amp; Enron to Perugia: 'Extreme Events'!</b>	4
by Lyndon H. LaRouche, Jr.	
<b>I. Origins of the Disease</b>	14
The Noösphere vs. the Blogosphere	15
INSNA: Handmaidens of British Colonialism	20
<b>II. Case Studies: The Disease Spreads</b>	31
MySpace: Murdoch's Nuremberg Rally	32
Facebook: A Tombstone With a Picture Attached	37
What IS Wikipedia?	41
Video Games and the Wars of the Future	43
The Cyborgs of Silicon Valley	50
Terrorism Comes to the West: The New Cult of the Teenage Suicide Bomber	54
<b>Epilogue</b>	
Where Your Computers Really Came From	60

Cover design: Aaron Yule and Mark Samet. Photo: NASA, August 2000. NASA/DARPA sociologists use video games in an effort to control stress in children. But video games are being used for much more devilish purposes. Background: Sir Bertrand Russell.

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# The Noösphere vs. the Blogosphere

## Is the Devil In Your Laptop?

### Introduction

This pamphlet is intended to save the United States of America from its own self-destruction.

The context is that, as Lyndon LaRouche, the best living expert on physical economy, has warned, the present world economic system is *dead*. It is dead as of this writing, and will not come back to life. The *people* can be saved. How? LaRouche has proposed simple legislation called the Homeowners and Bank Protection Act of 2007, which will act as a clear *first step* toward putting our society on the road to recovery. Indeed, the Presidential candidates all, presently, stink. But why, thus far, is today's 16-to-25-year-old generation, so unable to respond? Where is the youth movement to address this crisis, and create a future for humanity?

"There is a mass-based fascist movement on college campuses, today," LaRouche said, identifying it as presently the greatest threat to the survival of our nation. This threat, he said, has three faces:

- MySpace, directed by Rupert Murdoch
- Facebook, directed by Bill Gates
- Computer games, particularly the homicidal maniac versions.

If you allow an entire youth generation to be destroyed by these things, LaRouche said, there will be no future for the United States.

Therefore, these three things, presently dominating our culture, must each be destroyed, just as a contagious killer virus or bacteriological disease must be properly diagnosed, and cured. This disease, of course, is not a biological one, per se, but a *mental* and *cultural* disease. Our diagnosis, and a pathway towards a cure, is what follows.

And, although the contents of this pamphlet will be immediately *painful* to the minds of those readers, who might be intricately involved in "all the rave" about MySpace, Facebook, and computer games, the *joy* of being freed from mental slavery, thus engaging in solving our present world's dangerous problems, will, in the longer term, greatly outweigh the short-term pain, of tearing yourself from a beloved, but deadly, folly.

*With Faith in the Future,  
The LaRouche Youth Movement  
Nov. 20, 2007*

## FROM MILKEN & ENRON TO PERUGIA

# 'Extreme Events'!

by Lyndon H. LaRouche, Jr.

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*There is an epoch-making quality of common historic thread, which ties together recent events typical of New York's and London's financial center, with both the Jokela High School massacre, and the very ugly death of a young English woman, in Perugia, Italy. All three of these and comparable signs of these, our present times, mark these reported events as sharing the characteristic of the events which a judge in Perugia reported, as driven by an ostensibly uncontrollable yearning for an "extreme" quality of existentialist experience, by at least some among the surviving participants. These are experiences which, when combined, might be described as a kind of dionysian event expressing some particularly worrying characteristics of our presently onrushing, global "new dark age." All three of these, and many other, related kinds of extreme events, are, like Rupert Murdoch's MySpace and Microsoft's Facebook, or Microsoft's and others' killer computer games, all to be combined as signs typical of our wicked and deadly present times.*

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It would seem, therefore, that the awesome *Erinyes* of *Ibykus's* Corinth are descending upon our presently very wicked world!<sup>1</sup>

The time has come, now, as the Walrus said, for me to point to the eerie experience which had crept over me years ago, while my wife and I had been seated on a grassy slope, looking down, across the Arno, into the streets of Florence. I had suddenly realized that I had been seated in approximately the same place where author Giovanni Boccaccio of the *Decameron* had described himself as seated, while he, according to his literary account, had

been viewing scenes from what he presented as typical of the earlier times leading into the depths of medieval Florence's experience of Europe's Fourteenth-Century New Dark Age.<sup>2</sup>

Therefore, you may now inform U.S. Treasury Secretary Henry Paulson among others, that that is a lesson which he should have learned.

What we have as now presented to us for our study, here, is a cluster of three recent acts, a set of acts which, as I shall show, expresses products typical of a relevant form of mass-insanity, a set of contemporary acts congruent in effect with that New Dark Age within which the real-life subject of Giovanni Boccaccio's *Decameron* was situated.

1. Foremost, is the mass-insanity expressed by U.S. Treasury Secretary Henry Paulson's flop, his tragically impotent reaction to fear, like that of a frightened rabbit, to what has been, in fact, the onrush of a general breakdown-crisis in the world's present monetary-financial system: a crisis which is already comparable in its implications to the period of the outbreak of medieval Europe's Fourteenth-Century New Dark Age.<sup>3</sup>

Paulson's case is not to be treated as if it were merely some expression of a personal bit of insanity; it is an expression of a form of mass group-insanity shared among

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2. This work of Boccaccio's is to be read as echoing significant familiarity with Dante Alighieri's *Commedia*, that as an expression of what I have identified as *The Force of Tragedy* ("The Mask of Nancy Pelosi: The Force of Tragedy," *EIR*, Vol. 34, No. 44, Nov. 9, 2007). It would have been read so by the contemporary Florence readers of Boccaccio's account.

3. Was this Secretary Paulson's virtual "appointment in Samara," a fateful echo of what he had fled from, back in the days of the Nixon Administration's "Watergate" crew?

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1. Friedrich Schiller, "The Cranes of Ibykus," *Friedrich Schiller: Poet of Freedom* (New Benjamin Franklin House: New York, 1985).



*The tragic folly of our time: U.S. Treasury Secretary Henry Paulson's fearful and foolish reaction to the collapse of the world's monetary-financial system; the grisly murder of a young Englishwoman in Perugia, Italy, allegedly by Amanda Knox ("Foxy Knoxy," shown here on her MySpace page, with a machine gun) and two accomplices; and Pekka-Eric Auvinen, the 18-year-old Finn who posted these images of himself on YouTube before killing seven people at Jokela High School, and then himself.*



most of his political class. It is an expression of his participation, like that of helpless chaff carried by the surf: he is swept along by a tide of fully tragic mass-insanity, as the specific expression, and product, of a dynamic form of social, mass phenomenon. We have thus, in fact, a case of a tide of mass-insanity among both an entire political class and its virtual lackeys in current social-political life, rather than a merely individual behavior which might be seen as similar to certain other individual cases.



- 2. Similarly, the second case to be included here, is a *MySpace-, Facebook-related event*, what has been described by relevant law-enforcement officials, as the setting of what the evidence presents as a case for charges of the murder, in Perugia, Italy, of Meredith Kercher, a 21-year-old student from England.

It is not the guilt, or relative innocence of any among the participants in that grisly event which is at issue in our treatment of that case here; what is crucial for our purposes, is, as in many apparently similar cases, the circumstances in which the event is shown both to have occurred and have been reported. *It is the prevalent potential (e.g., threat) of the dynamics expressed by the actual situation, which is crucial.*

- 3. Similarly, the third case is that of yet another ominous killing, which occurred as shootings at Jokela High School, about forty miles north of Finland's capital, Helsinki. The shooting was reported as perpetrated by an addicted video-shoot-and-kill-games fanatic, an 18-year-old student at that school. In this case, as in a similar, worse case of an habituated computer-games fanatic in Blacksburg, Virginia, we have, yet again, and again, and again, the homicidal rampage of yet another individual addicted to the form of insanity associated with *induced habituation to such computer games*, ended with the willful suicide of the perpetrator.

The essential details of each of these, the latter two grisly cases, are being reported massively, with a relatively high degree of compelling verisimilitude, throughout much of the international press. The behavior of that press, itself, has become an integral part of the pattern of these reported events; however unwitting that press

might be, it, itself, is a component, contributing element of the tragic situation overall, that as much for what it should do, but does not, as what it does.

Before returning to the case of the strange aberrations of Secretary Henry Paulson, continue, for now, to focus, briefly, upon the two cases of aberrant youth behavior itself.

The crucial common denominator of the evidence presented, is marked by its common ideology, the unifying factor of MySpace, Facebook, and mass-killer point-and-shoot games, as this is illustrated by the case of Facebook proprietor Microsoft. In any competent effort to understand the three exemplary cases identified above, we must always seek out a *dynamics* which subsumes each and all of the cases *systemically*, and that in a relevant, *dynamic* fashion.

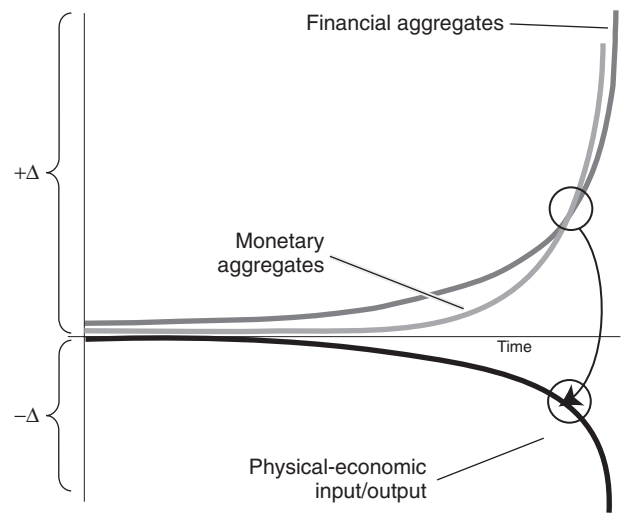
To grasp the significance of the interrelations among these and kindred phenomena, we must consider three matters. *First*, the form of social organization which provides the situation in which these developments occur. *Second*, the method by which such specific kinds of relevant effects are induced. *Thirdly*, the effects which those factors produce when they are situated in present general social and physical-economic conditions.

To illustrate that point: in two cases, the common denominator of Rupert Murdoch's MySpace and Microsoft's Facebook, on the one hand, and killer computer games on the other, the connections are immediately obvious. In all three cases, the common feature is, *first*, the method of *Sophist group behavior*; this is behavior closely related, as if genetically, to the sociology defined by the dominant role in today's society of today's particular "Baby Boomer" ("white collar, middle-class") heritage. These are, *second*, cases of a *radically existentialist behavior, behavior organized in defiance of the existence of a real world, as in that behavior organized in insular defiance of the existence of a real world*, in William Golding's 1954 *The Lord of the Flies*.<sup>4</sup> Such cases themselves express a well-known characteristic of such forms of group mass-insanity as both are expressed separately, and by *the same dynamic* in their combination, as the three referenced events of this set include an exemplary *third feature*, the present case of the clear consequences of Paulson's deadly folly.

For example, there is no competent basis for denying that the kinds of killings recently experienced at Blacksburg, are the specific consequence of the promotion of killer computer games. However, not only are these games a massive source of post-Y 2000 revenue for such

4. "BBB": "British Baby Boomer" sociological type. Although the "Baby Boomer" syndrome was a form of Dionysiac existentialism introduced to the U.S.A., it was introduced by European channels centered in the figure of Brigadier John Rawlings Rees, the leader of post-World War I British psychological warfare operations, using channels centered upon the London Tavistock Clinic.

FIGURE 1  
The Collapse Reaches a Critical Point of Instability



*The combined effect of the radical changes in U.S. economic policy and practice introduced under the 1969-1981 U.S. Presidencies, produced a curve of accelerating decline in net U.S. physical output per capita and per square kilometer, but accompanied by a relatively accelerating rate of growth of monetary and financial emission, which, by its nature, must converge ultimately, if continued, on something like the 1923 Weimar hyperinflation. This is precisely that current state of affairs in which a predominantly fictitious mass of speculative financial-monetary assets is now collapsing catastrophically.*

financially and politically powerful interests as the relevant Silicon Valley interests, but the development and promotion of the sale and use of these games is an expression and by-product of a vast financial empire of investment by military-industrial and related establishments, which are committed, as Vice-President Cheney is, to what is termed "a revolution in military affairs," associated not only with Vice-President Dick Cheney and such financier interests as those associated with George Shultz and Speaker Nancy Pelosi's close acquaintance Felix Rohatyn.

Therefore, since powerful special interests are behind the actions which cause the relevant effects, virtually nothing has been done, in net effect, to halt a rising incidence of slaughters such as that which occurred recently at Blacksburg, Virginia, and at Jokela High School most recently. The press is generally intimidated into lying by silence on the known facts of the matter, and our political establishment, as in the U.S. Congress, is fully as corrupted on this issue as our press, perhaps even more so.

This brings our attention back to the three propositions I identified above:

Now, consider Secretary Paulson's behavior itself from that standpoint. He is certainly not to be classed as an adult youth; but, he is involved in *the same genre* of insane game of interdependent mass effects. He appears in his role as performing, actually, a childish form of political game of monetary affairs,<sup>5</sup> often played today by adults who ought to have known better. Most important: it is a game played outside the proper rules of cause and effect in a real universe, a form of mass-insanity cohering nicely with Myron Scholes' emblematic 1998 role in the game of mass-insanity known as LTCM's forecasting: a mode of forecasting rooted in a radically reductionist form of monetarist dogma and practice which is, itself, not only a fantastic belief-system alien to the physical real world, but intrinsically existentialist in its sociological implications (Figure 1).

Then, consider the common characteristic of all three types of cases: *each case, and all combined, represent a specific, common form of mass-insanity* akin to that of the Flagellant hordes of the Fourteenth-Century European New Dark Age. Without understanding the axiomatic-like factor of mass-insanity steering these three successive phases of the process, the threat to civilization which this involves, would neither be recognized, nor solved.

## **Zombies From Cyberspace**

Begin this next stage of the report with the subject of the role of Secretary Paulson. It is the same characteristics of the Anglo-American trans-Atlantic financial community whose habits Henry Paulson brings with him to the position of U.S. Treasury Secretary, which are key to all of the causal factors which are responsible for the current outbreak, since late July 2007, of the general financial bankruptcy of the U.S.A.'s and other financial systems. This is the influence which underlies both the methodological insanity of, especially, the ever-worsening post-1987 international financial system, and, the sociological characteristics, including gambling manias, of Cyberspace looney-bins such as MySpace, Facebook, and killer modes in computer games.

A world economy dominated by such a monetary-financial system is inherently, like the Weimar bubble of 1923 created by Versailles Treaty conditions, a self-doomed system. As long as the inhabitant of the system might be enabled to believe that he, or she, has a real interest in maintaining the continuity of the system, a certain uneasy social stability may be maintained, if only temporarily, even though the system, if continued, will come to an early point of doom. In fact, often, this impulse to resort to denials, as Paulson has done, to evade the truth of the matter, has led, like Paulson's expressed stubbornness now, to bringing on the very catastrophe

which could have been averted had the truth been accepted.

For a time, the relatively older adult generation clung to the dwindling relative advantages of the upper twenty percentile of family-income brackets; but, the majority among the younger adolescent and adult generations, being locked within a system which proffers it no credible future prospects, has become increasingly estranged. Now, over the course of the recent approximately ten months, all generations tend to reflect one or another kind of the political and moral effects of the resulting mostly widespread demoralization, the adolescent and young-adult generations (the adolescent most emphatically) more intensely.

It is not accidental that the current trends among the generation presently under thirty-five years of age reflect its experience of the changes which have occurred since the Spring of 2000, which is to say: about the time the U.S. government-sponsored Y2K bubble collapsed, when Al Gore was running for President, and Dick Cheney's patsy, George W. Bush, Jr., was about to be sworn in as U.S. President. The collapse of the bubble impelled the computer and related investments into a new direction, into the acceleration of production and marketing of computer and related technology which had been defined for the shift to "a revolution in military affairs," into a boom market represented by adolescent and young-adult war-game players.

Today, seven years later, Finland's functionally YouTube-related cyberspace killer, Pekka-Eric Auvinen, is 16 years old, Facebook cultists Meredith Kercher was 21, and Amanda Knox is 20, while Amanda's Italian boyfriend is 23. Veteran of the Nixon White House, Henry Paulson, who represents the same mathematical ideology for financial affairs as do relatively expert players of killer computer games, is U.S. Secretary of the Treasury.

Under these conditions, the lack of perceived significant resistance to this worsening state of affairs in society, prompts strong impulses toward what is, more or less popularly, called "alienation." Thus, the 2004 re-election of President George W. Bush was demoralizing; and the aggravation of the demoralization caused by the leadership of the U.S. Congress, from February 2006 onward, especially during 2007 to date, has engendered marked "pre-revolutionary conditions," especially among the adolescents and the young adults. The flight into the expressed rage of killer computer games, and the flight from life into cyberspace, produces, thus, the tendency for the convergence of the two. Call the result "Zombies in Cyberspace."

Add to this, a regard we should have shown for Secretary Paulson's indicated behavior as sharing certain features related—so to speak, "genetically"—to the not so well hidden, crucial characteristics of a Southwest Asian

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5. E.g., the board game called "Monopoly."



Southwest Asian suicide bombers share certain mental characteristics with the crazed Secretary Paulson, as well as adolescents and young adults who are drawn into the virtual reality of MySpace, Facebook, and point-and-shoot video games. Here, a Palestinian suicide bomber prepares for an attack on Dec. 7, 2004.

mass-suicide fanatic. We should also recognize that the types of adolescents and young adults drawn into the kinds of withdrawal from reality which the MySpace, Facebook, and killer-computer-game addicts alike, are exhibiting in common, their submission to pathological mental states akin to the actions of suicide-bombers from Southwest Asia.<sup>6</sup>

Psychologically, the denizen of Cyberspace, whether in MySpace or Facebook, or killer computer games, is being moved, bit by bit, toward a common residence in the contemporary equivalent of a Nazi Nuremberg rally, as the case of the kernel of neo-Nazi and Antifa warriors of today's Germany should have reminded us. That tendency toward something equal to a fascist mass-phenomenon, could be turned around, but not as long as the folly echoed in the present case of Henry Paulson is allowed to continue.

See all this as a matter of dynamics.

## Human Dynamics

We must now shift the emphasis in our report, briefly, to crucially relevant matters of science.

Think of the difference between species of marsupials and mammals. Compare the range of varieties of species in a part of the Earth where, and when marsupials once

prevailed, and where mammals have largely displaced marsupials. Think of an area dominated by marsupials in dynamic, rather than mechanistic terms. Think of the slots which each species of marsupial occupies as corresponding to a category of the successful job-applicants for the role performed by that species. See mammal species, other than mankind, in a comparable way.

In a certain way, mankind's existence changes the ordering principles among mammals as *mankind changes its potential relative population-density willfully, as no other mammal can*. Yet, the fact is, that man, despite his animal body, is not essentially a mammal; man changes his environment, and changes the nature of his behavior, as no regular mammal can do that. *That difference, as Academician V.I. Vernadsky defined it for physical science, is those developable creative potentials of the human individual which do not exist in any lower form of*

*life than mankind.*

Vernadsky defined this difference scientifically, by placing mankind as a member of the phase-space known as the Noösphere, whereas mammals generally are members of the phase-space known as the Biosphere. The distinction lies in those *specific* creative powers in the human mind which do not exist in any lower form of life. Those changes in culture and related practice which are responsible for the rise, or decline of societies' potential relative population-density, act integrally, in terms of unifying dynamics of the social/physical-economic process, as species of marsupials or mammals interact, within each, and among each, dynamically, as species-types.

Man, as a part of the Noösphere, is defined by those sovereign powers of the individual human mind, which generate the factors of change as the work of "discoveries," or the like, of the individual human mind. These discoveries are not happenstances, but are limited to those types of discoveries which correspond to discovery of universal physical principle, such as Kepler's uniquely original discovery of the principle of gravitation.

It is the fruit of *these powers, never present in any animal*, which has enabled the human species to reach a level of population of about six-and-a-half billions living persons.

The fluctuations in potential relative population-

6. See Peter Popham, "Murder in Perugia: Dangerous Games of the Facebook Generation," *The Independent* (London, U.K.), Nov. 11, 2007.

density are implicitly determined, primarily, by the degree to which the members of a society generate such uniquely human discoveries of principle, and also apply them. Thus, the maintenance of any given level of potential relative population-density of any nation, or any part of society, depends upon the determining, functionally subsuming role of those creative powers. These are not the power to discover mechanical gimmicks, for example, but are expressed only as discoveries of universal physical principle comparable to Kepler's unique discovery of gravitation and Leibniz's uniquely original discovery of the principle of the infinitesimal, which had been prescribed by Kepler as a product of Kepler's uniquely original discovery of not merely the effect, but the principle of gravitation.<sup>7</sup>

Since human activity necessarily seems to deplete what had been previously considered essential resources for maintaining a certain quality, life-expectancy, and level of human existence, it is only through progress in ideas corresponding to discoveries of universal physical principles, that mankind is enabled to sustain a presently given level of habitation (potential relative population-density) as it were indefinitely, or to improve mankind's potential relative population-density.

Not only is it essential that society maintain progress in respect to continuing discovery of fundamental physical principles, but to enjoy the benefit of existing such discoveries, we must employ them to mankind's advancement. Exemplary is the role of applied discoveries of universal physical principles, when applied to society's practice, in making possible an increase of the potential relative population-density of the human species. The ration of the total population engaged in such employment will then control the way in which societies' increase or decrease of potential relative population-density occurs. Whether this kind of improvement occurs, or whether it might be reversed, as through the influence of those malicious fellows called "Malthusians," not only determines the practical conditions for improvement of the human condition; but, a reversal of science-driven, relatively capital-intensive progress, has a destructive effect on the relative mental health of both the individual member of society, and the society as a whole.

The generation among us now between fourteen and thirty-five years of age, is experiencing the effects of a deep depression of the potential relative population-density of

the U.S. population (per capita and per square kilometer) relative to the level represented on the day President John F. Kennedy was shot down. For example, at the time the U.S. manned landing on the Moon had occurred, the U.S.A. had already begun to lose some of the working science and technology which had been essential to that Moon-shot!

While some fat fools believe themselves made mightily richer by physical-economic trends of the recent forty-odd years, the actually sustainable potential population-density of the populations of both the U.S.A. and western and central Europe has collapsed, at a generally increasing rate of collapse, since about 1967-1968.

In the case of such calamities, as we should recognize this in the patterns of decline of the U.S. economy since the cultural paradigm-shift of 1968-1971, the change for the worse appears first as a lowering of *potential* relative population-density; the decline which is engendered by that lowering of *potential* will be reflected "statistically" later, over the course of subsequent decades, as is manifest in the situation of the U.S.A. and other nations today. Thus, as in the case of the U.S.A. today, the leading institutions and populations react too late to recognize the folly intrinsic to what they foolishly consider an immediate period's successful change in policy. This point is crucial for understanding the intrinsic incompetence of the generality of U.S. private and governmental forecasters over the recent forty years.

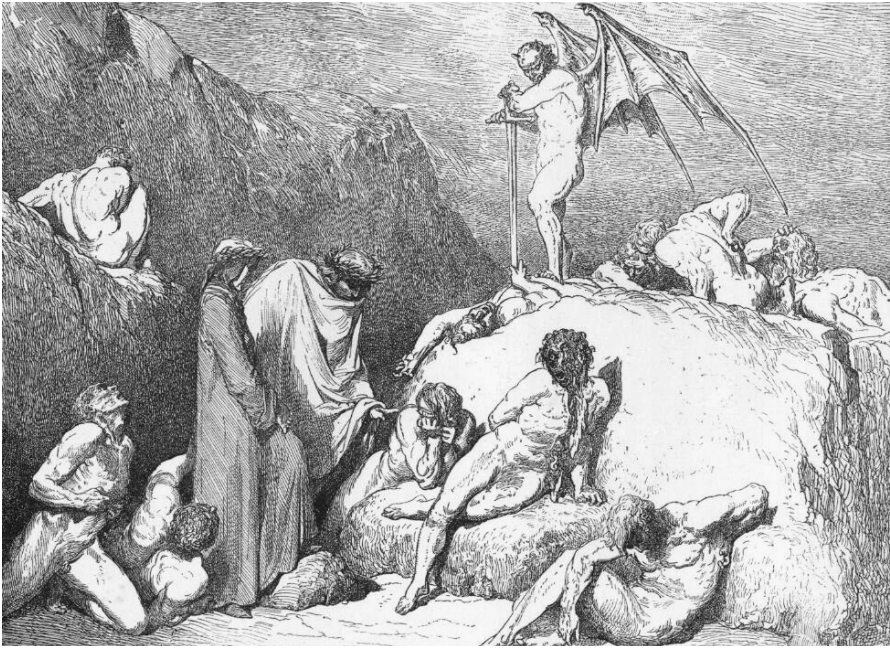
Thus, the physical potential relative population-density of the U.S. in terms of net U.S. margins of physical output, has been in an accelerating rate of collapse over the period since the calamitous inauguration of Richard M. Nixon, but the corresponding relative mental potential of the U.S. population has also collapsed disastrously. Worst of all, our present population is less capable of serious thinking, and by that standard much more poorly educated than that of the time President Kennedy was shot.

This kind of relatively temporary or long-term decadence of national cultures, is commonplace in retrospective views of relatively longer intervals in known history. The effect of such decadence, is invariably a corresponding increase of ugliness of the souls of the typical member of society, as Dante Alighieri emphasized this consideration in his *Commedia*, and Boccaccio in his *Decameron*.

The conditions of the combination of World War I and the rise of German fascism, and similar effects in other nations, were such a period of decline, from which the initiative of our President Franklin Roosevelt rescued mankind for a certain time. We are now, I repeat, in the fourth decade or longer of a steeply accelerating physical-economic and moral, intrinsic decline in trans-Atlantic culture.

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7. This role of uniquely human creativity, as typified by Kepler's uniquely original discovery of the principle of Solar gravitation, is a quality of action in the universe which is unknown to reductionists such as the ancient and modern followers of Euclid, or the modern empiricist. The philosophical reductionist resorts to the description of the effect of a principle, as in the form of mathematical formulas, rather than cognition of the relevant act of discovery itself.



*Schismatics, heretics, and scandal-mongers in Dante's Inferno: Their limbs are severed or maimed. The effect of cultural decadence, writes LaRouche, "is invariably a corresponding increase of ugliness of the souls of the typical member of society," as Dante emphasized. Etching by Gustav Doré.*

This decline did not generate, as if mechanically, the terrible decadence reflected by the "extreme events" considered in this present report; but, it did foster the preconditions for such awful moral and intellectual demoralization and decadence.

### **Permanent Revolution, Permanent War**

This connection should be quickly recognized in close study of the already extensive sample of evidence of withdrawal from social reality, into "virtual space," which is the trend, among other addictions, to habits like U.S. cases ranging from the "genetically" kindred MySpace, Facebook, into the homicidal maelstrom of computer games.

In my view of *anomie*, which differs in some crucial respects from that of Durkheim et al., the cause for *anomie* is expressed in the domain of more or less schizophrenic expressions of *ontological nominalism*, as schizophrenia has been recognized by relevant specialists as expressed by certain formalized uses of language. I refer to cases like the use of certain phrases as if they were, ontologically, "magic spells," or the like, in which the object of the term, or phrase does not correspond to the real-life role of man's interaction with the real world, but, rather a game which has no systemic correspondence to the life of the real world, but is presumed to operate through magical (e.g., schizophrenic) powers of symbol-mindedness.

Gambling manias are, presently, an extremely signifi-

cant expression of mass insanity of this type. Indeed, the present financial systems of Europe and the Americas are, predominantly, not practiced as economies, but as lunatic "magic of the marketplace" gambling systems which have become a dominant feature of the mass-insanity of the majority of our population at all income-levels. Wealth measured in terms of gambling successes, is the form of mass-insanity which has done the most to prompt our population to accept the lunatic changes in policies of national economic and related practice since the U.S. Nixon Administration's installation.

Extreme forms of reductionism ("symbolism" as a substitute for reality), are an example of such pathetic mental behavior. The characteristic "ideology" of MySpace and Facebook, or relevant "computer games," expresses that pa-

thetic kind of relative schizophrenia: flight from an abhorred experience of reality, like an enraged Rumpelstiltskin, tearing himself apart (suicide!) out of rage against the futilities of those impossible dreams called infantile fairy tales.

However, statistical economics of so-called "information theory," like that of Bertrand Russell devotees Professor Norbert Wiener and John von Neumann, or the methodology of the devotees of the mystic Ernst Mach generally, share the same formally mathematical pro-schizophrenic features.<sup>8</sup> Witness the introduction of the radically nominalist views of the types of Wiener and von Neumann to the subject of economic processes. That same type of pathology is specific to the causes for the presently crashing world monetary-financial system.

So, the typical big-time financial player in globalization, is undergoing what is "genetically" the same sociological effects of alienation, as *anomie* was described by France's Emile Durkheim and his followers. The treat-

8. Norbert Wiener, *Cybernetics* (New York: John Wiley, 1948), and *The Human Use of Human Beings; Cybernetics and Society* (Boston: Houghton Mifflin, 1954); or John von Neumann, *The Computer and the Brain* (New Haven: Yale University Press, 1958), with Oskar Morgenstern, *The Theory of Games & Economic Behavior*, 3rd edition (Princeton, N.J.: Princeton University Press, 1953). Both Wiener and von Neumann were devotees of Bertrand Russell, especially Russell's *Principia Mathematica*, (Cambridge: Cambridge University Press, 1994, reprint of 1927 edition), and both were expelled, at different times, from Göttingen University by David Hilbert, on well-founded charges of persistent incompetence, and, in the case of von Neumann, on the nastier charge, of plagiarism, as well.

ment of the subject of children's games among the Franco-Swiss followers of Durkheim, is relevant for study on this account.

Unless we change our present ways, we are, in fact, on the verge of experiencing, as within the Americas and western and central Europe, the same problem of mass-suicide mixed with terrorist aggressions, used as a weapon of warfare, as a method of combat in civil strife, a method of "terrorism," including suicide, as at Blacksburg and Jokela, which we profess to abhor in Southwest Asia. That will be the case for us, here in the U.S.A. and elsewhere, too, unless we make, not mere palliatives as "reform," but relevant kinds of systemic changes in our general forms of social and related policy at home, now.

In that sense, the prevalent trend in taught and practiced shaping of national and international economic policies since the inauguration of U.S. President Richard Nixon, has placed increasing emphasis for today's policy-shaping, on the matter of the destruction of an economy which had been based on the American System's traditional emphasis on growth in net physical production per capita and per square kilometer; we require a dramatic shift, away from the presumptions, like those associated with the Nixon Administration's wrecking of our economy, that the symbolic value associated with nominal monetary and financial wealth is the scale for measurement of both moral and physical values.

What I have presented as what the three indicated examples of ruin typify, is not simply a spontaneous sort of social mass-phenomenon. It is a correlative of a more than a century-long, complex process of pathological change affecting trends in Anglo-American military policy in particular, a change whose effects were already clearly implicit, even decades ago, even earlier than the lunatic plunge of the U.S.A. into Indo-China, in the reaction of certain forces to the 1945-1946 emergence of the threatened, Anglo-American use of nuclear weapons as characteristics of warfare.

Thus far, the most notable recent result of that change, has been what has become known as a "revolution in military affairs," a form of moral degeneracy associated with such current advocates of this as George Shultz, Vice-



*A statue of Giovanni Boccaccio (1313-1375) in Florence. The poet's Decameron presents stories that typify the period of Europe's 14th-Century New Dark Age.*

President Cheney, and Middlebury College's Felix Rohatyn, a strategy which is also to be recognized as comparable, in some circumstantial features, to a very special approach to what traditional Soviet military-strategic practice named, and practiced, as "asymmetric warfare." It was also, most emphatically, the doctrine of several works of Samuel P. Huntington, including his *The Soldier and the State* and his *Clash of Civilizations*, a dogma which is also to be associated with the policies of practice facilitated under George Shultz's and Felix Rohatyn's backing for Chile's Pinochet, in the Nazi-like methods applied, during the Nixon Presidency's period, in the Southern Cone of the Americas.

It is a practice now running at full tilt under former Defense Secretary and current Vice-President Dick Cheney in Southwest Asia, where subjects of the Bush Administration's tyranny, as in the U.S. Congress, have consented to continue the game of global doom which a worse than silly, current policy of the Bush-Cheney Admin-

istration has been playing, since that administration used the pretext of the "9/11" incident for unleashing the wave of mass-insanity which has dominated the Administration and most of the U.S. Congress and press since that orchestrated 9/11 event.

### **Russell as a Grand Inquisitor**

To understand the policies of Britain's Prime Minister Tony Blair and of the Bush-Cheney Administration throughout the 2001-2007 interval, we must look back to the roots of that current mass-insanity in the crafting of these long-range policies in the British Empire's so-called geopolitical aims, back during the course of the Twentieth Century, especially to those around the British circles of H.G. Wells, Lucifer-worshipper (Lucis cult) Aleister Crowley, and Bertrand Russell.

It is the reflection of precisely that ideology which we are meeting today in the phenomena of MySpace, Facebook, and killer computer games. What you are seeing in the *anomie* of MySpace, Facebook, and killer computer games, is the *anomie* expressed in the existence of its fresh-hatched, if already smelly egg. The mature speci-

## The Atomic Bomb and the Prevention of War

Bertrand Russell

Mr. Russell in transmitting this manuscript wrote us an interesting note indicating that it had been refused by five American periodicals of wide circulation. (It has appeared in the English journal *POLEMIC*.) In offering it to the *Bulletin*—which he reads "with interest and attention"—Mr. Russell trusted us to cut it if necessary without distorting his views.

We publish the article in full in the belief that Mr. Russell automatically deserves an American audience and that the *Bulletin* reader is sufficiently discriminating to profit from articles which he does not necessarily endorse.

### THE IMPACT OF ATOMIC WAR

The atomic bomb has set a problem to mankind which must be solved if any tolerable existence is to be possible for the human race. The problem is that of abolishing large-scale war, not at some distant future date, but quickly, before there has been time for another vast conflict to break out.

If the next great war were to occur

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tinue until disorganization makes the  
further manufacture of atomic bombs im  
possible. If one side succeeds first in this  
aim, it may consider that it has won a  
victory, but it will be a "victory" far  
more disastrous to the "victor" than any  
defeat known to history.

### THE COST OF "PREPAREDNESS"



PERMANENT PREVENTION

It is entirely clear that there is only one way in which great wars can be prevented, and that is the establishment of an international government with a supply of serious armed force. The League of Nations is not an international government, but a pretentious sham like the League of Nations under its present constitution. An international government, if it is to be able to preserve peace, must be able to produce the only atomic bombs, the only air squadrons, the only battleships, and, generally, the only military forces necessary to make it irresistible. Its atomic staff, its air squadrons, the crews of its battleships, and its infantry regiments must each severally be composed of men of many different nations; there must be no possibility of the development of national feeling in any unit larger than a company. Every member of the international armed force should be carefully trained in loyalty to the in-

Bertrand Russell's infamous call for nuclear war against the Soviet Union was published in *The Bulletin of the Atomic Scientists*, Oct. 1, 1946. If war were to take place soon, before Russia gains nuclear weapons, he wrote, America would surely win, "and American victory would no doubt lead to a world government under the hegemony of the United States—a result which, for my part, I should welcome with enthusiasm." As for a UN agreement to establish one world government, "If Russia acquiesced willingly, all would be well. If not, it would be necessary to bring pressure to bear, even to the extent of risking war, for in that case it is pretty certain that Russia would agree. If Russia does not agree to join in forming an international government, there will be war sooner or later; it is therefore wise to use any degree of pressure that may be necessary."

men will be a much more seriously evil proposition, if we allow it to mature as a force within society.

The same qualities of a mass-criminal mind now shared among Shultz, Rohatyn, et al. were also expressed, and that most significantly, earlier, as the vision of H.G. Wells' *The Shape of Things To Come*. It was the same policy-paradigm as that of the Bertrand Russell who was crucial in shaping the policy behind the otherwise militarily absurd nuclear bombing of Hiroshima and Nagasaki. This was the Russell who was the overt proponent, as in September 1946, of the launching of "preventive nuclear warfare" against the Soviet Union. Russell, at least the most damnably influential among the literally Satanic figures of his century, was a notable, and probably the most evil such personage of the Twentieth Century; but, as Satan is a fool in the end, Russell, was, also, a kind of silly fellow, and science incompetent, over-confident that the Soviet Union could not develop a timely nuclear weapons competence of its own.<sup>9</sup>

9. The key to the Soviet development of a nuclear arsenal much earlier than the Anglo-American co-thinkers of Russell had hoped feasible, was a Soviet scientific capability typified by one of the greatest scientific polymaths of the Twentieth Century, Academician V.I. Vernadsky. However, as Russell himself put it, he never regretted his campaign for "preventive nuclear" assaults on the Soviet Union, to, as Russell stated: pummel it into submission to world government, or, in other words "world government," or "globalization" today.

What Wells, Crowley, and Russell expressed was the outgrowth of a policy of practice commonly expressed by the British Empire since 1763, as in the use of private armies of the British East India Company, and its successors, in India and in western and Central Asia. This has been the precedent for the operations run as their games, to the present day, as in Tony Blair-style extensions of the intentions and practices of the same Sykes-Picot Treaty, now being expressed anew, today, in the London-orchestrated and Speaker Nancy Pelosi's recently attempted favor to London, to employ its controlled assets among Kurds to blow up the entirety of the region now.

Russell's case is to be emphasized as being of crucial, clinical relevance in studying the unifying characteristics of the three cases of tragic folly referenced at the opening of this report: Paulson's folly in reaction to the already on-

rushing collapse of the world's present monetary-financial system, and the subjects of the Perugia killing and the Joke-la High School shooting.

## Paulson: Lunacy as Economy

Consider the young adults and adolescents who are being drawn into the un-world, "alternative, virtual space" of "Lord of the Flies" models such as MySpace, Facebook, and acquired mad-killer mental habits of point-and-shoot computer games. The victims of those induced delusions have fled from reality in hordes, like legendary lemmings; they are currently fleeing, further and further away from the real world, into the characteristically infantile strain of emotional, judgmental state of mind associated with emotional membership in a synthetic, non-existent world, like that of "Star Wars," "The Lord of the Rings," "Harry Potter," and the like. What we witness in the victims of these cults, is a special kind of what is fairly labeled "mass-schizophrenia as a social phenomenon."

The dupes of this modern dionysianism are the mass of the rat-pack-like dionysian followers of Friedrich Nietzsche, and are Nietzsche's Nazi devotees in the slightly different cultural world of today.

The tendency produced by such mass-delusional habits of practice as those of the associates of such groups as both the neo-Nazi and Antifa cults of Germany today, is the kind

of mind we might associate with a very clever, but thoroughly insane pack of fanatically aggressive rhesus monkeys, or the very dangerous creature, with matching sexual behavior akin to that reported from Perugia, represented by an even much cleverer adult male baboon or chimpanzee.

The expressed “cleverness” of such ape-like, or virtually schizophrenic human creatures, is that they may develop advanced technical skills in manipulation of symbols, but appear to have virtually lost the quality of cognitive insight into the actually dynamic arrangement of cause and effect in the real world.

We are thus confronted now with a certain special sort of product of this same type of group-sociopathology, in the instance of the role of symbol-minded pseudo-economists such as the Myron Scholes of LTCM notoriety. The outstanding fact of that matter, is that Scholes and like professionals appear to have learned much less than nothing from the experience of the catastrophe they orchestrated through the forecasting methods which they had employed in creating what became known as the 1998 LTCM case. In the more recent trends in the forecasting behavior of such types, since the experience of 1997-1998, they have gone much further in their “mathematical models,” with the result that hedge-fund practices, and kindred pestilences, have converged on what are more “perfected” mathematical versions of the same lunacies which produced the 1998 crisis.

Now, extend this picture to include the membership of Secretary Paulson in a psychopathological delusion of a financial group formation riddled with the influence of the same underlying sociopathic characteristics. Today’s nominal assets, representing claims which had become more ferocious in their expression than that of the baboon defending his baobab nuts, is demanding full payment for income which was never actually earned in any real-universe sense of assets, and demanding that each other be paid in full, or as nearly so as might be imagined.

Such a mentally deranged person had merely calculated that he had earned a profit, when there had been no net increase in other than purely symbolic, relatively content-free forms of presumed gains in amounts of what are, under relevant U.S. constitutional law, counterfeited financial utterings. These delusory “earnings” might be expressed as of the type of “*My accountant will warn you, that you can show the sum indicated by my check to you on your balance-sheet, on condition that you never attempt to actually cash that check.*”



T. Breuer, M. Ndoundou-Hockemba, V. Fishlock

*The expressed “cleverness” of ape-like, or virtually schizophrenic human creatures, “is that they may develop advanced technical skills in manipulation of symbols, but appear to have virtually lost the quality of cognitive insight into the actually dynamic arrangement of cause and effect in the real world.” Here, although a gorilla exhibits primitive tool use, he will never make it to the Noösphere.*

Then, the day arrived, when the speculators in fraudulent utterances presented their fraudulent checks for payment: *Ka-Boom!*

Now, the entire world system has entered, recently, into a chain-reaction collapse of the world’s financial-monetary system, through what has become, since the pre-October 1987 days of Michael Milken, a mutation of the same infectious practice of fraud, which is expressed in the form of a frenzied orgy of ferociously competing attempts to cash fraudulently uttered equivalents of checks. The equivalent zoo’s adult-male rhesus-type financial monkeys have gone absolutely mad.

We live in a world in which we sense that “Almost everyone among our wealthiest is doing it.”

The systemic effect of such types of habituation, is a diseased moral and formal-intellectual state of mind which echoes the criminalized state of mind which impelled Pericles’ Athens into its Peloponnesian War. Athens never regained, to the present day, what it had lost through that folly, then. We, fortunately, have inherited the advantage of the greatness which the tradition of Solon of Athens expressed as the heritage of the Pythagoreans and Plato’s other circles.

It must be an advantage we are resolved to use.

# I. Origins of The Disease



# The Noösphere vs. The Blogosphere

by Matthew Ogden

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*The British Empire hates and fears nothing more than the cultural optimism of a young, patriotic American.*

*Such were the youth of 1776; such were the youth 100 years later, inspired by the great 1876 Centennial exhibition, in which the U.S.A. proved to the world that the American System of Hamiltonian economics could turn an undeveloped frontier into the agro-industrial superpower of the world, in less than 100 years' time, even in the face of repeated military attacks from the imperial Mother England.*

*When Abraham Lincoln succeeded in saving the Union in 1865, proving to the world that such a republic could long endure, it became clear to the British that the legacy of the American Revolution would not be swept away by mere military force. The American people would have to be induced to bring about their own self-destruction, from within, through their own apparent self-volition. This required a new breed of British imperialism, one not powerful through the clamors of war, but one of quieter, more beguiling subversion. The new generation of the British Empire emerged in the characters of H.G. Wells and Bertrand Russell, the new species of liberal British imperialists.*

*The British Empire is still, today, trying to erase the legacy of the American Revolution.*

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Today, the Internet, “the free circulation of information,” is generally used to argue the “inevitability” of globalization. The elimination of borders, the disappearance of nation-states, and the blurring of any form of sovereignty: Globalization is the thermodynamic “heat death” of human culture, degeneration towards an undifferentiated world “blah” (what some have dubbed the *blogosphere*, better named the *blah-gosphere*).

Fools call this democracy—H.G. Wells calls this the World State.

## Quiet Fascism

In what is no mere science fiction novel, but rather H.G. Wells' *Mein Kampf*, a manifesto of intent, *The Shape of Things To Come*, *The Ultimate Revolution* is Wells' dream



Library and Archives Canada

*One of the “new breed” of British imperialists, H.G. Wells believed in a liberal fascism, enforced through “group psychology.” Wells is the ideological godfather of the cult of Wikipedia.*

of future world government, globalization, administered by a “self-appointed, self-disciplined elite,” which would emerge in the aftermath of the collapse of the world monetary system, decades of world war, and global plague. This world government would be freed from the burden of sovereign nation-states “obsessed by the Treaty of Westphalia.” The World State would be fascist in form, but Benito Mussolini, and even Adolf Hitler (in Wells’ view, “one of the most incredible figures in the whole of history,”) were too “nationalistic” and “shallow.” These two were merely the “first crystallizations” of a greater, universal Fascism.<sup>1</sup>

The key to the establishment of the World State, contrary to the methods of what Wells calls “the theatrical Mussolini and the hysterical Hitler,” is the quiet fascism of Group Psychology, “the psychology of association,” pioneered by a fictionalized social psychologist whom Wells names Gustave de Windt.<sup>2</sup> “The Modern State revolution was from the first educational and only secondarily political; it ploughed deeper than any previous revolution.” Wells’ recipe for successful fascism depends on the ability to control group psychology. “While the World Council was fighting for and directing and carrying on the unified World-State, the Educational Control was remoulding mankind.” The control by these social psychologists ultimately supersedes the power of the World Council, becoming “the whole literature, philosophy, and general thought of the world ... the reasoning soul in the body of the race.”

In his chapter called “The Schooling of Mankind,” Wells states, “one of the obscurest and most debatable of education problems,” which any aspiring world-oligarchy, such as his own British Fabian Society, is faced with solving is, “the variability of mental resistance to direction and limits set by nature to the ideal of an acquiescent cooperative world.” Wells’ hero, in this regard, is his social psychologist, de Windt, who, “preoccupied by his gigantic schemes for world organization, had treated the ‘spirit of opposition’ as purely evil, as a vice to be guarded against, as a trouble in the machinery which was to be minimized as completely as possible.”

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1. Wells’ is a sophisticated fascism, more worthy of the British Empire, as he professed already one year before publishing *The Shape of Things To Come*, in a public speech at Oxford in 1932: “I am asking for liberal Fascisti, for enlightened Nazis.”

2. Wells’ character Gustave de Windt is clearly modeled on the “doctors” of the Tavistock Institute (see Dave Christie, “INSNA: Handmaidens of British Colonialism,” later in this report). Wells’ group psychology is the study of “the origins and working processes of the social structure by which [people] live.” De Windt publishes a book, *Social Nucleation*, which is an “exhaustive study of the psychological laws underlying team spirit and *esprit de corps*, disciplines of criminal gangs, spirit of factory groups, crews, regiments, political parties, churches, professionalisms, aristocracies, patriotism, class consciousness, organized research and constructive cooperation generally. It did for the first time correlate effectively the increasing understanding of individual psychology, with new educational methods and new concepts of political life.”

## Wikipedia and H.G. Wells’ ‘World Brain’

In this light, it is foolish to believe that H.G. Wells’ novel is a mere eccentric pipe-dream, or a benign prophecy. Four years after publishing *The Shape of Things To Come*, Wells wrote a non-fiction essay, published in 1937, called “World Brain: The Idea of a Permanent World Encyclopedia.” While calling for a super-university, to replace the universities of the old type,” Wells announces that “thinkers of the forward-looking type whose ideas we are now considering, are beginning to realize that the most hopeful line for the development of our racial intelligence lies rather in the direction of creating a new world organ for the collection, indexing, summarizing, and release of knowledge, than in any further tinkering with the highly conservative and resistant university system, local, national, and traditional in texture, which already exists. These innovators, who may be dreamers today, but who hope to become very active organizers tomorrow, project a unified, if not centralized, world organ to ‘pull the mind of the world together.’”

In this “Permanent World Encyclopedia,” as he calls it, “a great number of workers would be engaged perpetually in perfecting this index of human knowledge and keeping it up to date,” creating “this new all-human cerebrum,” “the creation, that is, of a complete planetary memory for all mankind.”

Dreaming of achieving “a real intellectual unification of our race,” Wells reveals the imperial utopian intention of “this Permanent World Encyclopedia, so compact in its material form and so gigantic in its scope and possible influence.” He elaborates: “A series of summaries of greater or less fullness and simplicity, can be continually issued and revised. In the hands of competent editors, educational directors and teachers, these condensations and abstracts incorporated into the world educational system, will supply the humanity of the days before us, with a common understanding and the conception of a common purpose and of a [British] commonweal such as now we can hardly dream of. And its creation is a way to world peace that can be followed without any very grave risk of collision with the warring political forces and the vested institutional interests of today. Quietly and sanely this new encyclopedia will, not so much overcome these archaic discords, as deprive them, steadily but imperceptibly, of their present reality. *A common ideology based on this Permanent World Encyclopaedia* is a possible means, to some it seems the only means, of dissolving human conflict into unity.”

This *Pax Mundi* imagined by Wells<sup>3</sup>, was an idea he

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3. To convince his readers of the need for the world to surrender to his *Pax Mundi*, in *The Shape of Things to Come*, Wells describes the terrifyingly inhuman horrors of World War I to nauseating length, declaring that, all too easily, “fear and bloodlust ... wipe out all the slowly acquired restraints and tolerances of social order very quickly and completely from any breed of

shared with his fellow members of the Fabian Society of London. Nominal “peacenik” Bertrand Russell sought to enforce this peace through the threat of nuclear annihilation, calling for the dropping of an atom bomb on Russia to demonstrate for the world what the English-speaking World State<sup>4</sup> could do to a people with too much enthusiasm for the development of their nation. In *The Shape of Things To Come*, Wells’ World Council is also known as the Air Dictatorship, which would systematically attack so-called “lapsed regions,” in order to “tidy up” any “artificial resistances left over from the pre-revolutionary age.”

On the eve of a threatened bombing of Iran by a Dick Cheney-led U.S. Air Force, which will almost certainly lead to global irregular war and destroy the United States as a viable republican nation-state, it is important to recollect what the real American Republic represented dur-

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men.” On this testament to the supposed underlying bestiality of man, Wells asserts his belief that “peace is less natural than war.”

4. Part of Wells’ Ultimate Revolution was, in fact, the elimination of all national languages in favor of “Basic English,” which had a vocabulary of only 850 words, but which he wished to become the “world language.” In Wells’ future world: “The English most speak and write today is a very different tongue from the English of Shakespeare, Addison, Bunyan or Shaw: it has shed the last traces of such archaic elaborations as the subjunctive mood.”

## The American vs. The British System

*From Elliott Roosevelt’s As He Saw It (New York: Duell, Sloan and Pearce, 1946):*

“As ever,” Elliott Roosevelt writes, “Father was interested in finding out more about the country, and in probing around for ideas that would help to solve its problems. He and the Iranian officials discussed the barren desert which made up such a great part of their country; they told him how, in centuries past, their land had been heavily wooded, and told him how it had become a dust bowl. This was a familiar subject to Father; warming up, he raised the question of a gigantic reforestation program; shifted from there to the plight of the majority of the Shah’s subjects; tied the two things together; and was at length drawn by his visitors to a consideration of the economic grip which Britain had on Iran’s oil wells and mineral deposits. Father nodded sympathetically, and agreed that steps should be taken to safeguard Iran’s natural wealth.”

ing the time Wells was writing, and why the British Fabian faction has been working ever since to install a Dick Cheney-like dictator and corrupt the minds of the American people, especially the youth. Remember, for example, the relationship that the much-loved President Franklin Roosevelt had to the then-leader of Iran, the Shah of Persia, Mohammed Reza Pahlevi, as documented in *As He Saw It*, a book by FDR’s son Elliott Roosevelt, about his father’s role in the councils of the Big Three during World War II (see box).

Roosevelt’s mission was an anti-British, anti-globalization, anti-colonial policy of economic development. It was the historical mission of American patriots to spread the American Revolution to the nations of the world. But after Roosevelt died, the United States was treasonously dragged into working for British imperial schemes: Truman dropped atomic bombs, thus asserting the power of fear of an “Air Dictatorship,” and over the decades since, the mission of FDR has been all but forgotten. No longer is it the expressed mission of the United States to defend the sovereignty and economic development of nation-states. The Internet is used to assert globalization’s “inevitability,” quietly enforcing a “common ideology,” thus turning a formerly vibrant and diversified world, where human progress comes out of dialogue between uniquely different nations and cultures,



*The Shah of Iran and President Franklin Roosevelt, in 1943 at the Tehran Conference.*

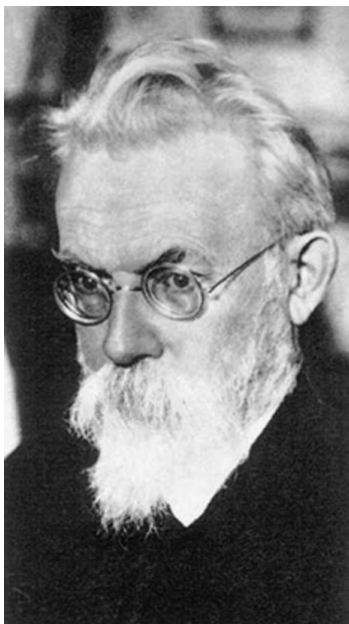
After this scene, Roosevelt orders a “draft memorandum guaranteeing Iran’s independence and her self-determination of her economic interests.” He muses, “An economic agreement from the Russians and the British guaranteeing Iranian sovereignty and political independence—it should be a good example of what we’ll be able to accomplish, later on.”

into an undifferentiated, consensus-worshipping “blogosphere.”

## Vernadsky's Noösphere

For purposes of counterpoint, let us consider the ideas of another figure at the time of Franklin Roosevelt, leading Ukrainian-Russian scientist Vladimir Vernadsky. What H.G. Wells and the British hated about FDR and his American System of economics, Vernadsky loved and recognized as the living demonstration of his own discovery of the hierarchical physical organization of the universe. Vernadsky saw Roosevelt's intention to make the deserts bloom, like in Iran or Morocco, through the use of infrastructure in the image of the Tennessee Valley Authority, and saw in it the emergence of a new geological age, the Age of the Noösphere, in which the creative power of man's mind, a power belonging to no other species, transforms and improves the planet. The works of man would begin to dominate the Biosphere and subsume it, creating a planetary Noösphere. As he described it, “Man, under our very eyes, is becoming a mighty and ever-growing geological force.”<sup>5</sup>

The Noösphere is not, as we hear among the ignorant jabbering belched from the bowels of the blogosphere, some sort of mystical “living tissue of collective consciousness”; it is not the “Mind of Gaia”; it is not what Sir Julian Huxley<sup>6</sup>, a close collaborator of H.G. Wells, describes as “a global unification of human awareness,” an “organized web of thought, a noëtic system operating at high tension, a piece of evolutionary machinery capable of generating high psychosocial energy.” Huxley's image of the Noösphere as “the union of the whole human species into a single inter-thinking group based on a single self-developing framework of thought,” is actually the idea of Wells' “World Brain” blogosphere. This sort of garbage, which could only be the product of people brainwashed by too many so-called “cyberdelic experiences” in virtual reality, is intended to twist the scientific opti-



Ukrainian-Russian scientist V.I. Vernadsky's concept of the Noösphere asserted that human creativity was the most powerful force in nature.

mism of Vernadsky,<sup>7</sup> obscuring the domain of Vernadsky's real science, and maliciously weaving him into the anti-science, Green Cybernetics cult promoted by Al Gore<sup>8</sup> and his fellow pro-British heirs of H.G. Wells and Bertrand Russell.

Vernadsky's Noösphere actually has a physically measurable biogeochemical existence. Vernadsky cites, as empirical evidence of the coming of the Noösphere, the production, by man, of “the countless number of artificial chemical combinations newly created on our planet,” such as native aluminum, “which never before existed on our planet, [but] is now produced in any quantity.” This increasing ratio of the products of man's cognition over the products of merely living processes, is the measure of the increasing ratio of the Noösphere over the Biosphere. “Chemically, the face of our planet, the biosphere, is being sharply changed by man.... The aerial envelope of the land as well as all its natural waters are changed both physically and chemically by man.... Besides this, new species and races of animals and plants are being created by man. Fairy tale dreams appear possible in the future; man is striving to emerge beyond the boundaries of his planet into cosmic space. And he probably will do so.”<sup>9</sup>

Vernadsky's biogeochemistry becomes the science of physical economy in the hands of economist Lyndon LaRouche, measurable sciences in both cases; in the former, chemically, in the latter, in terms of relative potential population density: “Man, as a part of the Noösphere, is defined by those sovereign powers of the individual human mind, which generates the factors of change as the work of ‘discoveries’.... It is the fruit of these powers, never present in any animal, which have enabled the human species to reach a level of population of about six-and-a-half billions living persons.”<sup>10</sup>

This is the healthy state of mankind. If our generation is to save the American Republic from the British Empire, reviving the legacy of Franklin Roosevelt, and to succeed in bringing noëtic man outside the boundaries of Earth and into the cosmic space beyond, it's time you cure yourself of the disease called “cyberspace,” and drop out of the cult of the blogosphere.

5. V.I. Vernadsky, “Some Words About the Noösphere,” *21st Century Science & Technology*, Vol. 18, No. 1, Spring 2005.

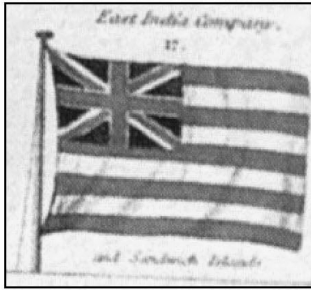
6. Co-authoring several books with Wells, Sir Julian Huxley was the head of the London Eugenics Society and the founder of the World Wildlife Foundation. Wells testifies to his support for Huxley's “environmentalist,” Hitler-style eugenics in *The Shape of Things To Come*: “It does not increase the interest of the human assembly to suffer avoidable mental cripples and defectives.” In order to “stabilize” the world population at 2 billion, “the painless destruction of monsters and the more dreadful and pitiful sorts of defectives was legalized, and also the sterilization of various types that would otherwise have transmitted tendencies that were plainly undesirable.”

7. Just as Norbert Wiener perverts Gottfried Leibniz, naming him the “patron saint of Cybernetics.” (See Christie, *op cit.*, footnote 2.)

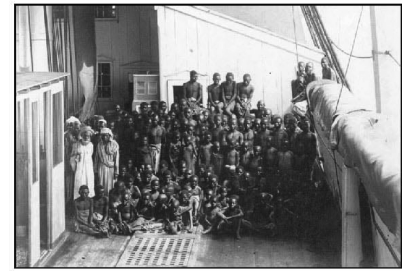
8. Al Gore is, however, nearing blogospheric proportions.

9. Vernadsky, *op cit.*

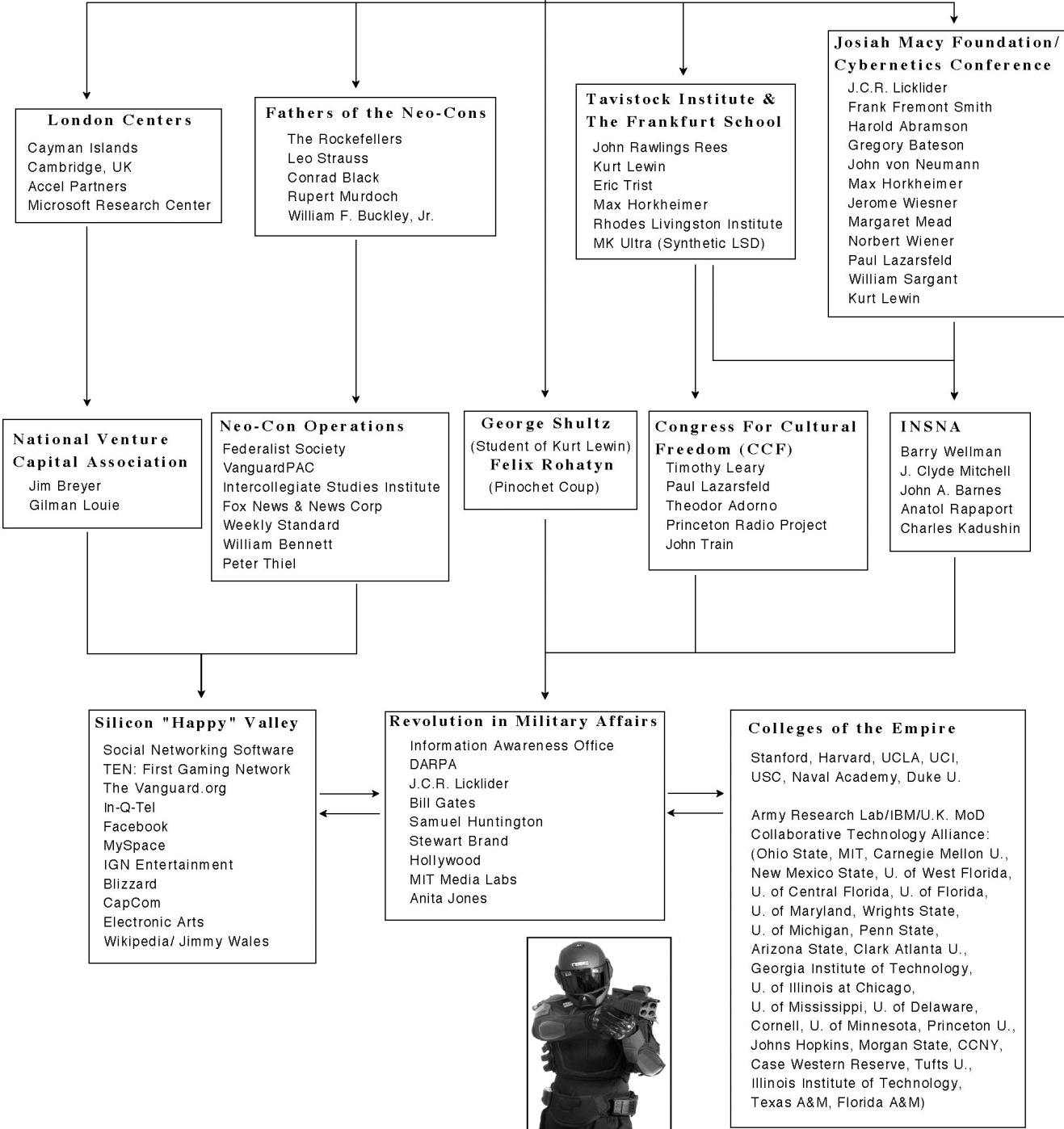
10. “From Milken & Enron to Perugia: ‘Extreme Events!’” Lyndon H. LaRouche, Jr., *Executive Intelligence Review*, Nov. 23, 2007. Republished in this pamphlet.



**The British Empire**  
 Thomas Huxley; Lord John Russell: Prime Minister  
 1856-66 funded the Confederacy



**WWII Generation British Empire**  
 Lord Bertrand Russell: Grandson of John  
 H.G. Wells: Student of Thomas Huxley  
 Julian and Aldous Huxley: Grandsons of Thomas  
 Lord Beaverbrook: Ministry of Information  
 Prince Bernhard: Supporter of Hitler



# INSNA: 'Handmaidens of British Colonialism'

by David Christie

Is it conceivable that the millions of youth who are now addicted to social networking sites like facebook.com and myspace.com, have undergone collective amnesia? When Rupert Murdoch bought myspace.com, why wasn't there a massive boycott of the site? Perhaps these youth forgot that Rupert "Joseph Goebbels" Murdoch's media empire has been the main propaganda outlet for the perpetual war of Dick Cheney and his Nazi minions. Maybe they have never read the *Wall Street Urinal*, as it propagandizes for the parasitical bankers of London and Wall Street. Or, perhaps they have never watched Fox TV, as it holds its daily Nuremberg rallies for couch potatoes.

Then, there is the case of Bill Gates, who through his costume of "über-nerd," has duped many Americans into forgetting that his software empire is so huge that it can't even be called a monopoly.

Yet, millions of zombified youth continue to be spied on by these billionaire voyeurs, giving them and the empire they represent a "psychological peep show" never before dreamed of by even the most psychotic "social engineers."

The subject of this report is an overview of the history of "social engineering," as it evolved from old-fashioned electroshock therapy, to the modern "groupie-shock therapy." These social networking sites are simply a rehash of projects out of places like London's Tavistock Institute and the Research Center for Group Dynamics at the Massachusetts Institute of Technology (MIT), whose "social scientists" have attempted to herd the population into consensus through group dynamics. These same bodies have then convinced the population that the real term for consensus is "democracy."

Yet, as we shall see, this attempt at creating a truly "democratic society," has always been funded by foundations linked to the British Empire, such as the Rockefeller Foundation, Ford Foundation, Russell Sage Foundation, and Josiah Macy Foundation, to name a few. These oligarchical foundations have engineered both sides of the "left-right" coin, enforcing the democracy of consensus on one side, promoting fascist movements on the other. Their hoax has convinced people that there actually is a difference between the two sides, while setting the left against

the right, thereby ensuring their mutually assured destruction. Through these *divide et impera* tactics, these foundations have become the *tertius gaudens*—the "third who benefits."

Today's social engineering project in group dynamics comes from a relatively small grouping of "social engineers" called the International Network of Social Network Analysis (INSNA). INSNA, like its "social scientist" forefathers, continues the tradition of acting as lackeys for international finance. Its members reside at such nasty places as the Olin Foundation and the Irwin Foundation. INSNA boasts that four of its members are knights in royal orders, such as the Order of Orange Nassau, which was headed by the Nazi Prince Bernhard, until he returned to Hell in 2004.

One thing Nazis like Prince Bernhard and Joseph Goebbels know: Persuasion is key to setting up fascist movements. That is why oligarchical foundations are dumping billions of dollars into social-networking technologies:

"The Stanford Persuasive Technology Lab creates insight into how computing products—from websites to mobile phone software—can be designed to change what people believe and what they do. For that reason, we're studying Facebook—it's highly persuasive"<sup>1</sup> (emphasis added).

INSNA comes from a long line of "intellectuals" who have all been intellectually sodomized by Bertrand Russell. "Dirty Bertie's" life-long mission was to reduce the human mind to a binary processor. This reductionism was the basis for "experiments" carried out by facilities such as the Tavistock Institute in London and the Rhodes Livingston Institute in Zambia. The reductionists in Russell's positivist stable continue, to this day, to have silly discussions on topics such as: "Is the human mind more like a monkey, or more like a machine?"

You are invited to join the real discussion, which begins with the question, "How is your mind actually different from monkeys' and from machines?" Joining that discussion means that you will join a debate that is intertwined with the history of mankind. If you are truly serious, the

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1. <http://credibilityserver.stanford.edu/captology/facebook/>

discussion comes to the highest point around the writings of Lyndon LaRouche. LaRouche pointed out the obvious insanity of Bertrand Russell and his followers, by defending the method of Gottfried Leibniz against their cybernetic hoax. In refuting Russell's dogma, LaRouche developed the most advanced conceptions of physical economy to date.

But, to really join the discussion means you must act. If you choose to defend the human mind, or soul, as something existing within every individual on the planet, then you must wage the fight against the British empire and its "globalization." You must defend the sanctity of creativity from these imperial agencies and their brainwashing operations. That means you must get off MySpace. Get off Facebook, too. Put your joystick of mental masturbation away and actually engage your mind. Defend the principles that are the core of the U.S. Constitution: the General Welfare, Posterity, and Sovereignty. Get off the Blogosphere and join the Noosphere.

### The Tavistock Clinic

Our brief overview of social engineering begins at London's Tavistock Clinic. The "doctors" of Tavistock adopted Bertrand Russell's view that the human mind is simply a binary processor of stimuli, which avoids pain and seeks pleasure. It was from this standpoint that the Tavistock

Institute developed its peculiar techniques for creating a "mass psychology."

According to the official history of the Tavistock Clinic: "In 1920, under its founder Dr. Hugh Crichton-Miller's leadership, the Clinic made a significant contribution to the understanding of the traumatic effects of 'shell shock.'..."<sup>2</sup>

What began as an exploration of "shell shock," and its effects on individuals, was to evolve into explorations of how to induce the state of shell shock on entire populations. John Rawlings Rees<sup>3</sup> and his cohorts at Tavistock became key figures in developing techniques of mass psychology, which they then shared with their counterparts in Europe and the United States.

Tavistock's founder, Dr. Crichton-Miller, was not willing to be as "maverick" in psychological manipulation techniques as John Rawlings Rees, so Rees began a cam-

2. Eric Trist "The Formative Years, The Founding Tradition, Pre-War Antecedents" (available at [moderntimesworkplace.com](http://moderntimesworkplace.com)).

3. After Rudolf Hess was brought to Britain for safekeeping, he developed a trusting relation with his doctor, John Rawlings Rees. Extensive work was done on Rees and the Tavistock Institute by the National Caucus of Labor Committees, and published in *The Campaigner*, during the 1970s. See, for example, "The Tavistock Grin," Parts 1 and 2, *The Campaigner*, April and May 1974. Available at [www.wlym.com/PDF-68-76/CAM7404.pdf](http://www.wlym.com/PDF-68-76/CAM7404.pdf).

## 'Dirty Bird' Bertrand Russell

"I think," Russell wrote, "the subject which will be of most importance politically is mass psychology.... Its importance has been enormously increased by the growth of modern methods of propaganda. Of these the most influential is what is called 'education.' Religion plays a part, though a diminishing one; the press, the cinema, and the radio play an increasing part.... It may be hoped that in time anybody will be able to persuade anybody of anything if he can catch the patient young and is provided by the State with money and equipment."

Russell continued, "The subject will make great strides when it is taken up by scientists under a scientific dictatorship.... The social psychologists of the future will have a number of classes of school children on whom they will try different methods of producing an unshakable conviction that snow is black. Various results will soon be arrived at. First, that the influence of home is obstructive. Second, that not much can be done unless indoctrination be-



gins before the age of ten. Third, that verses set to music and repeatedly intoned are very effective. Fourth, that the opinion that snow is white must be held to show a morbid taste for eccentricity. But I anticipate. It is for future scientists to make these maxims precise and discover

exactly how much it costs per head to make children believe that snow is black, and how much less it would cost to make them believe it is dark gray."

Russell concluded with a warning: "Although this science will be diligently studied, it will be rigidly confined to the governing class. The populace will not be allowed to know how its convictions were generated. When the technique has been perfected, every government that has been in charge of education for a generation will be able to control its subjects securely without the need of armies or policemen."



John Rawlings Rees

paigned to manipulate his way into the leadership of the clinic. He ran a psychological terror campaign, using rumors, to force the elderly Dr. Crichton-Miller to resign after he nearly suffered a mental breakdown. Eric Trist, who would later become the director of Tavistock, describes the event differently, giving an insight into the nature of those associated with the clinic:

“Since ‘authoritarian’

government of the medical kind in a path-finding organization such as the Tavistock Clinic proved dysfunctional, a transition to a collegiate professional democracy took place in the early 1930s, when problems arising from the Depression shook many cherished beliefs and raised new questions concerning the role of social factors in psychological illness. This organizational revolution brought to the front a younger generation of clinicians with a level of ability and a maverick quality that would otherwise have been lost.”<sup>4</sup>

## Brainwashing

Rees, Trist, and their Tavistock associates used various techniques of coercion, all of which applied the same basic format: Induce massive physical or psychological stress in an individual, and then relieve that stress. Through repeated vacillations between stress and relief, the “patient” eventually becomes intensely suggestible. The Tavistockians attempted to perfect techniques of coercion, such as electroshock therapy, hypnosis, and the use of mind-altering drugs to achieve brainwashing or “re-programming” for their victims.

As they explored these techniques, Rees realized that the more “maverick” approach involved the “role of social factors in psychological illness.” In other words, individual brainwashing tactics, such as electroshock therapy or the use of drugs, though powerful, were no match for the power of the *group* in enforcing behavior. So Rees and his partners explored “group dynamics,” adopting the object-relations approach of Melanie Klein, which “emphasized relationships, rather than instinctual drives and psychic energy.”<sup>5</sup>

The idea was to re-create a family dynamic, or a dynamic of peer pressure, in group therapy, where predeter-

4. Trist, *op cit.*, footnote 1.

5. *Ibid.*



Eric Trist

mined objectives were forced onto the group through consensus, or “democracy,” in the language of these social engineers. The idea was that by attacking someone’s sovereign identity in the group, that individual would forfeit his or her sovereignty to the group and become suggestible to the predetermined objectives.

The Tavistock techniques were so effective that the British empire eventually gave Tavistock “guinea pigs”: They were given responsibility for selecting the officers of the British Army, and the British government allowed Tavistock to craft the training programs for those officers. Tavistock then took their group brainwashing techniques onto the battlefield, calling the practice “command psychiatry.” The field “clinicians” were described by Rees as “psychiatric shock troops.”

“The group who entered the Directorate of Army Psychiatry took a novel approach to the human resource problems facing the army. Rather than remain in base hospitals they went out into the field to find out from commanding officers what they saw as their most pressing problems.... The concept thence arose of ‘command’ psychiatry, in which a psychiatrist with a roving commission was attached to each of the five Army Commanders in Home Forces.”<sup>6</sup>

## Kurt Lewin

Kurt Lewin, a pioneer in “group dynamics,” was part of the early Frankfurt School and fled Germany when Hitler took power. He came to the United States in 1933, with his “ticket” bought by the Rockefellers. On his way, he stopped at Cambridge, England, to visit Tavistock’s Eric Trist.



Kurt Lewin

Lewin set up shop at the University of Iowa, where he was a professor of child psychology. He eventually went to the Office of Strategic Services (OSS), and, like his Tavistock counterparts in the British military, explored group dynamics concerning troop morale, the psychology of food rationing, and other elements of psychological warfare. This passage from his book *Time Perspective and Morale*, illustrates his grasp of psychologi-

6. *Ibid.*

cal warfare:

“One of the main techniques for breaking morale through a ‘strategy of terror’ consists in exactly this tactic—keep the person hazy as to where he stands and just what he may expect. If in addition frequent vacillations between severe disciplinary measures and promises of good treatment together with spreading of contradictory news, make the ‘cognitive structure’ of this situation utterly unclear, then the individual may cease to even know when a particular plan would lead toward or away from his goal. Under these conditions even those who have definite goals and are ready to take risks, will be paralyzed by severe inner conflicts in regard to what to do.”<sup>7</sup>

In a sane society, Lewin’s books would have been used for toilet paper, or filed near the Nazi paraphernalia. Instead, he was given a lot of money to craft social engineering projects.

Lewin and his followers developed techniques for modelling group dynamics that were based on the degree of attraction between individuals. Lewin used the language of electromagnetism to describe the relationships, borrowing from Maxwell’s “field theory” for electromagnetism. Since Maxwell had decided that causality in science was irrelevant, his “field theory” wasn’t actually science. Maxwell simply described the “field” as an aggregate of the observable degree of cohesion between the point masses in that field. Through circular logic, the characteristics of the “field” simply became a statement that reflected Maxwell’s assumed axioms about the nature of the relationships between the objects. And, as a closed system, the field was subject to the arbitrary laws of entropy.

Like Maxwell, Lewin’s “field theory” applied the same circular logic to human relations. Lewin assumed that humans were like monkeys, whose relationships were determined through a calculus of hedonism. Where Maxwell assigned a “one” for a strong degree of cohesion and a “zero” for weak attraction in an electromagnetic grid, Lewin would do the same: “one” for the level of attraction between a monkey and its mother; “zero” for a predator monkey. The “field” became an aggregate of the relations among the hedonistic monkeys, which merely reflected Lewin’s axioms about the nature of humanity. Universal principles, such as *agapē*, were reduced to “game theory” by Lewin and his acolytes. As a closed system, devoid of principle, Lewin’s field was also subject to entropy, or what a zoologist would call “ecology.”

Entropy applied to magnets and monkeys is one thing, but what happens when these rules are applied to humanity? Is a human economy subject to the same rules as a monkey ecology? For Lewin, Maxwell, the Tavistockians, and all the intellectually retarded children of Bertrand

Russell, the answer is “yes!” It is here that our big problem arises, and it is here also, that these social engineers pulled off their masks to reveal their “fascism with a democratic face.”<sup>8</sup>

Humans are creative. We can discover principles beyond sense perception, and create technologies that allow our fellow humans to rise above the limits of our previous resource base. That is a simple refutation of the bogus entropy of Russell’s positivists. We humans can also develop our mastery of social principles, like *agapē*, in the domain of Classical artistic composition. The ability to communicate these principles from one generation to the next, enables a culture to elaborate its own continuing transformation. Modern nations can only achieve this progress by promoting the development of the sovereign minds of their citizens. Cultural development of this type, is the true mission of a republic.

Dirty Bertie’s children needed to eliminate those sovereign minds, otherwise their creativity would upset the equilibrium of the predetermined “ecology.” In Lewin’s electromagnetic grid, those “nodes” that attracted other “nodes” through their ability to share ideas and create new capabilities for the survival of mankind, would need to be neutralized. This required the work of “change agents,” to bring the field back to the drab uniformity of consensus, and to maintain the equilibrium of ecology. Enforcing this idea, the great advocate of “democracy,” Kurt Lewin, would sound like a real Nazi:

“To instigate changes toward democracy, a situation has to be created for a certain period where the leader is sufficiently in control to rule out influences he does not want and to manipulate the situation to a sufficient degree. The goal of the democratic leader in this transition period will have to be the same as any good teacher, namely to make himself superfluous...”<sup>9</sup>

Of course, for Lewin and the other social engineers, that “transition period” was never over. Lewin and his “change agents” would go out to the “field” every day looking for the so-called “authoritarian personalities.” And like J.R. Rees of Tavistock, they would attempt to corral the herd by erecting electric fences of the mind.

## Paul Lazarsfeld

Paul Lazarsfeld also fled fascism in Europe to come to the United States to promote the fascism of consensus. In 1942, Lazarsfeld and Lewin helped set up a conference for the American Society of Cybernetics, financed by the Josiah Macy Foundation. This conference was a “who’s who”

7. K. Lewin (1942), “Time Perspective and Morale,” in G. Watson, ed., *Civilian Morale*, second yearbook of the SPSSL (Boston: Houghton Mifflin).

8. See, for instance, the November-December 1974 issue of *The Campaigner*, “Rockefeller’s ‘Fascism with a Democratic Face,’” ICLC Strategic Study.

9. K. Lewin, *Resolving Social Conflicts: Selected Papers on Group Dynamics*, Gertrude W. Lewin, ed. (New York: Harper & Row, 1948).

of Bertrand Russell's "Unity of Sciences" project. Lazarsfeld worked with Lewin on various group dynamics projects, only Lazarsfeld took his work into larger spheres, especially into exploring the role of media in creating a mass psychology. Like Lewin, he utilized mathematical modelling<sup>10</sup> to deal with large data sets related to marketing products, and later, to marketing politics and culture itself.



Paul Lazarsfeld

One of Lazarsfeld's first projects in the United States was at Princeton's Radio Project, where he and others studied the sociological effects of the radio broadcast "War of the Worlds," by the British Fabian Society's H.G. Wells. Theodor Adorno of the Frankfurt School, later one of the authors of *The Authoritarian Personality*,<sup>11</sup> also worked with Lazarsfeld at the Radio Project. Some of Adorno's work there focussed on the psychological effect of modern music, as he investigated that music's ability to induce psychosis in the population.

Academia subsequently brainwashed the Baby Boomers to believe that figures such as Lazarsfeld and Adorno were merely critics of the big, bad state, or "Big Brother," in the words of George Orwell. In reality, Lazarsfeld and Adorno were lackeys for the foundations of the British empire—Rockefeller, Josiah Macy, and Russell Sage. They were financed to the hilt by these foundations, in order to tear down the cultural legacy of the republican cause, for their masters. The social engineers whipped up the Baby-Boomer generation through the Orwellian "two minute

10. Lazarsfeld worked with, and studied Jacob Moreno's "sociometry." The following quote is from "Leadership and Sociometric Choice," Helen H. Jennings Sociometric Institute: "The Sociometric test, devised by Moreno, discloses the feelings which the individuals have in regard to one another in respect to membership in the groups in which they are at a given moment (ideally all groups in which they are or could be). It is an action test. The criterion for choice must have the explicit meaning for the subject and offer him the specific opportunity to give the information for reconstruction (or retention) of the situations in which he is. The results are put into operation to the optimal satisfaction of subjects. Thus, in respect to the criterion of the group's formation, the psychological position of every member in the composition of the group's structure is brought to light. By periodic testing, in like manner, changes in this structure can be traced, followed, and evaluated." (Sound like an ad for MySpace?)

The models are referred to as sociograms. INSNA refers to Moreno as one of the most important figures in social networking. Moreno worked as a self-appointed psychiatrist to the prostitutes of Vienna. He was also a psychiatrist at Sing Sing Prison, and then later at a "reform school" known as the Hudson School for Girls, where he gathered data to be used in his book, *Who Shall Survive?* (which he wrote with Helen Jennings). This is one of the key documents for those interested in game theory, mass psychology, and social engineering.

11. Theodor W. Adorno et al., *The Authoritarian Personality* (New York: Harper, 1950).

hate" against the nation-state of Lincoln and FDR, and by a sleight of hand, they became the eyes and ears of "Big Brother," servicing their oligarchic financiers.

Listen to Adorno:

"It seems obvious, that the modification of the potentially fascist structure cannot be achieved by psychological means alone. The task is comparable to that of eliminating neurosis, or delinquency, or nationalism from the world. These are products of the total organization of society and are to be changed only as that society is changed. It is not for the psychologist to say how such changes are to be brought about. The problem is one which requires the efforts of all social scientists. All that we would insist upon is that in the councils or round tables where the problem is considered and action planned the psychologist should have a voice. We believe that the scientific understanding of society must include an understanding of what it does to people, and that it is possible to have social reforms, even broad and sweeping ones, which though desirable in their own right would not necessarily change the structure of the prejudiced personality. For the fascist potential to change, or even to be held in check, there must be an increase in people's capacity to see themselves and to be themselves. This cannot be achieved by the manipulation of people, however well grounded in modern psychology the devices of manipulation might be.... *It is here that psychology may play its most important role. Techniques for overcoming resistance, developed mainly in the field of individual psychotherapy, can be improved and adapted for use with groups and even for use on a mass scale*" (emphasis added).<sup>12</sup>

## The International Congresses of the Unity of Sciences

Lewin and Lazarsfeld had crossed intellectual paths before coming to the United States. Lazarsfeld was a member of the "Vienna Circle," the home of logical positivists such as Norbert Wiener and John von Neumann. Later, Wiener and von Neumann were key figures of the Cybernetics conference.

In 1929, the Vienna Circle became formally known as the Ernst Mach Society, and began philosophical collaboration with the Society of Empirical Philosophy in Berlin, of which Kurt Lewin was a prominent member. These two groups organized conferences in Prague and Königsburg, and they started a journal together called *Erkenntnis* (Cognition). Together with Bertrand Russell and others who would later float around in the orbit of the Congress for Cultural Freedom, such as Sydney Hook and Albert Wohlstetter, they organized the International Congresses of the Unity of Sciences.

Ernst Mach was famous for his "suspicion of anything

12. *Ibid.*

metaphysical,” and he essentially argued that the sciences must be regarded as solely descriptive, devoid of cause. The “Unity of Sciences” attempted to destroy metaphysics and the existence of universal principles, by arguing that any divisions in science, e.g., any divisions between life, non-life, and cognition, were non-existent. They applied this extreme reductionism to physics and the social sciences alike, thereby claiming to unify them. Society was reduced to individual psychologies; individual psychologies were reduced to biological processes; biological processes were reduced to chemical processes. And so, human cognition was reduced to the electro-chemical processes of the brain: neurons firing or turning off, like a binary system. Finally, even the electro-chemical processes of the brain were reduced to Newtonian mechanics.

In other words, cognition was viewed simply as a reaction to external stimuli. Since bodies at rest stay at rest until acted upon by another body, the internal process of cognition was eliminated. Thus there was no “divine spark,” or soul. These conceptions would provide the basis for the discussions at the Cybernetics conference years later.

## The Helmsmen

“Sooner or later we shall die,” wrote Norbert Wiener, “and it is highly probable that the whole universe around us will die the heat death, in which the world shall be reduced to one vast temperature equilibrium in which nothing new ever happens. There will be nothing left but a drab uniformity out of which we can expect only minor and insignificant local fluctuations.”<sup>13</sup>



Norbert Wiener

Norbert Wiener coined the term cybernetics from the Greek word *kubernetes*, which means “helmsman.” The helmsman was the one who directed the rowing, and of course, he had to have feedback, in order to give feed-forward (orders) to his crew. If the helmsman went too fast or slow, then the equilibrium was thrown off, which is true for any closed system. For example, without a thermostat capable of registering feed-forward and feed-

back, an engine block would overheat and explode. Since the reductionists saw no difference between an engine block and society, they imagined, with infantile senility,

13. Norbert Wiener, *The Human Use of Human Beings* (Cambridge, Mass.: Da Capo Press, 1950).

that the same principles held true for both.

Wiener and the cyberneticians thought the creative method was just a random by-product of access to “information.” Therefore, they would monitor the amount of information released into the “field,” acting as the information thermostat for society. In order to control the flow of information, the “helmsmen” nested themselves inside major media outlets and opinion-shaping centers.

Later, the heirs of the cyberneticians were involved in creating the “information superhighway.” They created software that monitored the flow of “information” on the Internet like a massive electrical circuit board, setting up the circuit-breakers and monitoring the voltage. This concept was at the core of “social networking,” the establishment of sets of game theory matrices<sup>14</sup> aimed at enforcing consensus. The mechanization of societal relations was based on Wiener’s idea that it were possible to mechanize thought. To bolster this absurd view of the human mind, Norbert Wiener lied by saying that Leibniz would have signed off on a “reasoning machine.”

“Now just as the calculus of arithmetic lends itself to a mechanization progressing through the abacus and the desk computing machine to the ultra-rapid computing machines of the present day, so the ‘calculus ratiocinator’ of Leibniz contains the germs of the ‘*machina ratiocinatrix*,’ the reasoning machine. Indeed, Leibniz himself, like his predecessor Pascal, was interested in the construction of computing machines in metal. It is therefore not in the least surprising that the same intellectual impulse which has led to the development of mathematical logic has at the same time led to the ideal or actual mechanization of processes of thought.”<sup>15</sup>

In reality, Leibniz and his followers refuted absurdities such as this over and over again, culminating in LaRouche’s refutation of the cybernetics dogma.

## Rhodes Livingston Institute

Margaret Mead and her husband, Gregory Bateson, attempted to “unify the sciences” by introducing a bogus “anthropology” at the 1942 Cybernetics conference. For them, anthropology was merely zoology with mental cages. Mead and Bateson thought that a romanticized tribal structure was closer to a cybernetic design for society than

14. For a quick summary of a “game theory matrix” without any of the “matheze,” get a paperback “Choose Your Own Adventure” book. If you become bored flipping back and forth among the pages, don’t buy another one, but try “Dungeons and Dragons” this time. If you still don’t understand game theory, witness a MySpace or Facebook addict going from page to page and then back again for hours on end. If all of these predetermined games bore you to tears—good, you have escaped the matrix.

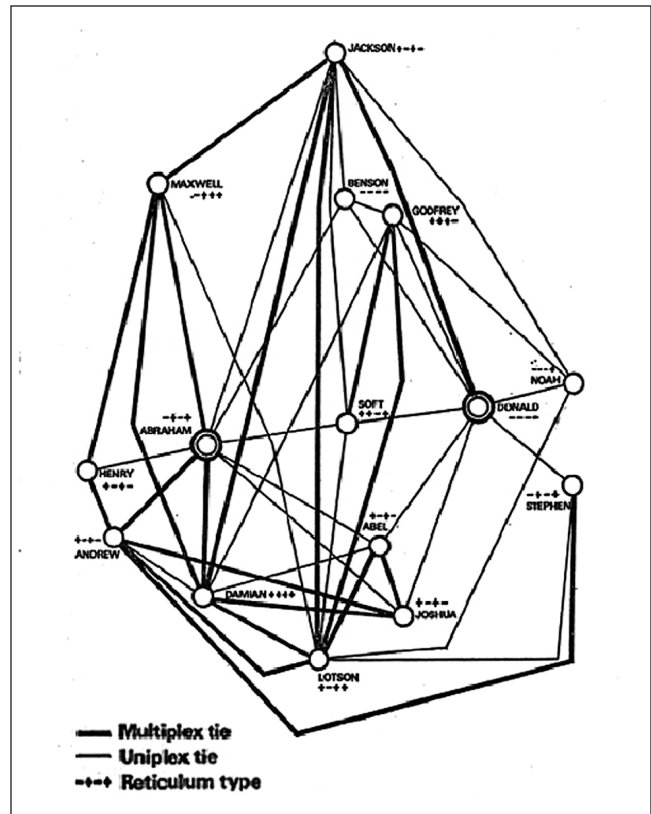
15. Norbert Wiener, *Cybernetics: Or the Control and Communication in the Animal and the Machine* (Cambridge, Mass.: MIT Press, 1948). Wiener even went a step further, declaring, “If there had to be a patron saint of Cybernetics, it would be Leibniz.”

the complexities of modern urban life. So, while the British Empire's Josiah Macy poured money into the Cybernetics conference, across the Atlantic, money from the Rockefellers streamed into venues of social engineering in mineral-rich Africa, using these anthropologists to destabilize emerging nations. The anthropologists began by profiling the tribal structures through "sociograms" and genealogy charts, giving the Empire a view of colonial Africa where, as if observing the "natives" from a helicopter, they could map tribal activity like a pattern of ants on an anthill. Then the "anthill" was disturbed through civil wars, intrigues, and assassinations.

One of the main profiling agencies of the British Colonial Social Science Research Council was the Rhodes Livingstone Institute (RLI), whose first director was Godfrey Wilson. Wilson eventually committed suicide and was replaced by Max Gluckman. Gluckman had "positivist" roots, was known for his "Utility of the Equilibrium Model in the Study of Social Change," and later headed the Manchester School. He was also well known for his relation to the Mau-Mau tribe in Kenya and its uprising, which was among the many rebellions occurring throughout Africa against the colonial powers. Many anthropologists were used as "Third Force" operatives, destabilizing developing nation-states in the interests of Anglo-Dutch mining cartels.<sup>16</sup>

Lord Hailey, who had oversight of the RLI, was also part of Lord Milner's Roundtable, was governor of Punjab from 1924 to 1928, and then became governor of the United Provinces from 1928 to 1930. John C.M. MacBeth's introduction of Lord Hailey to the Empire Club of Canada gives a good sense of who Hailey was: "[W]e are to be addressed by the Chairman of the Colonial Research Advisory Committee, the very head and front of the modern colonial and dominion policy of unity of purpose by independence of action, if I may so express it."<sup>17</sup>

Franklin Roosevelt had blasted the British Empire's colonial policies over and over again. Lord Hailey, among others, was tasked to put a kinder, gentler mask on the Empire, calling it the "Commonwealth." Hailey used the RLI to explore techniques of "indirect rule," which was much more efficient and inexpensive than the often awk-



A "sociogram" from Lord Hailey's Rhodes Livingstone Institute, showing the network of individuals in conflict in Zambia.

ward policy of having regional governors maintain the British or Dutch colonial power. "Indirect rule" was similar to the techniques employed at Lewin's Research Center for Group Dynamics, or Eric Trist's "self-regulating work groups" at the Calico Mines in India.

Acting on behalf of the Anglo-Dutch cartels, Hailey had his anthropologists profile the members of the tribal structure, in order to isolate the "authoritarian personalities" or "ego networks" who were against the slave system of the Empire. Once the leadership was eliminated, the consensus was forced upon the "natives" that globalization was inevitable, and that the choices in the game theory matrix had been reduced to two: Work as a slave in the copper mines, or starve.

However, as consolation, these "democratic" social engineers of the Commonwealth, did game the debate to allow for a limited range of discussion about "human rights" issues, like women's rights or racial equality.

Henrika Kuklick criticized the British Social Science Research Council for being "handmaidens of colonialism." She attacked RLI's one-time director Bronislaw Malinowski, for taking funds from the Rockefellers and using anthropology for ill purposes: "Malinowski assured the foundation that its funds would be put to constructive use, supporting the application of anthropology as 'social

16. INSNA's Alvin Wolfe states that "In the early 1960's my studies of the problems of new African states . . . led me to appreciate the importance of multinational enterprises in the mining and metals industry—not so much in their individual actions as in their systematic organization at a supranational level. My 1962 paper, 'The Rules of Mining in Southern Africa,' was the first presentation of the network of corporations that is the 'team' of the title. A 1963 paper, entitled 'The African Mineral Industry: Evolution of a Supranational Level of Integration,' is the first where I recognize the development of a supranational system as a major evolutionary situation. . . ." UrbAnth-L online list, March 11, 2006.

17. *The Empire Club of Canada Speeches 1942-1943* (Toronto: The Empire Club of Canada, 1943), pp. 239-255.

engineering' into areas which western capitalism was pressing."<sup>18</sup>

## The Post-War Shift

After the death of Franklin Roosevelt in 1945, the British used the techniques developed by the social engineers in the military domain, to engineer a paradigm shift in the Baby-Boomer generation. The foundations of this new paradigm promoted varieties of existentialism, and succeeded in shifting the orientation of society from the productivity and progress of FDR's era, to the notions of "green ecology," so popular today. Thus, they helped the United States to destroy its own industrial power.

According to one source, institutions like those of the Rockefellers were "interested in finding out if there was a group committed to undertaking, under conditions of peace, the kind of social psychiatry that had developed in the army under conditions of war. So began a process that led the Rockefeller Foundation in 1946 to make a grant of untied funds without which the IPCO's [Interim Planning Committee] post-war plan could not have been carried out."<sup>19</sup>

As the Tavistock Clinic made the transition from being a British governmental entity to becoming an almost wholly privately funded enterprise, the newly named Tavistock Institute of Human Relations formally merged its tentacles with the tentacles of its American counterpart, through a journal called *Human Relations*.

Again, from Eric Trist's account of the founding of Tavistock: "A new journal was needed that would manifest the connection between field theory and object-relations psychoanalysis. With Lewin's group in the U.S., the Research Center for Group Dynamics, now at the University of Michigan, the Institute created a new international journal, *Human Relations*, whose purpose was to further the integration of psychology and the social sciences and relate theory to practice."<sup>20</sup>

Later, in 1954, the helmsmen at the Cybernetics Society would change their name to the Society for General Systems Research and set up shop at Stanford, at the Center for Advanced Studies in the Behavioral Sciences (CASBS). The group included Ludwig von Bertalanffy and Anatol Rappaport. Margaret Mead, a good friend of Kurt Lewin, would later become one of its presidents, as would Karl Deutsch, who later founded the political science department at MIT. Alex Bavelas would lead a group at the University of Michigan, which also became a Tavistock outpost.

18. Frank Salamone, "The International African Institute: The Rockefeller Foundation and the Development of British Social Anthropology in Africa." He quotes Henrika Kuklick's reference to the funding provided by the Rockefellers to the International African Institute.

19. Eric Trist, *op cit.*, footnote 2.

20. *Ibid.*

As Lazarsfeld focussed on the paradigm shift via the media, Lewin's "change agents" were sent into the labor unions to wage psychological warfare and destroy industry. One of Lewin's protégés at MIT, George P. Shultz<sup>21</sup>, as the head of the U.S. Department of Labor, took Lewin's conceptions in the field of group dynamics and applied them to destroy the labor unions.

In a manner reminiscent of techniques used in the mines of Africa, the labor arbiters would act as the "Third Force" operatives in service to the cartels. At the arbitration table, with a "wink wink" and a "nod nod," the cartel official would act through the Third Force arbiter and convince the labor union president that consensus was essential. "A strike wouldn't be good now, would it? Besides, globalization is here to stay. It is inevitable. We must work *together* to achieve consensus, even though it may not be good for us." And in the same way that the "Commonwealth" allowed a limited range of debate about social improvements, the unions would be allowed to fight over the breadcrumbs, but not to fight globalization itself.

## INSNA

INSNA was founded in 1976, the year of Paul Lazarsfeld's death, assembling various social engineers from institutions like the Tavistock Institute, the Cybernetics grouping, and the Rhodes Livingston Institute. Harrison White took Lazarsfeld's place at the Bureau of Applied Social Research, formerly the Radio Project at Princeton, which today is known as the Institute for Social and Economic Research Policy (ISERP).<sup>22</sup> Barry Wellman, a student of Harrison White, was the nominal founder of INSNA. Wellman dedicated an account of the founding of INSNA to J. Clyde Mitchell, who under Gluckman was a research officer at the Rhodes Livingston Institute.

21. Scott Thompson and Nancy Spannaus, "George Pratt Shultz: Profile of a Hit Man," *Executive Intelligence Review*, Dec. 10, 2004: "Synarchist George Shultz's first known nefarious mentor was Kurt Lewin, an operative of London's Tavistock Institute who had set up a Research Center for Group Dynamics on the MIT campus. Included among Lewin's objectives for mind control was to lower the cost of labor. In the mid to late 1940s, Shultz collaborated at the center with John T. Dunlop, with whom he did a study which found that speed-up of labor and wage-gouging could be accomplished, not only through the 'human side,' but also by the threat of economic depression and unemployment. Shultz was appointed chairman of the Industrial Relations Division of MIT in 1954."

22. "ISERP is descended from the Bureau for Applied Social Research (BASR), established in 1944 by sociologist Paul F. Lazarsfeld after the Rockefeller Princeton Radio Project moved to Columbia University. The bureau secured Columbia's place as a pioneering institution in the social sciences, making landmark contributions to mass communications research, public opinion polling, organizational studies, and social science methodology. After Lazarsfeld's death in 1976, the legacy of the bureau was carried on by the Center for the Social Sciences, which was later renamed in Lazarsfeld's honor. Under directors Harold Watts, Jonathan Cole, and Harrison White, the Center continued the tradition of pushing the boundaries of social scientific methodology and interdisciplinary research, particularly in the areas of sociology of science and network analysis." [www.iserp.columbia.edu](http://www.iserp.columbia.edu).

Mitchell welcomed Wellman to British network analysis in 1974, and continued as an enthusiastic member of INSNA and as a frequent contributor to *Connections*, until his death in 1995. Wellman later developed the concept of “networking the global village,” consistent with Gluckman’s “equilibrium model.” John A. Barnes was also a one-time director of the Rhodes Livingston Institute, and along with Mitchell, would win INSNA’s highest honor, the Simmel Award.



Georg Simmel

Who was Georg Simmel? Though the following quotes from him, on the Venetian method of counterintelligence, will turn the stomach of American patriots, just remember that the Venetian methodology is for lazy chumps. The Venetians spent their time creating all kinds of intrigues because they were so utterly bored with their own existence. Shakespeare’s character Iago is a prime example.

“The Venetian government,” Simmel wrote, “used this means most effectively by offering extraordinary inducements to the people to denounce any sort of suspicious character. No one knew whether his nearest acquaintance was not in the service of the civic inquisition, and consequently revolutionary plans, which presupposed the reciprocal confidence of a great collection of persons, were cut off from the root; so that in the later history of Venice public revolts practically did not occur.”<sup>23</sup>

Though Karl Rove is not a member of INSNA, you will hear shades of his method in the following quote by Simmel, again about the Venetian method. In fact, think of the silly politicians who claim to be master-debaters, even though they have allowed themselves to be sucked into Rove’s absurd “talking points.” Rove’s political opponents often have brought on their own destruction, because they have bought into the existence of the “rules of the game” theory, just like a MySpace addict:

“The baldest form of *divide et impera*, the instigation of positive struggle between two elements, may have its purpose in the relation of the third party to either of these two, or to an object existing outside of them. The latter occurs in case one of three candidates for an office understands how to instigate the two others against each other, in such a way that by gossip and slander, which each of them sets in motion against the other, they spoil each oth-

er’s chances. In all cases of this type the art of the third shows itself in the degree of the distance at which he is wise enough to place himself from the action which he instigates. The more he guides the conflict by merely invisible threads, the more he understands how to tend the fire so that it continues to burn without his further assistance and observation, the sharper and directer will be the struggle between the other two, until their reciprocal ruin is accomplished; but, more than that, the prize of the struggle at stake between them, or the objects otherwise of value to the third party, will seem to fall into his lap of themselves. In this technique, too, the Venetians were masters.”<sup>24</sup>

## The Internet

See how the Venetian tactics of Simmel are applied to social networking—then ask yourself, is it really “your space?”

“Taken from the work of Georg Simmel, the *tertius gaudens*’ is defined as the ‘third who benefits’ (Simmel 1923). It describes the person who benefits from the disunion of two others.... Where informal structural holes provide a platform for *tertius* strategies, information is the substance with which the strategy is performed (Burt 1992). Accurate, timely and relevant information delivered between two non-redundant contacts at the right time, creates an immense opportunity to negotiate and control the relationships between these actors. That is the power of structural holes, and that is why the theory is so relevant for business networks on the Internet.”<sup>25</sup>

With the advent of the Internet, game theory would take on a whole new meaning. Social networking would then be given a venue to “change what people believe and what they do.”<sup>26</sup> INSNA’s helmsmen of information would

24. *Ibid.* Anatol Rappaport, INSNA pioneer, put the *tertius* strategy yet another way, after having won a game theory tournament with his strategy called TIT-FOR-TAT: “[H]ow did it win the tournament? By allowing all the other strategies to eliminate each other. (‘Let you and him fight!’ he [Rappaport] explained). He gave some examples to illustrate the principle. A former student of his had developed a scenario called a ‘truel’—a duel for three shooters, all of whom should shoot at the same moment. The first man is known to be a crack shot; he hits his target 95% of the time. The second man is almost as good a shot; he hits his target 90% of the time. The third man is a poor shot; he can hit a target only 50% of the time. So which of these three ‘truelists’ is most likely to survive? Answer: the third guy. The other two men will kill each other, leaving the worst marksman unscathed. TIT-FOR-TAT’s victory represented a similar outcome: it allowed the other strategies to kill each other off.” (Metta Spencer, “Rappaport at Ninety,” *Connections* magazine, [www.sfu.ca/~insna.connections-web/volume24-3/metta.web.pdf](http://www.sfu.ca/~insna.connections-web/volume24-3/metta.web.pdf)).

25. Quote taken from a blog referring to Ron Burt’s theory about structural holes. INSNA’s Burt was director of the Leadership Institute of Raytheon, the military-industrial giant. [www.ux-sa.com/2007/09/structural-holes-and-online-social.html](http://www.ux-sa.com/2007/09/structural-holes-and-online-social.html).

26. “The Stanford Persuasive Technology Lab creates insight into how computing products—from websites to mobile phone software—can be designed to change what people believe and what they do. For that reason, we’re studying Facebook—it’s highly persuasive.” <http://credibilityserver.stanford.edu/captology/facebook>

23. Georg Simmel. “The Number of Members as Determining the Sociological Form of the Group: II,” *American Journal of Sociology*, 8 (1902), pp. 158-196.

now map out social networks on the Internet like a giant electromagnetic grid, by developing software that expanded on the work of Moreno's sociograms,<sup>27</sup> eventually developing 3-D modelling.

INSNA first began playing around with the idea of social networking through the Internet on EIES, the Electronic Information Exchange System, one of the first networking technologies, and they coordinated their early conferences with this technology.

INSNA players developed some of the software for social network analysis, such as UCINET and SOcNET, which could analyze social networking sites such as myspace.com, facebook.com, ancestry.com, or multiple interface gaming, such as Microsoft's "Counterstrike." The cybernetic "change agents" developed technologies to map the flow of rumors through society, which they claim spread like the transmission of epidemics, such as AIDS.<sup>28</sup> This technology could also be used to create social movements, thereby setting the stage for gang and counter-gang conflicts—techniques entirely coherent with those used in Venetian or British colonialism.

These programs could be used to steer or "herd" popular opinion into a desired direction under one condition: the existence of willing guinea pigs. This required people to provide full psychological profiles that could be used for manipulation. If the "guinea pigs" bought into the positivist's binary view of mankind, then the game theory matrices could be set up through a vast array of "Karl Rove talking points." In other words, the social engineers could outline a "group think" matrix, like a "Choose Your Own Adventure" book.

The social networking sites gradually filled up with youth who had bought into the fad. They were told that they no longer had to take part in the messy aspects of social interactions. They no longer had to look people in the eye, or sit with them in a room. Instead they could sit in a cyber-pod and become pod people. Each youth could run from his pod world at the computer lab, to his pod world at the coffee shop, to his pod world in his dorm. He could then shield himself from human interaction in the outside world, by putting earplugs into his podpiece to create a walking podworld devoid of human interaction. And here is the real kicker: Every once in a while, the pod person could have a real, anonymous experience. He could play the role of Georg Simmel's *The Stranger*. He could get together with other anonymous pod people for a "spontaneous" orgy.<sup>29</sup> This would be his only non-cyber experience.

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27. See footnote 9.

28. Center for Models of Life, out of the Niels Bohr Institute. <http://cmol.nbi.dk/models/inforew/inforew.html>.

29. Remember Matrix II? "The new philosophy of human interrelations, sociometry, gives us a methodology and guide for determination of the central structure of society through the evocation of spontaneity of the human

And from their helicopters above, billionaire voyeurs stare at and play with their little "natives." They mess around with the anthill and watch its patterns change:

"Similarly, in exchange theory, our assumptions about what the natives know about the nature of their networks is critical to our theorizing. We love the Kula Ring because, according to Malinowski (1922), the total shape of the network, not to mention its consequences for social solidarity, were matters which 'not even the most intelligent native has any clear idea of.' The most intellectually charming aspect of network analysis is that we are able to make visible that which, without our 'macroscope' is invisible to natives. We are able to get up in our helicopter and see the traffic patterns in which the natives are stuck. What is more, in my research, I have never found a case in which the natives' views of their structure are entirely accurate. And this goes also for our 'most intelligent natives' whom we call intellectuals. In my study of the American intellectual elite (Kadushin 1974), we asked respondents to characterize intellectual circles. None of them had an even close to accurate picture. I know our network picture was accurate not only because it 'worked' and made good sense at the time and was acknowledged as correct and 'obvious' once the natives had seen it, but because, even though I could not realize it at the time, it also predicted the intellectual circle pattern ten years later. In the upper right hand corner of our computer drawn sociogram (direction entirely accidental and arbitrary) the circle which eventually became known as the Neo-Conservatives was clearly shown."<sup>30</sup>

Maybe this is what attracted Rupert Murdoch to this social networking technology: He realized that he could keep track of his favorite Nazi movement—the neoconservatives.

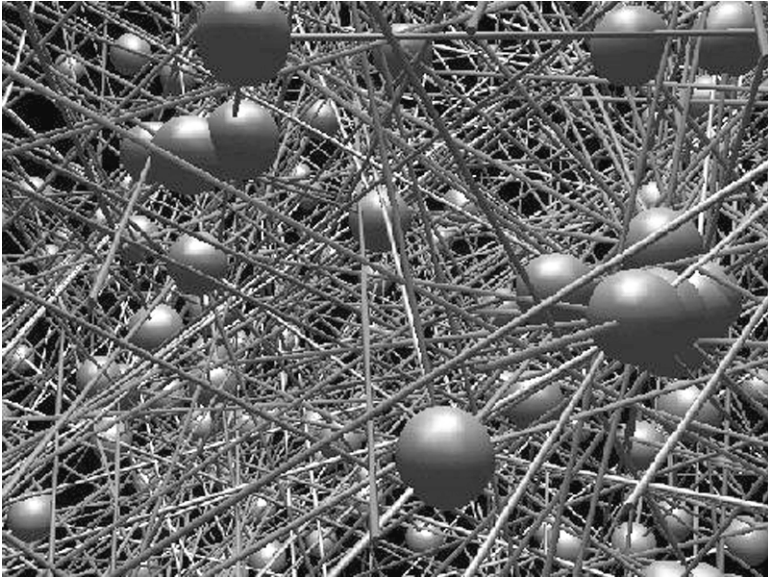
"Social structure becomes actually visible in an anthill; the movements and contacts one sees are not random but patterned. We should also be able to see structure in the

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subject-agents. These factors, once located and diagrammed, supply us with the basis upon which the planning of all the many facets and activities of society may be undertaken—from juvenile and adult education to super-governments and world states." And, "The task of the social scientist is to invent the adequate tools for the exploration of a chosen domain. On the level of human interrelationships, this domain is made up of the interactive spontaneities of all the individuals composing it. Therefore, the task of the social scientist becomes the shaping of the tools in the fashion as to enable him to arouse the individual to the required point of spontaneity on a scale which runs all the way to the maximum. But individuals cannot be aroused—or only to an insignificant degree—by undynamic or automatic means. The individuals must be adequately motivated so that the full strength of their spontaneous responses is evoked. Thus, the intention and shaping of methods for social investigation and the stirring up of reactions, thoughts and feelings of the people on whom they are used must go hand in hand."

"Sociometric View of the Community," J.L. Moreno. Moreno is known as a pioneer in "psychodrama," and developed sociometry.

30. Charles Kadushin, "The Next Ten Years," *Connections*, 1988.



<http://polymer.bu.edu>

*This Swedish “social networking” survey of human sexual behavior shows how dirty cyberneticians can now model things as complex, and variable, as the sex patterns of the average Baby Boomer, or youth, today.*

life of an American community if we had a sufficiently remote vantage point, a point from which persons would appear to be small moving dots.... We should see that these dots do not randomly approach one another, that some are usually together, some meet often, some never.... If one could get far enough away from it, human life would become pure pattern.”<sup>31</sup>

## Conclusion

Every empire knows that destruction is best done from the inside. Georg Simmel wrote:

“It has been said that England could gain India only by means of India, as Xerxes earlier understood that Greece could best be conquered by means of the Greeks. Precisely those who by likeness of interests are brought together best know reciprocally each other’s weaknesses and their vulnerable points, so that the principle of *similia similibus*—the annihilation of a condition by producing a similar condition—may here be produced in the widest degree.”<sup>32</sup>

These seemingly brilliant and elaborate social engineering schemes have one crucial flaw: They completely backfire if no one shows up to the “game.” That is, if no one buys into the view of the mind which claims that the mind is merely capable of saying yes or no to outside stimuli, then “they” won’t be able to “game” the herd.

31. The quote is from Roger Brown of the University of Michigan, who did a study on the sociological impact of the assassination of John F. Kennedy. [www.insna.org/INSNA/na\\_inf.html](http://www.insna.org/INSNA/na_inf.html).

32. Georg Simmel, *op cit.*, footnote 23.

Socrates did not allow himself to be gamed. He refused to accept the “rules of the game,” and he constantly pointed out the absurdities of the axioms of his day. The Socratic method is used to this day, by all sovereign minds, to break the mental haze created by the empires of the past.

Why would you want to show up at their game every day? For you addicts, why show up at their game 36 times a day? Why show up at all? One day, you just may wake up from the haze to find the Coliseum cheering and blood on your hands. Snap out of it! Don’t be duped by these “Dungeons and Dragons” gamers. Imagine Karl “turd blossom” Rove, like a roly-poly little grub, sitting in his mother’s basement next to the nerdy Bill Gates, decked out in gladiator gear, thinking of ways to engineer society’s discussion and destruction.

Instead of playing with these perverts, fight on behalf of the universal principles that are at the core of the U.S. Constitution. Fight for the

general welfare; fight for future generations—your posterity; fight for the sovereignty of your mind. Don’t be Rupert Murdoch’s silly little tool, fleeing into the gladiator’s Coliseum of a fantasy cyber-world. Join a real social process, which discusses the history of the development of ideas. You just may have a lot of fun doing so. Remember, Russell’s positivists are utterly bored as they await the eventual heat death of the universe. Why get gamed into these schemes of their pseudo-scientific pessimistic drivel?

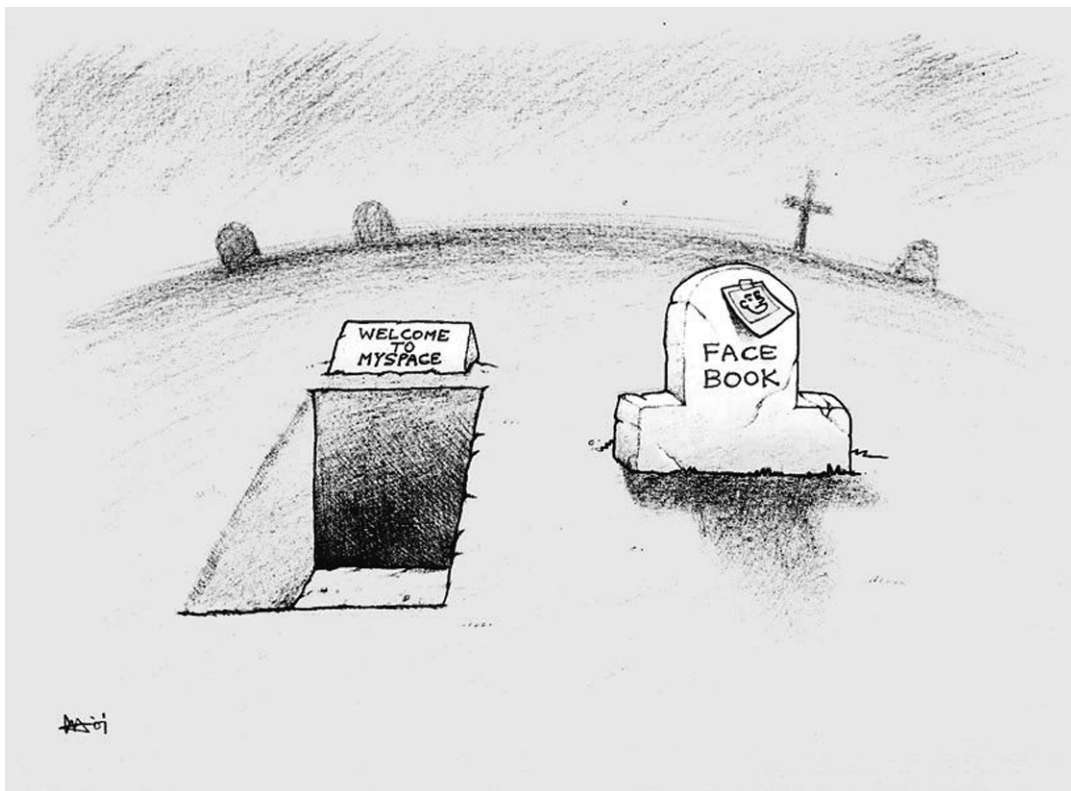
The most stunning refutation of the conceptions of the cybernetics crew came from Lyndon LaRouche. The most succinct dismissal of the cybernetic concepts discussed in this paper is contained in LaRouche’s “Vernadsky and Dirichlet’s Principle” (*Executive Intelligence Review*, June 3, 2005). LaRouche and his colleagues are now the sole torch-bearers for the dynamics of Leibniz.

Understanding the development of ideas through the history of mankind is the core of LaRouche’s method. Given the developments of the recent period, LaRouche’s method has been shown as the only one competent to deal with the onrushing economic crisis. Anyone who understands creativity as LaRouche does, knows that creativity is the most devastating refutation of entropy.

“Since the universe is changing, anti-entropically, through the process of generation of discovery of universal principles, it is the anti-entropy which bounds the universe.”<sup>33</sup>

33. Lyndon H. LaRouche, Jr., “For Today’s Young Adults: Kepler & Cusa,” *Executive Intelligence Review*, March 2, 2007.

# II. Case Studies: The Disease Spreads



# MySpace: Murdoch's Nuremberg Rally

by Delante Bess

*A person who participates in the faceless tomb called MySpace, whether he admits it or not, has a soul that is being molested. This report intends to give the young reader a chance to know who the enemies of humanity really are, and in particular, to know why they choose a rotten scrapheap, like the satanic Murdoch, to target the young generation through his purchase of MySpace and other youth-oriented websites. Who is Rupert Murdoch, anyway? From where does this disease come?*

*If the young reader wants his dead soul to be unburied from the MySpace grave, if he wishes to cure its ailment and to reclaim its life, he must pay close attention to this article and receive a purified dose of reality.*

Let us look at a case study on this virus.

## From Daddy's Little Test Tube

Let's take a step back to when young Rupert (born in Australia in 1931) was sitting on his father's lap, getting groomed. What was it that little Rupert was too naive to recognize about the man he so passionately admired?

Rupert's father, Sir Keith Murdoch, was a stammering imbecile.

Frustrated because of his stammer, Sir Keith conjured up some money, and sent himself off to London, where he took some courses at the London School of Economics. Yet, he was miserable there, for still, he could not find a cure for his stammer. He grudgingly wrote to his parents, "The survival of the fittest principle is good, because the fittest become very fit indeed," a message little Rupert surely never forgot.

In both Rupert's and his father's case, being brainwashed with the most evil oligarchical ideas makes the perfect dupe, one suited for carrying out the oligarchy's interest. This may remind the young reader of how the "top" universities in the United States and Western Europe operate today.<sup>1</sup>

In the early 1900s, Sir Keith Murdoch made enough noise for the British elites to recognize that he wanted to

be their lickspittle. So, they gave him menial journalism jobs; they were impressed with his shorthand skills. In the 1920s, he made his way up the British ladder until he was free to be tossed around in the British Establishment.

In this period, Keith Murdoch developed an almost filial relationship to British Round Table's Lord Northcliffe, and Keith tried to model himself after him, especially his ruthless use of power. Doing this, he received "brownie points" from top layers of "the Families."

## The Families

In Australia, Sir Keith Murdoch got on big with "the Families," especially the old British elitist Baillieu family.

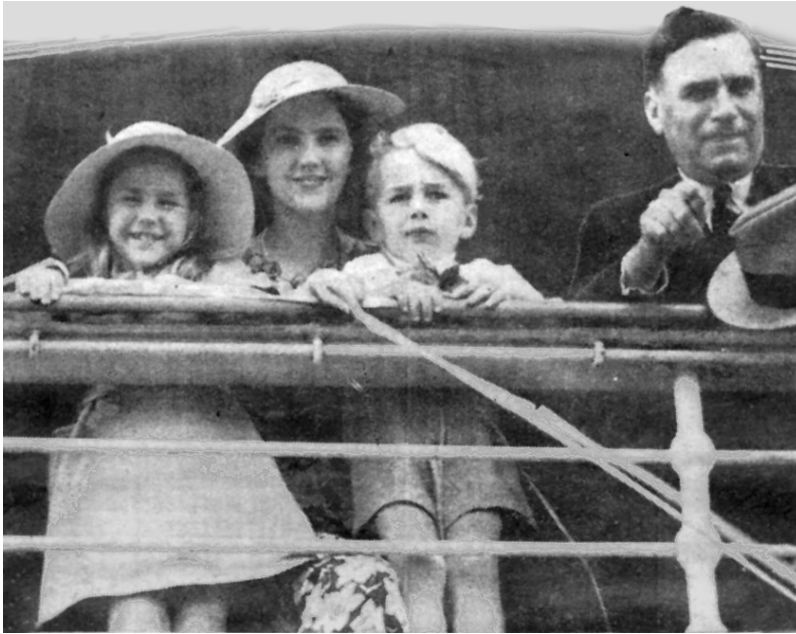
W.L. Baillieu installed him as an editor of the family's Melbourne *Herald* newspaper, the paper that Rupert would later take over. Since Sir Keith was fresh from training in the sensationalist "sex and crime" style of Lord Northcliffe, he became chairman at the Herald and Weekly Times Holding Company, which owned Australia's largest press empire. This, in fact, created the beginnings of the Murdoch family empire.

Keith Murdoch made sure to stay in line and to stay loyal to his successors, and became a key propagandist for the oligarchical schemes of "the Families."

Lord Northcliffe would send his critical commentaries on the *Herald* to Murdoch, reminding him to model it on Northcliffe's *Daily Mail* and *Evening News*. The policy was to include many more pictures and "human interest" stories, in order to thoroughly eradicate any moral political principles from the paper. The policies were so overtly fascist, that the Nazis' Berlin-based shortwave radio picked up broadcast items from his newspaper. Gen. Douglas MacArthur called Keith Murdoch an "Australian Quisling."

In Australia, through the "Family" connections, the Murdoch family helped sponsor fascism in the 1930s, as they still do today, through the local branches of Britain's Mont Pelerin Society, which owns the leaders of both the Liberal and Labour parties.

1. See "Is Joseph Goebbels on Your Campus: John Train and the Bankers' Secret Government," LaRouche PAC pamphlet, October 2006.



*In Australia, through the "Family" connections, the Murdoch family helped sponsor fascism in the 1930s, as they still do today, through the local arm of Britain's Mont Pelerin Society, which owns the leaders of both the Liberal and Labour parties.*

With this, the reader must imagine Murdoch the younger, looking at his father, like a puppy wagging its tail at his feet, waiting to be fed, and saying, "I want to be just like you, Dad!"

That he did.

### **Just Another Piece of British Excrement**

Rupert Murdoch was sent to Oxford, where he graduated. There he had the unfortunate experience of being taught by Robin Farquharson, the Voltaire Society secretary. Farquharson further destroyed Murdoch with an introduction to insane "game theory" and mathematical modeling. Although there is not one intellectual bone in Rupert's body, he often quoted science-fiction writer Arthur C. Clarke, who said, "In the struggle for freedom of information, technology, not politics will be the ultimate decider."

When Rupert's school term ended, he did not return directly to Australia, but decided to do a stint at the London *Daily Express*, learning what the *British Round Table's* Lord Beaverbrook (Max Aitken, 1879-1964) called, "the black art of journalism." Lord Beaverbrook said to Murdoch, "If you work for me, you will never become a millionaire, but you will live like one."

That he did, and more.

### **Beaverbrook's 'Brothel'**

*Typical of a prostitute like Rupert Murdoch to call it what it is.*

To give the reader a closer look at the disease, it must be

known that *before* Rupert came out of the test tube, his future employer, Lord Beaverbrook, was already engaged in a fascist move to destroy the United States, and any of its allies in Europe.<sup>2</sup> Beaverbrook's *Daily Express* had two notable headlines that express this: "Europe and America Are Emerging, Are We To Become a Hanger on the European System; a Satellite of America?" and, "The British Empire Made One and Everlasting Prosperous by the Unbreakable Link of Free Trade Between All Its Parts."

Rupert's father was continuously pushing fascism in Australia, maintaining the oligarchical line. He now had the power to treat Australia's new prime minister as his own puppy dog.

Lord Beaverbrook was appointed Minister of Information in 1918, from which post he presided over an intelligence bureau, headed by John Buchan and the Wellington House propaganda operation, which C.F.G. Masterman had launched in 1914. The propa-

gandists he presided over included a plethora of fascist kooks, but the most prominent were Beaverbrook's closest friends: the *Round Table's* H.G. Wells and Rudyard Kipling; the Secretary of War, Leslie Hoare-Belisha, is documented saying that they wanted Beaverbrook to return as Minister of Information, to "outmatch Goebbels," (!) Hitler's propaganda minister.

For many years, Winston Churchill wrote a column for Beaverbrook's *Daily Express*, but because the two disagreed with each other on how to deal with Britain's fascist creation Adolf Hitler, they parted ways, but only temporarily.

Beaverbrook met personally with Hitler several times during the outbreak of World War II. Nazi leader Rudolf Hess is reported to have said to Beaverbrook in a meeting: "Hitler likes you a great deal." Beaverbrook loved Hitler so much that he assigned his transvestite-loving lackey, Sefton Delmer, to be in charge of the London *Daily Express*, which Murdoch, as an apprentice, referred to later as, "Beaverbrook's brothel." Delmer had become the confidant of Hitler, traveling with him on

2. U.S. government archives from the FDR era, which were made available to EIR researchers, feature extensive intelligence reports on the international fascist plots from the files of the U.S. State Department, U.S. Army Intelligence and Navy Intelligence, and the Coordinator of Information (COI). The COI study's segment on "Policy in regard to Great Britain," elaborated the following Synarchist plan: "To bring about the fall of the Churchill Government by creating the belief in the country that a more energetic government is needed to prosecute the war; it is recognized that an effective means of creating suspicion of the Government's efficiency would be to induce the resignation of Lord Beaverbrook; to bring about the formation of a new Government including Sir Samuel Hoare, Lord Beaverbrook and Mr. Hoare-Belisha."

the hustings during the 1933 elections. Delmer happened to be one of the first journalists to arrive at the burning of the Reichstag building on Feb. 27, 1933; of course, leaving with exclusive interviews with Hitler, Göring, et al. This established the cover for the actual *Nazi arsonist*, a premeditated step toward the imposition of President Hindenburg's emergency laws, one day later, which granted Hitler the beginnings of his fascist dictatorship.

Delmer, in turn, wrote an article in 1939, which countered the majority of the world media coverage, and blamed the terrorist attack on a communist. This was a crucial step in the engineering of Hitler's dictatorship. With Hitler's reign, World War II was inevitable.

Sound familiar?

Although Franklin D. Roosevelt and Winston Churchill hated each other, the British had to kiss the feet of FDR, because the British-created tool, Hitler, got out of control, and went on a rampage for his own world dictatorship. The British Hitler supporters, reluctantly, joined forces with Roosevelt, in order to stop Hitler from destroying their precious "Brutish Empire."<sup>3</sup>

After the war ended, Rupert Murdoch had been sufficiently sodomized to enter into Beaverbrook's "brothel," in the 1950s. He more than likely was recommended by his father's oligarchical circles.

We are now getting to the microcosm of the disease.

## The Tasmanian Devil

All forms of government ultimately are not going to succeed in trying to control or censor the Internet.

—Rupert Murdoch

In 1953, Murdoch and Beaverbrook acted in the tradition of Murdoch's Australian ancestry: They bonded like the baby koala riding on the back of its mother. Mother Beaverbrook trained the child to become the most wildly bestial species ever to exist, and trained him to act on the lowest degrading instincts, never on principle.

Because of Britain's degenerate culture in the 1960s, Murdoch easily penetrated its society with Beaverbrook-style immoral journalistic tactics. Just take a look at the news coverage on page 3 of any of London's *Sun* newspapers. This alone can give the reader insight into Murdoch's psychosis.

With the assassinations of John F. Kennedy, Robert Kennedy, and Martin Luther King, coupled with the destruction of Franklin Roosevelt's Bretton Woods System in 1971, under George Shultz's Nixon Administration, this Murdoch disease was able to creep in through the cracks of an unprotected American system.

The Synarchist fascist Felix Rohatyn<sup>4</sup> virtually brought Rupert into New York City, after confirming a negotiation to buy up *New York* magazine. Rupert and Rohatyn's lawyer Stanley Shuman were nominated as board members of *New York* magazine, within days.

Rupert then took over the *New York Post*, by arrangements of Wall Street "bankers" Allen & Co., the Dope, Inc.—implicated private investment group that put mob boss Meyer Lansky into his Caribbean casino headquarters. To help destroy this paper, Murdoch resuscitated Max Newton, and made him the chief economics columnist for the *Post*.<sup>5</sup>

Like his controller Lord Beaverbrook, Murdoch praised Soviet Communism; it is reported he had a bust of Lenin in his college dorm. But recently, the warmongering Fabian beastman, Tony Blair, had shifted Murdoch's policy to "far-right" fascism. Now, to no one's surprise, Murdoch is waving his dirty money under Hillary Clinton's nose.

*To the naive mind, Sir Rupert's kangaroo-like hopping back and forth from "left wing" to "right wing," may be dazzling or confusing. But this is no mere political opportunism, no more than Bertrand Russell's acting as "a pacifist," while remaining the leading figure pushing the nuclear terror scheme of "mutual and assured destruction" (MAD). These are actions of any immoral Philosophical Liberal. Philosophical Liberalism is premised on a systemic rejection of any true moral principle.*

Becoming a U.S. citizen in 1985 gave Murdoch the ability to get around rules against foreign ownership of American TV stations. Hence, while the gutless U.S. Congress deliberately blindfolded themselves, and Mark Fowler's Federal Communications Commission (FCC) changed policies to approve Murdoch's media acquisitions, he bought up FOX networks. Although the FCC was supposedly dominated by Democrats—it was chaired by Reed Hunt, a close friend to the pro-British genocidal lard, Al Gore; they worked with the Republican Congress to pass the Telecommunications Act of 1996.

With these pro-British deregulatory policies in place,

4. Felix Rohatyn, present controller of Nancy Pelosi and all things evil in the Democratic Party, was originally groomed by Synarchist financier André Meyer of Lazard Frères. Meyer was reported by U.S. intelligence documents to be a supporter of the 1938 Munich pact. See Jeffrey Steinberg, "We Can Beat Rohatyn and the Synarchists," *EIR*, June 27, 2006. His commitment, ever since, to privatization of everything, including the military, was exemplified by his directing role, along with George P. Shultz of the University of Chicago, in the Augusto Pinochet coup against the Salvador Allende government in Chile, in 1973.

5. According to Murdoch's biographer, William Shawcross: "Max Newton was the son of a lead burner in a sulfuric acid factory in Perth. He won a scholarship to Perth Modern School, where, showing an early interest in sex, he gave seminars to other boys about the merits of masturbation.... After two years without alcohol, he got blind drunk in the middle of his finals. Even so, he was awarded one of the two firsts given in economics that year, and was made an honorary fellow of Clare College." A model British subject!

3. See Elliott Roosevelt, *As He Saw It* (New York: Duall, Sloan, and Pierce, 1946).

Rupert “By Dingo” Murdoch has been able to impose his degraded perceptions across the venues of 9 satellite networks, 100 cable channels, 175 newspapers, 40 book imprints, 40 television stations, and a movie theater. His outreach to the world’s population is tremendous, with the potential to reach 280 million people with his U.S. television networks, with an astounding 300 million people touched through his Asian satellite network, with cable channels that stretch to over 300 million homes, and with degraded magazines brainwashing 28 million people.

His tentacles reach more than half the world’s population density! This has obviously been a major contributing factor in lowering the cognitive level of the human species. Murdoch’s media outlets have helped to steer the war drive for the world’s “English-speaking Empire,” and they have defamed or blacked out any American patriot who has fought against fascist policies.<sup>6</sup> Now, he wants to reach the underdeveloped nations (that have little or no electricity,) with insane little green laptops that have hand cranks for battery support! As true liberals all agree, starving children have the right to be illegally monitored and brainwashed, too!

Need I say more?

Sure. Let’s look farther, to Murdoch’s latest, and proudest infection: his disease that is infecting our generation.

### MySpace: ‘A Graveyard for Friends’

I’m a catalyst for change. . . . You can’t be an outsider and be successful over 30 years without leaving a certain amount of scar tissue around the place.

—Rupert Murdoch

Do you want this perverse freak controlling YourSpace? Why would you spend your time playing with yourself in the view of this freak? How can any moral individual intending to do the good, be stuck on MySpace masturbating with others? Are you so sexually impotent that you no longer masturbate in private, but get others to join with you?

Murdoch’s move to buy up IGN<sup>7</sup> and Intermix Media,

6. “Were the proper development of the human culture of Australia not prevented, it could sustain a very much greater, and wealthier population than under the attempts of some, as perhaps Rupert ‘By Dingo’ Murdoch, to suppress its cultural development back to marsupial, or even much poorer, ‘MySpace,’ preconditions, again, today.” Lyndon LaRouche, “From Milken & Enron to Perugia: ‘Extreme Events!’” *EIR*, Nov. 23, 2007, and reprinted in this pamphlet.

7. As IGN’s website claims for itself, “IGN is the ultimate ‘Manhunt 2’ resource for trailers, screenshots, cheats, walkthroughs, release dates, previews, reviews, soundtracks and news.” “Manhunt 2” was the inspiration for the two deranged killers in Detroit who stabbed a man to death, in ear-



Lord Beaverbrook (Max Aitken) and the British Supply Council in the U.S.A., 1942. Lord Beaverbrook is seated front row center.

Inc.<sup>8</sup> should come as no surprise; both cater to the youth generation. This is not uncharacteristic of his pedigree, nor is it a coincidence that this particular media portal is of interest to him. After Murdoch purchased Intermix, all Intermix websites became part of News Corp.’s FOX Interactive Media. Murdoch now, through these sites, possesses detailed logs of the behavior and personal information of millions of youth, particularly 42 million MySpace abusers! With News Corp.’s control over “news” and “cultural output,” it becomes more feasible to create the desired effect of a gladiator’s ring in the Roman Colosseum.

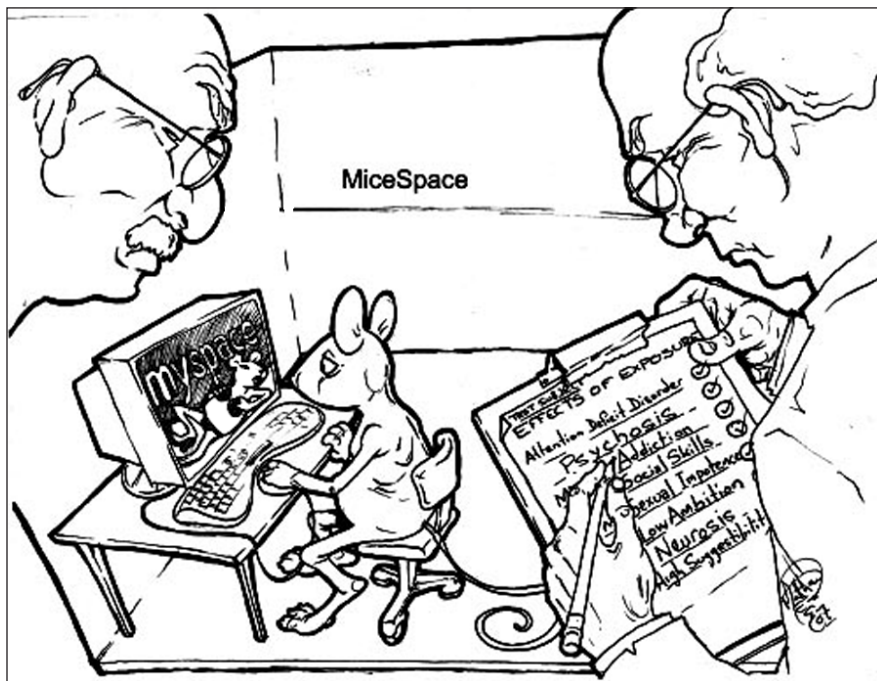
Looking for pleasure? Anything is allowed in Murdoch’s online pantheon! Let’s look at just some of what Murdoch’s MySpace offers:

- **Pedophilia:** Although 29,000 sexual predators have been cast off MySpace, it was with no help from Murdoch. According to *Wired* magazine’s coverage of a computer crime unit, “MySpace busts are rare in this unit. About half the work done by the eight detectives here is aimed at online predators, but the networking site poses challenges that open chat rooms—a dying social scene among today’s youth—never did. ‘It’s a dangerous place for kids,’ said Frank Giardina,” a private detective. ‘It’s also difficult for law enforcement.’”

- **Anorexia:** One MySpace group, with as many as 1,000 women afflicted with anorexia, has a video displaying the latest “results,” saying it wants “no people trying to recover—it ruins our motivation.” Murdoch, therefore, said MySpace won’t censor the videos, but will accompany them with “messages of support” for getting help.

ly November 2007, then sawed off his head and burned his body, all in the style of “the game.”

8. IGN is a subscription-based gamer site, which tapped one of News Corp.’s favorite demographics: young males. Likewise, Intermix, whose crown jewel was the graveyard MySpace, has become the premier place where all dead young souls reside. Murdoch lusts over it, saying: “You can see this was life. . . . This was real.”



To summarize the report by Pokin: Megan Meier, who had social problems, was given access to MySpace by her parents, and became friends with someone she believed to be a 16-year-old boy named Josh. Josh, who pretended to like her, was a fake personality created by the parents of a former friend of Megan's. Megan sought refuge with "Josh," on MySpace. A dialogue occurred among Josh, Megan, and other MySpace personalities. During the dialogue, Megan called her mother, and told her, "They are posting bulletins about me.... 'Megan Meier is a slut. Megan Meier is fat.'" These multiple attacks on Megan's self-esteem, caused her to commit suicide later that evening.

An incident like this could not have occurred without Murdoch's MySpace, which is intended to destroy real human communication of ideas.

As Rupert himself puts it, young people "don't want to rely on a God-like figure from above to tell them what's important. And to carry the religion analogy a bit further, they certainly don't want news presented as gospel. Instead, they want their news on demand, when it works for them. They want control over their media, instead of being controlled by it. They want to question, to probe, to offer a different angle."

This sophistry is the old Anglo-Dutch Liberal policy—to control the minds and steer the culture for those who would lead the future of mankind, while making it *appear* as if the people control themselves. "I'm free!" says the MySpace user, as he or she searches for perverted pleasure. Historically, the most efficient way to destroy a human culture, is to induce it to doom *itself*, precisely the force of tragedy of our parents' generation.

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### Go 'Cold Turkey' on British Ideas

Now that we have looked at the Murdoch virus, there are two ways to help cure this seemingly, "British common cold."

First, recognize the fact that the world monetary-financial system is dead! (the same evil monetary system that gave you Murdoch and HisSpace). The only possible alternative to the dead system is to return to the Franklin Roosevelt-style American System principles, which is in line with what Lyndon LaRouche is proposing.

Second, recognize that as today's generation of young adults, the future of mankind rests on how you think and

- **SuicideGirls:** This cult of dead-looking women can also be found offering drinks at gaming conventions to the Army's next recruits, or at "Halofest," the annual satanic party widely advertised on MySpace.

- **Dehumanizing Murder Movies:** One movie promoted recently, and heavily, on Murdoch's MySpace was "Saw 3," the favorite existential torture movie of MySpace user Pekka-Eric Auvinen, who recently killed eight people, including himself, in Jokela High School in Finland.<sup>9</sup>

- **Murder Rings:** As MyDeathSpace recorded as of November 2006, there have been 600 murder victims with MySpace profiles, and 35 murderers. More significantly though, MySpace, like Facebook, creates an unprecedented place for studying, and steering, how youth *react* to murders and violence; it's a type of anthropological zoo. Charles Figley of Florida State University's Traumatology Institute said, "On social network sites ... victims' buddies can howl at killers' cousins, and the cousins can scream back. All the old social relationship models and theories don't apply anymore.... We're rewriting textbooks here."

- **Suicides:** Megan Meier, a 13-year-old girl from Dardenne Prairie, Mo., committed suicide on Oct. 16, 2006 because she was being teased and rejected by fake personalities on Murdoch's death chamber, MySpace. The tragic incident itself wasn't known by the Internet mobs, until the *Suburban Journal* released a report by Steve Pokin, on Nov. 12, 2007.

9. See, "The Cult of the New Suicide Bomber," by Nick Walsh, in this report.

act in society. By allowing the enemy to deter your mind from discovering new and profound principles, as *ideas*, they have not only arrested your development, but they have engineered you to become the new unconscious international terrorist of our day.<sup>10</sup>

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10. *Ibid.*

# Facebook: A Tombstone With a Picture Attached

by Nick Walsh

As an elderly porn advocate recently noted in an article in (waste of) *Time* magazine, visits to porn sites on the web are down 33% over the last two years. Where, the author asks, have all the viewers gone? To “social networking” sites like Facebook! As of today, there are 50 million dead souls floating in this virtual graveyard, a number growing by the day. Why all the furor?<sup>1</sup>

As stated by founder Mark Zuckerberg, “the company develops technologies that facilitate the sharing of information through the social graph, the digital mapping of people’s real world social connections.” Wait a minute! Only a fool would profess to *digitally* map the metaphysical principles of human social interaction. This professed mission is *physically* impossible, and actually insane. So what’s really going on? This “social graph” is actually a *mind control* site, now directed by mass killer enthusiast Bill Gates, and anglophile Facebook board members Peter Thiel and Jim Breyer. Whose minds will they control? Only those who want to clear the way for unchecked globalization.

## A Cyber Grave: The Fantasy Life of Cowardice

There’s always this ideological framework that one sees on the other side: “Yes, there’s this artificial reality, but it’s not the real world. There’s always a difference between a copy and the original; there’s a difference between being an avatar and being a physical person, and those things are fundamentally, completely different and that this real world of physical space-time is the primary reality.” I would submit to you that it’s more of an open question...

*Peter Thiel, Board of Directors of Facebook*

I hear the cynical, enraged youth now, after reading this report, say: “I don’t care what you say! This is *my* life, this is *my* freedom, this is *my* leisure time! I will never let Murdoch control me!”

These are similar to the words uttered by the new young suicide killers. Will you allow your ignorance and infantile ego to be the cause of the force of our tragedy?

First look at Peter Thiel, who contributed \$500,000 to Mark Zuckerberg in 2004, to start up Facebook, and who has had a long history of interest in campus-based mind control. His career began as a founder of the *Stanford Review*, the flagship publication of dirty fascist William F. Buckley’s Intercollegiate Network in 1973. As LaRouche PAC exposed one year ago in the pamphlet “Is Joseph Goebbels on Your Campus?” the Intercollegiate Network was part of a highly coordinated nationwide fascist youth movement on the college campuses of that time. The Intercollegiate Network, just like Facebook today, had the appearance of being run by independent-minded youth, while actually being run by high-level political circles interested in turning campuses into human zoos.

Thiel is a lackey of the right-wing oligarchy, and was allowed to earn money gambling with derivatives at Cr dit Suisse bank, and later, to make a killing from the PayPal website. Today, he is on the board of the right-wing VanguardPAC, whose mission is to promote right-wing Federalist Society members for the Supreme Court, such as Samuel Alito and Antonin Scalia. These movements, as shown in the LaRouche PAC pamphlet “Children of Satan IV: Cheney’s Schmittlerian Drive for Dictatorship,” are nothing but pawns of the British empire, just as Hitler and his legal theorists in 1930s Germany were. But, to elaborate this point, read Thiel here, waxing about the glories of the new British empire: “More and more of the world’s wealth exists in these offshore jurisdictions and havens. About 40-50% of the wealth of the world exists in small offshore jurisdictions. In places like Monaco, or Andora, or San Marino, or Lichtenstein, or Luxembourg, or Switzerland. You have all the Cayman Islands, the Caribbean, Bahamas, Barbados, Antilla...”<sup>2</sup> These islands, nearly all

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1. Or, as in this case, one might more appropriately ask, “Why all the F hrer?”

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2. Speech at “Accelerating Change” meeting at Stanford University, 2004.

of them part of the Anglo-Dutch world empire, are what Thiel and friend Richard Rahn, who is director of the British Cayman Islands, claim to be the new virtual economy. Listen to Thiel and Rahn in their own words, interviewed by Peter Robinson of the Hoover Institution:

**Robinson:** “Does electronic money, E-money, pose a threat to the sovereignty of the United States?”

**Rahn:** “Yes, and to every other government.”

**Robinson:** “And you’re happy about that?”

**Rahn:** “Yes. Because it empowers people. It liberates people.”

[Robinson then turns to] **Thiel:** “Yes it does. Although mostly to emerging world governments as a first step. [The] U.S. Government [is] probably the least threatened, but they’re all threatened to greater-lesser degrees.”

**Robinson:** “Let’s establish a beat—right off the bat there. The two of you are talking about a revolution then.”

**Rahn:** “That’s right.”

**Thiel:** “Well, it’s happening right now, whether people realize it or not.”

## Silicon Valley Implants

Thiel’s fellow Facebook board member, Jim Breyer, is also a long-time lackey for Anglo-American psychological war games and economic globalization. He sits on the board of Anglo-American Accel Partners, which has one branch in Palo Alto, Calif., the location for 1950s MK-Ultra mind-control experiments, and the other in the heart of the City of London, within a short walk from Buckingham Palace.<sup>3</sup> This “equity” (a.k.a. robbery) firm,<sup>4</sup> Accel, gave \$12.7 million to Zuckerberg, for Facebook, in August 2005, to develop a site where “people can go and look up other people and find relevant information on them ... what they’re interested in, their contact information, what courses they are taking, who they know, who their friends are, what people say about them, what photos they have now...” Huh? Why would an Anglo-American financial group be interested in controlling a social networking website?

3. Breyer also sits on the Board of Directors of WalMart Stores, Inc. and child-fantasy company Marvel Entertainment, Inc.

4. Breyer shares the Board of Accel-KKR with the founders of Kohlberg, Kravis, and Roberts, a “pioneer” equity firm in the 1980s for economy-destroying “leveraged buyouts.” (See Lyndon H. LaRouche, Jr., “From Milken and Enron to Perugia: Extreme Events,” in this pamphlet.)



PRNewsFoto/Microsoft via Newscom

*Columbine Bill Gates looks down on one of his gleeful recruits to the Revolution in Military Affairs.*

To answer this question, look at Breyer’s long, close business partnership with Gilman Louie, member of the Markle Foundation Task Force on National Security in the Information Age, and founding CEO of In-Q-Tel, a non-profit venture capital firm chartered by the CIA, with a mission to not only “discover” new firms with technology useful to “intelligence gathering,” but to corral private investment into these firms as well. Upon Louie’s appointment to the CIA post, which he held from 1999-2006, Breyer said, “It appears in this effort the CIA has chosen well.” Breyer’s and Louie’s interest in cultural warfare goes back decades to when Accel supplied Louie’s video-game firm Spectrum HoloByte with huge infusions of cash.

Breyer and Louie also work closely with Defense Advanced Research Projects Agency (DARPA) board member Anita Jones, who sat on the board of In-Q-Tel with Louie. DARPA is not only leading the effort to create human cyborgs for Dick Cheney’s perpetual wars,<sup>5</sup> but also was the creator of the Information Awareness Office (IAO) in 2002. According to DARPA’s own fact file, using 9/11, of course, as pretext: “The most serious asymmetric threat facing the U.S. is terrorism. This threat is characterized by collections of people loosely organized in shadowy networks that are difficult to identify and define. These networks must be detected, identified, and tracked.”<sup>6</sup> The IAO, therefore, headed by Iran-Contra fink John Poindexter, had the

5. See Gabriela Arroyo-Reyes, “The Cyborgs of Silicon Valley,” in this pamphlet.

6. Would this shadowy definition of “asymmetric threat,” allow the IAO to “detect, identify, and track” loosely organized people, such as college students, plotting the impeachment of Dick Cheney?

mission for “the development of revolutionary technology for ultra-large all-source information repositories ... to create a virtual, centralized, grand database.” Yikes! The U.S. Congress, worried about the creation of a “mass surveillance system,” shut the IAO down; but, just as with the Iran-Contra scandal, this project has continued, privately, through “information repositories” like Facebook.

Look to the year 2005, when Accel infused Facebook with cash. That was the same year that Jim Breyer co-directed the National Venture Capital Association (NVCA) with Gilman Louie. The NVCA, claiming to represent “free capital,” is composed mostly of money from Thiel’s favorite “offshore” tax havens, such as the British Cayman Islands. These Cayman Islands are the financial center for dismantling the American auto sector, for hyperinflating our presently dead housing bubble, and for start-up “tech firms” (e.g., firms developing killer game simulators and mind-control/fantasy sites, to destroy American culture).<sup>7</sup> But, don’t separate this “venture capital” from Cheney’s perpetual war policy. In 2006, at a time when a “night of the long knives” was carried out by Cheney’s CIA Director Porter Goss against anyone in the CIA opposed to domestic spying and torture, Breyer’s buddy Gilman Louie proved himself loyal to the cause, and received two Seal Medallions and the Director’s Award for “services rendered.”

## The Gates of Hell

To seal the tomb, or put a virtual nail in Facebookers’ coffins, look now at Facebook’s new leading ghoul, Microsoft’s Bill Gates.<sup>8</sup> Contrary to popular mythology, Gates is not a proof of the success of globalization, but rather the opposite. Gates’s mind and morals typify the satanic rot which is globalization, and serve as an alarm to non-stupid citizens of this republic, that something has gone terribly wrong. Look, for starters, to the Microsoft “Judgment Day” Halloween Party of Oct. 31, 1995, hosted by Gates to celebrate his recent takeover of id Software’s kill-simulator “Doom,” the game which would program Eric Harris and Dylan Klebold to be extremely effective suicide-murderers, in the Columbine High School massacre. The party included a Doom tournament, called “Deathmatch ‘95,” and an id Software display featuring “an eight foot tall vagina with dildo teeth. Inside, two members of [the band] G.W.A.R dressed in fur and raw meat attacked passersby with rubber penises.”<sup>9</sup>

7. A British partner of Breyer at Accel, Bruce Golden, also works at Mind Candy, a London gaming firm presently developing “Moshi Monsters,” a MySpace-style, psychological control and profiling operation, for 7-12-year-olds! (See video at <http://www.moshimonsters.com/>)

8. A source for this article reported, in confidence, that the name Microsoft was chosen to honor the founder’s brain.

9. Jim Breyer referred to this company in 1996 as an “insanely great product company.”

Of course, Gates was not to be outdone, appearing, himself, in the evening’s Microsoft Games promo video. The video begins with a first person view of the Doom simulator, with a shotgun firing off kill after kill of monsters. Then, the shotgun shooter walks onto the screen, turns, and reveals Gates himself to be the assassin, dressed in the black trench coat, such as what the Columbine killers would later wear.<sup>10</sup> Gates, while cooing that Windows is the only software for really advancing these killer games, is then approached by another ghoul, and blows it away with his pump shotgun, before saying, “Don’t interrupt me.” Afterwards, the Microsoft slogan appears, but changed, to read, “Microsoft: Who Will You Execute Today?” which then becomes splattered with blood and brains after a loud gunshot sound.

## Columbine Bill Is Watching You

There’s this notion that “traffic” [on the Internet] equals profit, and, you know, traffic does not necessarily equal profit. Traffic equals—maybe you can take it and translate that into something, and I always think, maybe we’ll buy the traffic first, and figure out what to do with it next....

*Bill Gates on the Charlie Rose Show*

Don’t kid yourself. Bill Gates is not a passive “investor,” nor is he a creative entrepreneur. He is an aggressive enabler, for decades now, of the military-entertainment complex, and of its intention to destroy the minds of our military personnel, and our youth.<sup>11</sup> Through games like online Counterstrike and Halo 3 for Xbox, Gates is advancing the psychotic “Revolution in Military Affairs,” along with its accompanying cult of teenage “suicide bombers,” like Seung-Hui Cho of Virginia Tech. Also, Gates’s vision, like that of Thiel and Breyer, is to equate the human mind with a “plugged in” digital system, the Wellsian vision of a world brain. The name of the brain will be: Microsoft Xbox. At least one in every living room! Gates’s stake in Facebook is driven by this psychological motive: “Tune in, turn on, and dumb down.”

Read his words yourself. Interviewed in 1993, Gates said, “I don’t think there’s anything unique about human intelligence. All the neurons in the brain that make up perceptions and emotions operate in a binary fashion. We can someday replicate that on a machine.”<sup>12</sup> Eventually,

10. This video, which can be found by searching under “Bill Gates Doom video” on the Internet, also establishes Gates, truly, as the founder of Eric Harris and Dylan Klebold’s “Trench Coat Mafia.”

11. Gates is more properly referred to now, as “Knight Commander of the Order of the British Empire,” as he was recently anointed with this dishonor; by the old hag, Queen Lizzie, herself! This reward is for those who have made “an important contribution to British interests.”

12. Is this what those long lines for Xbox are all about?

we'll be able to sequence the human genome and replicate how nature did intelligence in a carbon-based system. It's like reverse engineering someone else's product in order to solve a challenge." Then the interviewer asked, "Isn't there something special, perhaps even divine, about the human soul?" and Gates replied, "I don't have any evidence on that," while reportedly rocking, nervously, back and forth.

Now, look to Gates's "strategic partnership" with Facebook, agreed to in August 2006. Within *one month* of this partnership, Facebook introduced NewsFeed and Mini-Feed, whose purpose was to track and report the minute-to-minute activity of each user on the web, *even when the user is not logged on to Facebook*. In November 2007, Gates advanced further, investing \$240 million into Facebook (whose annual revenue is only \$200 million,) to provide access for 12 major companies, such as Coca-Cola, Blockbuster, and Verizon, to the NewsFeed system. Now, the Facebook fool can be tracked, even when *not* logged on to a computer! For example, if a Facebooker rents a movie at Blockbuster, or buys concert tickets from an affiliated vendor, all the details of those transactions are e-mailed to Facebook, and become part of the regularly updated NewsFeed post. When any member of "John Dodo's" Facebook "family" logs on to Facebook, he or she will read, "John Dodo was on these websites, investigating or purchasing these items, at these times." These posts will be read not only by John Dodo's "family," but they are sent back to the affiliated companies, for further profiling and thought-shaping of the users (or, should we call them "hosers"?) Soon enough, posts will read something like this, "The Facebook has determined that you will be interested in *these* movies, *this* music, *this* type of sexual partner, and *these* political views. Also, the Facebook has determined that you are not the type of person interested in science, Classical music, or, for that matter, truth."

### Burying Yourself in Facebook

**Audience Member:** "...the interesting question will be, whether computers are alive."



*Raffaele Sollecito, a regular Facebook user (left), was one of four arrested in Perugia, Italy for the murder of Meredith Kercher. Also arrested was Amanda Knox, his girlfriend and a University of Washington student, and Facebook groupie. Wake up while you still can! Above, Kercher's photo at a Halloween party, taken the night before her murder, was posted on her Facebook account.*

**Thiel:** "I actually think the interesting question will be whether human beings are alive, but maybe it's the same question."<sup>13</sup>

So, is it just "information" about people that Thiel, Breyer, and Gates are interested in? Keep in mind that for them, *information* is equivalent to *human intelligence*. For science-fiction devotees Thiel, Gates, and Breyer, controlling information is the same as controlling the mind, or society as a whole. It's called, *globalization*.

Have you been to the zoo and looked at the animals in the cages? Facebook is worse. The people in Facebook must give up their souls to get in the cage. Humanity is not allowed in the "social graph," only information.<sup>14</sup>

If this seems extreme, just look at the latest Facebook-related murder case in Perugia, Italy.<sup>15</sup> A student, Meredith Kercher, was pinned down, then fatally slashed across her neck, after a ghoulish Halloween party only the night before, the pictures of which were posted on Kercher's Facebook account. In the aftermath of the murder, large groups on MySpace and Facebook have been "ooohing" and "aaahing" over every last detail of the sick crime, creating quite the sociogram for all to see. LaRouche is not being facetious when he calls Facebook a "tombstone with a picture attached."

13. Peter Thiel at "Accelerating Change," Stanford University, 2004.

14. Facebook may also be described as the Internet version of H.G. Wells' *The Island of Dr. Moreau*.

15. See LaRouche, *op cit.*, footnote 4.

# What IS Wikipedia?

by Brent Bedford

I think that one of the great strengths of the open collaborative approach is the fast and powerful destruction of untenable conspiracy theories. It is quite easy to watch a pseudo-documentary like “Loose Change” and to find it compelling, until you back up and do some homework with the help of sites like Wikipedia.

—Jimbo Wales,<sup>1</sup> 02:48, 7 July 2006 (UTC); from the “9/11 Conspiracy Theories Page” of *campaigns.wikia.com*

According to its page, “What Wikipedia is NOT,” Wikipedia is NOT a publisher of original thought (WP:NOT#OTHOUGHT).<sup>2</sup> It is NOT a democracy (WP:NOT#DEMOCRACY). Wikipedia is NOT an indiscriminate collection of information (WP:NOT#INFO, WP:NOT#NEWS), yet at the same time, it is NOT censored (WP:NOT#CENSORED). What, then, is Wikipedia, and how does such a formless, “collaborative approach” so powerfully and quickly destroy “conspiracy theories”?

## You Don't Believe in Conspiracy Theories, DO YOU?

In a world where “conspiracy theories” are ruled out, you are not permitted to determine the reason for anything. All you can do is arrive at a conveniently arbitrary consensus, through submission to manipulation and persuasion. To ensure the “fast and powerful destruction” of conspiracy theories, Wikipedia was created. Wikipedia is simply a conspiracy of anonymous editors who create and change Wikipedia entries. *Did the Nazis facilitate the burning of the Reichstag to consolidate Hitler's dictatorship?* If you read the “Reichstag Fire” page on Wikipedia (in its current form), you are led to believe that it was done at the hands of Communists.

But is there really a consensus against conspiracy theories?

In order to create this consensus, or break it, when “necessary,” Jimmy Wales has structured Wikipedia to be a very loose and powerless body. As Wales described it, his

*Jimmy Wales on his royal prerogatives regarding Wikipedia decisions: “I reserve the right . . . to dissolve the whole thing. . . . I plan to do it about as often as the Queen of England dissolves Parliament against their wishes. . . .” Fancying himself a Queen of sorts, Wales would try to persuade you to believe he is anything but one of the Queen's many simple-minded subjects.*



Illustration by Brent Bedford

relationship to Wikipedia is analogous to the Queen's relationship to her Parliament. Wikipedia's first step toward achieving consensus involves the Mediation Committee (MedCom), a body drafted by Wales in 2004 to resolve “disputes.” Wales has the final say on its members. When MedCom fails to neutralize dissidents, they are referred to the Arbitration Committee (ArbCom), which imposes binding solutions by decree. (Of course, Wales reserves the right of executive clemency in all matters.)

ArbCom ensures that WP:NPOV (Neutral-Point-of-View) is never violated. If they fail, Jimbo Wales has the final say, and he even retains the power to dissolve the ArbCom at any time. To make sure Wikipedia does not degenerate into anarchy, Jimbo created WP:NOT#ANARCHY. As I show below, these rules do nothing but obscure the fact that Jimbo always has the final say—not the “editor” or “community.”

On the Wikipedia:Elections page, it is even stated explicitly that Wikipedia discourages voting and favors decree by consensus. In the case of ArbCom, even though they held “elections,” these were only “suggestions” to Jimbo on whom they thought he should select, reject, or retain for the ArbCom. He has the final say—always! (WP:CONEXCEPT, “consensus exceptions”).

And, the policy of ArbCom itself is not based on any sort of principle except that which “may be tweaked as the Committee gains experience and learns better ways of doing things.” This policy toward policy, it has been suggested by Wales, is not subject to amendment by the “community.”

## So, What IS Wikipedia?!!

Well, as it turns out, the reason Wikipedia stinks so much, is that its loyal Wikipedians worship a man, Jimbo Wales, who follows in the footsteps of . . . Ayn Rand! Wales

1. Jimmy Donal “Jimbo” Wales, is identified on Wikipedia as the president of Wikia, Inc., and the board member and chair emeritus of the Wikimedia Foundation.

2. This notation is official “Wiki-speak.”

found inspiration for naming his poor daughter after a character from Ayn Rand's cheesy epic, *We the Living*. What's worse, Wales' entire history is spilled out in daily rantings on alt.philosophy.objectivism, bit.listserv.politics, and elsewhere, all throughout the 1990s, when he underwent a peer-dominated religious transformation to become the ego-worshipping, Ayn Rand-defending anarchist that he still is, today. This serves as the most painful documentation of Wales' pathetically mediocre existence. And to think—Wales' hometown, Huntsville, Ala., was the residence of the German V-2 rocket scientists, whose scientific knowledge propelled America into the Space Age!

Before founding Wikipedia, Wales moderated and contributed material to websites devoted to Ayn Rand's doctrine of Objectivism. When that failed to take off, he started something not much different than an Ayn Rand novel, a soft-core porn portal, called Bomis.com. He moved to California and subsequently founded Wikipedia with his good libertarian buddy from the USENET groups, Larry Sanger. By removing Ayn Rand's name, but demanding that only material published from inside her hellish world be tolerated on Wikipedia's pages, hundreds of people were fooled into giving Wikipedia credit for its good aspects, which were all actually unintended by Wales (and, which people have discussed implementing since the 1940s), while missing the significance of its faults, as well as its mysterious alliance with Google.

### **'La-Rou-che? I Looked Him Up on Google and Read About Him on Wikipedia...'**

In August 2004, User:Herschelkrustofsky followed procedure and filed a request for arbitration, over a dispute involving User:Adam\_Carr, User:John\_Kenney, and User:Homey, three people who had engaged in "edit wars" with him over the status of Wikipedia:Lyndon LaRouche. These users refused to participate in User:Herschelkrustofsky's earlier request for Mediation, through MedCom, which is the procedure Wikipedians are encouraged to follow.

The edit wars began over the following superlative: "The most outspoken proponent of American System Economics in the early 20th Century was Dr. Sun Yat-sen. Today, it is the American politician and economist Lyndon LaRouche," which User:Herschelkrustofsky had added to Wikipedia:American System. User:Homey deleted this statement, and also reverted edits made on Wikipedia:Frankfurt School, which cited Lyndon LaRouche as the third major school of criticism of the Frankfurt School.

An attempt to summarize the proceedings of this legal battle here would be long and pointless. The case will be preserved online—unless WP:OFFICE deletes it—at Wikipedia:Requests\_for\_arbitration/Lyndon\_LaRouche and / Lyndon\_LaRouche\_2. It is noteworthy that User:Adam\_Carr is a political enemy of Lyndon LaRouche's move-

ment in Australia. The outcome of the LaRouche1 trial led to terms of probation for User:Herschelkrustofsky.

Subsequently, in LaRouche2, involving opposition to User:Herschelkrustofsky by other political enemies of LaRouche—Chip Berlet (User:cberlet) and Linda Mack (User:SlimVirgin)—the ArbCom ruled that User:Herschelkrustofsky had violated his terms of probation created after LaRouche1, and they enacted a one-year ban against editing Wikipedia, which was later extended to July 2008.

After delivering this fateful sentence, ArbCom enacted the following decrees, with accompanying penalties for future users who violated them:

- Original work which originates from LaRouche and his movement may be removed from any Wikipedia article in which it appears other than the article Wikipedia:Lyndon LaRouche and other closely related articles.
- Supporters of LaRouche are instructed not to add references to him directly to articles, except where they are highly relevant, and not to engage in activities that might be perceived as "promotion" of LaRouche.

In light of this ruling, User:Will\_Beback proceeds to delete material not just having to do with LaRouche, but with José Rizal, Friedrich List, Henry Cary, the doubling of the cube, Pope John Paul II, and the drug-legalization policies of Milton Friedman and George Shultz.

### **SlimVirgin**

This story is demented and broken on so many levels, it is quite difficult to know where to begin, even. Here we have an excellent Wikipedia administrator who has been victimized by lunatic conspiracy theorists, a private person who has absolutely no relation to the wild stories that this article promulgates. Slashdot, you have been trolled.

—Jimmy Wales

At the end of July 2007, a professor of Physics and International Humanitarian Law, Dr. Ludwig de Braeckeleer published an exposé of Wikipedia's penetration by intelligence services. The article was published on the Korean website OhMyNews, and was quickly picked up by Slashdot and other sites.

Dr. de Braeckeleer had been investigating the 1988 incident involving Pan Am Flight 103, known as the Lockerbie bombing. He wrote:

"In the aftermath of the Lockerbie bombing in 1988, the finger of suspicion quickly pointed to a Syria-based Palestinian organization—the Popular Front for the Liberation of Palestine, General Command (PFLP-GC)—hired by Iran. The terrorist group was created by a former Syrian army captain, Ahmed Jibril, who broke away from the Popular Front for the Liberation of Palestine (PFLP) in 1968.

"I had learned from a recently released U.S. National Archives file that Shin Bet, the Israeli Security Agency, had infiltrated the PFLP and helped the Entebbe hijackers (Israeli commandos rescued the hostages in Uganda in 1976), so I wanted to learn more about the link between the PFLP and the PFLP-GC. I also wanted to learn more about allegations made by David Colvin, the first secretary of the British Embassy in Paris, concerning the rather bizarre collaboration between the PFLP and the Shin Bet.

"As I could not locate the article in which I had learned about the allegations, I consulted the article on the Entebbe Operation on Wikipedia, where I knew the story had been noted. To my surprise, I found that all references to the alleged collaboration between the PFLP and the Shin Bet had been suppressed. Moreover, it is no longer possible to edit the page."

Upon a closer inspection of these Lockerbie-related Wikipedia articles, de Braecheleer identified SlimVirgin as an editor of articles relating to Pan Am 103, as well as those of ABC News journalist Pierre Salinger—one of the original investigators of the Pan Am 103 incident, who was working out of the ABC News London Bureau at the time. Salinger served as the White House press secretary for Presidents Kennedy and Johnson, as a U.S. Senator

from California, and as campaign manager for the Robert Kennedy 1968 Presidential campaign. While investigating the Pan Am 103 incident in London, he and his collaborator, John Cooley, hired a young graduate student from Cambridge, Linda Mack.

As John Cooley would later write, in a submission to the website Wikipedia Review, which investigates suspiciously powerful Wikipedia Administrators, like SlimVirgin:

"She claimed to have lost a friend/lover on [Pan Am] 103 and so was anxious to clear up the mystery. ABC News paid for her travel and expenses as well as a salary. . .

"... Salinger came to believe that [first name redacted but known to be Linda] was working for [name of intelligence agency redacted but known to be Britain's MI5], and had been from the beginning; assigned genuinely to investigate Pan Am 103, but also to infiltrate and monitor us."

A Cambridge University website showing the names and e-mail addresses of its alumni, provided the link between Linda Mack and her former e-mail address, slimvirgin1@yahoo.com.

SlimVirgin is also known for her edits of Lyndon LaRouche-related Wikipedia pages going back to 2004.

# Video Games and The Wars of the Future

by Oyang Teng

In 2013, the Army will unleash a new breed of soldier. A soldier whose lethality has been honed by the finest technologies. A soldier equipped to see first and strike decisively. Today, he's yours to command.

—*Advertisement for the video game "Ghost Recon: Advanced Warfighter"*

Welcome to Dick Cheney's fantasy world, where the U.S. fights permanent wars against the "failed states" of the Third World, with legions of Special Forces hunter-killer squads backed up by "shock and awe" air power. Forget that the *reality* in Iraq and Afghanistan has been a disaster; the so-called Revolution in Military Affairs (RMA) continues, with heavy emphasis on automated and space-based weapons systems, "information dominance," and computer simulation.

If the wars of the future are to be fought by a new breed of soldier, a ready pool of potential recruits is already be-

ing trained. Many of them have not yet entered the military, or even high school, and some have never touched a weapon. But, thanks to a perverted transformation of the "Military-Industrial Complex" into the newly-styled "Military-Entertainment Complex," the video games of today are brainwashing today's 14-to-25-year-olds for the wars of tomorrow.

"Ghost Recon," which is based on the premise of a near-future "U.S. intervention on Mexican soil in order to bring back Democracy," was developed by Ubisoft, in conjunction with the Army, to showcase its Future Force Warrior concept that it plans to implement soon. "America's Army," an enormously popular online game, was developed by the Modeling, Virtual Environment and Simulation Institute at the Naval Postgraduate School, and released in 2002 as the "U.S. Army's Official Game" to bolster recruitment.

Today's trigger-happy gamer has the choice of hundreds of similar titles plying virtual violence as entertain-

ment—and as training. With American fighting forces bogged down in Southwest Asia, this new phase in the militarization of entertainment and the commercialization of war is only the latest in a long-term project to destroy the U.S. military from within. Combined with the man-machine doctrine of cybernetics, the post-war military transformation has been a key feature of the imperial policy of globalization now being used as the imperative for new wars of “Democracy.”

### **The Soldier and the State**

In 1957, when Samuel Huntington wrote the RMA founding treatise, *The Soldier and the State: The Theory and Politics of Civil-Military Relations*, the United States was already in the midst of a degeneration into a post-industrial state. President Kennedy’s extraordinary scientific-industrial drive for the Apollo project was only a temporary interruption in the design for what Zbigniew Brzezinski called a ‘technetronic’ society. As capital-intensive investment in agriculture and industry gave way to an emphasis on the white-collar services economy, another pillar of national sovereignty, the institution of the military, was under assault by what President Eisenhower warned was the “Military-Industrial Complex.”

Huntington claimed, in the spirit of H.G. Wells, that, “The professional army which fights well because it is its job to fight well is far more reliable than the political army which fights well only while sustained by a higher purpose.... The military quality of the professional is independent of the cause for which he fights. The supreme military virtue is obedience.” According to Huntington, who today champions a “Clash of Civilizations,” the Ko-

rean War was exemplary since it was the first major war in which the American soldier “fought solely and simply because he was ordered to fight it and not because he shared any identification with the political goals for which the war was being fought. Instead, he developed a supreme indifference to the political goals of the war—the traditional hallmark of the professional.”

It is no surprise that Huntington explicitly attacked the influence of France’s Ecole Polytechnique on the 19th-Century curriculum of West Point, America’s premier academy for military officers. With a heavy emphasis on subjects like constructive geometry, West Point produced the nation’s leading engineers, who directed the massive rail-building projects that integrated the continental expanse of the country. These served as an essential part of the nation’s military, as well as economic security. Instead of the trained killer of today’s gaming world, the military was helping to turn out productive citizens who could think creatively.

### **Is That a Joystick in Your Pocket, or Are You Just Glad To See Me?**

Meanwhile, Norbert Wiener’s cybernetic theories of automation were being put into practice by the Defense Department’s Advanced Research Projects Agency, known as ARPA (today, called DARPA,) which was the dominant sponsor of computer-related research. Cold War-driven projects like SAGE (Semi Automatic Ground Environment), an automated air defense network of unmanned jet planes, led to a growing interest in war gaming and command systems studies.

Behavioral psychologists like J.C.R. Licklider were

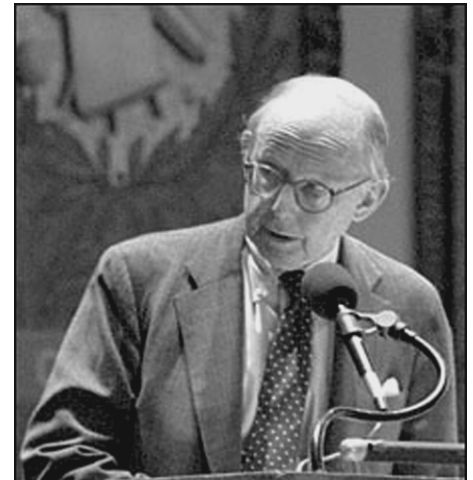
## **The Revolution in Military Affairs and the Waffen SS**

*The following is an excerpt from Lyndon LaRouche’s Oct. 10, 2007 international webcast.*

The Revolution in Military Affairs is what you’re looking at when you think about Blackwater, and the Blackwater scandal in the papers right now. The policy has been, and this was the policy of Cheney when he was Secretary of Defense, to eliminate the regular military forces of the United States, except for the Air Force, which had a special function, and perhaps some Naval forces, but to eliminate the regular military forces of the United States, in order to implement what

was called the “Revolution in Military Affairs.”

This is a policy which has been around for a long time. Under Hitler, it was called the SS policy: Get rid of the regular military forces and bring in the SS. The International Waffen SS has never come fully into operation—that was a matter of timing—but the intention remained there. So, we had the intention to establish, in the post-war period, actually from about the time that President Roosevelt died—an intention to change the course of military affairs and to set up a kind of Caesarian world dictatorship, an Anglo-American world dictatorship, with special military capabilities, in which private armies, or privatized armies, would be used to police the world. We had this, for example, in the Pinochet regime in South America, in Chile, the terror in South America in the 1970s—the same kind of thing, the same operation: Revolution in Military Affairs.



The long-term project to destroy the U.S. military from within goes back to Samuel Huntington's 1957 book, *The Soldier and the State*. The method employed was the "Military-Entertainment Complex," which produces "games" such as "Ghost Recon: Advanced Warfighter," shown here (Huntington, above).

called upon to concoct breathless new theories to explain the emerging interface between man and machine. Licklider had been a participant at Wiener's cybernetics conferences<sup>1</sup> and was hired by various government, academic, and private research labs, many of which sprung up with funding from ARPA. While heading the Command and Control Research division of ARPA in 1960, he wrote a paper titled, "Man-Computer Symbiosis." In it he stated, "The hope is that, in not too many years, human brains and computing machines will be coupled together very tightly, and that the resulting partnership will think as no human brain has ever thought and process data in a way not approached by the information-handling machines we know today."

That hope would take form in such later projects as DARPA's Augmented Cognition to create soldier-computer "dyads," and the sterile vision for a "Posthuman Renaissance," where "there are no demarcations between bodily existence and computer simulation, between cybernetic mechanism and biological organism."<sup>2</sup> This would become the holy grail of the front-end research that has spun off not only future battlefield technologies, but also much of today's sociopath-creating video-game industry.

### Third Wave War

The post-Franklin Roosevelt degeneration in U.S. policy exploded into full view with our entry into the Vietnam

War. Among other lessons, the experience on the battlefield demonstrated that victory doesn't come from kill-power alone.

Changes in combat training had increased the firing rate—that is, the percentage of American soldiers who would shoot their weapon at the enemy with the intent to kill—from 15-20% during World War II, to over 95% by the end of the Vietnam War.<sup>3</sup> New methods conditioned soldiers to shoot at human-like targets on reflex, to break down the natural psychological aversion to killing other human beings.<sup>4</sup> This kind of stimulus-response operant conditioning to create stone-cold killers, would become a central feature of shooter video-games found at most arcades, beginning in the 1980s, and which are now a fixture at U.S. military installations worldwide.

With the Indo-China war as the vehicle, the transition to the so-called Information Age as the supposedly natural evolutionary shift from "second wave" industrial civilization, to "third wave" post-industrial civilization, was celebrated in Alvin and Heidi Toffler's 1980 *The Third Wave*. In their 1993 follow-up book *War and Anti-War*, as if stealing from Wells' *The Shape of Things to Come*, they argued that

3. The concept of the "electronic battlefield" was also first introduced during Vietnam. Military planners, sitting in front of display screens hundreds of miles away, would call in airstrikes on digital blips registered from sensors inserted along the Ho Chi Minh trail, a key supply route for the North Vietnamese. Systems analysts extrapolated the amount of damage their bombs were inflicting on enemy equipment and personnel, but soon discovered that their readings were vastly inflated (It was claimed that more trucks had been destroyed in these operations than actually existed in the country).

4. Dave Grossman, *On Killing: The Psychological Cost of Learning to Kill in War and Society* (Boston: Little, Brown and Co., 1995).

1. See "INSNA: Handmaidens of British Colonialism," by David Christie, in this report.

2. Tim Lenoir, "All But War Is Simulation: The Military-Entertainment Complex," *Configurations*, Vol 8, No. 3, Fall 2000.

under the clash between second- and third-wave cultures, nation-states will dissolve as they faced “endless outbreaks of ‘small wars.’” Militaries, including privatized “professionals” on contract with the UN or individual states, would have to be reshaped to adapt to this post-nation-state world of “anarchic turbulence.”

At the same time, military officers were closely studying how to apply the concepts of *The Third Wave* to war-fighting. The Army’s Training and Doctrine Command, which was formed in 1973 to rethink Army doctrine, would draw on some of the worst concepts then being popularized by “intellectuals” like Toffler and the freakish Stewart Brand to sell the end of national sovereignty in the sleek packaging of globalization.<sup>5</sup>

In the aftermath of Vietnam, cyberfreaks, New Agers, and downright occultic Satanists threw their efforts into remaking the military. Army officers Col. Paul Vallely and avowed Satanist Lt. Col. Michael Aquino authored a 1980 discussion paper titled, “From PSYOP to MindWar: The Psychology of Victory,” detailing a scheme to utilize new technologies to wage the equivalent of psychological Total War, using America’s dominance over electronic media to “make possible a penetration of the minds of the world such as would have been inconceivable just a few years ago.”<sup>6</sup> In the Hobbesian virtual world projected by these utopians, the U.S. military would be the world’s high-tech Leviathan, playing whack-a-mole with any upstart regional power that didn’t accept the supposedly emerging consensus for a globalized world order.

Named “Transformation,” this new paradigm would emphasize smaller, more mobile, more lethal forces, not dependent on the (quickly shrinking) in-depth industrial capacities of the national economy. The “lethality” of the individual “warfighter” would be enhanced by networked communications and other digital technologies. The new military ideal would no longer be the model of the citizen-soldier, but that of the cyborg.

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5. Surrounding these new developments in military practice, was the transition from “counterculture to cyberculture” then taking shape amidst the social and political trauma of the Vietnam years, and chronicled by freaks like Stewart Brand in his 1972 *Rolling Stone* article, “Spacewar! Fanatic Life and Symbolic Death Among the Computer Bums.” (Spacewar! was an early video game that was created at one of MIT’s ARPA-funded computer labs.)

This new cyberculture would embrace not only the anti-authoritarian romance of digital communalism, typified by the advent of the Internet, but also the supposedly liberating principles of “market populism”—that is, the anti-government economics of globalized free trade (see Harley Schlanger, “From Hippies to Hedge Fund Operators: The Case of Jeff Skoll,” *EIR*, April 20, 2007). As stated by two of today’s leading advocates of the RMA, Felix Rohatyn and George Shultz, this supranational economic model was far better suited to the operations of private mercenaries than for national armies that might, after all, be called upon to defend national interests.

6. Jeffrey Steinberg, “Cheney’s ‘Spoon-Benders’ Pushing Nuclear Armageddon,” *EIR*, Aug. 25, 2005, and “Satanic Subversion of the U.S. Military,” *EIR*, July 2, 1999.

## The Military-Entertainment Complex

It was also in 1980 that the military formed its first major partnership with a video-game company, when the Army contracted with Atari to modify its tank-shooter arcade game “Battlezone” for official training use.

Video games had come into their own during the late 1970s, having been developed by veterans of early ARPA-funded defense projects. By 2006, video and PC games had become a \$13.5 billion industry (not counting the many online games available for free), including a huge array of war-based games, ranging from re-enactments of World War II battles in the “Medal of Honor” series, to the modern (urban) warfare of “Battlefield 2.”<sup>7</sup> Today, game company Kuma\War (motto: “Real War News. Real War Games”) goes a step further, offering re-enactments of battles only days or weeks old, with a constant real-life source for updated missions coming straight out of the chaos in Iraq and Afghanistan.

Despite “pre-historic” games and graphics, by comparison to today, military recruiters had already begun to troll video arcades by the early 1980s, to find kids whose skills in front of the screen would serve them well in future combat roles.<sup>8</sup>

With the end of the Cold War, the military’s transformation kicked into high gear. Operation Desert Storm was taken as proof by advocates of the RMA that war had entered the Information Age, and would now include such revolutionary features as the massive privatization and outsourcing of core military functions—much like the private army of the British East India Company of the 18th and 19th centuries—to dirty outfits like Cheney’s Halliburton.

President Clinton’s Defense Secretaries William Perry and William Cohen were also big fans of “information warfare.” In a 1997 speech at Fort Irwin, Calif. Cohen told the troops: “What we’re witnessing now is the transformation of the level of information as broad and as absolute as one can conceive of it today. So, actual domination of the information world will put us in a position to maintain superiority over any other force for the foreseeable future.”<sup>9</sup>

Despite the proliferation of euphemistic phrases and acronyms to describe this supposedly new form of war, the stench of old-fashioned British-style imperialism is hard to cover up. For example, Pentagon advisor Thomas P.M. Barnett, in his book *Blueprint for Action: A Future Worth Creating*,<sup>10</sup> outlines a lunatic plan to enforce global-

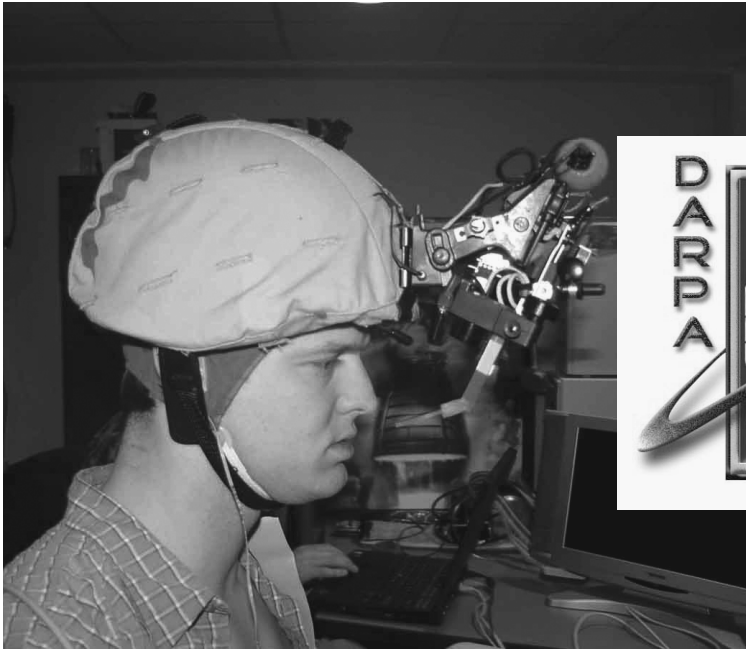
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7. The favorite “game” of Finnish classroom killer Pekka-Eric Auvinen. See “The New Cult of the Suicide Bomber,” by Nick Walsh, in this report.

8. Ed Halter, “From Sun Tzu to Xbox: War and Video Games” (New York: Thunder’s Mouth Press, 2006).

9. James Der Derian, *Virtuous War* (Boulder: Westfield Press, 2001).

10. G.P. Putnam’s Sons, 2005



www.ucs.louisiana.edu/mjd1330

DARPA's Augmented Cognition (AugCog) project aimed to create soldier-computer "dyads," and the movement for a "Post-Human Renaissance" where "there are no demarcations between bodily existence and computer simulation, between cybernetic mechanism and biological organism." Shown: a computer screen at the AugCog and Tactile Situation Awareness Lab.



ization through a combination of "Netcentric" (high-tech automated weapons systems) and "Fourth Generation" (Special Forces counterinsurgency) war, to export security from the "Core" (the globalized Western world and its allies), to the "Gap" (everyone else).

Of course, today's 14-to-25-year-olds are to be the foot soldiers to carry out this imperial wet dream, given that they are "the most overly programmed ... generation that America has ever produced."

### 'All But War Is Simulation'

While the military pushed ahead with ambitious simulations research throughout the 1980s and 1990s, through such programs as the Simulation Training and Instrument Command (STRICOM)—with the motto, "All But War Is Simulation—and Simulated Network (SIMNET)," virtual reality combat wasn't confined to military research centers. A generation of bored youth was spending increasing amounts of time in virtual battle in the arcade, on their home video-game consoles, and increasingly on their PCs.

As Bill Gates would soon realize, the 1993 release of id Software's "Doom" for the PC was something of an innovation.<sup>11</sup> Although the first-person shooter genre had been introduced with the previous year's "Wolfenstein 3d,"

"Doom" had more violence and better graphics. Subsequent versions also included the source code, allowing players to modify the game to their personal specifications (like the "God mode" programmed by Columbine killers Harris and Klebold).

It was such a modification that produced "Marine Doom." In 1996, Marine Commandant Charles Krulak issued a memorandum with a directive to find ways to ensure that "Marines come to work and spend part of

each day talking about warfighting: learning to think, making decisions, and being exposed to tactical and operational issues," including through the use of "computer-based war games." The Marine Corps Modeling and Simulation Management Office established a "Computer Based Wargames Catalog," and two Marine programmers, who would later go on to work for video-game companies, gave birth to "Marine Doom" as a tactical trainer for four-man combat squads.

The wall separating the commercial and the military market had been decisively breached.

A year later came a report entitled "Modeling and Simulation: Linking Entertainment and Defense," summarizing the proceedings of a National Research Council conference which brought together representatives from the military and entertainment world. Their goal was to map out a working relationship whereby the same cutting edge simulations and virtual reality research brought to bear on enhanced training programs for the military, could also be used in commercially developed and mass-marketed video games. Such would be the mission of the Institute for Creative Technologies (ICT).<sup>12</sup>

11. See "Facebook: A Tombstone With a Picture Attached," by Nick Walsh, in this report.

12. "ICT's 'Full Spectrum Warrior: Virtual Reality Prepares Soldiers for Real War': One blistering afternoon in Iraq, while fighting insurgents in the northern town of Mosul, Sgt. Sinque Swales opened fire with his .50-cal. That was only the second time, he says, that he ever shot an enemy. A human enemy. 'It felt like I was in a big video game. It didn't even faze me, shooting back. It was just natural instinct. Boom! Boom! Boom! Boom!' remembers Swales, a fast-talking, deep-voiced, barrel-chested 29-year-old from Chesterfield, Va. He was a combat engineer in Iraq for nearly a year. Like many soldiers in the 276th Engineer Battalion, whose PlayStations and Xboxes crowded the trailers that served as their barracks, he played games during his downtime. 'Halo 2,' the sequel to the best-selling first-person shooter game, was a favorite. So was 'Full Spectrum Warrior,' a military-themed title developed with help from the U.S. Army." —From the ICT website.

## Just Like the Holodeck

With an initial sponsorship of \$45 million from the Army, the ICT was established in 1999 at the campus of the University of Southern California, to be the premier laboratory for the science and art, of fantasy. It is staffed with Hollywood writers, graphics designers, and computer engineers, whose simulations research revolves around behavior modeling and artificial intelligence.

But the ultimate aim, explicitly outlined by some of ICT's creators, is to actually construct Star Trek's "holodeck" (the holographic virtual reality room used on the TV show): the ultimate immersive experience.

How to achieve this? As stated in the summary for the ICT's Sensory Environments Evaluation (SEE) project, whose research includes studies on the role of video-game play on performance in simulated environments, "Recent neurobiological studies have found that emotional experiences stimulate mechanisms that enhance the creation of long-term memories. Thus, more effective training scenarios can be designed by incorporating key emotional cues."

Creating memories is exactly what simulations research is all about, where the ultimate measure of success is when reality and simulation become indistinguishable in the mind of the human guinea pig.

In addition to conditioning through immersion, the newest combat training techniques emphasize "increased situational awareness" for "data-rich environments"—namely, the urban battle zones that young Americans are expected to fight in during the coming years. DARPA's Improving Warfighter's Information Intake Under Stress project, otherwise known as Augmented Cognition, shows where this research is headed.

Through a device attached to the soldier's head, brain activity would be directly regulated, creating a man-machine symbiot called a dyad. Here is Huntington's professional soldier with a cyberculture twist: a souped-up warrior whose primary virtue is that he can process information faster and better than the enemy.

The training techniques being designed by today's "visionaries" in virtual technologies and artificial intelligence are, in reality, based on nothing more than the reduction-

## A Policy for Universal Military Training

*The following excerpt comes from a policy paper issued by Lyndon LaRouche on Aug. 15, 1979, and reprinted in the May 19, 2006 issue of EIR.*

The historical precedent for the internal design of this universal military training program is the French Ecole Polytechnique under Lazare Carnot and Gaspard Monge during the period of 1793-1804. This approach was emphasized at West Point during 1818-1828, where it was associated with the work of Commandant Thayer...

The error infecting even many of the best among modern West Point graduates is a loss of connection to the notion of a republican military policy, the substitution of the notion of efficient service of a poorly-defined sense of United States' "state interest"—thus tolerating the crucial flaw of both Napoleon and Clausewitz.

What has been forgotten to that extent is the principle of Machiavelli: a modern republic committed to principles of scientific and technological progress has a potentially decisive strategic advantage. If the beneficial influence on citizens caused by an environment of tech-

nological progress is employed as the basis for developing the whole of that citizenry as a well-equipped, well-trained military force in depth, dimensions of warfare are opened up which give such a state a decisive, qualitative, advantage over the forces of any well-matched adversary...

The point on which Napoleon failed, where [Lazare] Carnot succeeded, is Napoleon's excessive emphasis on the military side of service to mere state interest. In the longer sweep of warfare, in the developments which bring developed in-depth capabilities into play, the military potentials of forces are developed on the foundation of the cultivated republican potentials of those persons.

1. The individual soldier-citizen must have a developed advantage in cognitive powers.

2. The individual soldier-citizen must have a developed sense of the sensuous reality of "theoretical" knowledge—he should be an acting physicist, not a 'pure ivory tower mathematician.'

3. The individual soldier-citizen must define his or her life as the meaningful mediation of the continuing development of society toward higher levels of knowledge and practice.

For these reasons, the best military training is that which is based on the training of young engineers of a nation which is itself an ongoing experience of technological progress...



Like the extremely popular “Counterstrike,” “America’s Army” is a networked first-person shooter game, with the added feature of taking the “recruit” through virtual boot camp and basic combat training before the start of a variety of simulated missions, all of it rendered down to authentic detail.

ist belief that the human mind is a programmable system, not fundamentally different than an animal or machine. This absurd premise had already been thoroughly refuted by the time of Plato, where, in dialogues like the *Meno*, Plato demonstrated the characteristic power of the human mind to transcend logical systems—in other words, to change the rules of the game.

### Killer Graphics

With ventures like the ICT, the gap between official training simulations and gaming “entertainment,” which had been shrinking for 20 years, has all but vanished. The commercial logic of using video games for training is reflected in growing profits for game companies, while the military logic of relying on recruits primed on violent games coheres with the new emphasis on lethality.

In early 2007, “America’s Army” surpassed 8 million registered users as one of the topmost played games. Like the extremely popular *Counterstrike*, *America’s Army* is a networked first-person shooter game, with the added feature of taking the recruit through virtual boot camp and basic combat training before the start of a variety of simulated missions, all of it rendered in authentic detail. Although it is a recruiting tool for the U.S. Army, the game is available for free to anyone in the world with an Internet connection and an itchy trigger-finger.

While the PC-based “America’s Army” was produced by

the Navy’s MOVES Institute (headed by Michael Zyda, who chaired the 1996 National Research Council [NRC] conference that included the participation of Facebook “change agent” Gilman Louie),<sup>13</sup> the ICT Games Project, with the collaboration of Sony, and game-makers THQ and Pandemic Studios, turned out the console-based “Full Spectrum Warrior” in 2004, with a sequel two years later. The commercial version is only slightly different than that used as an official training aid, although a simple code available to gamers unlocks the military version. The game—whose title refers to the RMA concept of full spectrum dominance, a key term in the Department of Defense’s “Joint Force” blueprints for future war—simulates urban combat against fictional Middle Eastern insurgents like the “Mujahideen al-Zeki” and

the “Anser al-Ra’id.”

Although players gun down “insurgents” and blow up buildings, cars, and people, developers emphasize that, more than anything else, these games teach “leadership skills” and teamwork.

### Reality Check

As globalization has brought our once-proud economy to the brink of a violent implosion, our military has been reduced to fighting brutal wars of occupation—a reality which can’t be masked by “Newspeak” phrases like “Net-centric Warfare,” “Full Spectrum Dominance,” or “Third Wave Cyberwar.”

So, a challenge stands before the young adult generation of the world today, to choose the pathway for the next 50 years of human history. Recent international developments suggest an imperative that does not involve perpetual war and economic hell. Instead, they point to the possibility of worldwide corridors of development, spanning the globe in a network of nuclear power plants, magnetic levitation rail lines, and new agro-industrial centers.

Such a future will require not a revolution in military affairs, but a revolution in political affairs—beginning with the impeachment of Dick Cheney.

13. Walsh, *op cit.*, footnote 11.

# The Cyborgs of Silicon Valley

by Gabriela Arroyo-Reyes

Ready or not, computers are coming to the people. That's good news, maybe the best since psychedelics. It's way off the track of the "Computers—Threat or Menace?" school of liberal criticism but surprisingly in line with the romantic fantasies of the forefathers of the science such as Norbert Wiener, Warren McCulloch, J.C.R. Licklider, John von Neumann, and Vannevar Bush.

The trend owes its health to an odd array of influences: The youthful fervor and firm dis-Establishmentarianism of the freaks who design computer science; an astonishingly enlightened research program from the very top of the Defense Department; an unexpected market-banking movement by the manufacturers of small calculating machines, and an irrepressible midnight phenomenon known as Spacewar.

Reliably, at any nighttime moment (i.e., non-business hours) in North America hundreds of computer technicians are effectively out of their bodies, locked in life-or-death space combat computer-projected onto cathode ray tube display screens, for hours at a time, ruining their eyes, numbing their fingers in frenzied mashing of control buttons, joyously slaying their friend and wasting their employers' valuable computer time. Something basic is going on.

—From "SpaceWars" by Stewart Brand  
(*Rolling Stone*, circa 1972)

Within the remote confines of Stanford's Artificial Intelligence Laboratory in Palo Alto, California, something big was brewing ... the implications of which would make the likes of Bertrand Russell, Norbert Wiener, and Mephistopheles himself cackle.

In all their righteous, scraggly glory, the self-proclaimed "enlightened" hippies, from New York City to Haight-Ashbury, who'd "Turned On, Tuned In, and Dropped Out" to the point of dullness, were immersing themselves in the writings of Norbert Wiener, Buckminster Fuller, and Marshall McLuhan; it was through these New Age visionaries, that they could vicariously envision themselves in a *cyberuniverse*, one in which they could leave behind any semblance of even an iota of responsibility for the past, present, or future, in which material reality could be wholly imagined as an information system.

The mysterious, but long-awaited Internet was about to be unleashed, like a Pandora's box upon an unsuspecting world, and there were high hopes everywhere, as MIT Media Lab founder Nicholas Negroponte put it, that it would "flatten organizations, globalize society, decentralize control, and help harmonize people." Long gone would be the days of dirigistic economies and industry; the faint sounds of spinning lathes, milling cutters, dirigibles and gliders, cranes and tractors would inevitably fall to an eerie silence. In their place, the Internet would usher in an unprecedented era, as it paved the way for a "digital generation." But not merely digital in the conventional sense, as Dr. Timothy Leary (not one to jump on this cataclysmic bandwagon too late), attested when he made the profound realization that psychedelia as a radical new religion attracted too few followers, and instead opted to coronate himself as the new high-priest guru of cyberculture, prophesying that virtual reality was the new and improved "Electronic LSD."

This so-called Revolution of the Information and Digital Age, unfolding before our eyes, is a heinous attack on the nature of the human soul and mind. It is more eminently dangerous and even fatal because this scathing assault is taking place in an unseen domain that is responsible not only for shaping what individuals and entire societies think, but the way they think.

## The World of Ones and Zeros

Virtually all research and development (R&D) initiatives dealing in some way or another with the gaming industry, Internet, or human brain-machine interfaces, as well as numerous other disciplines under the rubric of "interactive computing systems" associated with Human System Integration (HSI), have a genesis which can be traced to the Advanced Research Projects Agency (ARPA), founded in 1958 under the Defense Reorganization Act. It was through ARPA that the cybernetic blueprint regarding human-machine interface and advancement of information systems would first be unveiled to the world.

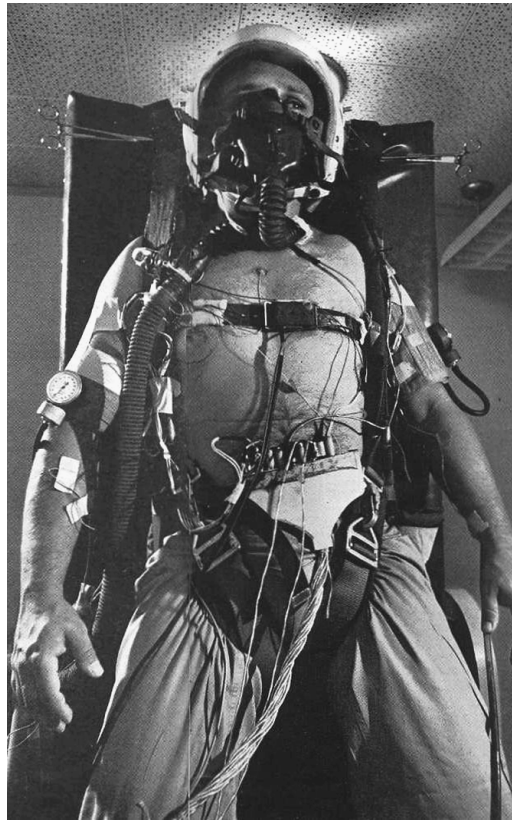
Today, DARPA proudly carries the cybernetic torch through its ongoing research and development initiatives for the Army, Navy, Air Force, and Marines; amongst the myriad of projects with seemingly sci-fi undertones, the most notable is the AugCog (Augmented Cognition) pro-

gram, which is on the brink of developing a computational system, with the aid of prosthetic technologies such as cued memory retrieval, that would enhance the overall effectiveness and performance of the future warrior/soldier.

“The newly emerging field of AugCog is aimed at revolutionizing the way humans interact with computer-based systems by coupling traditional electromechanical interaction devices (such as a mouse or a joystick) with psychophysiological methods (respiration, heart rate, EG, functional optical imaging), where human physiological indicators can be used in real time to drive system adaptation or a priori assess potential design issues which may induce information overload or inefficient decision making.”<sup>1</sup> This is the beginning of what some hope will be the next big paradigm shift in not only interactive computing, but come to define new parameters for what it means to be human.

This is the training ground for what is infamously called “post-human” warfare. A realm in which the unyieldingly faithful and self-avowed worshippers of the fathers of Cybernetics and Information Theory, Norbert Wiener and John von Neumann, have incessantly and tirelessly dedicated themselves to the propagation of a new Renaissance in which there exists a seamless fusion between the digital, cybernetic machine and the human being. The high priests of post-humanism audaciously preach that cognition is a logical systemic activity which is distributed throughout the environments in which human entities just happen to move and work.

“We need first to understand that the human form—including human desire and all its external representations—may be changing radically, and thus must be re-visioned. We need to understand that five hundred years of humanism may be coming to an end as humanism transforms itself into something that we must helplessly-



“We are cyborgs,” say the post-humans, “human-technology symbiots: thinking and reasoning systems whose minds and selves are spread across biological brain and non-biological circuitry.”

ly call post-humanism.”<sup>2</sup>

The litmus test for the age-old question of whether or not machines could supersede man’s intellect, is typified by what was widely known as the Universal Turing Machine, or Turing test, as described by Prof. Alan Turing in his 1950 paper “Computing machinery and intelligence.” His test consists of the following procedure: A human judge engages in a conversation with two other parties, one a human and the other a machine; based on the responses from both entities, the judge on the receiving end must decide which is the human, which is the machine. It is presumed that both the human and the machine will try to mislead the judge as to its real identity and pose as the “most human.” If an intelligent being cannot tell the intelligent machine from the intelligent human, this failure, according to Turing, would be the final and necessary proof that machines can think, and would draw out an obvious distinction between intellectual and

physical capabilities of the thinking human being.<sup>3</sup>

Carrying on where Turing left off, the likes of Nancy Katherine Hayles, Ihab Hassan, and Hans Moravec propose in their rehashed theories that human identity is essentially an informational pattern, and that it has become increasingly “disembodied.” Moravec even makes the modest proposal that, in the not-too-distant future, human consciousness will itself be downloadable into a computer.<sup>4</sup>

“We are cyborgs not in the merely superficial sense of combining flesh and wires, but in the more profound sense of being human-technology symbiots: thinking and rea-

1. The 2007 Augmented Cognition International. The Augmented Cognition Program is funded by the Defense Advanced Research Projects Agency (DARPA) which is the main research and development organization for the Department of Defense. The patented technology is owned by San Diego State University and is licensed for commercial use exclusively to Eye Tracking, Inc.

2. Ihab Hassan, “Prometheus as Performer: Towards a Post-Human culture? A University Masque in Five Scenes,” in Michel Benamou and Charles Caramello, eds., *Performance in Postmodern Culture. Theories of Contemporary Culture* (Milwaukee: Center for Twentieth Century Studies, University of Wisconsin-Milwaukee, 1977). Hassan is a former Vilas Research Professor of English and Comparative Literature at the University of Wisconsin-Milwaukee, and current chairman of the Executive Committee of the International Association of University Professors of English.

3. Alan Turing, “Computing Machinery and Intelligence,” *Mind*, Vol. LIX, No. 236, October 1950.

4. Hans Moravec, *Mind Children: The Future of Robot and Human Intelligence* (Cambridge: Harvard University Press, 1988). Moravec is a research professor in the Robotics Institute of Carnegie Mellon University.

soning systems whose minds and selves are spread across biological brain and non-biological circuitry.”<sup>5</sup>

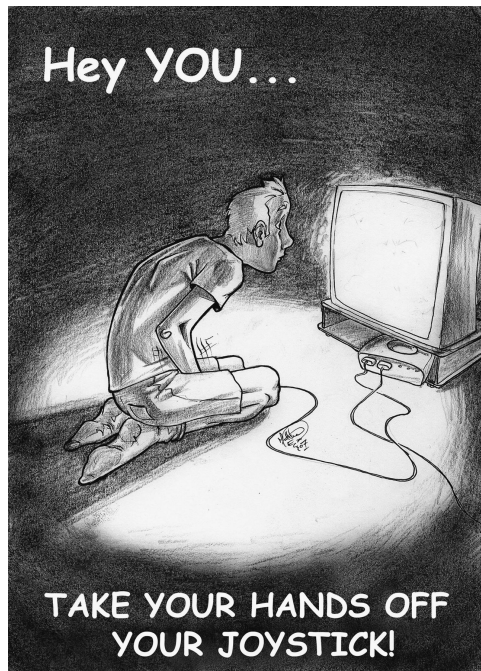
The fusion between the biological domain and the technological domain has created what academicians and scholars are calling a “cognitive machinery,” which they predict will inevitably evolve into a self-perpetuating process.

To begin to understand the convoluted phenomenon they describe, assess with a clinical eye the woes, the cursing, and overtly bizarre sentimental delights that emanate from the mouths of mesmerized computer video-game players. These zombies further affirm the idea that they are merely projecting their proprioceptive sense into the synthetic simulation that is the gaming world.

Watch the multi-faceted array of hypnotic colors that are projected onto the stultified eyes of the poor fools who reload the shotgun as they gaze matter-of-factly at the mangled bodies of opponents scattered about the ground. Watch as the red player throws the grenade from which the blue player leaps aside, with feline-like agility, and raises his shotgun in the middle of it all. As though entranced by the flashing graphics of the Technicolor LCD screen, the tournament goes on: hazy blue lights shine from four TV screens, each one connected to an Xbox, and the four Xboxes are linked through a Local Area Network, as various cutthroat players find themselves vying for the most coveted rank of top slayer (player)—whilst killing each other through the networked gaming consoles. These players are entrenched in a virtual world to the point of seeming to occupy simulated space. They have indulged in their fantasy to the point that they are completely oblivious to the world around them. There has been a fluid intermingling between flesh and metal, where there seemingly exist no physical boundaries between their fleshy bodies and the joystick which has now become an unconscious extension of their hands.

Whether battling opponents with missiles, guns that fire spikes, lasers, energy blasters, or one of an array of other weapons of mythological proportions, these Halo 3 Parties, already more popular than college football on campuses across the nation, are hosted by Big Shot Gaming and Microsoft Student Partners as well as by chronic fanatics during all hours of day and night.

Welcome to the era of disembodied information, where



Matthew Ehret

flesh and metal become one. But before the preconditions of a post-human future are fully imbibed, the question must be posed: Who are the agents of this degrading misnomer that passes for human sciences?

Nancy Katherine Hayles, professor of English at UCLA, author of the cult-classic of cyberneticists and futurists alike, *How We Became Post-Human: Virtual Bodies in Cybernetics, Literature, and Informatics*, speaks for an emerging breed of academician determined to keep this odiously entropic and venomous dogma alive. She describes the kooky “research” of one Kevin Warwick, professor of Cybernetics at the University of Reading in England, who inserted an implant into his arm: His first im-

plant was a passive device, communicating only with embedded sensors in the environment. He went on from this to a second implant that also sent signals to his nervous system, creating an integrated circuit, linking his evolving neural patterns directly with environmentally embedded sensors and computer chips. Such are the depths to which these engineers of apocalypse will go for their revival of a science (by nomenclature only) devoid of real, profound, and impassioned ideas.

The other leading propagandists of this perverse social fusion between man and machine include the Institute for Creative Technologies. In December 1996, the National Academy of Sciences hosted a workshop focussing on the common and organized aims that existed in the defense and entertainment industries, regarding modeling and simulation. The report that would emerge in the aftermath of this workshop at the request of Prof. Michael Zyda,<sup>6</sup> prompted the U.S. Army to grant the University of Southern California a \$45 million budget to create a research center that would develop and advance military simulations. This allocation further reflects the overlap between the Pentagon and Hollywood.

Another incubator for the continued creation of explicitly anti-human ideas goes by the name of HASTAC (Humanities, Arts, Science, and Technology Advanced Collaboratory). The conception for the HASTAC consortium came in 2003 at a meeting of humanities leaders sponsored by the Mellon Foundation; founder Cathy N. David-

5. Andy Clark, *Being There: Putting Brain, Body, and World Together Again* (Cambridge: MIT Press, 1998).

6. Computer Science specialist in artificial intelligence at the Naval Post-doctoral Academy in Monterey, Calif. and director of the MOVES Institute, which spawned the game “America’s Army.”



PRNewsFoto/Microsoft

*After waiting in line for more than 24 hours, these young men react to receiving the first copies of Microsoft's "Halo 3," which pre-sold more than 1.7 million copies before going on sale Sept. 25.*

son (Vice Provost for Interdisciplinary Studies, co-founder of John Hope Franklin Humanities Institute at Duke University), and co-founder David Theo Goldberg (University of California Humanities Research Institute, Irvine) had already envisioned a plethora of projects that would expand innovative uses of technology to create unparalleled cyberinfrastructure. Included in the core leadership of HASTAC are Jeffrey Schnapp (director of the Stanford University Humanities Lab), Ruzena Bajcsy (director of the Center for Information Technology Research in the Interest of Society at the University of California, Berkeley), Hadass Scheffer (director of fellowship programs at the Woodrow Wilson National Fellowship Foundation), and Henry Lowood (curator for Germanic Collections and History of Science and Technology Collections at Stanford University Libraries, Stanford University).

HASTAC sees itself as "a voluntary consortium of leading researchers from dozens of institutions, who have been co-developing software, hardware, and cyberinfrastructure. . . . Legal, ethical, social, historical, and aesthetic issues must also be carefully considered as we expand our capacities for accumulating and analyzing data and as we push the boundaries of science and what it means to be human."<sup>7</sup> From among its ranks, HASTAC seeks to create a new generation of scholars in the humanities who have an infallible expertise in the most advanced work in creating leading-edge Information Technologies, and transform institutions in the process of spreading their cyber-humanities vision.

Only in its fourth year of existence, HASTAC already commands "academic attention," and has more than 70

7. History of the Humanities, Arts, Science, and Technology Advanced Collaboratory. [www.hastac.org](http://www.hastac.org).

institutions under its umbrella, including Wayne State University, Duke University, Stanford University, UC Irvine, University of Michigan, University of Southern California, University of Washington, Boston University, Cornell, George Mason University, Rice University, and last, but not at all least, the Woodrow Wilson National Fellowship Foundation, Digital Promise. Two of the most ambitious projects under the HASTAC umbrella are: "The global body and the virtual Cyborg," which is already under way through programs at Duke University, and "How They Got Game: Cultural Implications of Interactive Simulations and Video Games,"<sup>8</sup> stemming from Stanford Humanities Lab, one of HASTAC's founding members.

### **Stand Up on Your Hind Legs and Be Human!**

These are not merely colorful concoctions springing from the lucrative imaginations of mad scientists and pedagogues of calamity. They are an attempt to create from among the ranks of this emerging generation, a class of desensitized drones who will conform to the absurdity of a society in which nothing is held to be true, and everything is permitted.

What needs to be urgently understood, if this generation is to take up the fight of generations past who thus far have so nobly advanced the condition of mankind, is that the human mind is divinely endowed by the Creator with a purpose.

The conniving deceitfulness by which a society is compelled to drink the elixir of its own self-destruction always relies on the same, tired, monotonous, and unchanging criterion: Convince the masses that, however much their freedom may be limited in the causal sphere, at the very least they can admit no limitations to their freedom in the sphere of the mundane and banal. Keep the minds entrapped in an uninspired abyss where they cherish, with ridiculous reverence, the random and absurd.

The only prerequisite to join the human race is fundamentally simple. It is to do the good in such a way that our actions will impel others to want to do the same, and this is the true historic mission of the American Constitutional Republic.

8. "How they got game..." started out at Stanford University with collaboration between Henry Lowood and Timothy Lenoir. Today, the Project is housed at Duke University at the Kimberly Jenkins Collaboratory, and exists for the sole purpose of the development of industrial-strength simulations that are the product of the military's relationship with Hollywood and the gaming industry.

# Terrorism Comes to the West: The New Cult of the Teenage Suicide Bomber

by Nick Walsh

These violent video games are murder simulators. They're not just murder simulators—they are mass-murder simulators, because the child drills, and drills, and drills, and drills, to kill every living creature in front of him, until he runs out of targets, or he runs out of bullets.

—Lt. Col. David Grossman,  
interviewed by EIR, April 27, 2007<sup>1</sup>

As Lyndon and Helga Zepp-LaRouche have made the point, the violent video-game industry, spearheaded by individuals like Bill Gates, but directed by higher-level Anglo-American circles connected to the Revolution in Military Affairs, is aggressively recruiting potentially *millions* of teenage suicide bombers in the United States and Western Europe. The facts are irrefutable. These teenage suicide bombers are being cultivated to have the same psychological motive, to “fight and die for my cause,” as radical Islamic terrorists of the Middle East. But, in many cases, their lethal ability, because of the video games, is greater than even the most well-trained assassins. Therefore, the leading threat to our national security today, is not terrorism in Asia, but rather, the mass movement of American and European school-age terrorists being orchestrated to murder their schoolmates, and themselves, by agencies directing today's computer game industry.<sup>2</sup> Those in high-level positions of government today, who

deny the obvious cause of this new violence, or, even worse, defend the violent video-game industry's “rights” in the “free market,” are themselves “working with the terrorists.” Those who defend violent video games are the enemy of the United States. The facts permeate every case so far, in which a school massacre has occurred. Important cases, to prove the point, follow:

## **The Case of Pekka-Eric Auvinen, 18 years old, Tuusula, Finland, Nov. 7, 2007**

“I am prepared to fight and die for my cause.”

Pekka-Eric Auvinen entered Jokela High School, shouting, “Revolution! Smash Everything!” and then shot and killed seven students and a principal of the school, before shooting himself. Posted on his “YouTube” self-profile just hours before the killing, were video clips of himself playing violent video games. One of these featured him, as a British SAS Special Forces Agent, in Dice Games' “Battlefield 2: Special Forces.” The killer's game stats, posted shortly after the massacre by the company, revealed that Auvinen, known as “NaturalSelector89,” “has played 189 hours since March, which averages 50 minutes per day. At 10:47 AM yesterday [Nov. 7], immediately before the massacre took place, he played his last round of BF2 [emphasis added]. Among those murdered, there is a member of the multi-gaming clan eyeGaming...”<sup>3</sup> Auvinen, on his YouTube page,



1. Col. David Grossman (ret.) is a West Point psychology professor, professor of military science, and an Army Ranger, who has combined his experiences to become the founder of a new field of scientific endeavor, which has been termed “killology.” In this new field, Grossman has made revolutionary contributions to our understanding of killing in war, the psychological costs of war, the root causes of the current “virus” of violent crime that is raging around the world, and the process of healing the victims of violence, in war and peace” (from his website Killology.com).

2. Those who don't blow themselves up in acts against society will be well prepared recruits for the increasingly privatized armies of the Anglo-Dutch Empire's perpetual war world, i.e., the new Allgemeine SS. See Oyang Teng, “Video Games and the Wars of the Future,” in this report.

3. The kid went straight from the video controller, to the loaded weapon in the high school!

wrote, "Don't blame the movies I see, the music I hear, the games I play or the books I read." He said, of his motive for the massacre, "the truth is that I am just an animal." As all deployed terrorists will defend their *masters*, look more to what Auvinen defends: his *entertainment!*

The following are as listed by the killer himself on YouTube:

**Hobbies:** BDSM [bondage/sadomasochism], Existentialism, Shooting, Guns, Computer Games.

**Favorite Books:** *1984*, by George Orwell; *Brave New World*, by Aldous Huxley; and all of Nietzsche.

**Music:** Nine Inch Nails [a favorite of previous school killers], Impaled Nazarene, Hatebreed, Godsmack, Alice Cooper.

**Movies:** "Natural Born Killers," "Reservoir Dogs," "Dr. Butcher MD," "Lord of War," "Saw," "Apocalypse Now."

Now, these video games are simulators. There are flight simulators, that teach you how to fly. And there are murder simulators, whose only redeeming social value is that they teach you how to commit the act of murder. If these things were rape simulators, we would not tolerate letting our children play them. And yet, we sit and watch our children play endless hours, practicing blowing people's heads off.

—David Grossman,  
interviewed by EIR, April 27, 2007



### The Case, and Cover-Up, of Seung Hui Cho, 23 years old, Blacksburg, Va., April 16, 2007

On that morning, the *deadliest mass shooting by a lone individual in U.S. history* occurred, when Seung Hui Cho entered Norris Hall at Virginia Tech University, shot and killed 32 people and injured 17, before shooting and killing himself. Nearly all of the killing was done in 10 min-

BATTLEFIELD 2 STATS	
<b>Combat Profile</b>	
Kills / Deaths	9475 / 5077
Overall K/D Ratio	1.87
Suicides	234
Total Shots/Hits & Accuracy	82934 / 22281 26.87%
Wins	459
Losses	412
Completed	455
Incompleted	416
Score Per Minute/Hour/Day	2.60 / 156.27 / 3750.57
Kills Per Minute/Hour/Day	0.88 / 51.62 / 1238.94
Deaths Per Minute/Hour/Day	0.46 / 27.66 / 663.87
Kills/Deaths Per Round	10.88 / 5.83
Kill Streak	55
Death Streak	9
Banned/Kicked From Server	0 / 51
<b>Team Work</b>	
CP Captures	823
CP Capture Assists	584
CP Defends	492
Kill Assist	930
Heal	53
Revive	166
Resupply	495
Repairs	23
Driver Special Ability	1188
Road Kills with Vehicle	368
<b>Damages</b>	
Team Kills	203
Team Damage	78
Team Vehicle Damage	44

In the 1980s, recruiters trolled video arcades, looking for "the good ones." Today, they monitor online. Auvinen's "stats" pictured here.

utes. Cho had no history of weapons training. He had purchased the two guns used in the massacre two months earlier, and practiced with those weapons for a total of one hour, on a shooting range. Police asked, upon surveying the massacre scene, "How could one person do all this damage?"

Although it's obvious, from study of the facts, that Cho was addicted to and driven, by violent games, this element of the story has been the subject of a *major cover-up*, reaching as high as the former head of the U.S. Department of Homeland Security, Tom Ridge. The following evidence reveals the truth.

On April 18, 2007 the *Washington Post* website, under the headline "Centreville Student Was Virginia Tech Shooter," wrote, "Several Korean youths who knew Cho Seung Hui from his high school days said he was a fan of violent video games, particularly Counterstrike...." Hours later, the article disappeared from the site, and was never published.

On April 22, N.R. Kleinfeld, in a *New York Times* article, wrote, after talking with relations of Cho, "When Mr. Cho entered Virginia Tech, which is crouched in the Blue Ridge Mountains of southwest Virginia, his parents drove him to school with guarded expectations. Perhaps he would no longer retreat to video games and playing basketball alone the way he did at home."

Cho's roommates, in interviews, said they never saw him playing video games, though the same roommates admitted, they had nearly no interaction with him. They reported, that he spent all his time in his room, on his computer. The police reported that *when they found Cho's computer, he had removed the hard drive, and it has never been found*. One investigator said, "I would like to get my hands on that computer."

In a videotape Cho made before the massacre, he called out the names of Eric Harris and Dylan Klebold, the two Columbine killers, who had trained tirelessly

on “Doom.” Cho said to others, he “planned to repeat Columbine.” Training on “Counterstrike,” as his heroes had on “Doom,” was *essential preparation* for that plan.

Although the Virginia Tech Panel Report of August 2007 shamelessly ignored all evidence of Cho’s “Counterstrike” training, it indirectly proved the role of the games, through its description of the massacre. Keep in mind, as you read the following, that Cho, as with many of these killers, had *no previous training with any firearms*.

The Virginia Tech Report described how in Norris Hall, the main scene of killing, Cho shot and killed a total of 33 people, including himself, and injured 17 others for a total of 48 people. The report said, the time Cho took in Norris Hall was “about 10-12 minutes in total.” During those 10-12 minutes, he walked around, and surveyed five classrooms, and returned to the classrooms “more than once.” At two of the classrooms, Cho was prevented from entering, because students and a teacher held the door closed. At one classroom, “Cho returned and beat on the door, opened it an inch and fired about five shots around the door handle, then gave up trying to re-enter and left.” Cho also tried to enter another classroom, but was held off by a teacher at the door. From the report’s descriptions, it can be estimated that Cho spent between 50-75% of his time, that is, five to seven minutes, actually shooting. At other times he was either trying to gain access to the classrooms, or reloading his weapons. Most of the killing occurred in one classroom. *During those five to seven minutes, he would have shot and killed, or injured, one person, on average, every six to eight seconds.* Cho is reported not to have uttered a word during the entire time. The panel report wrote that he went about his killing “methodically.”

According to Grossman, “‘Counterstrike’ is a game which has a complex set of rules that rewards head shots. If you shoot at the enemy, and you hit them in the torso, you might get 15, 20, 30% probability of a kill, but if you shoot at the head, you get a 90% probability of a kill. And so, while you are shooting, you are trained in the game to do double taps to the head, poom-poom, poom-poom, two, three, four, five shots to the head, which is what’s happened in the actual phenomenon. . . . It’s a very realistic game, in which heads explode, and bodies fall, and people twitch and they die” (EIR, May 24, 2002).

The fact that Cho was *so driven to kill* people he had no personal relation to, and that he spent only a few seconds shooting at each of his targets in such a methodical way, is evidence that he thought he was simply playing just another video game. The people he killed were targets on a computer screen. The game ended with a bullet to his own head.

In a video made just before the killing, Cho, sounding like a deranged terrorist from the Middle East, said, “You had a hundred billion chances and ways to have avoided today, but you decided to spill my blood. You forced me into a corner and gave me only one option. The decision was yours, now you have blood on your hands that will never wash off.”

**Q:** There was a case in 1996, in Port Arthur, Tasmania, in Australia, where some combat shooter killed 35 people, wounding 22. And the point was made that the killed-to-injured ratio, was 1.6:1, which is exceptionally good. Now, in the case of the Erfurt boy, he killed 16, and wounded, I think, 6, or 9. You have a killed-to-injured ratio of 2.5:1, approximately. Now, can you really acquire that kind of skill, which puts you in a special forces kind of level? Can you get that from computer games alone?

**A:** Absolutely.

—David Grossman, interviewed by Helga Zepp-LaRouche, EIR, May 24, 2002

### **The Case of Robert Steinhäuser, 19 years old, Erfurt, Germany, April 26, 2002**

Robert Steinhäuser entered the Johann Gutenberg school in Erfurt, and announced, “I won’t be writing today,” then stormed through the school firing rapid and fatal head shots. The following news account, as with the account of Virginia Tech, provides sufficient evidence of the cause.

“By all accounts, he stalked through the school searching out teachers and killing them with point-blank shots from the Glock to their heads. ‘There were dead bodies lying everywhere in the corridors,’ said Thomas Rethfeldt, 18. In all, the lethal teenager shot 40 rounds and killed almost a quarter of the school’s teaching staff. ‘I thought it was fireworks. Then the door opened, and a masked man came through the door. The teacher was standing there, and he shot her through the head, through her glasses,’ said student Dominik Ulbricht.

“Dubbed the ‘Erfurt Terminator,’ Steinhäuser killed pretty much everyone he aimed at. ‘Many of the victims were killed with headshots; he clearly was a trained marksman,’ said Bernhard Vogel, premier of the state of





"Persona 3": To "evoke" the powers of your "persona," shoot yourself!

Thuringia, where Erfurt is located. Only one person was wounded on the leg from a gunshot. The other three wounded were hospitalized from shock."<sup>4</sup>

Although Steinhäuser was a member of a gun club for a year before the massacre, no gun club provides this type of "skill and will to kill." Computer games, like "Counterstrike," do. Upon investigating Steinhäuser's computer, police found he had spent countless hours playing violent games "Ninja," "Doom," and "Counterstrike." One officer said, "He had clearly become obsessed by these games and by the use of guns." The teen trained for a year on the games, with intent to carry out the massacre. During the crime, he wore the black clothing and mask of the ninja player from the game.<sup>5</sup>

At the Bill Gates-inspired Columbine High School massacre, which is something worshipped by many of the later killers, Dylan Klebold and Eric Harris chose Hitler's birthday (April 20) to carry out their premeditated killing spree. Not coincidentally, Steinhäuser chose the birthday of, apparently, his favorite Nazi, Rudolph Hess.<sup>6</sup>

4. Article from [www.mayhem.net/Crime/steinhaeuser.html](http://www.mayhem.net/Crime/steinhaeuser.html).

5. Steinhäuser stopped shooting, only upon recognizing the face of a teacher he was about to kill. He pulled off his mask, and the teacher said, "Robert? Pull the trigger. If you shoot me now, then look into my eyes." The teen, confronted by something that never occurs in a killer simulator, responded, "No, that's enough for today, Mr. Heise!" The teacher locked him in a room, and shortly afterwards, the gamer shot himself. In the cases where killers have survived, or, "come to" for a moment, it is clear that while committing the murder, they were under a strange, controlling force, not entirely their own. See Lyndon H. LaRouche, Jr., "The Mask of Nancy Pelosi: The Force of Tragedy," *EIR*, Nov. 9, 2007.

6. The Nazi associations for these killers are, also, "in the program"; it is implicit, of course, through committing daily mass murder, on a video screen, but, it is also explicit, as in the Nazi-worshipping subculture of firms like id Software.

Now basically, the children who've never played the violent video game before, when they have to kill somebody, they're thinking about it. It's a conscious, thinking effort. But, the children who've played the games a lot, and are very good at the games—there is no conscious thought; there is nothing but brain stem activity; it completely bypasses their conscious brain. The video game turns killing into a conditioned reflex.

—David Grossman,  
interviewed by EIR, May 24, 2002

### **The Case of Michael Carneal, 14 years old, West Paducah, Ky., Dec. 1, 1997**

At Heath High School in Paducah, shortly after morning prayers had ended, 14-year-old Michael Carneal raised a .22 caliber pistol in the midst of a crowd of students, fired eight times, and hit eight of them. He reportedly stopped shooting when he saw the bullet holes in the wall, and his close friend lying dead, covered in blood. When the school principal grabbed him, three teens were dead, and five wounded, one paralyzed for life. *Carneal had no previous training with firearms*, although he'd logged countless hours killing, on Microsoft's "Doom" and "Quake." His skill, and will to kill, therefore, were strong, as evidenced by the difficult theft of the gun out of a locked box in a neighbor's garage.

Grossman said, "It's a 14-year-old boy, that's never fired a pistol before stealing that gun! Now, where did he get that *incredible, unprecedented skill*? Well, when he committed that crime, he planted his feet—and, according to all witness statements, he never moved his feet throughout the crime. He held the gun up at a two-handed stance. He never fired far to the left; he never fired far to the right. He just put one bullet in every target that popped up on his screen." Carneal's sister, present at the scene, reported to police that she did not recognize her brother's face as he committed the act.

"A stunning case," said Grossman. "You know, I train the FBI, I train our Green Berets, and nobody in history can find an equivalent achievement of marksmanship skills. He fired eight shots, got eight hits on eight different kids, five of them were head shots; the other three, upper torso. Three of those children, with just one 22 caliber bullet—a 22 caliber bullet is a very small, anemic round—he put one 22 caliber bullet in every child. Three

of them were killed, and one of them is paralyzed for life.

"Now, this is the kind of supernatural shooting skills we're seeing. Part of it is visualization. Understand that a flight simulator can't teach a kid to fly. A flight simulator doesn't teach you to fly; it makes the learning curve much, much, faster. So, if you spend endless hours in a flight simulator, when you get in a real plane, you learn much faster. The kid in Paducah had spent countless thousands of hours playing the murder simulator, the point-and-shoot video games. He stole a pistol from a neighbor's house, and he fired two clips of ammunition—now that was his flight training—he fired two clips of ammo from a real pistol. Prior to that he'd never fired an actual pistol, but he transitioned very, very quickly from the simulator to the reality, because of all of his thousands of rounds.

"Afterwards, the police asked him, 'Okay. You shot the person you were mad at. Why did you shoot all these others? Some of 'em were your friends!'" (*EIR*, March 17, 2000). But Michael Carneal didn't know.<sup>7</sup>

Microsoft is running these types of operations. They are not merely profiting monetarily, but they're involved in orchestrating these actions.

—Lyndon LaRouche, Nov. 12, 2007

### **The Case of *Wired* Magazine Writer Clive Thompson, 38 years old, Worcestershire, U.K., Nov. 5, 2007**

On Nov. 5, 2007, degenerate writer Clive Thompson supplied clinical evidence to support the charge by Lyndon LaRouche that, the intended end-game of computer games is to drive the player to *suicide*. In addition, he provided clinical evidence that it is an obvious intention of certain institutions to popularize this cult of death, in the United States and Western Europe.



7. This case is a distilled study of how the video games "get into a child's head," and come to control the mind, and the actions. Carneal, at home, was plagued with psychotic fears. A family member reported that he would jump from a chair to his bed, "believing that there were people beneath the floorboards waiting to cut off his feet with a chainsaw." These types of thoughts are not, naturally, in a child's mind, nor do they arise simply from "chemical imbalance"; although bestial "ologists" of today insist the contrary. These thoughts are in the program of the games played.

In his enraged screed, titled, "Suicide Makes Sick Sense After Playing Halo 3," Thompson wrote, "I used to find it hard to fully imagine the mindset of a terrorist. That is, until I played Halo 3 online, where I found myself adopting—with great success—terrorist tactics. Including a form of suicide bombing." The infantile Thompson whines that he "sucks" at Halo 3, played on Bill Gates's Xbox live, because he has a wife, and kid, and therefore only gets "maybe an hour with Halo on a good day." *But*, Thompson proclaims, therefore, he has learned to kill superior opponents by charging them, while being shot, and throwing a grenade at them at the last moment, to kill, "from beyond the grave." "It was after pulling this maneuver a couple of dozen times that it suddenly hit me: I had, quite unconsciously, adopted the tactics of a suicide bomber—or a kamikaze pilot. It's not just that I'm willing to sacrifice my life to kill someone else. It's that I'm exploiting the psychology of asymmetrical warfare.

"For me," the disgruntled family man continued, "dying will not penalize me in the way it penalizes them, because I have almost no chance of improving my state. I might as well take people down with me. Or to put it another way: The structure of Xbox Live creates a world composed of two classes—haves and have-nots. And, just as in the real world, some of the disgruntled have-nots are all too willing to toss their lives away—just for the satisfaction of momentarily halting the progress of the haves. Since the game instantly resurrects me, I have no real dread of death in Halo 3." On the subject of suicide, Thompson concludes, that "something about playing the game gave me an 'aha' moment that I'd never had before: an ability to *feel*, in whatever tiny fashion, the strategic logic and emotional calculus behind the act."

In another *Wired* magazine article, by the same Thompson, titled "I, Columbine Killer," he revels in the game "Columbine Massacre RPG," a game created to simulate the Columbine massacre! He writes, "I barrel into the Columbine High School cafeteria, pull down the fire alarm, and the kids erupt into chaos. Then I pull out my Savage-Springfield 12-gauge pump-action, which I've sawed off to 26 inches for maximum lethality. A jock stumbles across my path: With one blast, he lies dead on the floor. 'This is what we've always wanted to do!' hollers my fellow killer, Dylan Klebold. 'This is awesome!'"

This game, as can be observed, places the player in the shoes of satanic gamers' "folk heroes" Eric Harris and Dylan Klebold. What's the end of the game? Thompson can't wait to tell you: "As the school shootings wind up, your avatar commits suicide in the library alongside Harris.

The game cuts to real-life photographs of the killers'



*The LaRouche Youth Movement in Los Angeles, Nov. 15, 2007, scandalizing virtual reality.*

dead bodies, taken from security cameras in the schools.”<sup>8</sup>

### **Conclusion**

And then there is the future. Coming soon to American youth is the new game “Persona 3,” produced by Atlus Company for Sony’s “PlayStation 2” console. In this game, your avatar is a high school student, going through the motions of high school life, until each day when “The Dark Hour” occurs and your school becomes “Tartarus,” a monster-infested labyrinthine tower where students join together to battle “the enemy,” called “the shadows.” How does your avatar summon his “persona” in order to fight “the shadows?” By committing suicide! Yes, indeed, each time the student desires more power, he or she must pull a pistol up to their head, called an “evoker,” and shoot themselves.

8. This author chose not to provide a full case study for Columbine, since the fact that “Doom” was a key cause of that atrocity is well known, although still denied. Only an idiot, or a liar, would attribute the cause of any of these school atrocities to, “the kids were picked on at school.” This is a *new violence*, which corresponds directly to the distribution of specifically designed games, to our youth. In the case of Harris and Klebold, they took advantage of a modifying feature, provided by Gates’s Microsoft, to design the killer game to fit their high school layout! In “God mode,” where the shooters could “never die,” the two were able to train endlessly, on targets appearing in the settings of their own school. To one of these levels, Harris applied the name, “KILL ‘EM AAAAALLL!”

In the Middle East, radical terrorist recruits are gained through perversions of the Islamic religion.<sup>9</sup> In the United States and Western Europe, the perverted religion of the terrorist, is the video game. The level of production, promotion, and mass distribution of these games, by people like Knight Commander of the Order of the British Empire Bill Gates, Rupert “I, by dingo, like it bloody” Murdoch, Sony Company, *Wired* magazine, and others, in the face of the obvious effects of such games, proves clearly that the satanic effect is the intent. What is the end of game-playing today? To shoot yourself? To shoot your friend? Or, to shoot your classmates, and then, yourself? Is that why you play? If the people of the United States, led by the 16-to-25-year-old age bracket, do not destroy MySpace, Facebook, and these computer games, the United States cannot survive.

Only a zombified terrorist could be excited about that.

*A significant part of the information on Seung Hui Cho presented above was drawn from unpublished reports by EIR’s Donald Phau.*

9. An older game of the British Empire. These perversions, never indigenously generated, are the product, still today, of the commitment and expertise of certain British imperialists. A few of these fops fell so in love with their games, they, themselves, “went native.”

# Where Your Computers Really Came From

by Peter Martinson

### **Kepler and Leibniz: Giving The Astronomer a Hand**

It is said that, when Johannes Kepler first saw John Napier's table of logarithms, he wept tears of joy. Kepler spent, literally, years on simple, repetitive calculations, and he even hired a young man for the sole purpose of helping him with calculations. Despite this enormous burden of logistics, Kepler made those crucial breakthroughs upon which all modern science is based. Those are the discoveries of, first, Universal Gravitation, and second, the harmonic ordering of Universal Gravitation throughout the Solar System. Among his unpublished works, two letters were found, that had been exchanged between Kepler and a man named Wilhelm Schickard. Schickard was a close friend of Kepler's at Tübingen University, and both were students of Michael Maestlin. The letters represent a discussion the two had on the construction of a machine that could perform the four routine operations of arithmetic, even with very large numbers. It used a series of sliding windows, buttons, and geared vertical cylinders. It can be surmised that, given Kepler's very clear insight into the importance of scientific discovery, and the enormous impediment created by long series of routine calculations, he must have been very interested in constructing such a machine. A working version was never located.

Blaise Pascal made a calculating machine some time later. Pascal's Pascaline was built on similar principles to Kepler's, but was not as advanced, as it was only designed to add and subtract, and could multiply with repeated additions. He built the machine when he was 18, with the immediate intent of aiding his father in financial arithmetic. It apparently cost more effort to construct than the labor savings involved in its use, but all future calculating machines used its core principles.

Gottfried Leibniz, the man who discovered the Calculus and launched the science of physical economy, designed his own calculating device, which incorporated Pascal's addition wheels, but added a crucial third row in order to perform multiplication and division. In Leibniz's

machine, two sets of wheels performed the additions and multiplications, and they were set at right angles to the set of wheels that displayed the numbers.

In his description of this procedure, Leibniz points out that, by using his machine, scientists will never incur an error in calculation, and huge numbers are just as easy to use as small numbers. What are the uses of this machine? Leibniz says, in conclusion:

"[T]he astronomers surely will not have to continue to exercise the patience which is required for computation. It is this that deters them from computing or correcting tables, from the construction of Ephemerides, from working on hypotheses, and from discussions of observations with each other. For it is unworthy of excellent men to lose hours like slaves in the labor of calculation, which could be safely relegated to anyone else if the machine were used."<sup>1</sup>

Leibniz clearly wanted everybody to know how his machine worked, so that knowledge could be spread as far as possible. He even tried to convince the Russian Czar, Peter the Great, to give one of his calculators to the Emperor of China. He did not want the mechanical calculating machine to be a hidden black box that kept the knowledge of the operations from the operator, as Paolo Sarpi and Bill Gates have done. He wanted science to be open to everybody. This ideal of Leibniz made him hated by the agents of the new Venetian Party seated in London, who deployed the hoax of the "Wicked Witch of the West," Isaac Newton, against the great German scientist.

### **Charles Babbage: Saving English Science From the British Empire**

There was virtually no advance in mechanical computing technology between the death of Leibniz in 1716, and the work of Charles Babbage (1791-1871), in the early 19th Century. Babbage, working at Cambridge, recog-

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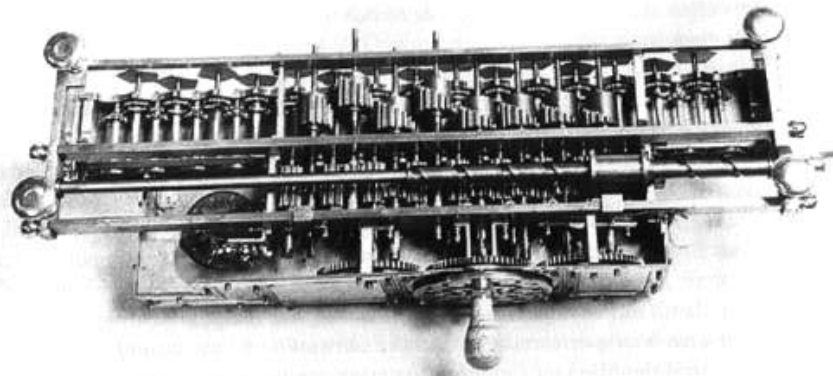
1. From Leibniz's 1685 description of his machine, as quoted in David Eugene Smith, ed., *A Sourcebook in Mathematics* (New York: Dover Publications, Inc., 1984).

# Leibniz's Calculating Machine

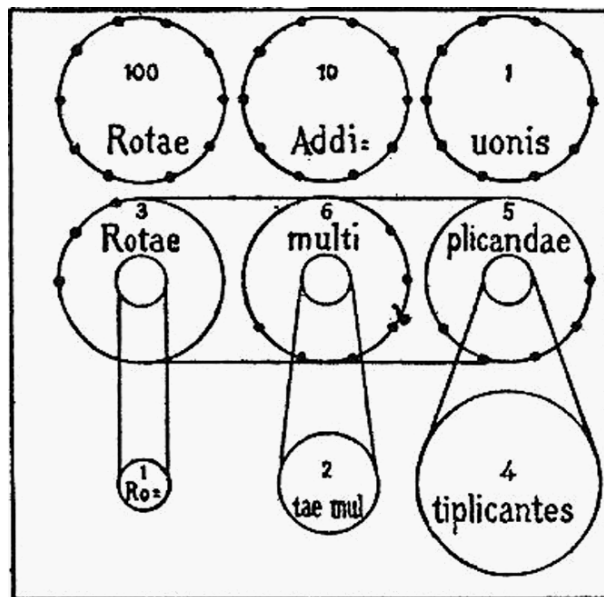
Gottfried Leibniz, the man who discovered the Calculus, and launched the science of physical economy, designed a device for performing the four basic arithmetic operations, even with huge numbers, and incurring no errors. Here is how Leibniz's calculating machine works:

The first row of wheels displays the digits of the resulting product—the ones, the tens, the hundreds, etc.—and each wheel has ten gear-pins. The second row is organized like the first, but the wheels only have as many pins as that wheel represents. For example, if this number is 365, then the first wheel has five pins, the second has six pins, and the third has three pins. These wheels also have a smaller wheel superimposed upon them, for the multiplication. The third row represents the number being multiplied by the second row, but the wheels are of various sizes, with diameters making a proportion with the smaller wheels of the second row, which is equal to the multiplication factor. For example, if we are multiplying 124 by 365, the second row is organized as stated above, but the smaller wheels are connected by either belts or chains to the wheels in the third row. The wheel representing the number 4 is four times the diameter of the small circle on the 5 wheel; that of the 2 wheel is twice the diameter of the small circle on the 6 wheel; and the 1 wheel is the same diameter of the small circle on the 3 wheel. All the wheels of the second row are connected, so they rotate at the same speed together. Finally, the wheels in the first row are set at right angles to the wheels in the second row, so that the pins catch on each other, like gears.

To perform the multiplication, first rotate the 4 wheel once, which rotates all the wheels of 365 four times. This rotation advances the first row to represent 365



*Leibniz's general-purpose scientific calculator, and diagram (below).*



times 4, or 1,460. Now, the first row is slid to the right, so that the 5 in the second row is above the tens digit in the first row. Now, the 2 wheel is rotated, rotating the 365 wheels twice, which rotate the first set of wheels (not including the ones digit wheel), effectively adding 7,300 to 1,460, and the first row then displays 8,760. Last, the two rows are slid over again, and the 1 wheel is rotated. This adds 36,500 to 8,760, resulting in 45,260. All of the motions, after the initial set up, can then be automated by a simple hand crank, or a steam powered engine.

—Peter Martinson

nized, along with his collaborator, England's leading astronomer John Herschel, that their country had become the intellectual backwater of Europe, and was lagging disastrously behind the growing economic and industrial power of the new U.S.A. In 1812, they attacked this prob-

lem, by adopting Leibniz as their champion, and they published an attack, titled *The Principles of Pure Deism in Opposition to the Dotage of the University*, referring to the political decision of the Royal Society to push Newton's not-Calculus over Leibniz's Calculus. This attack prompt-

ed the creation of the Cambridge Analytical Society.<sup>2</sup>

In the aftermath of Carl F. Gauss's discovery of the orbit of Ceres, Babbage saw the immediate need to improve the accuracy and error reduction in astronomical observational data, which had become a limiting factor in further breakthroughs. In 1823, he convinced the British government to grant him the money to build a machine capable of improving the astronomical tables used by maritime navigators for determining longitude. His *Difference Engine* was able to take a small number of manually performed calculations, and then mechanically generate a fully completed nautical almanac, all based on the initial principles of Leibniz's original calculating engine. The construction of the machine was slow, and ran into many problems, which Babbage blamed on the lack of precision in machine-tool design in England.

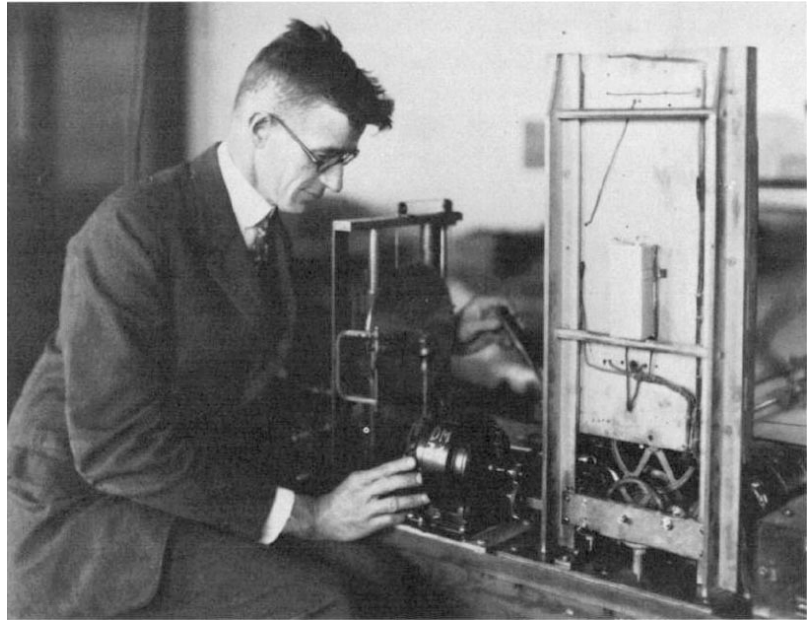
Before completing his *Difference Engine*, Babbage moved on to his more advanced *Analytical Engine*, which would be able to solve virtually any set of algebraic relationships. He was inspired by the use of punch-card programming of mechanical looms in France, designed by Joseph Marie Jacquard, and decided to also use punch cards for his engine. He used two sets of cards:

"[T]he first to direct the nature of the operations to be performed—these are called operation cards; the other to direct the particular variables on which those cards are required to operate—these latter are called variable cards.

"Every set of cards made for any formula will at any future time, recalculate that formula with whatever constants may be required.

"Thus the *Analytical Engine* will possess a library of its own. Every set of cards once made will at any future time reproduce the calculations for which it was first arranged."<sup>3</sup>

This machine was also never completed. Babbage had designed a yet more efficient machine, for which he believed "...it will take less time to construct it altogether than it would have taken to complete the Analytical Machine from the stage in which I left it."<sup>4</sup> Lyndon LaRouche



Vannevar Bush, correcting calculations on his *Product Integraph*, 1927.

has noted that the principles established by Leibniz, then by Babbage, are the core of all modern digital computers.<sup>5</sup> The only advances made in this domain were in the types of materials and the technology used in manufacturing. Besides that, no principled advance has been made in digital computing. Of course, that does not include the development of *Analog Computers*, which are more analogous to the designs of machine tools, than digital systems.

### The Typical American Scientist: Vannevar Bush

"Two centuries ago," wrote Vannevar Bush, "Leibniz invented a calculating machine which embodied most of the essential features of recent keyboard devices, but it could not then come into use. The economics of the situation were against it: the labor involved in constructing it, before the days of mass production, exceeded the labor to be saved by its use, since all it could accomplish could be duplicated by sufficient use of pencil and paper. Moreover, it would have been subject to frequent breakdown, so that it could not have been depended upon; for at that time and long after, complexity and unreliability were synonymous.

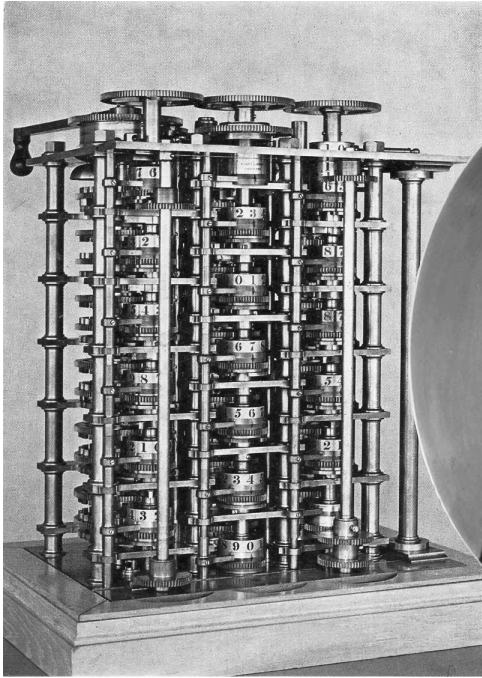
"Babbage, even with remarkably generous support for his time, could not produce his great arithmetical machine. His idea was sound enough, but construction and maintenance costs were then too heavy. Had a Pharaoh been given detailed and explicit designs of an auto-

2. Lyndon H. LaRouche, Jr., "I Don't Believe in Signs," *EIR*, July 21, 2006.

3. Charles Babbage, *Passages from the Life of a Philosopher*; cited in Herman A. Goldstine, "A Brief History of the Computer," *Proceedings of the American Philosophical Society*, Vol. 121, No. 5, October 1977.

4. Lord Moulton, "The Invention of Logarithms, Its Genesis and Growth," Napier Tercentenary Memorial Volume, ed. C.G. Knott (London: 1915); Goldstine, *ibid.*

5. LaRouche, *op cit.*



Charles Babbage and his Difference Engine. Lyndon LaRouche has noted that the principles established by Leibniz, then by Babbage, are the core of all modern digital computers.

mobile, and had he understood them completely, it would have taxed the resources of his kingdom to have fashioned the thousands of parts for a single car, and that car would have broken down on the first trip to Giza.

“Machines with interchangeable parts can now be constructed with great economy of effort. In spite of much complexity, they perform reliably. Witness the humble typewriter, or the movie camera, or the automobile. Electrical contacts have ceased to stick when thoroughly understood. Note the automatic telephone exchange, which has hundreds of thousands of such contacts, and yet is reliable. A spider web of metal, sealed in a thin glass container, a wire heated to brilliant glow, in short, the thermionic tube of radio sets, is made by the hundred million, tossed about in packages, plugged into sockets—and it works! Its gossamer parts, the precise location and alignment involved in its construction, would have occupied a master craftsman of the guild for months; now it is built for thirty cents. The world has arrived at an age of cheap complex devices of great reliability; and something is bound to come of it.”<sup>6</sup>

Franklin Delano Roosevelt understood the necessity of scientific advancement for national security. During World War II, the involvement of science in the

6. Vannevar Bush, “As We May Think,” *Atlantic Monthly*, July 1945.

war effort was not only required in the development of new, more powerful, and longer range weaponry, but also in aiming the new ordnance. Accurate trajectory charts for the various ballistic weapons, including underwater weaponry, were in high demand, but they required astronomical scales of calculation to produce.

Vannevar (sounds like “achiever”) Bush (1890-1974) had already been concerned about producing number crunchers, in the tradition of Leibniz and Babbage. Just before the war broke out, the Army Ordnance Department had commissioned Bush to apply his machine shop at MIT (Massachusetts Institute of Technology) to the calculations of ballistics trajectories. He had been working on improving his *Differential Analyzer* since 1931, and was assembling a new, more powerful version.

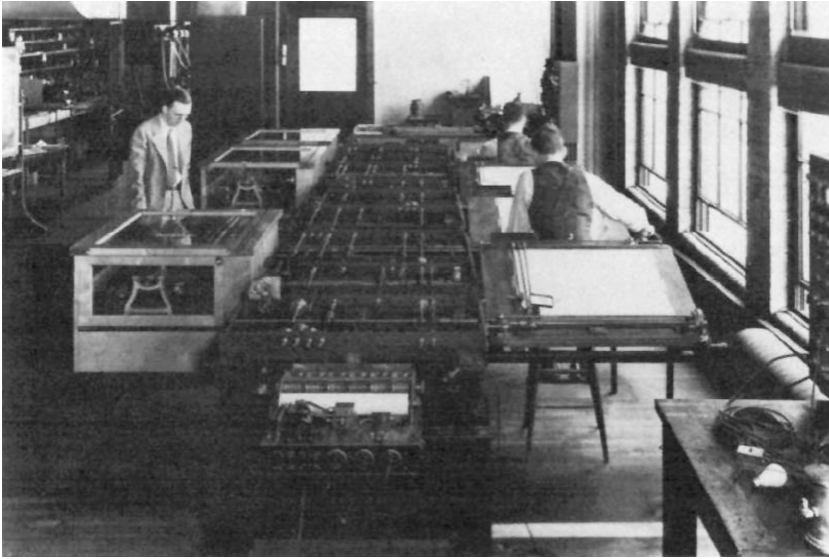
This machine was an advance over

both Leibniz’s and Babbage’s, in that, instead of calculating using only discrete steps of integers, it could perform continuous calculations. This analog computer, which performed calculations by physically *acting out* the principles, opened up the prospect of applying mechanical calculation to problems involving the integral calculus.

The Differential Analyzer used principles similar to Leibniz’s engine, but, instead of displaying a set of digits representing the solution to the problem, it could be set up to draw a smooth curve on a drawing board, and it could even take as input a curve traced on a piece of paper by a person. To accomplish this, he replaced Leibniz’s orthogonal gears with smooth disks, one rotating to turn the other. The greatest source of error, initially, was transmitting the small, precise rotations through yards of machinery to the output table.<sup>7</sup> This technical problem was solved by the machine-tool designers at Baltimore’s Bethlehem Steel, who designed the *Torque Amplifier*, which amplified the smallest, weakest rotations into powerful cranks.

Bush built his first machine, called the *Profile Tracer*, to obtain his doctorate in engineering. This machine was slung between two bicycle tires and pushed like a lawn-

7. For a pedagogical example of this, see Sky Shields’s construction of the catenary curve, in the December issue of *Dynamis*, <http://wlym.com/~seattle/dynamis>.



Vannevar Bush's Differential Analyzer, 1931.

mower. As it moved, a pen inside would continuously draw the changing elevation of the land onto a rotating drum of paper, producing a virtual photograph of the cross section of the land traversed. The mechanism inside the Profile Tracer formed the basis for his next machine, made purely for calculation—the *Product Integrator*. This device, built with his student Herbert Stewart, was the key to performing integral calculus using an array of rotating wheels. Stewart's plan had been to observe the output at specific time intervals, but Bush recommended attaching a pen to it, to draw a smooth curve that represented the integral itself. The Differential Analyzer used more than a dozen of these Product Integrators, in a structure half the size of Bush's laboratory. By the end of the war, it was the most important calculating machine in the United States, as it was the fastest and most accurate producer of trajectory tables.

The development of the principles governing the functioning of analog computers lost all funding after the death of Roosevelt. At that point, the new program of Cybernetics, driven by Lyndon through Columbia University, had virtually taken over. Norbert Wiener, Bush's former student,<sup>8</sup> had been installed as the head of MIT's Research Laboratory for Electronics (RLE), and all research was now directed towards development of the digital computer. In his new recommendations for

8. Wiener, who got his start when Vannevar Bush appointed him to head up the anti-aircraft ordnance department, faced the problem of targeting a German Luftwaffe dive bomber, which moved just as fast as the bullets used to shoot it down. He made some unique innovations, including his concept of feedback loops, in modeling the targeting of a weapon after the mind's control over the human body. He then went off the deep end, when he started modeling the mind after weaponry control systems.

development of the computer, he specified:

"That the central adding and multiplying apparatus of the computing machine should be numerical, as in an ordinary adding machine, rather than on a basis of measurement, as in the Bush differential analyzer."<sup>9</sup>

Today, Bush's Differential Analyzer sits in a museum case in the basement of MIT, while the digital computer, operating with no advance over Babbage's Difference Engine, has become the false symbol of "technological advance." Each somewhat faster component is advertised as a great breakthrough, although the principles remain the same.

To sharpen the point about computing machines, it should be sufficient here to state, once again, the difference between

Man, on the one side, and both animals and computers on the other. The great hoax, is the promotion of the idea that Man can be studied as either a social animal, or an advanced computer. As any of the scientists just described knew, since humans are not computers, computers cannot perform science. Inverting this, any operation that can be performed by a machine, cannot be attributed to a human trait. Mathematical calculations are purely logical deductive procedures, which humans can, of course, do. But, human scientific discovery is not an epiphenomenon of calculations. For example, Carl Gauss was known for his titanic calculating abilities, yet his work was not an outgrowth of his calculations. He knew that calculations were merely a useful, necessary, albeit mechanical tool, for precisely locating those paradoxes which lie between measurements taken from various senses.

The human mind was not modeled on the design for the digital computer, therefore the mind cannot be assumed to follow the rules of those machines. But, Lyndon LaRouche has demonstrated that true economic growth must proceed from an increasing density of discoveries, per person. There are principles bounding the creative abilities of the human mind, and they are knowable principles. But, they are not found by looking at how computers or animals work. So, get your sticky hands off that computer keyboard or joystick, and go use your creativity! For starters, begin with Kepler's discovery of Universal Gravitation, followed by his discovery of the harmonic ordering of the whole Solar System, at <http://www.wlym.com/~animations>. And get political—it's more fun being creative during a renaissance, than during a dark age.

9. Norbert Wiener, *Cybernetics* (New York: MIT Press, 1961).

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**Documentation of the Collapse - Submitted by you.**

- Signers of the Homeowner and Bank Protection Act Petition
- Petition to Congress: Implement the Homeowners and Bank Protection Act of 2007

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Breaking News

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**More Pieces Flying: Goldman Sachs Plays Assassin in the Bank Collapse Game**

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**Flying Pieces of the Exploded System: Chinese Prime Minister Warns United States on Dollar Collapse**

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**LaRouche: The Mass Youth Killings are NOT a Social Phenomenon; It's the British Empire's Orchestration from the Top**

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**LaRouche: Leave Pakistan Alone; Focus on Israel-Syria Talks as Basis for Peace**

- Breaking News and Developing Stories

- LaRouche Webcasts and Organizing Material

- Commentary and Writings from Lyndon H. LaRouche, Jr.

- Searchable Archive

*Since the relevant summations by V.I. Vernadsky and Albert Einstein, combined, we now know of the partition of the known universe among four rigorously defined phase-spaces: the ordinary (non-biotic), the Biosphere, the Noösphere, and that still higher order of phase-space, which subsumes the Noösphere. The greatest among the challenges with which this present knowledge confronts us, is typified by the subject of Classical tragedy. Here, at the level of Classical tragedy, physical science, Classical artistic composition, and the subject of statecraft, as known to Aeschylus, Plato, Shakespeare, Lessing, and Schiller, are combined as a single subject-matter: a fourth general phase-space of reality, the true substance of the subject of history.*

*-- Lyndon H. LaRouche, Jr.*

*From 'The Mask of Nancy Pelosi': The Force of Tragedy (available online!)*

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