



LaRouche Democrat Nancy Spannaus with the Virginia Board of Elections official who accepted her 14,000-signature filing for ballot status in the U.S. Senate race, after the Virginia Democratic Party refused to field a candidate against Senate Armed Forces Committee member John Warner. Spannaus' charts on U.S. indebtedness "scared" a Richmond radio interviewer.

general welfare to a world depression collapse which will, otherwise, take us into a global religious war, and a New Dark Age."

Where Are the Democrats?

Unlike many political campaigns in Virginia—where the candidate buys petition signatures for \$2.50 each—the Spannaus campaign activated several score citizens around the state, to take action for a candidate of their choosing. Dozens of citizens new to the campaign got involved, many acting politically for the first time in their lives.

In order to meet the the grueling petition requirements that demanded 400 signatures of qualified voters in each of the State's 11 Congressional Districts, as well 10,000 statewide, Spannaus squads fanned out around that Commonwealth, collecting nearly 10,000 signatures in only two weeks. According to several political sources, this feat is unprecedented in recent memory, and it astounded some party regulars who did not think it possible.

Spannaus supporters could be seen standing in front of supermarkets and discount stores, handing out literature and gathering signatures, often in blistering heat. A spokesman for the campaign said that voters were shocked at the failure of the Democrats to even mount a campaign, with many saying that the party's behavior was a "disgrace."

The petitioning took place despite a virtual press blackout of the effort, imposed with the connivance of the Democratic Party apparatus, at both the state and national level. To the extent that there was any report of a petitioning effort, it was attributed to Alexandria Democrat Gail Crook, who like Spannaus had unsuccessfully sought the party's nomination. Crook could gather only 2,000 signatures in the same period

that the Spannaus campaign organized the major part of its petition drive.

A spokesman for the campaign said that the response to the petitioning was gratifying and broad-based. The best response came from Muslim Americans, and from African-Americans, particularly those who have worked with the civil rights movement. Constituencies that have been traditionally hamstrung by the Democratic Party leadership, such as trade unionists, continued to hold back. But many other Virginians, representing normal working people, dug in, and got the job done.

But, while the petitioning moved along at a slow pace for a couple of months, the response exploded after June 1, the day the Democratic Party wrote "None" across its official statement on the Senatorial candidacy, the Spannaus campaign spokesman said. Virginia Democrats do not believe that all is well in the Commonwealth, or nationally, and they were incensed at the failure of the party to run a candidate. (This is actually the second time they have done so against Senator Warner; in an earlier race as an independent against Warner, Spannaus received nearly 20% of the vote statewide.) Nor were they pleased that nominal Democrat, Gov. Mark Warner, went on WTOP radio to effectively endorse the Republican Senator and indicate his support for not running a candidate.

While many Democrats and Republicans were willing to put a LaRouche Democrat on the ballot to ensure a debate, the fight now escalates to getting them to admit that they have been foolish to ignore LaRouche and Spannaus, and instead to mobilize behind LaRouche's solution to the global economic crisis. Spannaus has said that her campaign will become a leading element of LaRouche's own campaign. There is only one solution to the current crisis, Spannaus says. My solution is Mr. LaRouche's program.

Spannaus: Last Chance To Back LaRouche, Before Crash and War

Independent Democratic candidate for Senate in Virginia, Nancy Spannaus, announcing successful completion of her ballot petition drive on June 11 in Richmond, released a new and shocking picture of the indebtedness of the U.S. economy spiralling upward during 2002, and heading for a late Summer-early Autumn financial blowout.

In filing my candidacy for the U.S. Senate today, I am putting before Virginians, once again, the opportunity to listen to economist Lyndon LaRouche and myself, and support

LaRouche's solution to the worst economic and financial crisis in centuries. We told you that the system was coming down, but you stupidly decided to ignore us. Presidential candidate LaRouche's record of long-term economic forecasting has been right on the mark, and you're suffering now because you didn't listen—so I urge you to listen now, and support my candidacy as the vehicle to get out of this mess.

Forget all the babble about a "recovery." Only those who want to be deluded believe in that fairy tale. The reality is that the world financial crisis, which hit with the Russian/LTCM blowout of August-September 1998, is getting worse by the day. You've seen the layoffs, the budget crises, the trade collapse, and now, the beginning of the collapse of the U.S. dollar. It's getting more turbulent by the day.

Already, in the year 2000, the enormous rates of printing money, in order to try to pay the escalating, unpayable debts of countries and corporations, moved us into a classic hyperinflationary realm. In this mode, the rate of growth of the money supply, outstrips the rate of growth of the debt obligations themselves. The cost of servicing and rolling over debt becomes greater than the debt itself.

Today, this process is rapidly accelerating, moving us toward a hyperinflationary shockwave, which LaRouche estimates is likely to hit sometime between August and October

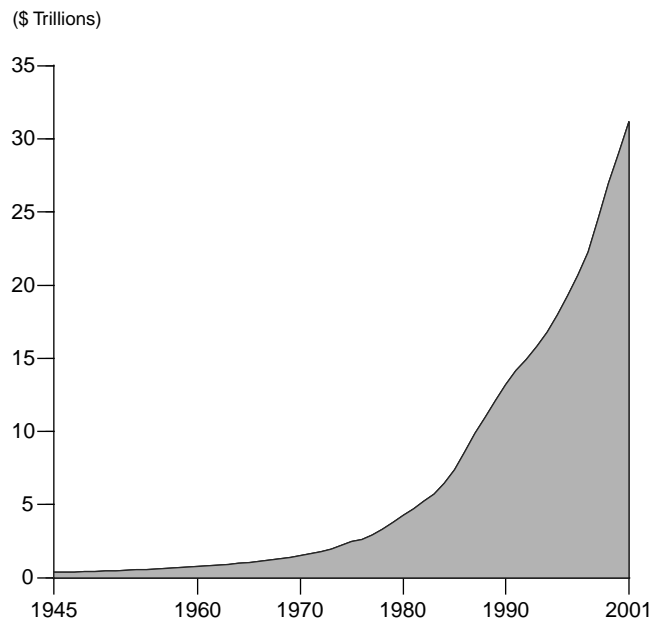
of this year. The model for this kind of destruction is the Weimar hyperinflation of 1923 in Germany, where the attempts to pay exploding debt obligations led to a destruction of the currency and the country.

Take the case of Brazil. There, due to the enormous debt (most of which is fraudulent due to the depredations of the IMF); to the linkage of the local currency (the real) to the dollar, and to devaluations and punitive interest rate increases; the level of indebtedness is rising at a hyperinflationary rate. Over the first five months of this year, the debt increased 13-15%, and in one week alone, the dollar-denominated debt rose 4%. These are unpayable rates, even under conditions of accelerated looting of the living standards of the population.

Debt Collapse Means Threat of War

In the meantime, the Federal Reserve is manically printing out dollars to try to cover such escalating debts—by no means limited to Brazil. The U.S. banks themselves, flooded with debt, are on virtual life support from the Fed. Then there's the U.S. debt itself, which has risen hyperbolically to the level of \$31 trillion, with exorbitant and rising costs of servicing it. One small example of that kind of rise is in household credit card debt, now estimated by some to be rising

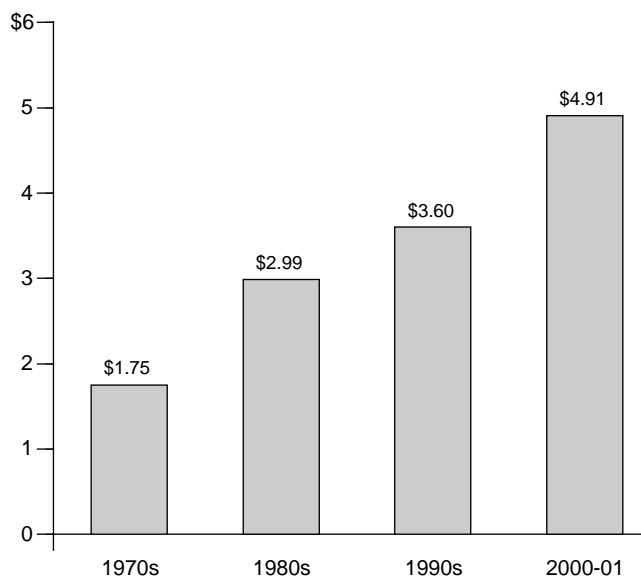
FIGURE 1
Total U.S. Debt



Source: U.S. Department of Commerce, Bureau of Economic Analysis; *EIR*.

The total indebtedness of U.S. firms and households, already enormous, grew at an increasing pace since 1995, reaching \$31 trillion by 2001.

FIGURE 2
\$ Rise in Debt for Each \$1 Increase in GDP



Source: Federal Reserve Board of Governors, "Flow of Funds Accounts"; U.S. Department of Commerce, Bureau of Economic Analysis; *EIR*.

"Servicing the debt now costs more than the debt being serviced." The amount of new indebtedness incurred in the U.S. economy for every dollar's increase in GDP, jumped to nearly \$5 in 2001, as the economy itself went into a swan dive.

seven times faster than alleged increases in household income. And that's just a small part of the problem.

There is no way in which this monetary relay-race is going to restart the economy—it will inevitably result in making currencies worthless, as the case of Argentina dramatizes. And there is no question but that some of the world's leading bankers understand this.

Therefore, the next few months represent a period of extreme danger, that the financial turbulence and economic collapse created by the bankers' incompetence will bring leading circles in Washington and Britain to launch a military adventure of the most ugly sort, to prevent the obvious blowout of their system. We are looking at a timetable for this Summer, as the crucial turning point: Either sane heads begin to put together political combinations for a new monetary system, along the lines put forward by LaRouche, or we are looking at a horrible war escalation, most likely in the Middle East, by the Fall.

With this crisis in mind, I launch my Senate campaign with the serious intent to win; because the future of our country depends upon LaRouche's solutions being taken up now.

Army Video Game Teaches 13-Year-Olds To Kill

by Don Phau

The U.S. military has joined the ranks of Nintendo and Sony, creating its own "point-and-shoot" video game designed to teach children as young as 13 years old how to kill. On May 22, the Army premiered "America's Army" at a large video-game exposition in California, calling it a recruitment device. The game will be available for free beginning July 1.

The Army's game promoters bragged that their game is superior to "first-person" shooter games, like "Counter-Strike," on the commercial market. "America's Army" debuted at the Electronic Entertainment Expo in Los Angeles.

The Defense Department reportedly spent \$6.3 million to develop the game, but, in fact, the military has been, for many years, pouring money into perfecting computer graphics and simulation utilized in their game. Lt. Col. David Grossman (ret.) has documented how the Army has trained soldiers on "first-person" shooter computer simulators (where the player is the shooter), what Grossman called "murder simulators" in an interview with Helga Zepp-LaRouche (*EIR*, May 24, 2002).

Members of a special Army officers unit called the Army Game Project, located at West Point, New York, spoke to journalists in early June. The officers were extremely proud,

that the Army's game "was better than 'Counter-Strike.'" "

"Counter-Strike" was one of the point-and-shoot video games played obsessively by 19-year-old Robert Steinhäuser, who killed 16 adults and students, and himself, in a high school in Erfurt, Germany on April 26, in what has now surpassed Columbine as the worst incident of video-game-induced psychotic mass murder. "Counter-Strike" is also similar to the point-and-shoot video games which addicted the Columbine High School shooters, Dylan Klebold and Robert Harris, who killed and wounded 24 students in Littleton, Colorado in 1999, and the 14-year-old middle-school killer Michael Carneal in Paducah, Kentucky. The "immersion" in these "New Violence" products has been a characteristic, as Colonel Grossman and his associates have shown, of nearly all of the perpetrators of deadly mayhem in U.S. high schools and middle schools in recent years.

Call To Ban These Video Games

Shortly after the massacre at Erfurt, Helga Zepp-LaRouche, who is a candidate for German Chancellor, called for an international ban on violent video games. Zepp-LaRouche said, "Germany must call upon the United Nations to establish a protocol for a worldwide ban on the production and sale of films, computer games, and videos glorifying violence." At a conference speech of the Schiller Institute on Feb. 20, 2000, Zepp-LaRouche first exposed that Hollywood and the video-game makers were out to turn young children into savage killers.

On May 4, 2002 she conducted an interview with Grossman, who emphasized that there were three factors that turned the young students at Erfurt and Columbine into mass killers. Grossman said, "You need the weapon, the skill, and the will to kill. The video game provides two out of the three. They give the skill and the will to kill." Grossman, author of the book *Stop Teaching Our Kids to Kill*, is a former Army Ranger and former professor at the West Point Military Academy.

Maj. Chris Chambers is the Deputy Director of the U.S. Army's Game Project at West Point. He says that the "America's Army" video game was developed by the Naval Postgraduate School's Modeling Virtual Environments and Simulation (MOVES), a school devoted to military graphics and simulation located in Monterey, California. MOVES is a multimillion-dollar center for what's called "immersion" technology. This "immersion" is what turns the video-game player into an "addict."

The military had developed this school for training, but now, with its public debut in video games, this "experience" will be unleashed on the general public, targetting—the game's advertisements say—"13- to 18-year-olds for recruitment."

Targetted recruitment of children this young, to learn how to be killers in an army, has for years been a "marker" characteristic of terrorist armies, like the narco-terrorist Revolutionary Armed Forces of Colombia (FARC) or the various merce-