

You've seen those computer games where you build a city with all the elements of modern civilisation. It's an interesting challenge. This one's different. The object of this "game" is to destroy the economic and moral fabric of a lower class neighbourhood. You are the Government and have all the vast resources of the modern state in your hands. The budget has no limit. Try it - See if it works
Here are some suggested strategies.

1 Downgrade altruism

Make certain that helping the poor is work for government professionals and not a task for 'ordinary' people. Keep taxes high and the taxpayers will (rightly) consider that they have done their bit. Traditional sources of help, churches and charities, will do their best but with the power of the state behind you should be able to increase what they can deal with it. In time some of the socially trendy will stop actively helping in the neighbourhood and become mere pressure groups petitioning the government for extra welfare spending.

2 Make no demands of the poor.

Assure the poor they are not to blame for their poverty. It's the market economy, the wealthy taking more than their share or wicked multi nationals. Make them think the solution to all their problems is a matter of receiving more welfare.

As a Government you must of course treat all citizens equally. So as with all other citizens do not demand thrift, effort or abstinence of any kind. Excess consumption of beer drugs tobacco are no worries. Punish anything but the most modest earnings with immediate loss of benefits and jail. Make earning money and receiving welfare thankless and complicated.

3 Do not let them accumulate assets.

Stop them accumulating any assets for their children. Under no circumstances allow them to buy houses and benefit from property inflation. Keep them in government housing with low rents until old age.. Make rents related to income. If they increase their income you can punish them with higher rent.

4 Send in the Tax gathers

Make it as difficult as possible for small businesses to hire the poor. Tax business mercilessly to fund your welfare requirements. Tax employees highly to reduce their discretionary spending

5 Control and tax all neighbourhood ‘vice’

Do not let the poor decide for themselves what is acceptable “vice” and what are not. Make crime a revenue source and criminalise every conceivable weakness, vice, sin and depravity. Fine and imprison everyone who transgresses. Legal pleasures such as alcohol, nicotine, gambling etc, tax at maximum sustainable rates. Fro illegal vices such as drug taking make revenue not cure the byword of the policy.

With high petrol tax, excise levies, alcohol, GST and speeding fines most of the welfare payments paid out at a weeks beginning should be back in state coffers within a day or two.

The last vestiges of income can be vacuumed out through state run gambling, i.e a numbers racket, poker machines and casinos.

6 Drive out the fathers

Set the welfare cheque for solo mothers far above the earnings of a semi-skilled or unemployed father.

Mothers will find the government a more financially reliable father than any feckless male. The fathers relieved of responsibility for their off spring will father more with financial impunity. Fatherless unsocialised children will soon wreak criminal havoc.

7 Use all government power not just welfare.

Trumpet the State as the main purveyor of values, morality and ethics. Move moral questions to the political sphere and ensure there are no benchmarks of moral probity other than culturally, politically correct, authoritative state directives. Promote the idea that all values are relative with right and wrong merely cultural notions derived from the historical power structures. Concentrate on pseudo morality such as environmentalism, gender equity, racism and cultural issues.

In time people will forget that the poor once possessed an honourable way of life and reared their children as good decent moral citizens of their society. Keep teachers salary levels low, denigrate the profession and do not reward merit.

Drive down the levels of educational achievement with non judgmental examinations. Introduce whole word learning and drive out literacy among the poor.

A mindless diet of cheap vapid television programs as violent as possible is also a vital part of any strategy.

15 Benchmarks of success

You will know that your game plan is successful when

The State coffers burst with gambling receipts

Taxes are punitive but public deficits bloom as the dependence ratio increases and welfare spirals out of control.

Welfare spending is astronomical but poverty increases.

Crime is rampant

There is a high level of fatherlessness and children are almost feral

Unemployment is high but lowly paid jobs are unfilled.

Only heavily armed police enter the neighbourhood for routine matters

Outstanding fines reach confiscatory levels

All workers in the neighbourhood drive in each morning. No local has a job there.

You have a large bureaucracy of decent honourable well paid hard working people made unproductive looking after the unemployed.

Your system stems the most horrific consequences of not having welfare but the welfare task keeps growing.

Ultimately you should aim to fill the social policy arms of Government with advocates of outworn ideologies claiming that the only remedies that will work are those requiring a few billion more from the productive sector.

Well the destruction of a neighbourhood is never cheap. At any stage you may apply for more money and greater resources to fix the 'social' problems caused by your game strategy.

The greatest threat comes from any move from welfare to work. There is a danger that government revenue savings could be used to give better welfare to those who cannot work, the old, disabled and sick and worse cut taxes to prospective employers thus increasing employment opportunities.

Be therefore especially vigilant for the signs of business tax cuts, higher levels of employment, presumptions of personal integrity among the poor and particularly any sign of a moral revival among the churches. These are the main threats to your strategy.