

# Global Watch Weekly Report

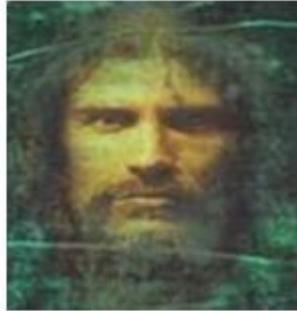
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MONSTER HIGH



# Global Watch Weekly Report



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# Global Watch Weekly Report

## Welcome to the Global Watch Weekly Report

If you have been a member of the Global Watch Weekly Report you will recall edition 6 on 2nd December 2011 where we focused on the fact that certain genre's of modern day video games were polluting the mind of this generation with sex, power and violence.



In this edition we will be looking specifically at a particular brand of dolls known as “Monster High” and how they are impacting young girls at such an impressionable age. One can make an argument that how the dolls are dressed could be perceived to be provocative and sexual however we go beyond the superficial to deal with the real core issue. The fact that there seems to be symbolisms in the characters and their videos which one would clearly associate with the global elite.

If you are a parent, a godparent, an uncle or aunt, a grandfather or grandmother or a guardian or nanny then make up your own mind as in this edition we explore the world of Monster High.

This particular article originated with Vigilant Citizen at the following website.

<http://vigilantcitizen.com/vigilantreport/monster-high-a-doll-line-introducing-children-to-the-illuminati-agenda/>

[www.globalreport2010.com](http://www.globalreport2010.com)

# THE DECODING OF MONSTER HIGH

At first glance, Monster High is just another trendy, fashionable doll line. However, looking at Monster High's symbolism and at the videos relating to it, we discover that it is communicating many specific messages to young children, particularly to young girls. We'll look at how this toy line is used to introduce children to some aspects of the Illuminati Agenda.



Monster High is a highly successful toy franchise that is somewhat similar to the Bratz doll line, as both are comprised of edgy, fashionable characters with attitude. Like many other toy franchises, Monster High is much more than a doll line: It is a multi-platform franchise comprised of toys, DVDs, a web series, music videos, video games, books, clothing accessories, and much more.



The brand distinguishes itself with its unique, twisted universe inspired by monster movies and sci-fi horror. All of the characters are either offspring of known movie monsters or some kind of undead zombies. While Monster High's slogan is "*Be yourself, be unique, be a monster!*", this franchise also communicates deeper messages to its young audience.

In fact, a closer look at the stories in Monster High reveals that it is perfectly in sync with the Illuminati's Agenda as it promotes themes such as hypersexualization, superficiality, a culture of death and even Monarch Mind Control. As seen in previous editions, these themes are abundant in mass media and, the fact that they are present in a doll line for kids further proves that there's a continuous effort to expose impressionable minds to a specific set of symbols

and values. This should not come as a surprise, as Monster High was created by the world's largest toy company, Mattel, with revenues of over \$6.2 billion per year. The chairman of the board of directors, Robert A. Eckert, is a long-time member of the Trilateral Commission and the Bilderbergs, the two most powerful elite circles shaping the world today.

As you might know, company representatives who attend these elite meetings are there because their brands can help push the elite's long-term Agenda. Powerful, world-reaching companies such as Mattel do not simply sell products, they sell a culture associated with them. Considering how children get attached and even obsessed with their dolls and the universe that surrounds them, what better way to reach young minds and to teach them the values of a New World Order future? Let's look at Monster High and the universe it introduces to young children.

## THE MONSTER HIGH UNIVERSE

The world of Monster High is basically a high school populated with the offspring of famous monstrous figures like Dracula and Frankenstein. The characters wear outfits that lean strongly to the sexy side, making one wonder what kind of message this is delivering to Monster High's target audience: girls under the age of 10.

Even more disturbing, the back story and symbolism associated with many of the characters strongly refer to dark concepts, such as Monarch Mind Control. Indeed, most Monster High characters are either artificially created or a product of some kind of experiment and many of them do not really have a mind of their own. They are all literally dead and animated by some kind of unholy force. When one adds this fact to the symbolism and persona associated with each character, one starts to realize that Monster High is about a bunch of MK slaves. Here are some of the main characters:

## FRANKIE STEIN

Frankie Stein is an artificial creation put together by a mad scientist (a MK handler?). Her story states that she is 15 days old (yes, days, not years). Her head is held together by two screws, symbolizing her not having a mind

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of her own. The screws are of different color because they are of different polarity, negative and positive. This refers to the concept of duality that is always inculcated to MK Slaves. To further emphasize the concept of duality, her eyes are different colors, her hair is striped black and white and her bio page states that her favorite color is “black and white stripes”.



Frankie Stein can electroshock herself and others – a reference to electroshock torture used in Monarch Mind Control to program slaves.



Why is she called Frankie Stein? Because she is the daughter of Frankenstein. Her entire body is stitched up together and, sometimes, she loses some of her body parts. In MK symbolism, this represents the powerlessness of slaves and their fragmented nature. Also, notice her “logo” (the side of her right cheek): a fractured and stitched up skull – representing a fragmented mind.

## OPRETTA

Operetta is the daughter of the Phantom of the Opera. She excels in the performing arts, such as singing and dancing. In some ways, she is the star entertainer of the group. Unsurprisingly, the symbolism associated with her fit right in with the symbolism associated with today’s real-life pop stars – i.e.: the inevitable One-Eye sign.



Operetta practices her music in a place called the Catacombs. The symbolism of her hideout is quite blatant. In short, Operatta appears to be telling young girls: “If you want to be part of the music business, you have to embrace this Illuminati imagery”.



Operatta’s stage is “overseen” by a prominent All-Seeing Eye.

## WERECATS

As we’ve seen in previous editions, Sex Kitten programming is represented in popular culture with feline prints and cat-like attributes on attractive girls. The Werecat sisters are all about that.



The back story regarding the Werecat sisters is quite dark and similar to the story of many actual MK Slaves. The webisode named *The Nine Lives of Toralei*, describes how Werecat sister Toralei is an orphan roaming the streets who gets picked up, and locked up, by “the System”.

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## MONSTER HIGH VIDEOS

The Monster High website contains numerous animated webisodes that are extremely popular (each one of them has racked up several million YouTube views). While the main goal of these video shorts is to sell dolls, there is nevertheless a lot of symbolism in them. Also, some videos refer to mind-control concepts in a rather blatant way. Let's look at some of these videos.

## DUELING PERSONALITY

This video deals with the core of Monarch Programming: The creation of completely separate alter personas. Frankie Stein's boyfriend, named Jackson, discovers that he has an alter personality that acts completely separately from him. At the beginning of the video he says:

"So every time I wake up in some dark alley alone and confused, its all because of him! I've got so much to say to that guy. But I can't even confront him about it ... because he's me."

In the end Frankie Stein breaks up with Jackson and his alter until they can "settle their differences". Why are children exposed to this? What's the point? I don't think many young girls relate to this story.



In the episode entitled "I Know What You Did Last Frightday", the headmistress triggers Jackson's alter persona using music – an actual MK technique – because she needs the creative Holt to paint a mural.

## UNDO THE VODOO

Another webisode focuses on Hoodude, a voodoo doll that is having a bad day and, because he's a voodoo doll, everyone at school is having a bad day.



Voodoo magic is yet another very important aspect of Monarch Mind Control that is represented in Monster High.

"In discussing how trauma-based mind-control is done, voodoo must be included as a component. Many of the Mind-controlled slaves have had voodoo as part of their trauma, and many had voodoo dolls placed into their Systems. When vows and oaths are made, an object is given to the satanic cult or the Illuminati for the Keeper of the Seals to guard. If the vow is broken voodoo magic can be used against the offender by using the object given in the sealing."

- Ibid.

To solve Hoodude's problem, the girls at school ask for the help of Scarah the mind reader.



It is interesting to note that many actual MK Slaves receive ESP (extra-sensory perception) training – which include telepathy, mind reading and remote viewing. Scarah then tells her friends that they need to literally enter Hoodude's head to fix his self-esteem issues.

Inside Hoodude's brain, Scarah finds the part of the brain relating to self-esteem and "reprogram" him to love himself (connecting the two loose wires).

In short, this video is about an artificially created "doll" that doesn't act as expected. He is then literally mind controlled and reprogrammed to have more self esteem. Hoodude did not work at

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bettering himself or at accepting his flaws, some mind reader entered his brain to reprogram him by connecting two loose wires. I don't think that's great lesson for kids.

There are many other Monster High videos that are filled with this kind of symbolism. However the ones referenced so far should provide enough food for thought.

## CONCLUSION

I can imagine some people reading this and thinking: "Why talk dolls and cartoons now? How about talking about the real issues like politics, grumble, grumble". Yes, on a superficial level, talking about dolls and cartoons may not come off as "serious" analysis. However, we must remember that, for the powers that be, there is nothing more serious than capturing the minds of children at a young age in order to mold them for the future. For propagandists, there is no age limit for pushing a message. They realize that the younger the audience, the more effective their message will be. Marketing specialists know that brand loyalty is taught at very early age (i.e. Heinz Ketchup, Kellogg's cereal, etc.) and propaganda messages simply another product to market.

So what kind of message does a franchise like Monster High communicate to children? There are several levels.

On a basic level, the characters of Monster High are obviously hypersexualized as they are dressed in outfits that can only be found in sex shops. Considering the doll's target market (girls under 10 years old), we can imagine how this trains girls to believe that, in order to be cool, they have to be very sexy, very early. Then, there's this whole death-worship thing going on, with coffin-shaped

lockers and coffin-shaped cellphones and coffin-shaped guitars and skulls everywhere.

Mix these two very visible aspects together and you've got the sex-and-death mass media cocktail that is constantly pushed to all audiences, but particularly young people. Furthermore, the characters in Monster High evolve in a context that is completely obsessed with superficiality, appearances and materialism – all values that are actively promoted to today's youth. When Monster High fans grow out of their doll-playing phase, they will most likely start watching music videos and TV shows that promote the exact same set of values.

Sadly, they will question none of it because they have been exposed to this agenda since their tender youth.

On secondary level, almost everything in Monster High relates in one way or another to the dark, disturbing world of Illuminati Mind Control. The school can be likened to a MK-programming center, led by a "headmistress" whose own head pops off in a literal symbol of dissociation. All of the students are either artificial creations or zombies who do not have a mind of their own (funny how the line's theme song ends with the words "Don't you want to be a Monster too?")

Concepts associated with trauma-based mind control such as alter-personas, duality, dissociation, kitten programming and even electroshock torture are represented in Monster High. As if that wasn't enough, the whole Monster High franchise is laced with the Illuminati symbolism proving that, not only is this symbolism not accidental, but that this agenda is being promoted everywhere ... even to young children who just want to play with dolls.

So why do they do this? Because, as Hitler stated: *"He alone, who owns the youth, gains the future."*

For more insight on MK Programming see

[www.interviewgiants.com](http://www.interviewgiants.com)