The recent production from the young company, “The Good Times are Killing Me” is a dreamy look at the 1960s, and by extension, the racial climate today. It is a charming but heartbreaking tale about a friendship ended due to social norms. It successfully takes a nuanced look on the racial climate in America back then, and right now. However, there is an alternate way to look at it.

The year in 2070. The streets are neverending race riots. Its called the knockout game, and whites got tired of playing it. Governments still exist and made plenty of regulations, but they were little more than puppets bought and paid for by major corporations. The regulations were mostly nominal, or in order to keep the price of entry high. Everyone knew that America was no longer a democracy, and instead an oligarchy. However, they also knew another thing: they had a shot. The only thing that the government upholds is the 100% inheritance tax, So when a CEO dies, the board chooses a new heir. The reason that this decision is upheld is that it doesn’t negatively impact the companies. It has become part of the corporate culture to choose a new CEO out of the best candidates in the world. Because of this, the simulations that everyone is trapped in is only more important. Desegregation still exists in real life, but the economic segregation keeps african american culture in the lower class. The most recent news was about the class action lawsuit taken against their simulation, “the good times”, a simulation where you get to “live in the 1960s”. You get to play as a character, with which you can level up in different skills, like cooking and bowling. There were several major mechanics, in order to simulate the times. You get a major XP boost for getting married, however, you get another boost for cheating, and if married to a cheater, you secretly lose XP. You also get a decreased amount of bonus XP if it is an unhappy marriage. The lawsuit was about the company’s use of digital segregation, where the players who were african americans were often locked to very low level servers, where they never were able to build their characters to higher levels. This was done secretly. To many players, 20 was the advertised level cap. However, players caught on quick, and soon any player was able to access any server. Because of this, there was a sudden rush of players to higher level white people severs. The people on the servers were pretty angry though. They insisted that the new players were taking up space, increasing their ping, and ruining the public atmosphere by trying to grind out all the comparably low level enemies. They all quickly moved out of the areas that the lower level people inhabited. While it technically isn’t segregation, the low level of the african american players were