

Cybernauts Bite the Dust

Nobody Asked But ...

In the past week, we have had two gamers commit suicide, but taking others with them. In San Diego, CA, Trevor Heitmann left the mortal coil by driving the wrong way, at excessive speed, on an expressway, but he took with him a mother and daughter in another vehicle. In Jacksonville, FL, at a game competition, David Katz shot many other gamers, killing two, then he shot himself.

These miscreants are not voluntaryists. They flunked at the first jump — don't hurt people and don't take their stuff.

The second concern is the arrogance that it requires to take other peoples' lives. How does one human rationalize the taking of another's life?

The third worry is whether these occurrences will be cited to cast aspersions on gaming, *a la* the weapons debate. What is happening in a society where addiction to reality teevee, fake news, and virtual reality (all oxymorons) is manifesting in too many unacceptable ways?

— Kilgore Forelle