## america@play

remember the Eloi
in H G Wells' *The Time Machine*where during Dark Nights
the Morlocks venture forth
from their chthonian halls
to harvest Eloi
who spend the days in endless
babble, feasting, games
in return for which
the Morlocks toiling below
to sustain them
collect Eloi bodies
a story of the century just past ...

... and oh so true in this, the twenty-first
but who are they today
these Eloi
they must have morphed
from Wells' abysmal Britain's upper class
lounging on the backs of proles
to USA the Privileged
forcing the world to sustain

its endless babble, feasting, games androids is what they are of course and their great weakness is that they don't know it like beautiful Rachael the biomimic android in 'Bladerunner' yes like the magnificently ambivalent the achingly alluring Sean Young

likewise in Bushamerica today Eloi endlessly at play while Morlocks harvest bodies out in the world by the tens of thousands you may recall in 'Bladerunner' of yore the designers of androids already were at work on a new model to replace Rachael one that would be more human than humans so that whenever human inspectors tested for android qualities in humans suspected of being androids they'd look for excessive empathy too much love, a surplus of compassion thus to identify perfected android qualities profoundly dangerous to humans even if by such criteria the Dalai Lama himself might be

the most subversive android on earth
Americans however falling far short
of android designation
all clearly human
blissfully unaware
all babbling, feasting, playing
and killing to their human hearts content

and program the USA
of course are more sophisticated
than were the makers of Rachael
they understood quite long ago
that building machines
that feel, think, act like humans
is much too complicated
expensive and time-consuming
compared with programming
already existing humans
no, all they had to do
was make folks forget
or simply ignore
the qualities that make them human

this they accomplish through the media through TV saturation a seamless pictorial debauch a never-ending spree of babble, feasting, playing
US lifestyle commercials that kill
people in far-off places
while also serving as curtain
to hide the killing from view

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