The White House is making arcade games racist

Trump’s racist new “Build the Wall” game. | Image: The White House

The PR masterminds at the White House just released a series of vaguely policy-themed “arcade” games, some of which are racist — and modeled on real games whose copyright holders may not be too happy to be associated with the MAGA agenda.

The Tetris Company has already responded to “Build the Wall,” which is obviously modeled on the famous puzzle game. In the Trump administration’s game, the player has to stack interlocking shapes to stop a “zombie border siege” along the southern border. Aliens — the administration’s preferred term for noncitizens, and the subject of previous grotesque attempts at humor — run across the screen, trying to …

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