

# CLASS WARGAMES

PRESENT

## GUY DEBORD'S THE GAME OF WAR

*An untrained militant would only be an object  
of embarrassment to the vanguard.*

Class Wargames are playing Guy Debord's *The Game of War* using a replica of his original 1977 design for the board game.

Guy Debord is celebrated as the leader of the **Situationist International** and author of the searing critique of the media-saturated society of consumer capitalism: *The Society of the Spectacle*. What is much less well known is that after the May '68 Revolution, Debord devoted much of the rest of his life to inventing, refining and promoting what he came to regard as his most important project: *The Game of War*.

*Politics is a continuation of war by other means.*

*The Game of War* is a Clausewitz simulator: a Napoleonic-era military strategy game where armies must maintain their communications structure to survive - and where victory is achieved by smashing your opponent's supply network rather than by taking their pieces.

For Debord, *The Game of War* wasn't just a game - it was a guide to how people should live their lives within Fordist society. By playing this Clausewitz simulator, revolutionary activists could learn how to fight and win against the oppressors of spectacular society.

*The 1789 French Revolution brought great changes in the art of war. Similarly, the establishment of spectacular domination has radically altered the art of government.*

### Our Next Public Engagements

#### The Pump House Gallery

As part of the The Institute of Psychoplasms exhibition.

Saturday 26 April 2008  
4pm - 8pm  
Battersea Park,  
London  
SW11 4NJ

#### 1968 & All That

An international conference and book fair to celebrate the hopes & dreams of May 1968.

Saturday 10 May 2008  
10am - 10pm  
Conway Hall  
Red Lion Square  
London WC1

