

# CLASS WARGAMES

Ludic subversion against spectacular capitalism



Richard Barbrook

# THE FOUR TACTICS OF SITUATIONIST ART



1: Provocation

2: Détournement

3: Psychogeography

4: Participatory Creativity

# POP SITUATIONISM



*"The power which Debord leaves us with today is the power to say No: to look the negative in the face and live with it forever."*

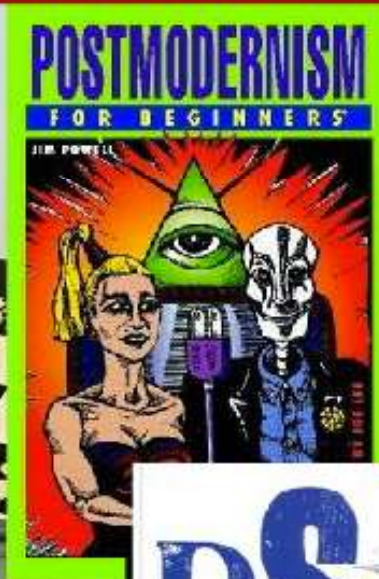
*Andy Merrifield*

*"The hipster's Che Guevara."*

*McKenzie Wark*

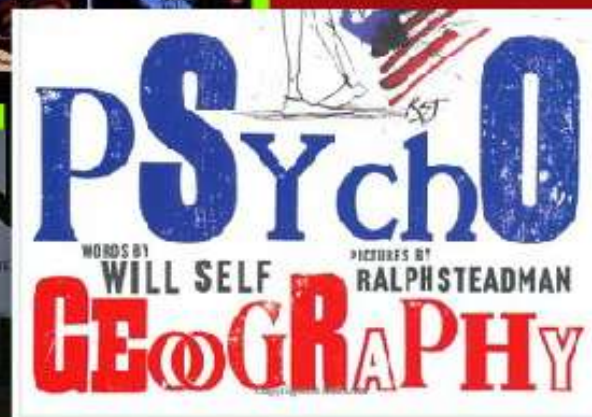


# BOURGEOIS RECUPERATION



*"Situationist ideas are giving media capitalists a 'radical' rationale for what they ought to do in their own interest anyway."*

*David Widgery*



# REDS VERSUS REDS



*"Since the historical storming of the Winter Palace was something of a letdown, Sergei Eisenstein's October movie improved on it, focused it, and, for many contemporaries, made it seem more truthful than before."*

*James von Geldern*



# CYBERNETIC COMMUNISM



*"The power of workers' councils can be effective only if it transforms the totality of existing conditions and to be recognised - and to recognise itself - in a world of its own design."*

*Guy Debord*

# THE SELF-IMMOLATION OF THE INTERNATIONAL

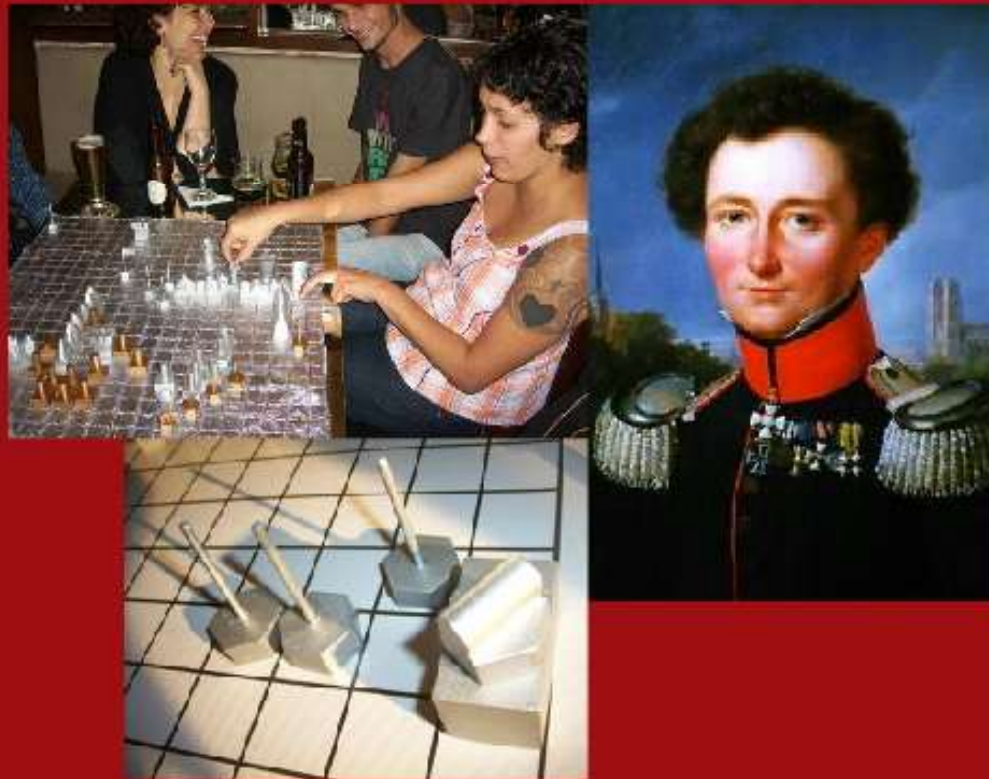


*"Every proletarian must play at being Lenin, Trotsky and Stalin on its game board so that no one is tempted to become a little Lenin, Trotsky or Stalin. Sacrifice the nomad warriors of the vanguard party. Elite troops are expendable pieces in the struggle to build a truly human civilisation!"*

*Richard Barbrook and Fabian Tompsett*



# COMRADE CLAUSEWITZ



By playing Debord's The Game of War and other military simulations, Class Wargames teaches Clausewitz's five key strategic and tactical principles to today's Left activists:

- 1: Coup d'oeil
- 2: Psyching the opponent
- 3: Concentration of forces
- 4: Outflanking the enemy
- 5: Hot pursuit.



# THE COLLECTIVE GENERAL



*'The Empire's been ripe to fall for decades; it needed a big push, but it could always go. Above all the ruling class game itself had to be discredited. It is what held the Empire together for all these years - the linchpin; but that made it the most vulnerable point too. You've spent all your life learning games; there can't be a rule, move, concept or idea that you haven't encountered ten times before in other games. These guys never stood a chance.'*

*Iain Banks*

# CLASS WARGAMES PLAYERS



Richard Barbrook - University of Westminster

Ilze Black - Queen Mary, University of London

Lucy Blake - Software Developer

Mark Copplestone - Copplestone Castings

Rod Dickinson - University of the West of England

Elena Vorontsova Duffield - WRN Broadcast

Stefan Lutschinger - Middlesex University

Fabian Tompsett - London Psychogeographical Association

Alex Veness - University of the Arts London