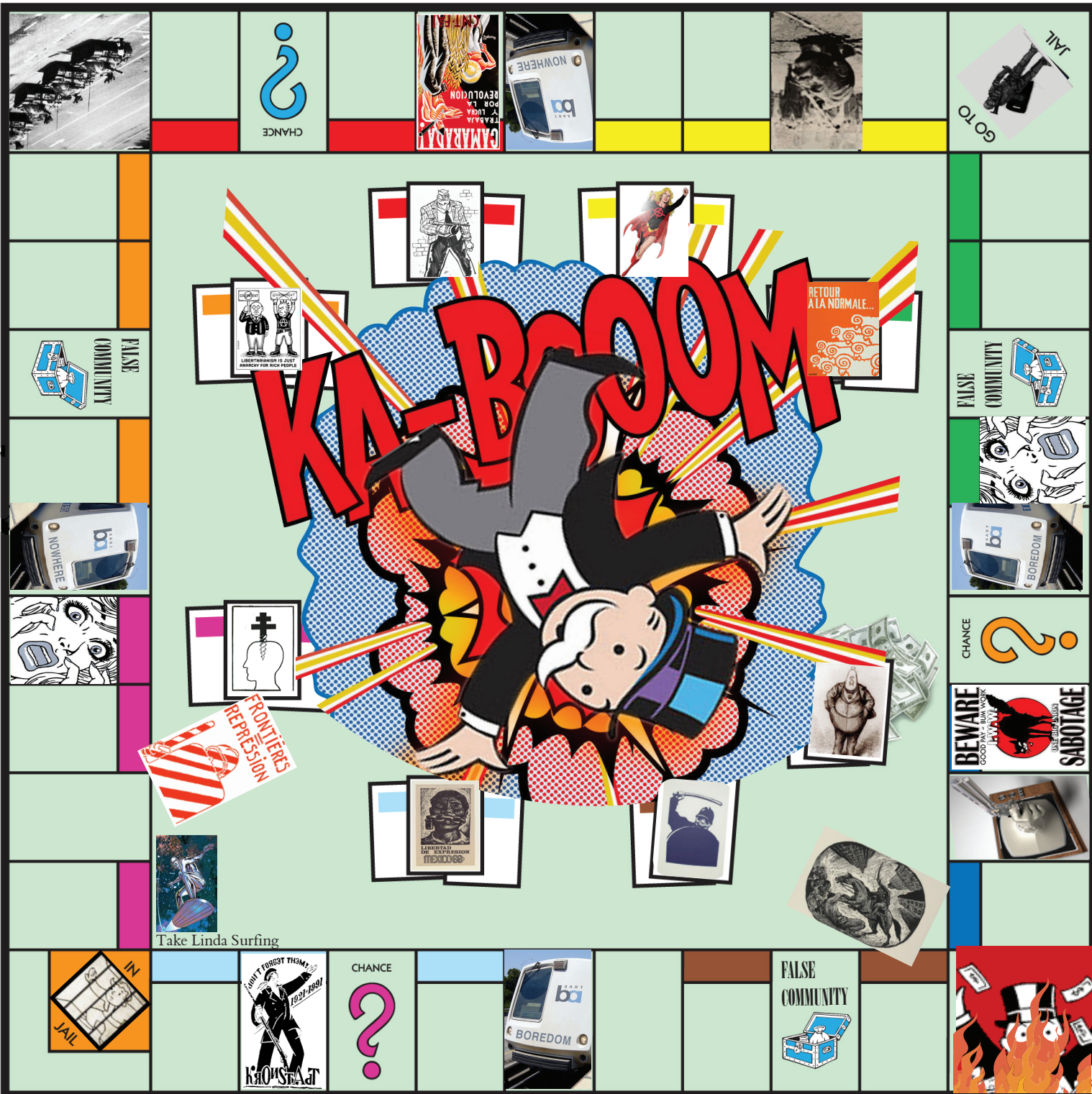


OCCUPY PROPERTIES! * DONT'T GET BORED * GET ON BOARD !



WE DESIGNED THIS GAME BOARD, BUT WE HOPE OTHERS WILL DESIGN SOME GAMES OF THEIR OWN.SURPRISE US, ASTONISH US. MAKE IT BETTER BY MAKING A MOVE.

We all know how to play Monopoly, so playing the New Game shouldn't be too hard. In fact, those who are Occupying Everywhere have already started to play a game resembling this one.

Start by making some pieces (icons, avatars) that you can move according to the roll of the dice. Rolling the dice will remind players of chance, of the unforeseen, of the lucky and bad breaks the various Occupy movements will get, the problems that will need to be solved, and the opportunities that must be seized.

Moving the pieces also reminds us that this is supposed to be a movement, not an occupation that literally goes nowhere by merely sitting still. Once you land a property, you have started another occupation. You can build tents on it, instead of hotels. You can rename the property and transform it. Why stay with a tent city, why not build a park? Why not get out and engage the wider world?

If an Occupier lands on a corner space, there is a cop lurking, or even worse, there is a jail cell waiting to be filled. We need to think hard about the long arm of the Law, and about support work for those who are imprisoned or detained. This also means debating the issue of non-violence and whether this principle should remain sacrosanct when the cops run amok, as they already have in

New York City. If an Occupier lands on a railway station, this is a chance to think of mobility, of getting a message out to other places, including those not close to metropolitan areas. The biggest industry in California is agriculture. Who has been to the Salinas Valley, to Watsonville, or even Monterey? How can we engage others, and what languages we will need to use in order to speak to them?

If an Occupier lands on a Community Chest space, there are past examples of community, social experiments conducted as part of attempts to radically transform the world. Some come immediately to mind: People's Park in Berkeley in 1969; 1968 in France; the Hot Autumn in Italy in 1969 and the radical Italian counter-culture that lasted until 1977. More recently, there was the social movement in Oaxaca, Mexico. What do these experiences tell us about self-organization, about direct democracy, about the need to make collective decisions? Is a process based on consensus a help or a hindrance? Should radical intellectuals be allowed to dominate the movement because they have imposed themselves as facilitators, and because they are the most skilled at speaking a certain kind of language?

There are the many important earlier experiences to consider: the councils in the Russian and German revolutions; the anarchist collectives of the Spanish revolution that began in 1936; the insurrection in

Hungary in 1956; the workers' movement in Poland in the 1970s and 1980s. There is a good deal to discuss, not with the aim of copying anything, but of learning about what others have tried to do so that we too can do something that is autonomous, creative, and consequential. And to do so intelligently by also recognizing and resisting the efforts of all the little parties of the left (and the Democrats and trade union bureaucrats for that matter, as well) to colonize the Occupy movement.

We obviously need to also look at the present, at what has been happening across the globe from the start of the Arab Spring in Tunisia, on through the occupations in Spain and Greece last summer, and more recently in Chile, where the current wave of protests and occupations has now gone on for some 4 months and is not over yet. Make up your own rules and improve the game. We are sending it out as a way of saying: We are neither indignant nor seeking a redress of grievances. We want to do nothing less than reinvent the world! Your turn to play, Occupiers...

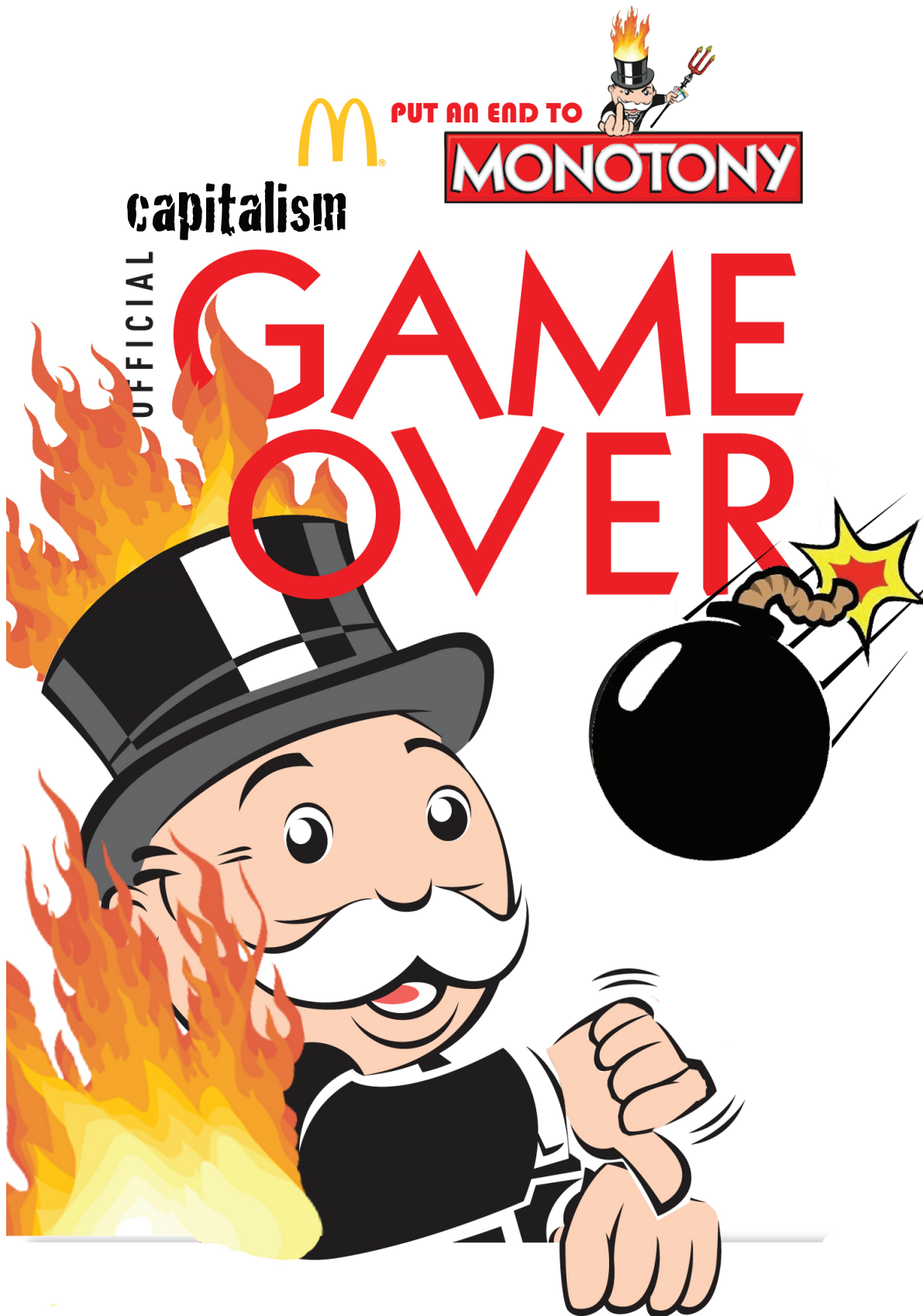
COLLECTIVE REINVENTIONS

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Occupy Yourself With A New Game Instead: Put Some Movement in Your Movement and See What Happens!





NEW GAMES TO PLAY: HERE IS ONE FOR YOU TO TRY...

Capitalism and its Evil Twin the State having been playing us for fools, and have been doing so forever. Now that the tables have been turned, and people are occupying public spaces across the U.S., it is time to step up our game by making our aims clearer and sharpening our skills. It is a long way to the social revolution, but every journey begins by walking out the door, by moving and not just sitting still.

The world is changing all around us, and we need to look beyond the nearest horizon to movements elsewhere, in Chile, Greece...everywhere where people understand that Capital and Power form a nexus, a social relationship. We can't get rid of one without getting rid of the other. Self-organization, autonomy, and knowledge of history are the key cards to hold in this game.

This is version 1.0 of A New Game to Play. Please help us finish it by playing along and suggesting titles for the game board. It is for anti-authoritarians for all ages.



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