

# EACH GOP HIDES A SECRET: IT'S EASY TO ATTACK POWER



Everywhere the cops aren't - and they can't be everywhere all the time - there are banks, gentrifying condos, government offices, surveillance cameras, blank walls, and the infrastructure of capitalism (railroads, highways, pipelines, construction projects). Those who attack are those who don't believe history has only one path, written by the authorities, towards a society that is increasingly controlled and increasingly dead. The pervasive surveillance around us shows us that the authorities fear our potential to act for freedom. By choosing to revolt against everything that keeps us from truly living, we can contribute to destroying this world that has been imposed on us while creating a new one.

A world where people are free to build the networks and associations they desire to meet their needs in common with others, without the coercion of capital. Where the prisons are razed to the ground, and patriarchy, police, politicians, borders, and bosses are a thing of the past. Where gift economies of mutual aid and solidarity lay waste to wage slavery and the commodification of our lives. A world where the earth is understood not for us to exploit, but of which we are a small and dependent part.

*A world of anarchy.*

March 15, 2012



MTICOUNTER-INFO.ORG



IF WE SMASH THE BANKS

IT'S BECAUSE WE HAVE RECOGNIZED MONEY

AS THE CENTRAL CAUSE OF ALL OUR MISERY

IF WE SMASH THE WINDOWS

IT'S NOT BECAUSE LIFE

IS EXPENSIVE

BUT BECAUSE COMMODITIES

PREVENT US FROM LIVING

AT ALL COSTS

IF WE BREAK THE MACHINES

IT'S NOT BECAUSE

OF A WISH TO PROTECT WORK

BUT TO ATTACK THE SLAVERY OF SALARY

IF WE ATTACK THE POLICE

IT'S NOT TO GET THEM OUT OF OUR NEIGHBORHOODS

BUT TO GET THEM OUT OF OUR LIVES

THE SPECTACLE WISHED TO MAKE US APPEAR DREADFUL

WE INTEND TO BE MUCH WORSE





COYOTE

BADGER

SECRET PASSAGE TO  
STREET OF DREAMS



U.W. HORTICULTURE CENTER

ENTRANCE

ENTRANCE

SECRET PASSAGE TO  
JEFFERSON POPLAR FARM



M.S.U. AGRICULTURAL HALL

ENTRANCE



FOREST  
FRIENDS

GET  CLUE!

ENTRANCE

ENTRANCE



FUR-BREEDERS CO-OP

ENTRANCE

ENTRANCE

ENTRANCE

ENTRANCE

FROG

BEAVER



JEFFERSON POPLAR FARM

SECRET PASSAGE TO  
M.S.U. AGRICULTURAL HALL

ENTRANCE

ENTRANCE



VAIL MOUNTAIN SKI RESORT

ENTRANCE



SECRET PASSAGE TO  
U.W. HORTICULTURE CENTER

STREET OF DREAMS

RACCOON

CROW



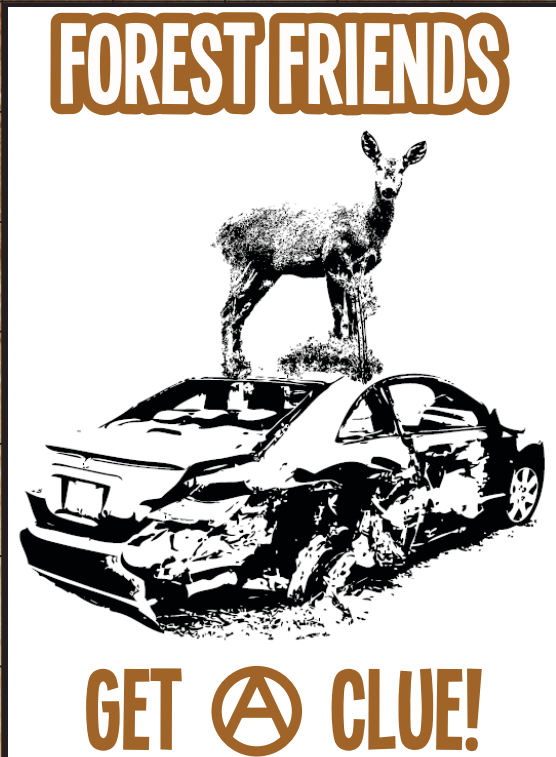


SECRET PASSAGE TO  
STREET OF DREAMS

U.W. HORTICULTURE CENTER

ENTRANCE

ENTRANCE



ENTRANCE

SECRET PASSAGE TO  
JEFFERSON POPLAR FARM



M.S.U. AGRICULTURAL HALL



FUR-BREEDERS CO-OP

ENTRANCE

ENTRANCE

ENTRANCE

ENTRANCE



JEFFERSON POPLAR FARM

SECRET PASSAGE TO  
M.S.U. AGRICULTURAL HALL

ENTRANCE

ENTRANCE



VAIL MOUNTAIN SKI RESORT

ENTRANCE



SECRET PASSAGE TO  
U.W. HORTICULTURE CENTER

STREET OF DREAMS

BEAVER

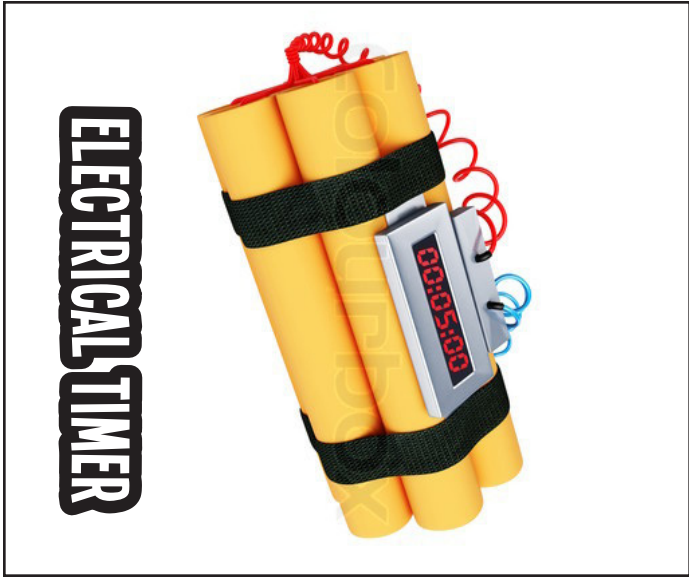
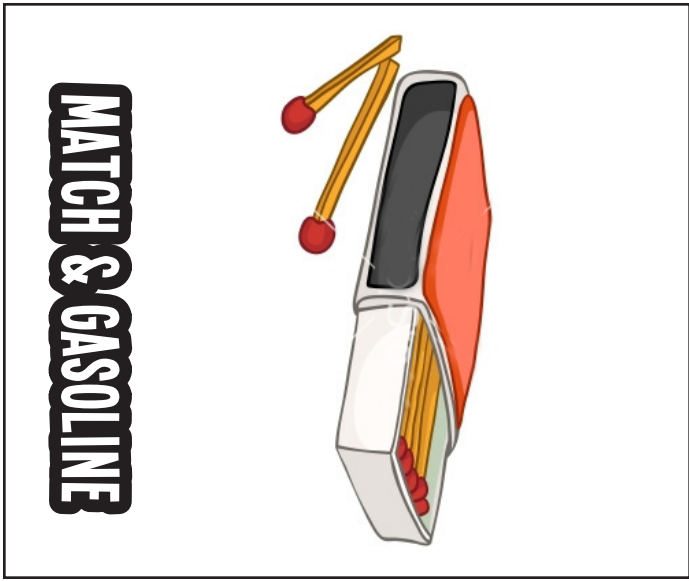
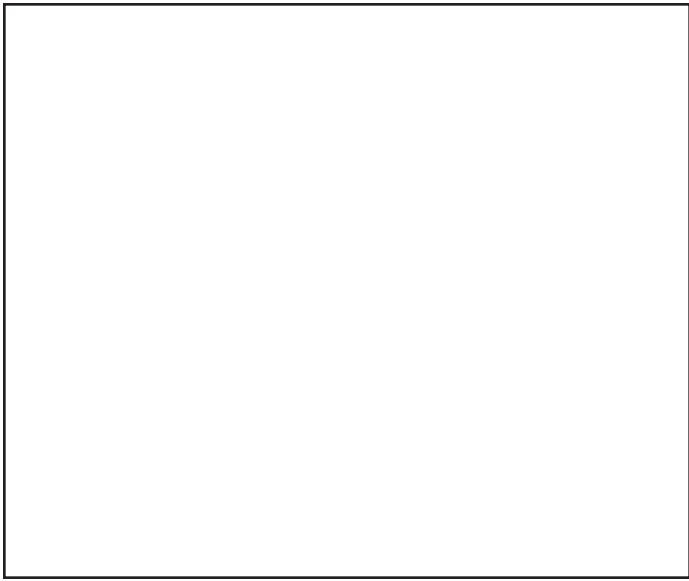
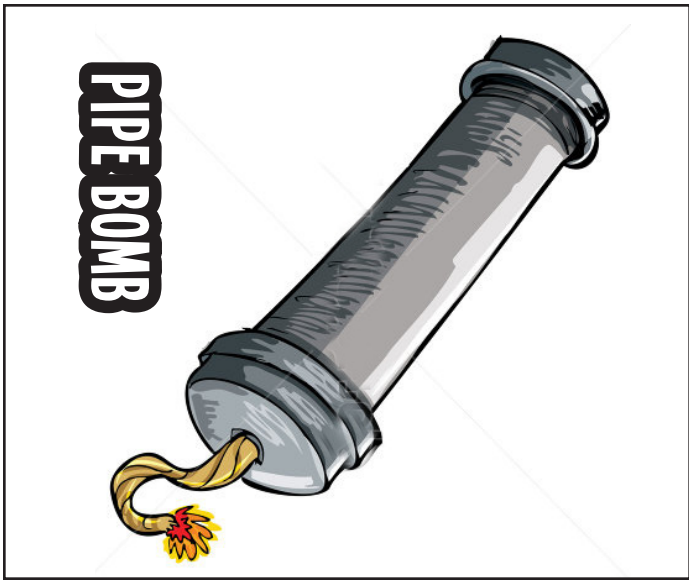
BADGER

FROG

RACCOON

CROW











THE RULES:

“Forest Friends: Get (A) Clue!!!” is a game where players try to figure out the three main facts of an attack against Industrial Civilization: the attacker (animal), the location of the attack, and the weapon used in the attack.

Here are the basic rules of “Forest Friends: Get (A) Clue!!!”

Players: 3 to 6

Contents: Game board, six animal tokens, four weapons, 16 cards, secret envelope, one die, pad of notebook sheets.

Goal: To correctly name the attacker (animal), weapon, and attack location. We do this so the animal can then be celebrated by all of their fellow forest friends!

Setup  
Sort the cards by type and shuffle each pile face-down. Without looking, take one animal card, one weapon card, and one location card, and slide them into the secret envelope.

Shuffle the rest of the cards together, and deal them clockwise to the players until all cards are dealt.

Place the weapons in locations randomly, no more than one

location you just entered. For example, if you just entered the Ski Resort, you might say, “I suggest the crime was committed by Beaver, at the Ski Resort, with a Pipe-Bomb.” The named animal and weapon are both moved into your current room.

The player to your left must, if able, disprove your suggestion by showing you one card from her hand that matches your suggestion. If that player can’t do so, the player to her left must disprove your suggestion by showing you one card from his hand. This responsibility passes clockwise until someone shows you a card, or until all players have passed. If someone shows you a card, you should cross it off on your notebook as a possibility. Any cards you hold should also be crossed off as possibilities. Don’t let other players see your notebook.

Special Rule  
Your piece might be moved into a location on another player’s turn because your character is suggested as an attacker. If this happens, instead of rolling the die or taking the secret passage on your next turn, you can simply make a suggestion in your current location.

In all other cases, you must start your turn by rolling a die or taking a secret passage. You cannot stay in the same location to make suggestions.

per location.

Place the suspect tokens on the assigned starting squares.

Each player takes the closest animal token that has not already been chosen by another player, and the game begins.

Play  
The Badger takes the first turn, and turns continue clockwise around the table.

On your turn, roll the die, and move your playing piece that many spaces on the yellow squares.

You can move only horizontally or vertically, never diagonally, and can’t enter a space or doorway you have already entered this turn.

You can move through a doorway to enter a location, but this ends your movement.

If you start your turn in a location with a secret passage, you can use the secret passage instead of rolling the die. This will put your character in another location across the board, ending your movement.

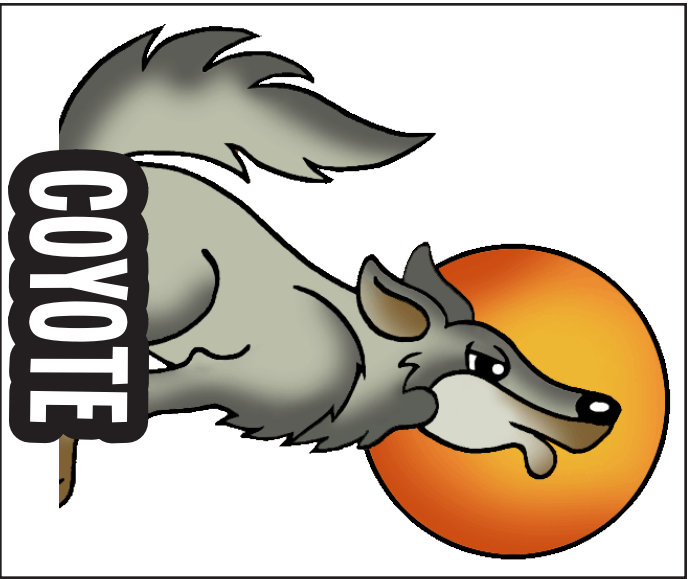
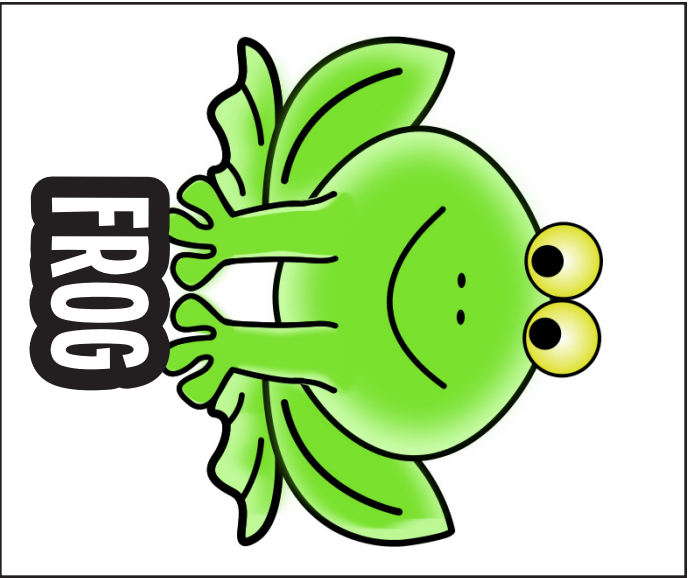
Suggesting  
If you end your movement in a location, you get to make a suggestion. To do this, name an animal, a weapon, and the

Accusing  
If you think you have solved the case by eliminating all the false possibilities, and have not just had your suggestion disproved this turn, you can end your turn by making an accusation. Announce that you are making an accusation, and state your final guess of the animal (attacker), the weapon, and the attack location.

Once this is done, secretly look at the three cards in the attack envelope. If you are correct, lay the cards face-up on the table, proving to all players that you have won the game.

If you are wrong, you lose the game! Secretly replace the three cards back in the attack envelope without revealing them. Your turn is over, and you are now eliminated from the game. You no longer take any turns, but must stay at the table to disprove the suggestions of others. If your piece is blocking a doorway, it is moved into the location.

Once you figure out how the attack took place, everyone then cheers and applauds the brave animal that executed the attack, knowing they did so in solidarity with all the other forest friends working to blow industrial civilization to pieces! Hooray!!!







#### THE LOCATIONS

- Vail Mountain Ski Resort, Vail Colorado
- Jefferson Poplar Farm, Clatskanie Oregon
- University of Washington Horticulture Center, Seattle Washington
- Agricultural Fur-Breeders Co-Op, Sandy Utah
- Michigan State University Agricultural Hall, East Lansing Michigan
- Street of Dreams “Eco-Friendly” Mansions, Woodinville, Washington

#### CHARACTERS

- Badger
- Crow
- Raccoon
- Beaver
- Coyote
- Frog

#### WEAPONS

- Molotov Cocktail
- Match & Gasoline
- Electrical Timer
- Pipe Bomb

#### VAIL MOUNTAIN SKI RESORT

On October 19th 1998 members of the ELF set fire to five buildings and four chairlifts at the Vail Mountain Ski Resort. Resulting in property damages of over 12 million dollars, a communique states that the members committed the arson on behalf of the Lynx, whose habitat would be destroyed by the expansion of the resort.

#### JEFFERSON POPLAR FARM

On May 21st 2001 members of the ELF set fire to two buildings and thirteen vehicles at the Jefferson Poplar Farm in Clatskanie Oregon, a tree farm which specialized in “fast growing” trees that harmed biologically diverse ecosystems. Damage was estimated at around half a million dollars. Graffiti left on the scene read “You Cannot Control What Is Wild!”

#### STREET OF DREAMS

On March 3rd 2008 unknown members of the ELF set fire to four multimillion dollar houses in Woodinville Washington, causing about 7 million dollars worth of damage. A note left on the scene read “Built Green? Nope black!” and “Mc-Mansions in RCD (Rural Cluster Developments) r (are) not green.” The note was signed “ELF”.

#### AGRICULTURAL FUR BREEDER’S COOP

On March 11th 1997 joint members of the ALF/ELF placed

five pipe bombs in the Agricultural Fur Breeder’s Coop in Sandy Utah. The bombs destroyed four trucks and leveled the offices of the Co-Op causing over a million dollars in damage.

#### MICHIGAN STATE UNIVERSITY AGRICULTURAL HALL

On December 31st 1999 members of the ELF doused the offices in the Agricultural Hall with gasoline and set them ablaze. This arson caused about one million dollars worth of damage. This target was chosen because of the research efforts of scientists working to replace natural crop plants with GMO’s in the poorest nations in Asia, Latin America, and Africa.

#### UNIVERSITY OF WASHINGTON HORTICULTURE CENTER

On May 21st 2001 members of the ELF set off a fire-bomb in the University of Washington Horticulture center in Seattle Washington. Causing over 7 million dollars worth of damage, many scientists lost years of documents and were forced to abandon some of their research, research which was benefiting timber companies.



FOREST FRIENDS

SUSPECTS				
BADGER				
CROW				
RACCOON				
BEAVER				
COYOTE				
FROG				

WEAPONS				
MOLOTOV COCKTAIL				
MATCH & GASOLINE				
ELECTRICAL TIMER				
PIPE BOMB				

LOCATIONS				
VAIL MOUNTAIN SKI RESORT				
JEFFERSON POPLAR FARM				
U.W. HORTICULTURE CENTER				
FUR-BREEDERS CO-OP				
M.S.U. AGRICULTURAL HALL				
STREET OF DREAMS				



FOREST FRIENDS

SUSPECTS				
BADGER				
CROW				
RACCOON				
BEAVER				
COYOTE				
FROG				

WEAPONS				
MOLOTOV COCKTAIL				
MATCH & GASOLINE				
ELECTRICAL TIMER				
PIPE BOMB				

LOCATIONS				
VAIL MOUNTAIN SKI RESORT				
JEFFERSON POPLAR FARM				
U.W. HORTICULTURE CENTER				
FUR-BREEDERS CO-OP				
M.S.U. AGRICULTURAL HALL				
STREET OF DREAMS				



FOREST FRIENDS

SUSPECTS				
BADGER				
CROW				
RACCOON				
BEAVER				
COYOTE				
FROG				

WEAPONS				
MOLOTOV COCKTAIL				
MATCH & GASOLINE				
ELECTRICAL TIMER				
PIPE BOMB				

LOCATIONS				
VAIL MOUNTAIN SKI RESORT				
JEFFERSON POPLAR FARM				
U.W. HORTICULTURE CENTER				
FUR-BREEDERS CO-OP				
M.S.U. AGRICULTURAL HALL				
STREET OF DREAMS				



FOREST FRIENDS

SUSPECTS				
BADGER				
CROW				
RACCOON				
BEAVER				
COYOTE				
FROG				

WEAPONS				
MOLOTOV COCKTAIL				
MATCH & GASOLINE				
ELECTRICAL TIMER				
PIPE BOMB				

LOCATIONS				
VAIL MOUNTAIN SKI RESORT				
JEFFERSON POPLAR FARM				
U.W. HORTICULTURE CENTER				
FUR-BREEDERS CO-OP				
M.S.U. AGRICULTURAL HALL				
STREET OF DREAMS				

