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, where people are free to build the networks and associations they desire to meet their needs in a world where the earth is understood not for us to exploit, but for a world without slavery and the commodification of our lives. A world where gift economies of mutual aid and solidarity lay waste to wage slavery and patriarchal, police, border, and capitalism. Where the prisons are razed to the ground and the earth is understood not for us to exploit, but of which we are a small and dependent part. And the earth is understood not for us to exploit, but of which we are a small and dependent part. The world is understood not for us to exploit, but of which we are a small and dependent part.

A World of Anarchy

EACH COP HIDES A SECRET:
IT’S EASY TO ATTACK POWER:
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

IT'S BECAUSE WE HAVE RECOGNIZED MONEY AS THE CENTRAL CAUSE OF ALL OUR MISERY
IF WE SMASH THE BANKS
IF WE SMASH THE WINDOWS
IF WE BREAK THE MACHINES
IF WE ATTACK THE POLICE
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. They do this by gathering evidence.

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 suspect tokens on the assigned starting squares.

“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.

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 per location.

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

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.

If this happens, instead of rolling the die or taking the secret passage. If your piece is already been chosen by another player, and the game begins.

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.

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!!!
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 2001 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 “McMansions 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.

THE LOCATIONS
- Vail Mountain Ski Resort, Vail Colorado
- Jefferson Poplar Farm, Clatskanie Oregon
- University of Washington Horticulture Center, Seattle Washington
- Agricultural Fur-Breeder’s Coop, 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
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**Forest Friends**

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**Suspects**