

THE GREAT GAME OF CIVIL WAR

RULE N.º 1

Until further notice, all your rights are suspended. Naturally, it is good that you maintain the illusion that you still have them. Hence, we will only violate them one by one, and case by case.

RULE N.º 2

Be polite: don't speak to us any more of laws, of the Constitution, and of all of these flights of fancy of a bygone age. For some time, as you will have noticed, we have passed laws that put us beyond the law, as well as whatever remains of that so-called Constitution.

RULE N.º 3

You are weak, isolated, dazed, abused. We are numerous, organized, strong, and informed. Some say that we are a mafia. This is false. We are THE mafia, the one that vanquished all the others. We alone can protect you from the chaos of the world. Which is why we so enjoy penetrating you with the feeling of your weakness, of your "insecurity". For it is to this degree that our racket remains profitable.

RULE N.º 4

The game will be for you to flee, or at least to attempt to flee. By fleeing, we mean: overcoming your state of dependency. The truth is, right now you depend on us in every aspect of your life. You eat what we produce, you breathe what we pollute, you are at our mercy over the slightest toothache, and above all you are powerless against the sovereignty of our police, to which we have given full discretion, indeed, in both action and assessment.

RULE N.º 5

You will not be able to flee alone. Thus, you will have to begin by constituting the necessary solidarities. To make the game more difficult, we have managed to liquidate all forms of autonomous sociality. Only work has been allowed to remain: the sociality under control. For you it is therefore a matter of fleeing work – by theft, by friendship, sabotage, and self-organization. Oh, one more thing: every means of escape is now a crime.

RULE N.º 6

We've never stopped repeating it: the criminals are our enemies. By that you must first understand the following: that our enemies are criminals. As potential deserters, each of you is therefore a potential criminal. Which is why it is good that we keep a list of the numbers that you have called from your telephone, that your cell phone allows us to locate you at every moment and your credit card to know all of your habits so well.

RULE N.º 7

In our little game, those who leave their isolation are thus called "criminals." As for those who would have the audacity to contest this status, we will call them "terrorists." The latter can be killed at any moment.

RULE N.º 8

We are well aware that life in the ranks of our society contains as about as little joy as a ride on the metro; that the wealth produced thus far by capitalism has only been a universal desolation; that our worm-eaten order no longer has any other argument than the flash-grenades that protect it. But what do you expect—that's the way it is! We have disarmed you mentally, physically; and now we hold the monopoly on all that we have denied you: violence, complicity, and invisibility. Frankly, if you were in our position, wouldn't you do the same?

RULE N.º 9

You will know prison.

RULE N.º 10

There are no more rules. All moves are permitted.

-YOUR GOVERNMENT

