

## De-Arrest

Watch a video of an arrest that's taken place at a protest in your country. Each player picks one person to roleplay in that arrest. If you can, put on some very dramatic, slow music. Now, perform all the exact movements of that arrest in slow motion, at half speed. Repeat at three quarter speed, and then at full speed.

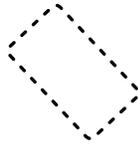
Now add a few more players to play de-arresting activists. Come up with a plan for how they could intervene in the arrest to rescue the arrested protester. Agree it together, and perform it in slow motion — at half speed, then three quarter speed, then full speed.

Be careful of each other! It's a contact sport. To learn new skills, contact local activists to find a trainer who's done this before. Keep watching cops to learn new techniques, tactics, dances.



## Phony Call

While on a demonstration, call a friend or family member and talk to them about the protest — or pretend to call them and talk. All the other players pay close attention to your side of the conversation and then guess whether it was a real phonecall or not. One correct guesser makes the next phone or phony call.



## Temperature Check

Each player secretly chooses a spot in their immediate surroundings, within 30 feet or so. It can be a small object, a mark, or anything that can be located with certainty.

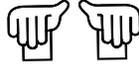
One player is selected by consensus to be the Facilitator and is in charge of finding a spot that satisfies all players. The Facilitator moves to a spot, and the players have to express their opinion in silence using hand signals: wiggling fingers pointing up for Approval, down for Disapproval, and on the level for On the Fence. Once per game, each player can use the block sign (crossed arms) to become the Facilitator themselves.



Agree



On the fence



Disagree



Block

When all players are signalling approval, the consensus is reached and everyone wins. But the player whose secret spot is closest to the Facilitator's spot wins a little bit more.

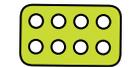
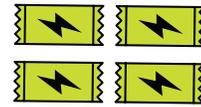
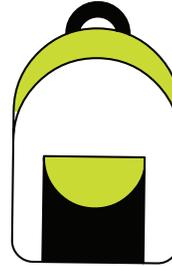


During a march, write down a list of adverbs: e.g. awkwardly, boldly, lazily, gracefully, worriedly or begrudgingly. Silently choose an adverb and begin to protest in that manner — marching, chanting and talking awkwardly, for example. The other players must guess which adverb you have chosen and join the protest in the same manner. Play continues until you are satisfied that everyone is protesting correctly, whereupon you pass the lead to a new player.

## Marchingly



## Medic



Before the protest, gather together a heap of useful supplies (e.g. water, energy bars, painkillers, tampons, burner phones, bandanas, Maalox, bust cards). Devise a score chart together for what each item is worth. Divide them up, and stick a big clear note on your backpack listing what you have and that people can ask you for it. Keep score over the course of the day.

You only score points for what people ask you for, but you can also give things directly to people who look like they need them. Sometimes it's not about winning.

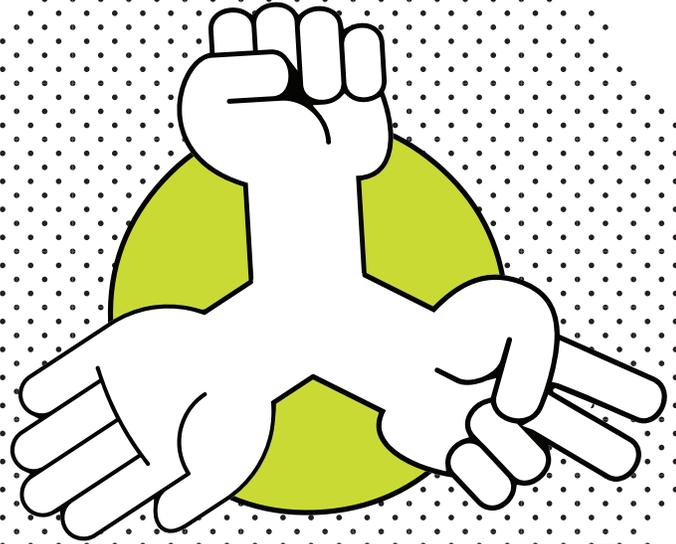


## Sign Me Up

Ask a bystander what protest they would rather go to instead. Help them write a sign for that protest and carry it for the rest of the day.



# CASUAL GAMES FOR PROTESTERS



Games for marches, rallies, and occupations

by

Molleindustria

Harry Giles

and friends

## About

Casual Games for Protesters is an ongoing collection of games to be played in the context of marches, rallies, occupations and other protests. They require very little preparation and equipment.

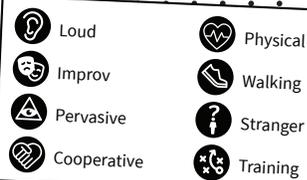
Protests can often be alienating or difficult to access for some people — whether that's because of safety concerns, lack of physical accessibility, burn-out or just not knowing how to get involved. And rallies and marches can be overwhelming, formulaic in their structure, unnecessarily grave, or even boring to attend. We believe it doesn't have to be that way. Participating in social change should be exhilarating, social, intellectually and physically stimulating, liberatory and fun. Games can help craft those collective experiences.

Casual Games for Protesters is a project initiated by Molleindustria and Harry Josephine Giles in February 2017. All games are public domain, when not otherwise specified.

Attribution is appreciated, remixing is highly encouraged.



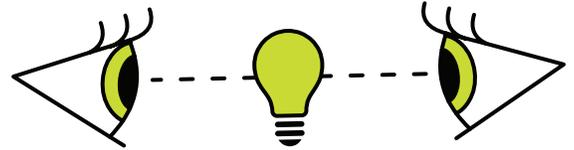
Find more games at:  
[www.protestgames.org](http://www.protestgames.org)



## Youtopia

Face each other in pairs and close your eyes. Think about a possible solution for the issue that this demonstration is addressing. When you have formulated a clear thought, open your eyes. If your partner's eyes are still closed, close your eyes and come up with a different solution.

Repeat until you open your eyes at the same time. Exchange your thoughts.



## The Biggest Taboo

Without talking, all players must form a line in order of net income, from lowest on the left to highest on the right. When the line is formed and everyone is satisfied with their position, each player reveals their most recent annual income to the players on their left and right, swapping positions accordingly.

Repeat this until you are correctly sorted. The player who made the fewest swaps and therefore the most accurate guess wins, and everyone gives them the highest denomination coin or note they are carrying.

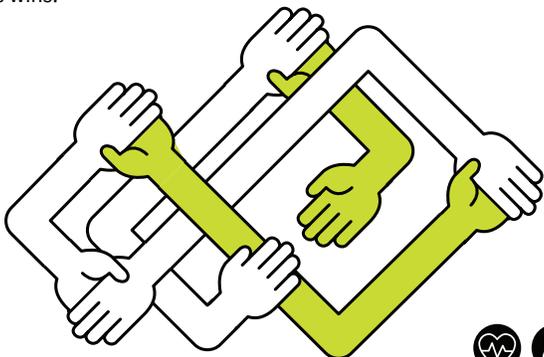


## Power Network

You are a powerful person at an important summit. Make up an identity with a sinister name, nonsensical job title and corporation (e.g. John-James Manticore, Director of Human Development and Resource Integration, Sycorax Inc).

Quickly count up the number of players and subtract one: that's the target number. Your aim is to introduce yourself to all the other attendants by shaking their hands and exchanging your fictional names and titles. You can only let go of the other person's hand when you have grabbed a new person's hand. Keep count of your connections.

The first player who introduces themselves to all the other participants wins.

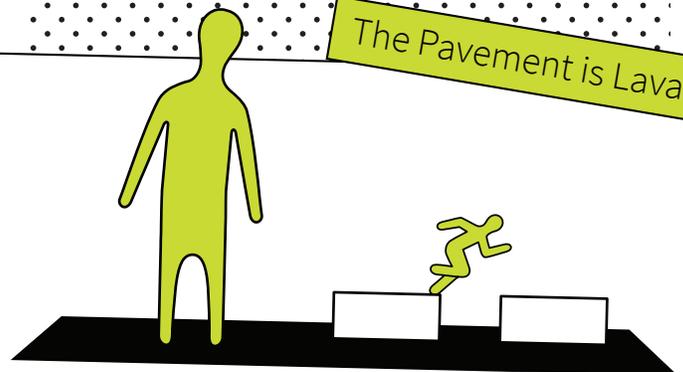


## Microdisobedience

For the course of the day, disobey every rule you see written down or hear spoken, whether or not you disagree with it. Score a point for each rule you encounter and break. Which days and places have the most rules?



## The Pavement is Lava

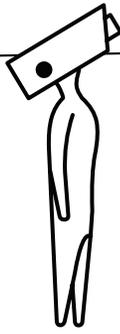


As you march, imagine that you are three inches tall and that the pavement is lava: three-inch-you must go where you're going without ever touching the pavement. Track where you would have to climb, balance, leap and swing. Make sure not to fall in!

Advanced Mode: complete the same route with the same lava but as your actual self at your actual height.



## Snap Zap



One of you is the Hacker and the other is the Warden. As the Hacker, whenever you see spot a CCTV camera you can point at it and say ZAP, which disables it for the rest of the game. As the Warden, whenever you spot an unhacked CCTV camera pointing at the Hacker, you can point at it and say SNAP, which takes a picture of the Hacker. The Warden's aim is to take three clear, identifiable pictures of the Hacker.

Survival Mode: Play for 20 minutes. If the Warden takes three pictures, they win; if the Hacker survives, they win.

Hack Off Mode: The Hacker scores a point for every camera they hack. Keep playing until the Hacker is snapped three times, then switch roles and replay. Whoever scored the most points wins.

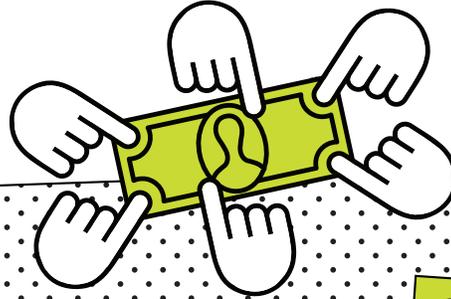
Liberation Mode: Mark out a zone on a city map. The Hacker's aim is to disable every CCTV camera in that zone before the Warden gets three snaps. If the zone is liberated, decide together what you'll do with your new freedom.



## Welfare

The richest player provides a banknote of the lowest value in your currency (e.g. a one dollar bill). All the players then pinch the bill using only the thumb and the index finger.

The richest player shouts GO, and each player tries to pull the bill their way. Only thumb and index finger contact with the banknote is allowed, and you can't grab or push other players. If you lose grip you are out of the game. If the bill rips, keep pulling until all players are out of the game or hold an uncontested piece. The player who ends with the bill (or the biggest piece of the bill) wins.



## Skcubrats

Exorcise capitalism by pointing to a corporate sign and shouting it out loud - but backwards! Score a point for each exorcism; lose a point for each stumble or mispronunciation. Each corporation can only be exorcised once. First player to ten wins. Or keep going until capitalism crumbles.



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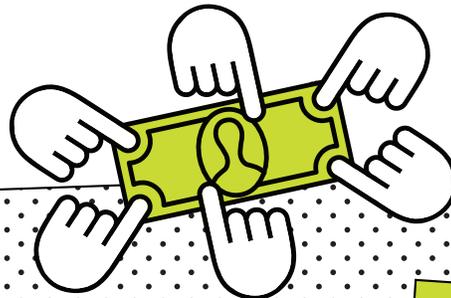
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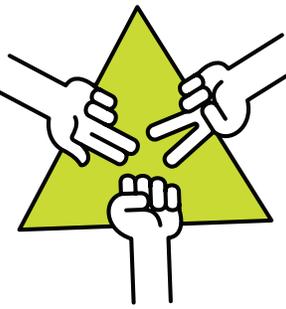
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## Peace War Revolution

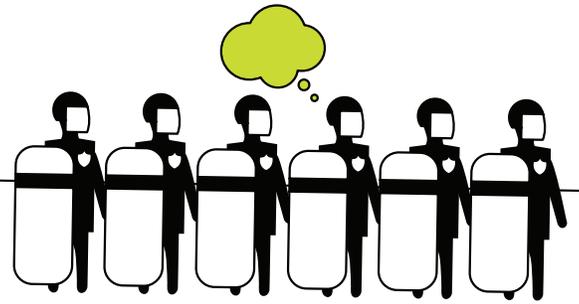
*\*Variation of Panther, Person, Porcupine  
by Bernie De Koven*

A team variant of Rock-Paper-Scissors. Peace (two fingers held in a V) triumphs over War; War (two fingers and a thumb in a pointing gun) suffocates Revolution; and Revolution (a raised fist) is more transformative than Peace. History shows that the opposite dialectical relations may also be used.

Players divide into three teams of roughly equal size. Each group comes to a consensus on which position to take. Having decided, each team comes into the centre. At the count of three, all players make their signs and yell PEACE, WAR, or REVOLUTION. If all three signs are thrown, it's a stalemate and everyone swaps a player; if two signs are thrown, one or two teams will win.

If you win by War, you take a player from each Revolutionary team.  
If you win by Peace, you can send a player to negotiate with the other teams in the next turn's decision phase.  
If you win by Revolution you have to exchange a player with each Peace team.

The first team that scores four victories with the same sign (not necessarily consecutively) wins – and so does any team that captures all the players.



To be played when a group of cops are in sight. The Mind Reader secretly chooses a cop, and then improvises aloud an interior monologue for that cop, responding to their actions and gestures. The other players, without looking at the Mind Reader, have to guess which cop is the chosen one.  
When everyone is sure, stare at that cop in unison.

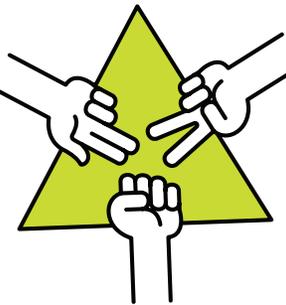
## Mind Reading



## Woman or Concept?

Whenever you spot a statue, monument or memorial which includes a feminine-presenting figure, stop immediately, point at it, and ask "Woman or Concept?".

Fellow players then guess if the figure represents an actual woman who existed or a concept like Freedom or France. Correct guesses score a point. Imaginary or mythological women (e.g. Minerva) count as half points. The game can be played by yourself and lasts for the rest of your life, whether you keep score or not.



## Peace War Revolution

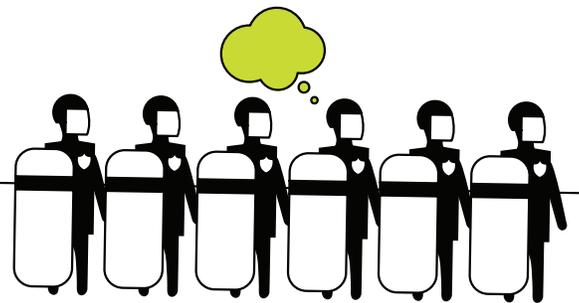
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