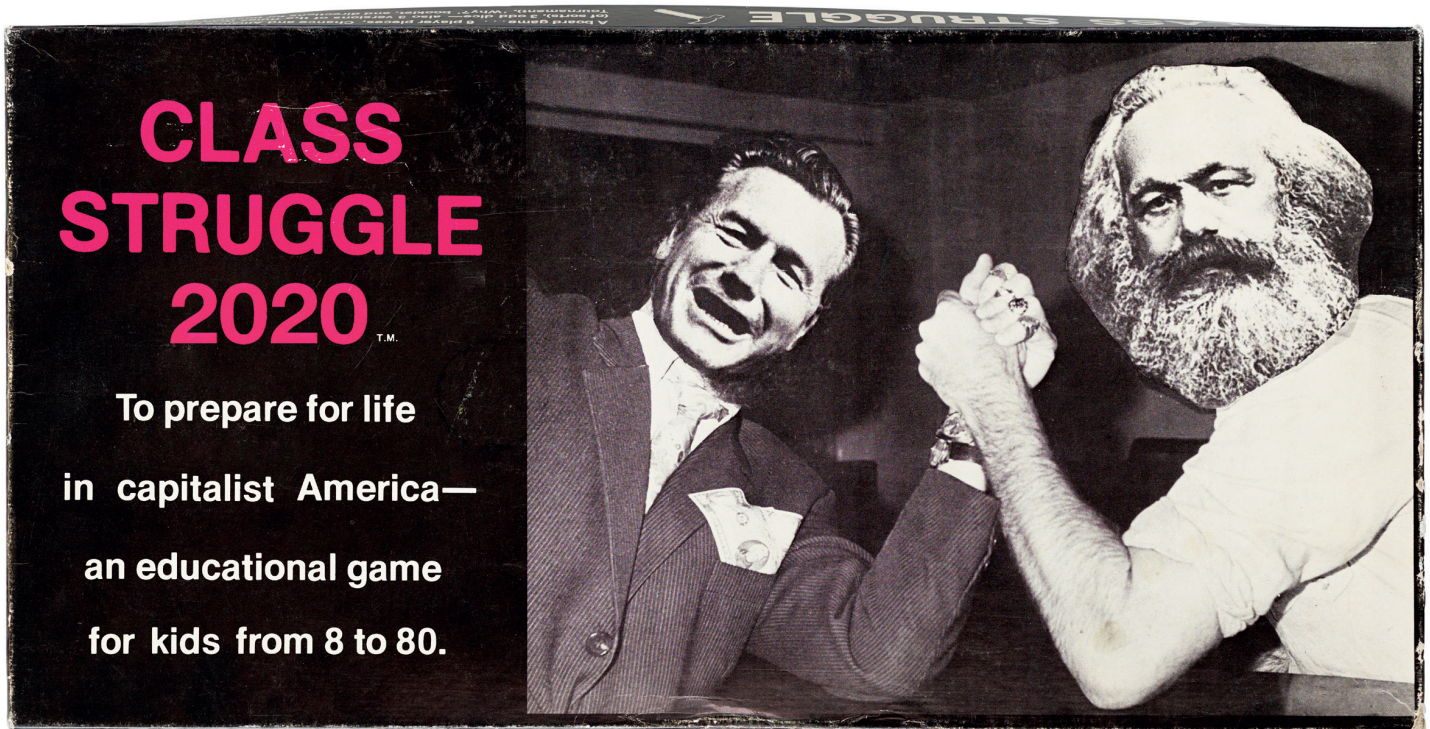


Frieze

Games: Capitalists and workers turn crises into opportunities in this update of a 1978 classic
by Simon Denny and Joanna Pope

Class Struggle 2020



Continuing economic downturn forces debt jubilee.

CLASS STRUGGLE is a board game created by New York University professor Bertell Ollman, first published in 1978. Designed as a socialist alternative to Monopoly, Class Struggle sold around 230,000 copies before going out of print. Like Monopoly (1935), it resembles The Landlord's Game, designed by Lizzie Magie in 1902 to illustrate the monopolist tendencies of the property market.

This unauthorized update of Class Struggle has 84 squares, each of which represents a step along a speculative path towards revolutionary confrontation between capitalists (blue) and the working class (pink). Following Rosa Luxemburg's famous dichotomy in *The Junius Pamphlet*

(1915), the game's outcome is either a 'transition to socialism or regression into barbarism'. For Luxemburg, barbarism was embodied in the imperialism and inhumanity of World War I, with its cruelties facilitated by modern technologies.

The potential strategic victories ('assets') and losses ('debts') faced by workers and capitalists have changed since 1978. We have updated some of the game's squares to reflect new actors, sites of conflict and axes of struggle. However, we have left the board's more prescient squares – such as 'Capitalists control congress' or 'COLD FEET: Miss as many turns as you have allies' – untouched.

<p>15. Army and fully militarized police protect capitalist interests.</p> <p>CAPITALISTS—2 assets</p>	<p>16. Workers join internationalist movement.</p> <p>WORKERS—3 assets</p>	<p>17. Recession. Corporate socialism activated.</p> <p>CAPITALISTS—2 assets</p>	<p>18. CRISITUNITY</p>	<p>19. CONFRONTATION ELECTION</p>
<p>48. Automation accelerates capitalist accumulation.</p> <p>WORKERS—1 debit</p>	<p>49. Strike! Lockout! Hospital grants retaliation.</p> <p>CAPITALISTS—3 assets</p>	<p>50. Chance for an alliance with the proletariat.</p> <p>WORKERS—2 assets</p>	<p>51. Establishment of Universal Basic Services blocked by capitalists.</p> <p>CAPITALISTS—2 assets</p>	<p>20. Tenant unions outlawed (Applies only if workers have landed on no. 11).</p> <p>WORKERS—2 debits</p>
<p>73. Human, nonhuman and machine workers develop multispecies hivemind.</p> <p>WORKERS—3 assets</p>	<p>74. CONTEMPRO 2.0. Leaders in workers movement build towards suicide in multipebble covert operation.</p> <p>CAPITALISTS—3 assets</p>	<p>75. Prison Strike! Inmates stop work and hold sit-ins.</p> <p>WORKERS—2 assets</p>	<p>52. Wildcat strikes!</p> <p>WORKERS—3 assets</p>	<p>21. Chance for an alliance with telecommuters.</p>
<p>SOCIALISM (Workers' win)</p> <p>Original game © 1978 Bertell Ollman</p>		<p>76. Final chance for an alliance with any precariat class.</p>	<p>22. Information infrastructure owned by capitalists.</p> <p>CAPITALISTS—3 assets</p>	
<p>CRISITUNITY</p> <p>1. Floods 2. Drought 3. Epidemic 4. Crop Failure 5. Infrastructural Failure 6. Narrative Collapse</p> <p>CRISIS-OPPORTUNITY</p>		<p>77. Disinformation! Coordinated smear campaign turns public against workers.</p> <p>WORKERS—3 debits</p>	<p>54. Workers' revolutions abroad reinvigorate internationalism. Collapse of the nationalist 'left'.</p> <p>WORKERS—2 assets CAPITALISTS—1 debit</p>	<p>23. Re-nationalization of health and transport. Support for economic planning grows.</p> <p>WORKERS—2 assets CAPITALISTS—1 debit</p>
<p>79. COLD FEET Miss as many turns at the dice as you have allies.</p>		<p>55. Anti-nationalist decolonial coalition ousts workers' party.</p> <p>WORKERS—3 assets</p>	<p>24. CRISITUNITY</p>	
<p>82. Capitalists convince neo-cosmist left to break away from workers' movement, and pursue space colonization.</p> <p>CAPITALISTS—3 assets</p>	<p>81. NUCLEAR WAR</p> <p>GEOENGINEERING TERMINATION SHOCK</p>	<p>80. Capitalists start another mineral war, met this time with backlash and civil unrest.</p> <p>CAPITALISTS—2 debits</p>	<p>56. Chance for an alliance with any of the precariat classes.</p>	<p>25. Capitalists control the Supreme Court.</p> <p>CAPITALISTS—1 asset</p>
<p>61. Continuing economic downturn forces debt jubilee.</p> <p>WORKERS—1 debit CAPITALISTS—1 asset</p>	<p>60. Human and nonhuman workers unite to fight anthropocentrism.</p> <p>WORKERS—3 assets</p>	<p>57. Presidential crisis mismanagement is forgotten.</p> <p>WORKERS—1 debit CAPITALISTS—2 assets</p>	<p>26. Chance for an alliance with students.</p>	
<p>32. Chance for an alliance with content creators.</p>	<p>31. Post crisis-stimulus deflation.</p> <p>WORKERS—1 asset CAPITALISTS—1 debit</p>	<p>30. Disinformation! Worker internationalism hit by smear campaign. (Only applies if workers have landed on no.16)</p> <p>WORKERS—2 debits</p>	<p>58. CONFRONTATION RENT STRIKE</p>	<p>27. Strike! Food workers stage walk-out protest.</p> <p>WORKERS—3 assets</p>
<p>33. CRISITUNITY</p>	<p>28. Capitalists control what is taught in the schools.</p> <p>CAPITALISTS—2 assets</p>	<p>29. CRISITUNITY</p>	<p>34. CRISITUNITY</p>	

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