

PSYCHIC WARFARE

BULLETIN

psykiskt.krig@gmail.com

**THE
BIG
ISSUE**

ACTA MUST BE STOPPED, because Internet is a social space that must be kept free and accessible to all. Obligations on third parties such as internet service providers to prevent infringements and international and private sector cooperation requirements raise extremely serious questions with regard to citizen rights to privacy, freedom of expression and access to knowledge. They open the door to pre-emptive, extra-judicial surveillance of online users and self-censorship.

The transformation of work itself is increasingly related to the way knowledge is exploited by semicapitalism through Intellectual Property Right. Piracy is indeed in our view not only a widespread will to refuse to submit to the proprietary standards which by their nature must remain free and available to the entire collective flows, but also a way to reappropriate the immaterial goods that we collectively produce, share and signify such as film and music — essentially a form of mass recognition that you have the right to create and download, and only through these practices the Internet and culture will remain spaces for societal innovation and emancipation. Reclaiming our rights to a free Internet and a free culture and a free flow of psychic production is the correct response to the ongoing privatization and subsumption of languages, culture and knowledge for the benefit of private interests. It is therefore natural that the issues of digital freedom, file sharing and reappropriation of knowledge are crucial fights for creative workers of the digital era. Those interested in contributing to a more innovative and fair society are therefore advised to join the fight against ACTA to defend our digital commons and our collective ability to produce, create, share and innovate!

STOP ACTA, POWER TO THE ANONYMOUS PSYCHIC WARRIORS!

A PSYCHO
ECONOMIC
INVESTIGATION
INTO THE
CREATION OF
OTHER WORLDS
BY LUNE AND
PSYCHIC
WARFARE

*If you think that this
Universe is bad, you
should see some of the
others. — Philip K. Dick*

Seemingly, the reign of
the Global Psychic
Dominion is reaching its

completion, its traces can be followed from the most distant perspective down to the smallest details: from satellite photos you can see how its empire have honeycombed the surface of the earth, down on the ground, the walls of your city bears its marks wherever you turn to look, the walls of your home are saturated with screens reminding you where you are, and you probably have one in your pocket as well. Even our bodies are marked: the obese and its counterpart, the anorectic are its paradigmatic living statues, demonstrating the anxiety that the Dominion produces in us. But it has also permeated our skin, threading its way through our veins and synapses to finally take root in our brains. Our ability to think, express ourselves, to invent and to share our inventions is the fertile soil from which the Dominion grew and from which new worlds within its limits are allowed to spawn. Worlds in which our citizenships are sealed by the click of a button: "Do you agree to the following terms & conditions?"

Constantly demanding your attention, and inventing new ways to get it, these worlds have raised their foundation on the premises of a specific surveillance, not in order to subjugate you by making you fear a future punishment but in order to develop a knowledge of you that allows for the anticipation of your behaviours, all to prevent your possible flight from it. A system of constant monitoring and storing of your every move has been set up in order to both tap in to your already existing stream of desires and to create new ones, so that you in the end want to give yourself to them, as citizen of their world. They hunger for you, they feed on your presence, and they want you to feel the same for them.

These are virtual worlds, but not in the sense that they are less real than some presupposed reality, on the contrary they are just as effective in our objective reality as a stone hitting you in the head. It is therefore not a question of deception. The virtual is rather to be understood as a productive instance of reality, this is something that the Dominion has long since understood. But why should we leave this potential of producing worlds in the hands of the Dominion alone? "If this idea is hostile to us, why do we acquiesce in it? Give us those lovely phantasms! Let's be swindlers and beautifiers of humanity!" (Nietzsche) Yes, let's be the cartographers of terrains that releases movement and encourages new and unpredictable behaviour instead of halting and moulding it, let's write a calendar where time is in abundance, let's penetrate our own and our fellows brains and nurture forbidden, new and alien desires in them. Let's do this and more in The World Over Here!

THE WORLD OVER HERE AT 9 MARS 19:00 - 22:00

DRAMATEN LEJON KULAN

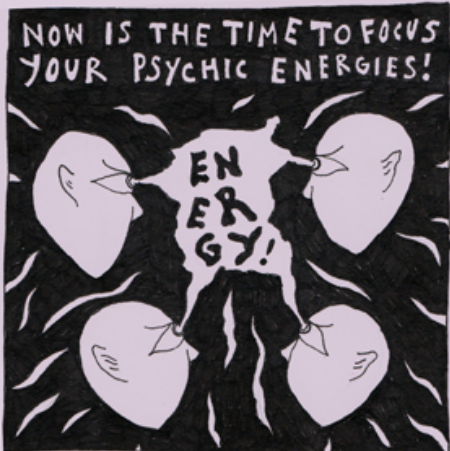
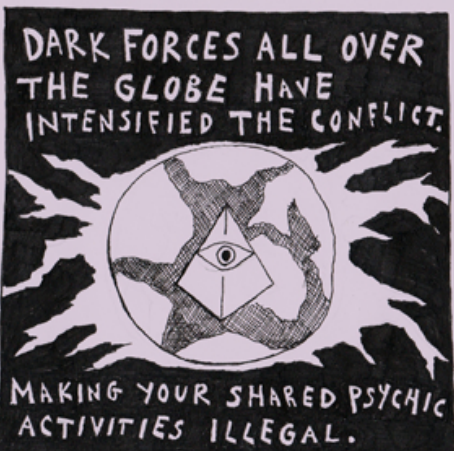
STAR TREK THE NEXT GENERATION

In an episode of Star Trek. The Next Generation titled 'Darmok' (star date 45047.2), the crew of the Enterprise meet the obscure and mysterious Tamarians, whose language is incomprehensible to humans and all other peoples of the Federation. Tamarian language sounds like a list of names and dates, none of their sentences has any logical or syntactical coherence.

In the course of the episode our heroes find out that the Tamarians are citing events out of their history and mythology, events which represent real linguistic precedents/records by which they are able to speak any here-and-now circumstances. For example: "Shakah when the walls tumbled down" may mean failure, "I have made a mistake". Likewise, "Tembah, his arms open wide" may be translated with 'gender', "Please accept this gift" or "Thank you for the gift".

Tamarian language is not logical/referential - it is symbolic, imaginative, iconic, analogic. Its evolution didn't need the definition of what we use to call 'identity'. As far as the audience can understand, this is not a totalitarian "conformation" in the context of an organic society - in plainer words, singular differences are not flattened out either in the name of a tradition or of an un-critical monumental memory. On the contrary, Tamarians collectively draw from a treasure of stories and images which is constantly modified. Their interpersonal relations are kind of a role play during which each individual appropriates and then jettisons all roles and "identities". To them this sharing of experiences and emotions, indeed this community, is not in contradiction with being "singular", because they are not individuals, their ego is manifold and multiversal, their subjectivity is decentralised.

Tamarian language is not secret nor exclusive, it is not a jargon which the community creates to protect itself from the outside. Indeed, Tamarians want to share their imaginary and memory, expand and enrich their mythology in order to understand and make themselves understood. In fact, since it is impossible to communicate with them without knowing the same myths, it takes new ones, thus Daton, the captain of the Tamarian spaceship, gets himself and captain Jean-Luc Picard tele-transported on Eladril IV, an uninhabited planet where they have to co-operate and stand the destructive irradiation of an unknown creature made of pure energy. This situation is inspired by that known as "Darmok and Tjalad in Tanagra", i.e. two heroes of Tamarian mythology, both trapped on an island inhabited by a dangerous beast). Anyone watching this episode won't forget Daton's exultation when Picard starts to grasp his messages: "Sukat, his eyes not covered anymore". Only Picard survives, yet the record is set: from now on, Tamarians and Federates will express their will to communicate by saying: "Picard and Daton on Eladril".



DUNGEONS & DRAGONS

We sit around a table playing Dungeons & Dragons. We choose a character and we throw the dice to determine which physical and psychological characteristics this character will have from the beginning to the end of the game. We can be a warrior, a wizard, a thief, an elf, a dwarf, etc.. In addition, we can serve good or evil, or be neutral, have certain weapons, certain special skills and so on. There is someone who acts as supervisor in this laborious task: the Dungeon Master. He is the enemy of all players. It is he who invented the environment, build dungeons, created the obstacles in the path that the crew of adventurers will have to cross. Players will have a margin of deliberation, but always within the range of options that the Dungeon Master have established. D & D is a game of representation. The same ideology that the Dominion wants to force on us. Each participant is assigned an identity and the opponents are built specifically to keep him engaged. Subjectively, he believes that his battle is important, vital, necessary ... while he is actually only fencing with a ghost, a puppet moved by the Dungeon Master. At the next crossroad of the dungeon, the Dungeon Master has already arranged a new opponent for the player that will divert his attention

from the goal, to exit the dungeon. The upholder of the ideology of identity is the inconsiderate player who, with good intentions, attack the shadows prepared for him without realizing it doesn't take him anywhere.

How do you exit from the dungeon? You will have to be more cunning, elusive and creative than the Dungeon Master. In short we must realize that today in front of the expropriation of the subject, it is useless to try to defend it by closing it inside the sanctuary of identity. Identity means the death of the subject, it's final denial. Besides, identity is always established on the basis of tradition. Tradition means that the past is allowed to rule over the present: this should be enough to make us understand that identity is no better than a plastic sword for fighting the Dominion. The only way to disarm and win over the dungeon master is to build a counterattack starting with the evasion and creative dissolution of the subject, because then he will no longer know unto whom he shall throw his knights. The next evolution of the D&D game should therefore be that the players choose their characters, throw the dice and set their skill, but without disclosing to the Dungeon Master the result obtained. This change in the rule book would mean that no one will have to deliver his identity card as dwarf, elf or warrior. Instead the players would be able to exchange their character sheets, in accord with the situation, and therefore be perceived as one polymorphous character.

RAPPORT

A lot has happened since you last heard from us. On the 15th of December, in the middle of the rush hours of hectic shopping before christmas, 25 psychic warriors entered the shopping mall, Gallerian in the city center of Stockholm to perform a psychic attack in order to shed light on the productive aspects of shopping and lend some psychic relief to the flex-workers inside the mall by creating a moment of confusion. This was also the stunning result of the concert that The Psychic Warfare Ensemble performed inside a toyshop located in the mall, using the toy musical equipment available. After the attack the warriors went on to celebrate their success at Färgfabriken together with Klubb M/S and Doc Lounge. Our long standing partner, Mother blessed our ears from behind the DJ decks and the band Mackaper gave us an amazing show which rounded of another memorable day in the history of The Psychic Warfare. The Psychic Warfare was also the subject of an article written by Cameron Vale in the latest issue of the art magazine, Paletten which is out in stores now. Further we also urge you to keep an eye open for the next Forum for Psychic Scientific Studies, if you're interested in delving in to the scientific and research part of our project.

www.psychicwarfare.se