

CACCIA AL TESORO AGRESTE

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(Comitato anonimo segreto caccia al tesoro agreste)

In the last years, the Sardinian anti-militarist movement has undertaken many actions against the RWM bomb factory in the Sardinian village of Domunovas. These actions had the goal to, at least temporarily, stop the production. The confrontation with the police force has gotten very heated and the protesters are frequently outnumbered. For this reason, it was often not possible for the activists to get even close to the factory gates, and the actions have not succeeded in stopping the production.

From this issue came the idea to organize discovery walks around the factory. We have organized three so far, and the last one took the form of a treasure hunt. These walks came out of the need to keep organizing actions related to the RWM Factory without being interrupted. This decision brought us in another frame of mind.

The factory in Domusnovas is placed in a beautiful natural park, just outside the town, surrounded by mountains that offer great excursion opportunities. The walks started from the surrounding mountains and led to what we called the "Yemen Park", a small wood placed on the east side of the factory. At the park, we had discussions and assemblies and kept sharing discontent for the existence of the factory; however, the main goal was to allow more people to get to know the impact the factory has, also, on the nearby environment. One thing is to know it exists; a very different thing is to see how big it is from the top of the mountain. It is shockingly big.

In the last two years the factory has grown, and is still growing, to allow RWM to triple production.

The second aim of the treasure hunt is to get close enough to the factory in order to start the security procedures that dictate the interruption of the production.

This treasure hunt is a way to be involved and somehow fight with a dark horrible issue in a way that can also be playful. It is important to be active against this death factory, and, at the same time, to inform the local population about what is happening in their backyard.

HOW TO PLAY

Different teams compete with each other to find a treasure just like a usual treasure hunt game but with specific challenges tailored to the story of the RWM in Sardinia and with each guardian of the clues telling the teams about a specific aspect of it.

INSTRUCTIONS FOR THE GUARDIANS OF THE CLUES

- You will preside over your spot, and the teams will come to visit you. Your spot will be marked by a symbol (see below). Each team will have a different color.
- upon arrival of a team, you will submit a specific challenge to them (see under).
- at the end of the challenge, you can give the team the *Spiegone** on the specific topic you were assigned. After you complete the explanation you will give the team the next instructions sheet, marked with the team color (to the blue team a sheet with the blue indications, to the yellow one a sheet with the yellow indications and so on)

Repeat for the next team!

* a long pedantic explanation

CHALLENGES/CLUE SPOTS

1. **Yemen War** – *Spiegone* about the war.

Symbol A BOMB

The challenge will consist in creating a poster that enables who will arrive in the area in the future to recognize that we are close to a bomb factory and that we are in a small park dedicated to the country that is being destroyed with the help of RWM.

The team will have to create a minimum number of 10 signs and posters, and depending on their wishes they can:

- hang them on the perimeter of the factory or on the nets surrounding the park
- stick them on the trees
- create a real signage that allows an external visitor to understand where the bomb factory is.

You will have:

Acrylic colors, brushes, cardboard, clamps to attach the cardboards, gloves to keep your hands clean.

2. **Domusnovas lifestyle** – *Spiegone* on the developments of the plant.

Symbol BIO HAZARD SHIELD

You are an old antimilitarist grandmother, but unfortunately you are sick. Your greatest wish would have been to go as close as possible to the factory test field together with your garden gnome.

Ask your grandchildren to do it in your place. Ask them to bring your gnome with them and take a souvenir photo to show you when they return.

You will then show them a map with different viewpoints from which you can look at the factory and/or the test field. There are more adventurous viewpoints to reach, it is not mandatory to go there, only those who feel up to it.

They will have to take a selfie with the gnome, or take a picture of the gnome alone, and then send it or to show it to you.

Not the whole team has to go: those who do not feel like it, can stay with you and help you carry out your favorite pastime, that is, make an antimilitarist crossword.

3. How much money does the business of war move?

Spiegone about the income and the history of the Dina company.

Symbol A DOLLAR SIGN

Let's get together in the spirit of profit, and through the beautiful masks of the most important shareholders and managers, let's dress all up as vultures and take a nice picture that can give an idea of how slimy it is to play the game of war from above a Berlin skyscraper.

Unleash your fantasy!

After turning into vultures we invert the roles: with covered faces, shoot a small short, interview, irreverent sneer that can be used on the web and can be sent to German antimilitarists comrades.

In the basket you'll have: wigs, glasses, jackets, masks, ties, the important thing is that each of the participants wears something and that the group pulls out the ability to take the piss and tease the company.

4. **Resistance** - *Spiegone* on the impact on the territory and the resistance against the company and the arms trafficking.

Symbol BARBED WIRE

As you know, resistance is made both by the creation of relationships of trust within a community and by the ability to know how to communicate your motives to the outside, knowing how to tease your opponents, how to use words as weapons.

In the first part of this challenge each team will have to invent a anti-RWM slogan, a song, or motto, using the elements on a paper slip extracted from a cap. We try to stimulate the irony, the irreverent spirit, the anger towards those who in the name of profit cynically produce instruments for extermination. Three sentences will suffice. Extract four slips from the hat and use those words to create your slogan by adding all the words you want but definitely using the extracted ones.

If you can't hold back, you can also do many more, but to pass this challenge you must also complete the next part of the challenge, touching on to the more internal question, that of trust: in turn, each of the team members will have to lie down on the ground and close their eyes: the rest of the team will have to gently and carefully take them with their hands and lift them up above their heads. The challenge is over when everyone (except those physically unable to) have passed this "ritual".