

# Adventure Club

post-apocalyptic revolutionary logistics training

adventureclub@hushmail.com

People need a lot more meaning and freedom in their lives. More connection, more intrigue, and more adventure. Adventure Club is part of our effort to create more joy and more resistance. Adventure Club may not change the world, but for those who commit to try, it will make their world more interesting, exciting, and engaged.

Think of Adventure Club as radical skill-share. It can range from rather tame to semi-hardcore direct action. Anything from extreme hide and seek to urban squatting to billboard liberation to more clandestine activism.

We are building new traditions and rituals. Adventure Club is fundamentally meaningful, giving people intellectual and emotional tools they need to survive in the world. AC actions always have a training element, are always physical, and are completed in a single night (or day). AC is not merely fun and pranks, but that's often part of it.

During Adventure Club you will be asked to go beyond the limits of what you may consider safe and comfortable, and sometimes beyond the limits of what is strictly legal.

Everyone brings unique skills to Adventure Club. In Adventure Club, everyone is contributing what they see as their best talent toward creating change in the world as well as learning new skills from others.

Think of it like this: if the world were to go to hell tomorrow, if we were to further descend into a jackbooted fascist police state or post-soviet era chaos — or if we create our new world full of music and dancing and wilderness — what skills would you wish you had?

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## ***Timing, Members, & Hosting***

AC is held about once a month. Just frequently enough to give us something to look forward to, as well as time enough to get involved in other mischief.

One must be recommended to join Adventure Club or vouched in. AC helps create trust between loose networks of connected strangers and build connections for other projects.

Members don't know the date, time, location, or what to bring to Adventure Club until a week before it happens. You find out what you are doing for AC when you show up.

No one person runs Adventure Club. As a member, you are responsible for Adventure Club and will, at some point be asked to organize one. Got an idea? Take the initiative. If you need help, you can always email us at [adventureclub@hushmail.com](mailto:adventureclub@hushmail.com)

## ***Adventure Club in Your Area***

There is probably already an Adventure Club in your area. If there isn't, start one. Don't wait for someone to give you the okay. Just fucking do it. All it takes is gumption, a few friends, a skill you want to share, and a desire to make change and sneak around in the dark.

AC is an opportunity to learn a skill, teach it to others, and push our limits in a meaningful way. Don't sweat it if you are not an expert when you host. By the time it's over, you'll be a pro. Here are just some of the ideas we've either done or considered for Adventure Club:

Billboard Repurposing	Trainhopping
Extreme Hide-and-Seek	Tracking
Practical Forgery	Anonymous Money
Knife Fighting	Storytelling
Secure Communications	Disguises
Breaking and Entering	Singing
Wheatpasting	Search and Seizure Rights
Surveillance	Climbing Buildings
Evading Security	Guerilla Gardening
Living in the Woods	Watching Clouds
Urban Camping	Stenciling
Road Blockades	Brazen Square-dancing
Climbing barbwire & other barriers	Rolling & burning cars

Develop your own style, but here's a few things that work for us. When you host, you make up the rules for the night. Give people freedom within structure, but don't get hung up on rules. The host thinks of everything including contingencies. Adventure Club doesn't hurt anyone or cause situations where people get hurt. Adventure Club doesn't cause destruction just for the fuck of it. Each person in AC is responsible for her or his own actions.

We're tired of feeling restless and angry and bored. We demand much much more from our lives and we want it now.

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