

RECONQUERING THE "WILDLANDS"

A TOM CLAYTON
GHOST RECON
WILDLANDS

In the game we find a much more subtle political narrative to frame this modeling of the Latin American space, not different from the obsessive and repeated themes in Tom Clancy's narratives.

It is no longer just the hostile space that must be shot through, but an extensive territory that must be "recovered" from the clutches of El Sueño, a drug leader who pulls the strings of that "narco-state" in South America, Bolivia, to be more exact.

It is enough to see the introductory cinematic to understand that what happens there is already, if not legal, at least legitimate under the logic of the reconquest in the name of "democracy" and "freedom", in that subtle inversion that disrupts any "rescue-ransom" invasion.



PERSUASIVE GAME?

According to Ian Bogost (2010, p. 46), "persuasive games" are those that mount efficient procedural rhetoric, not from the recreation of the world, but through the calculated selection of elements of that world to build a system of nested enthymemes that the player literally completes with his interaction (2010, p. 43).

If one carefully reads the game and wonders about this omnipresence of combatants in distant parts of the globe, one cannot but confirm that the threat of "terrorism" or "narcoterror" is so widespread that "wildlands" are all lands and ultimately it is about a war converted into the only possible human horizon.



FROM NORTH-SOUTH RELATIONS TO THE ALLEGORY OF “WILD LANDS”

Edward Said's 1978 book *Orientalism* argued that "ideas cultures and histories cannot seriously be understood or studied without their force, or more precisely their configurations of power, also being studied"

Reproduction of constitutions, idiosyncratic, religious, economic and european policies,

Northamerican identity to be considered as a nation different from the rest, it is superior morally, with powers almost messianic and maximum representatives of the "the new World" ,

its mission in the world as a "disseminator" and "defender" of the values of liberal democracy.

military intervention in a territory or country "needs it", or by means of the exemplary promotion of its "democratic system" for "other" nations.

Monroe Doctrine from 1823
“MANIFEST DESTINY”

The Latin American "wildlands" metaphor, serves to model these situations as something other than a state of war. War, which represents a conventionalized and regulated cultural text for the exercise of power and dominance is replaced by the art of hunting or hunting power (Chamayou, 2014), that is, for hunting man by man.

"All hunting is accompanied by a theory of the prey that tells us why, by virtue of what difference, what distinction, some can be hunted and others not."

Chamayou, G. (2014). *Las cacerías del hombre. Historia y filosofía del poder cinegético* (Trad. G. Casanueva & H. Soto). Santiago: Lom Ediciones. (Huntings of man, History and philosophy of hunting power)



WILD LANDS – THE EAST

Said suggests that what happened was that "the West" essentially took away "the East"'s ability to represent or define itself and that, instead, "the West" came to define "the East" in a manner that was useful for its own terms. In Said's own words, "the imaginative examination of things oriental was based more or less exclusively upon a sovereign Western consciousness out of whose unchallenged centrality an oriental world emerged".

In a global culture dominated by "the West", "the East" has usually been represented (often by "the West") as being illogical, mysterious, strange, driven by base human passions. "WILDLANDS"

Traboulsi, Fawwaz. "Edward Said's Orientalism Revisited: Translations and Translators." *Translator (Manchester, England)* 15.1 (2009): 179–183. Web.

the West" – a term which is largely used to refer to nations which weren't colonized – has had a significant amount more power in dictating global culture than "the East" – a term which tends to be used to describe nations which were colonized.

FREEDOM OF SPEECH

Talk to the union leader

23m

20/150
P416 - Suppressor

x2
FRAG GRENADE



MANIFEST DESTINY

MONROE DOCTRINE: It held that any intervention in the political affairs of the Americas by foreign powers was a potentially hostile act against the U.S.

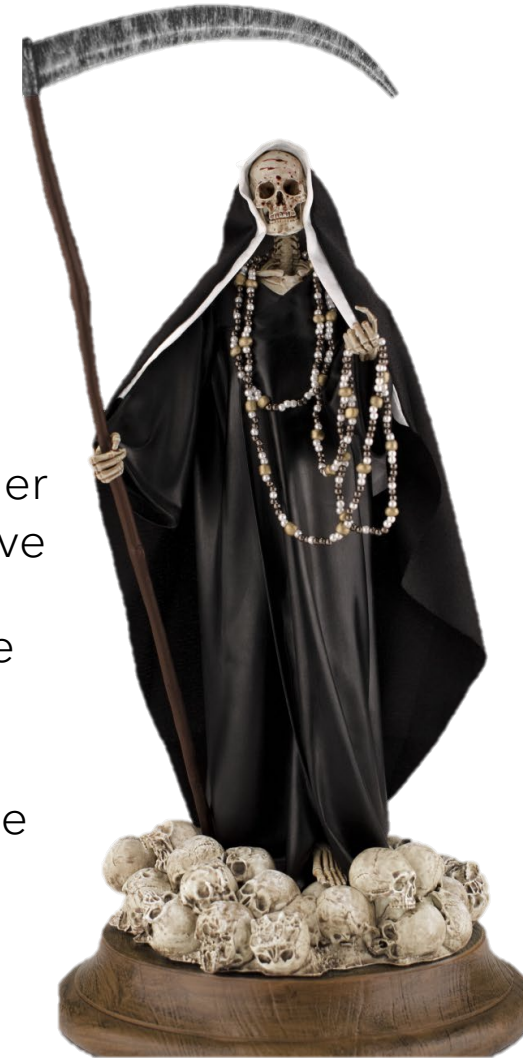


MANIFEST DESTINY? WHITE SAVIOR TROPE?

the videogame is in tune with the more traditional discourses of American exceptionalism and negative images about the Hispanic, inherited from the time of english colonies, but displaced now to Latin America (Bolivia)



nor the government, its forces of order not even the Bolivian people can solve insolvency or inability throughout the region to harness and protect their wealth, to govern themselves and follow civilized laws, or be loyal, brave and Trustworthy...





OPERATION KINGSLAYER


GHOST TEAM

CURRENT GHOST
LEVEL

1

A US Spec Ops Unit working with CIA Case Officer Karen Bowman to destabilize Santa Blanca.

Recon the countryside for gear, Skill Points, and Bonus Medals. Level up to gain more Skill Points.

Conduct SUPPLY RAIDS to gain the necessary supplies to unlock Skills. Use  to find them.



REBEL FORCES

ALLY FACTION

CURRENT PRESENCE

0/45

Bolivian rebels led by Pac Katari, working with CIA to free their land from Santa Blanca.

Complete REBEL OPS to unlock Support Skills and promote rebel forces. An increased Presence Level indicates that more rebels are in Bolivia.

Each type of REBEL OP is linked to a Support Skill, allowing you to unlock that skill and upgrade its power and cooldown.



SANTA BLANCA CARTEL

ENEMY FACTION

CURRENT CARTEL
DESTABILIZATION

0%

A cartel ruling part of Bolivia as a narco-state, producing huge amount of cocaine.

Recon provinces to gather intel on local buchons. Eliminate these buchons to get to the ops heads. Work your way through two over four ops heads to reach El Sueño.

Neutralizing buchons gives you the chance to gain Skill Points and special rewards.



UNIDAD FORCES

ENEMY FACTION

CURRENT PATROL
LEVEL

0/5

Part of the Bolivian army, Unidad maintains order, tolerating the cartel as long as they don't fight.

The higher Unidad's Patrol Level, the deadlier its forces are. Unless you use stealth, killing Unidad troops will raise the Patrol Level.

Try to keep a low profile when the Unidad Patrol Level is high. You'll live longer.



NAME Ramiro Apaza Nieves
NATIONALITY Bolivian
ROLE Leader of the Kataris 26
AGE 32

"WE FIGHT FOR OUR LAND, FOR OUR FREEDOM. WE CHOSE HOW WE LIVE AND HOW WE DIE. THAT IS OUR RIGHT."

PAC KATARI

NICKNAME: Pac Katari (or Pac-Man)

HISTORY:

- > An eloquent speaker with a deep knowledge of indigenous history. Loved by people.
- > Claims to be the direct reincarnation of Tupac Katari, indigenous leader who raised 40,000 troops in 1781 to siege the Spanish-occupied La Paz. When captured by the Spanish, Katari's final words were "I will be back, and I will be millions."
- > Lost his family in his war against the cartel. Can't come to terms with it.

PERSONALITY: Charming and wise man who is in touch with the needs of his people. Acts with great respect for his land. Fair leader of the resistance who listens to everyone. Is aware that he needs help to fight for and protect his people, but is not afraid to fight and bleed for what he believes is right.

SPECIFIC: A natural-born warrior who believes in the force of nature and the balance between good and evil. Ready to kill to defend and to die if the moment comes.

DUALITY: Alliance with the CIA vs Loyalty to His People.

INSPIRATION

SUBCOMANDANTE MARCOS

It is often insisted on the bad conditions in which people live in Bolivia, as well as the "fatal" results that come from "Marxist ideologies", causing deaths and desolation where they are applied: *THE REBEL GROUP CALLED KATARI 26*

"More than that our group was founded about their ideas, without their theories about the agricultural proletariat this rebel force would not exist, this organized resistance against Santa Blanca and government corruption. You have to save Amaru. If they help my people you may gain my trust"



a false flag operation occurs when a government or an organization perform an action and inflict an attack, aggression or event in its own territory or someone else's, for political or military purposes, and with the aim of attributing responsibility of the fact to an enemy or target

Again...manifest destiny?
Nobody cared for Bolivia, they can solve it, the others "need" intervention from the West.



Based on Enrique Kike Camarena
1985

Latin American history is difficult to understand, if the development of events in European countries and the United States is not considered in parallel.

No self-determined representations.

Especially because the development of the latter's imperial project has been a precursor and key determinant in cultural experiences, economic, political and social cycles and periods of the peoples of Central, South and Caribbean America.

How colonialism can be perceived as a mixing-up of cultures, that of the colonizer and that of the indigenous people that lived there previously and were colonized. How this mixed identity that many people who lived in colonized nations had, what the effects of that might be upon both individual identity and communal identity.



HOMEGENIZED VIEW OF LATIN AMERICA AS "EXOTIC", THE OTHER, THE BACKYARD, NOT REALLY A WELL FLESHED OUT BOLIVIA, NARRATIVELY SPEAKING

NO ASSIMILATION, PROPER REPRESENTATION

- LANGUAGES IN BOLIVIA: include Spanish; several dozen indigenous languages, most prominently Aymara, Quechua, Chiquitano and Guaraní
- SPANGLISH IN THE "WILD LANDS"
- NPC'S are generic latino workers and religious folks. Typical painting and view of latinamericans as catholics and indigenous.
- No exploration on tradictions such as coke chewing, production and others in the game narrative. Briefly touched upon game collectibles and exploration. In the main narrative, if you have a relation with coke/cocaine you're a capital "V" Villain.

CULTURAL MATERIALISM? Consider how the creative process itself might be considered perhaps an echo or a complete subversion of those colonial power dynamics.

For instance, when a non-western piece of culture is adapted into a Hollywood movie, who has agency in that creative process and where is the money flowing to?

COMPLETE OPPOSITE OF ELIZABETH PAPER ON SOVEREIGN GAME AND SELF DETERMINATION, PASTICHE OF NARCO CINEMA, MORE SPECIFICALLY PATRIODRAMA WITH MORE NUANCES

Elizabeth LaPensée (2021) *When Rivers Were Trails*: cultural expression in an indigenous video game, *International Journal of Heritage Studies*, 27:3, 281-295



BOLIVIA

THE MOST BEAUTIFUL
AND DANGEROUS PLACE ON EARTH

- ALTIPLANO
- ARID MOUNTAINS
- CANYON
- FOREST VALLEY
- GREEN LAND
- HIGHLANDS
- JUNGLE
- LAKE AND WATERFALL
- SALAR
- SWAMP
- YUNGAS

