**THE CARDS**

There are four types of cards in *The Thing From The Future*: Arc, Terrain, Object, and Mood. Each round, players will generate a four-card creative prompt containing one of each kind of card. Based on this prompt, players will imagine a thing from the future.

ARC CARDS

**ARC** cards broadly describe different kinds of possible futures. These cards contain two kinds of information. The main (top) text of each Arc card specifies one of four generic images of alternative futures for players to imagine: Grow, Collapse, Discipline, or Transform.\*

**Grow**: everything/everyone keeps climbing: population, production, consumption…

**Collapse**: life as we know it has fallen – or is falling – apart.

**Discipline**: things are carefully managed by concerted coordination, or perhaps collaboratively.

**Transform**: profound historical transition has occurred, whether spiritual or technological in nature.

The Arc card indicates a broad trajectory or category of scenario — a “plot type” rather than a particular narrative. The bottom text on each Arc card describes the “time horizon” — the distance into the future that players must project their imaginations.

**TERRAIN** cards describe contexts, places, and topic areas. In a completed prompt, the terrain card describes where – physically or conceptually – the thing from the future might be found. Two terrains appear on each card in order to provide richer possibilities for the deck.

**OBJECT** cards describe the basic form of the thing from the future.

**MOOD** cards describe emotions that the thing from the future might evoke in an observer from the present.

**THE RULES**

1. Pick one of each suit – A T O M – to compose a creative prompt

2. Take a FutureThing Playsheet and record the four elements of the prompt

3. Produce your own brief description (and sketch if you wish) of your thing from the future. This gets easier as your imagination warms up so stay for a few rounds.

4. When everyone is ready, share future thing ideas with the group.

5. The creator of the group’s favourite idea wins the cards in play.

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