THE THING FROM THE FUTURE

PRINT AND PLAY EDITION VERSION 1.0

1. Print and cut out cards and instructions.

2. (optional) Print and cut out playsheets. Make enough copies so that each of your players will be able to play several times.

3. Start playing! Share your favorite ideas on social media using the #FutureThing hashtag.

#FUTURETHING

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INSTRUCTIONS

The Thing From The Future is an imagination game for 1-6 players. The object of the game is to use the cards to generate the most interesting, funny or thought-provoking ideas for artifacts from the future. There are over 3.7 million possible prompts in the deck. For group play: <1> Form a group of 2-6 players. Shuffle deck well and deal out one dozen cards each. <2> Starting with the dealer, compose a creative prompt by taking turns placing cards of different "suits" on the table (suits are indicated by the letter at the top of each card). Take turns placing cards until the suit letters on the tops of the cards spell the word, ATOM. A complete prompt has one and only one of each letter. If you can't contribute, draw a card. <3> Give a FutureThing Playsheet to each player and record the four elements of the prompt. Silently produce your own brief description (and sketch if you wish) of your thing from the future. This gets easier as your imagination warms up! <4> When everyone is ready, share future thing ideas with the group. <5> The creator of the group's favorite idea wins the cards in play. Whoever has earned the most cards when play ends wins overall. <6> Share your favorite ideas with the gameplay community using the hashtag #FutureThing.

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KEY CARD

ARC outlines the type of future world that the "thing" comes from, and how far away it is from today. There are four types of Arc, each an umbrella for countless possible scenarios:

> Growth - a future in which "progress" has continued Collapse - a future in which society as we know it has come apart Discipline - a future in which order is deliberately coordinated or imposed

> Transformation – a future in which a profound historical evolution has occurred

TERRAIN is the thematic context or location where this object could be found in that future.

OBJECT is the focus for your imagination: a specific cultural artifact that reveals something about how this future is different from today.

MOOD suggests how it might feel to experience this thing from the future.

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