

GUIDE:

OBJECT: What It Is & How to Use It

You receive your **Object** by spinning the digital wheel. Whatever color and category you land on becomes the type of object you must design for this round.

What does the **Object** do?

- Your **Object** tells you the form your future artifact must take: for example, a wearable, a ritual object, a survival tool, a biotech device, or something used for communication or identity.

How do I use it in my design?

- Your final artifact must clearly fit the Object category you spun. This category gives your idea a shape, while your Stake Cards give it purpose.

What are **Stake Cards**?

- **Stake** Cards are the worldbuilding constraints that shape your future artifact. They tell you **what's happening** in the world your object must respond to.

What do the categories mean?

HEALTH : health related developments in this future → bodily conditions, wellness challenges, medical systems, biological changes...

ENVIRONMENT : environment related developments in this future → climate, landscapes, ecosystems, natural or built surroundings...

TECHNOLOGY : technology related developments in this future → tools, systems, devices...

VIBE – cultural moods, aesthetics, social energies, emotional atmospheres in this future

TIMELINE – when something happens, how often, or under what temporal conditions

How do I use my **Stake Cards**?

- Use your **two visible Stakes** as non-negotiable constraints. Your artifact must meaningfully respond to both. Think of them as the “rules” of the world your object lives in.

What if I don't know how to interpret a **Stake**?

- You can interpret it loosely or literally. Stakes are meant to spark ideas, not limit them. If it pushes your imagination somewhere unexpected, you're doing it right! :-)

What about the **Hidden Twist**?

- **Reveal it before presenting**. If its color matches your **Object** category, you must add or modify **one feature** to include the twist. It's meant to disrupt your idea in a fun way!

Do I have to explain how each **Stake** affects my design?

- **Yes!** During your presentation, show how your object responds to:
 - Stake 1
 - Stake 2
 - The Twist (if triggered)

PLAY INSTRUCTIONS:

1. Setup

- Shuffle **Stake** deck
- Each player gets paper + pen
- Choose a starting Judge (rotates each round)

2. Draw & Build the Scenario

- Each player:
 - Draws 3 **Stake** Cards
 - Spins the wheel for their 1 **Object** Category
- Then:
 - Choose **2 Stakes** → place **face up** (your scenario)
 - Place **1 Stake face down** → this becomes your Hidden Twist
- **RECAP:**
 - every player has:
 - **2 visible Stake** cards
 - **1 secret Stake** card
 - **1 Object** category from spinning the wheel

3. Design Phase (5 minutes)

- Players must create a future artifact that fits:
 - BOTH visible **Stake** cards
 - The **Object** category
 - Include:
 - Name

- Sketch
- 2-3 sentence description for presenting

4. Twist Reveal

- Before presenting:
 - Each player reveals their hidden **Stake**
 - Now they must quickly adapt their idea ONLY IF the hidden stake matched the color of their object's color on the wheel:
 - Add or modify ONE feature to include the twist

5. Presentations

- Players explain their object:
 - What it is
 - How it works
 - How it responds to:
 - Stake 1
 - Stake 2
 - Hidden Twist

6. Judging

- Scoring Categories (0-2 points each):
 - **Integration**: Uses all constraints cleverly
 - **Originality**: Surprising / weird / creative
 - **Believability**: Feels like it could exist
- Max = 6 points