

## Research (10 cards):

- Access References.
- Examine Etymology.
- Explore Designers.
- Find three Artworks.
- Find three Movies.
- Find three Objects.
- Find three Sci-Fi classics.
- Find three Social Media accounts.
- Map Examples.
- Study Thinkers.

## DO (5 cards):

- Make in 5 minutes.
- Make in 1 hour.
- Make with only 1 material.
- Roleplay.
- Sketch.

## ANCHOR (10 cards):

- Aesthetics.
- Currency.
- Desire.
- Gender.
- Knowledge.
- Ontology.
- Power.
- Technology.
- Time.
- Value.

## SIDE EFFECTS (3 cards):

- Pick up another Pill.
- Pick up another Prompt.
- Swap a Pill.

## FEEL (12 cards):

- Anxious.
- Confident.
- Delusional.
- Enraged.
- Excited.
- Frightened.
- Indifferent.
- Innocent.
- Nihilist.
- Resilient.
- Survivalist.
- Zen Master.