Make the Future Now
How to Play

1. Form a group of 2-6 players. Shuffle the deck and deal 12 cards to each player.

2. Starting with the dealer, each player places one card of a different suit on the game board until the game board is full.

3. The player placing a **VALUE** card selects which of the two values listed on the card is in play.

4. If a player cannot contribute a card, draw and discard new cards until he or she is able.

5. **WILDCARDS** can be played at any time by any player, but only one per round.
6. Once the board is full, the assembled cards create a design prompt: What scenarios could the combination of concepts in these cards produce? Players have 2 minutes to create a scenario (story or event) or artifact from the future (product or service) inspired by the design prompt. These can take the form of a written description and/or a sketch.

7. Players share their scenario or artifact and vote for their favorite. The player with the most voted-for idea is the winner of the round and keeps all the cards. Whoever has earned the most cards when play ends wins the game.

8. Play a few rounds to warm up your imagination before keeping score.

9. Share your favorite ideas with the IFTF community by tagging with #futurenow.
Card Types

Use this card deck with IFTF’s research on *Reconfiguring Reality: Toward an Internet of Actions*.

**STRATEGIES** | Ways we will deploy bots and machines to take action in the world. Together, four strategies will give us all the capacity to reconfigure reality and move toward an Internet of Actions.

**VALUES** | Priorities that we will encode in billions of bots and machines. Values also confront us with design choices about what we want from technology.
OBJECTS | Material things that can be enlisted to take action in the world. Think of these intelligent things as the protagonist of your story, the focal point for revealing unexpected possibilities.

TERRAINES | The business, social, or civic context for reconfiguring reality that gives meaning and purpose to your future stories.

WILDCARDS | Happen at any time and require flexibility and improvisation.
animating objects and environments

infuse | anticipate | visualize | orchestrate
animating objects and environments

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infuse | anticipate | visualize | orchestrate
animating objects and environments
infuse | anticipate | visualize | orchestrate
animating objects and environments

infuse | anticipate | visualize | orchestrate
manipulating matter

model | make | swarm | route
STRATEGY

manipulating matter

model | make | swarm | route
manipulating matter

model | make | swarm | route
manipulating matter

model | make | swarm | route
manipulating matter

model | make | swarm | route
manipulating
matter
model | make | swarm | route
encoding
human activity

embed | execute | rebalance | remix
STRATEGY

encoding
human activity

embed | execute | rebalance | remix
encoding
human activity

embed | execute | rebalance | remix
encoding
human activity
embed | execute | rebalance | remix
encoding human activity

embed | execute | rebalance | remix
altering human perceptions

immerse | illuminate | control | influence
altering human perceptions

immerse | illuminate | control | influence
altering human perceptions

immerse | illuminate | control | influence
altering human perceptions

immerse | illuminate | control | influence
altering human perceptions

immerse | illuminate | control | influence
altering human perceptions

immerse | illuminate | control | influence
surprise

anticipation
VITALITY
cooperation

competition

VALUE
integration

isolation
VALUE

disposability

durability
VALUE

reinforcement

Transformation
diversity

comformity
VALUE

pleasure

pain
Value

reward

punishment
VALUE

freedom

security
VALUE

trust

suspicion
VALUE

empathy

indifference
intimacy

independence
VALUE

speed

comfort
inclusivity

exclusivity
VALUE

novelty

familiarity
VALUE

individuality

Community
weapon
OBJECT

billboard
OBJECT

clothing
OBJECT

snack
OBJECT

sign
OBJECT

ticket
OBJECT

relic
OBJECT

poster
OBJECT

magazine
OBJECT

game
packaging
OBJECT

tattoo
OBJECT

table
OBJECT

slogan
OBJECT

monument
OBJECT

beverage
vehicle
OBJECT

tool
OBJECT

law
souvenir
OBJECT

contract
OBJECT

door
OBJECT

toy
gender
childhood
work
terrain

theater
terrain

religion
agriculture
food
election
transportation
community
sports
court
store
memory
family
fashion
entertainment
forest
classroom
Terrain

street
TERRAIN

home
protest
TERRAIN

oceans
strategy

Four strategies (individually or in combination) will reconfigure reality and move us toward an Internet of Actions.

Add **ONE** additional **STRATEGY** card to the game.
Four strategies (individually or in combination) will reconfigure reality and move us toward an Internet of Actions.

Play all **FOUR STRATEGY** cards in this round of the game.
An Internet of Actions is a future of many objects and environments orchestrated to reconfigure reality and generate new value.

Add **ONE** additional **OBJECT** card to the game.
object

An Internet of Actions is a future of many objects and environments orchestrated to reconfigure reality and generate new value.

Add **TWO** additional **OBJECT** cards to the game.
Sometimes the future is already here and can be seen today; the future may also take 10 or more years to unfold.

Set your time horizon

**Short-Term**
something we can prototype today

**Mid-Term**
evolution beyond what we can make today

**Long-Term**
emerging possibilities beyond the next decade
Balancing autonomy will be a critical design choice in an Internet of Actions

Set the Level of Autonomy:

0: No Automation
1: Machine Assistance
2: Partial Control
3: Conditional Control
4: High Automation
5: Full Automation
About Institute for the Future
Institute for the Future (IFTF) is an independent, nonprofit 501(c)(3) strategic research and educational organization celebrating nearly 50 years of forecasting experience. The core of our work is identifying emerging trends and discontinuities that will transform global society and the global marketplace. Our research generates the foresight needed to create insights that lead to action and spans a broad territory of deeply transformative futures, from health and health-care to technology, the workplace, learning, and human identity. Institute for the Future is based in Palo Alto, California. www.iftf.org

Credits
This game takes inspiration from Situation Lab’s The Thing From the Future.

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