The Delorean Project — Instructions

Stage 1: The Present
Write a list of 10 elements (things, sounds, people, sensations…) from the place that you prefer, which compose your emotional geography of this place. Stick your list onto a stake in the direction you prefer.

Stage 2: The Past
From inside the time machine, locate a view that brings you back to a personal memory (association of ideas). Place a frame so that this view is isolated from the rest. Take a crumpled piece of paper, unfold it as you would unfold your memory, and write your memory on the sheet. Attach it under the frame.

Stage 3: The Future
Choose a stake, stand in front of it. Look toward the string. Identify in this direction the six main colors of the environment. Take ribbons matching these colors. Write on the colored strips the elements of the environment that correspond to the colors. Number the ribbons from 1 to 6. Arrange them along the string.

Roll the dice, the number you roll indicates a color.
Roll the dice a second time to imagine and then write a scenario where the place is transformed by a change in the presence of the elements of that color.

1 -> this element disappears completely
2 -> this element partially disappears
3 or 4 -> roll the dice again
5 -> this element increases
6 -> this element becomes the most important one in the place and covers the entire location.

Example: I rolled the color green on the first roll, and I got 1 on the second roll -> all elements of the color green disappear. I write a description of what this place would be like without all the green elements.

Stage 4: The Future Perfect
Return to your memory. Imagine what this memory would have been like if our current present matched the scenario from Stage 3. Rewrite it.

Stage 5: Energy. 1.21 Gigawatts
Estimate the social energy required to avoid the scenario (if it is undesirable) or to achieve it (if it is desirable). On the string that leads to the ground, place a clothespin upward if a lot of energy is needed, or downward if little is needed. Identify the first necessary step to resist or realize the scenario and write it on a card.