

civic order(s) – cycle(s):[drop/ball]: gamification(s) / utopia [US]

1. (y)our (s) ... ?

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2. what super power(s) ... ?

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3. invitation(s) – message(s) !

[FUN]

4. (mini) game – mechanic(s) ?

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5. nudge(s) – re-enforcement(s) ... !?

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