

a new way to run Claude Code

**From all day
to 10 minutes.**

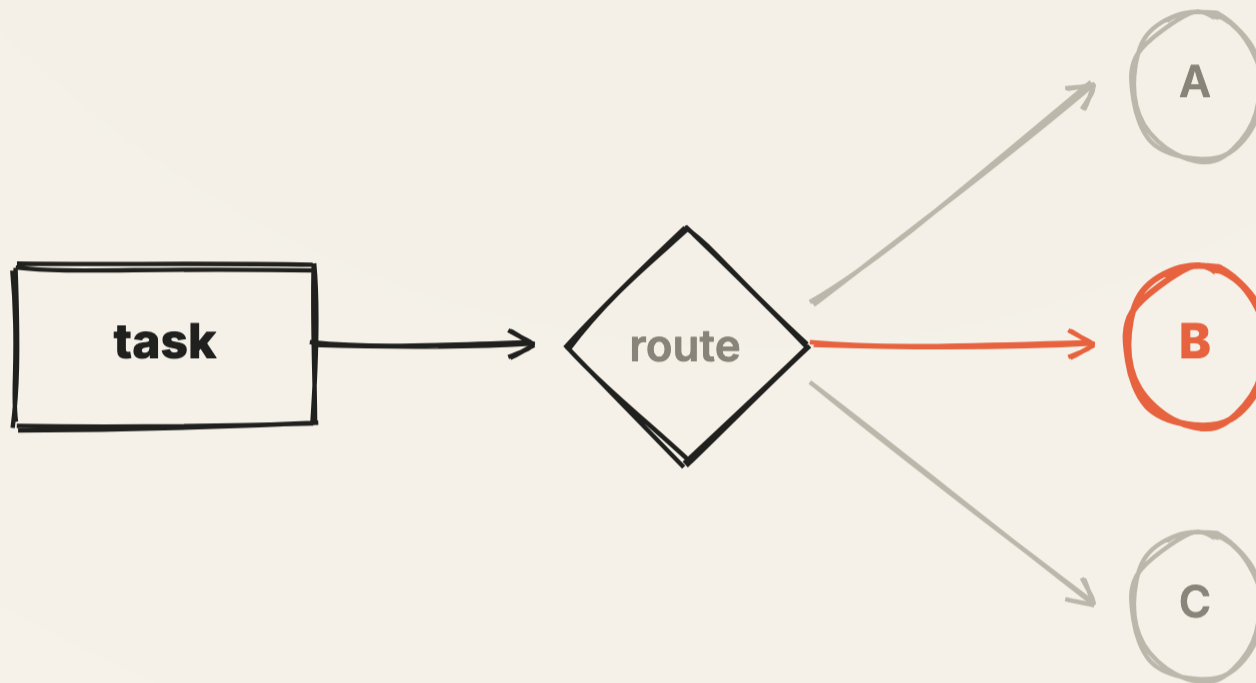
6 ways I run AI like a game, not a chatbot

swipe →

1 Pick your fighter

> /pick-fighter

the router · classify & act



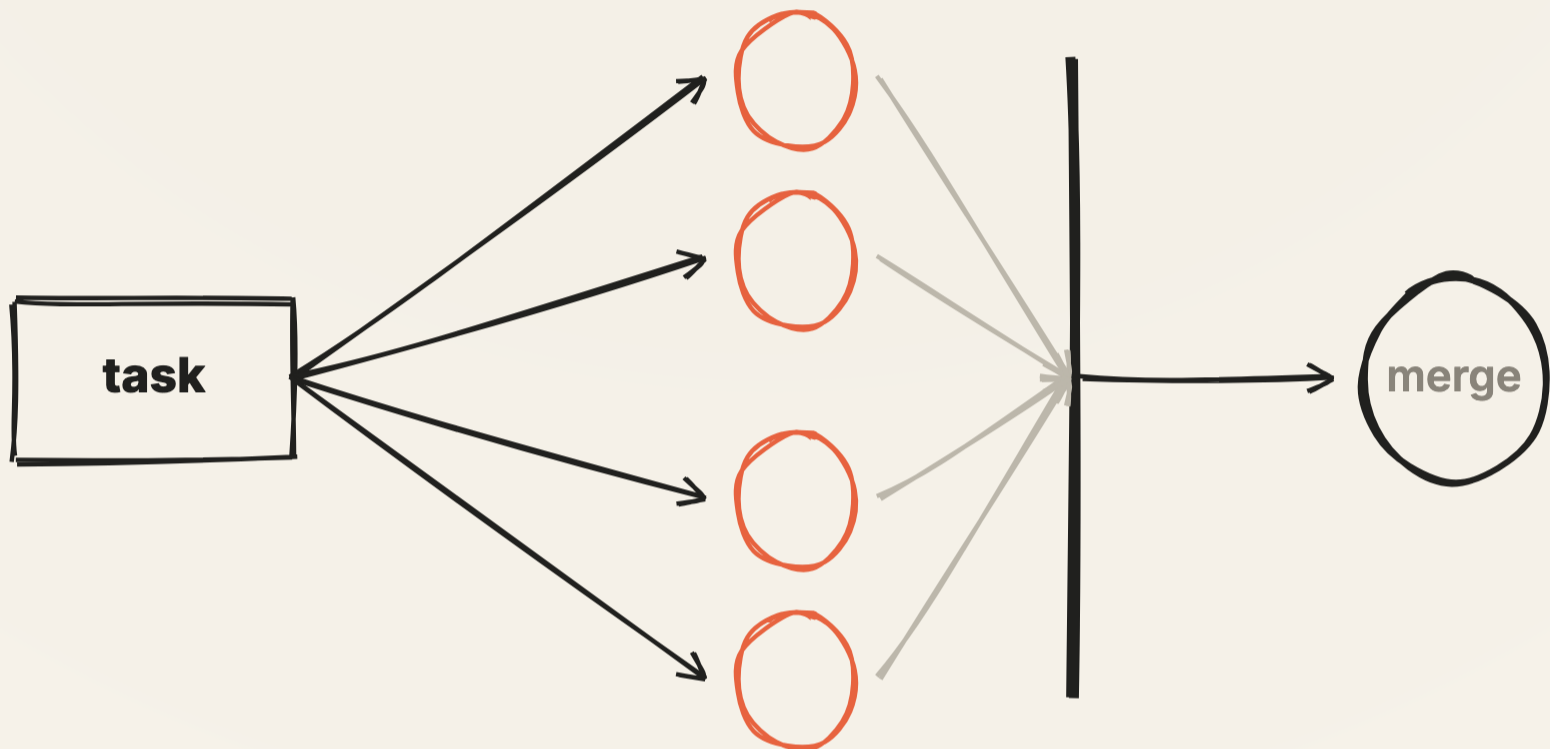
One AI sizes up the job and sends in the right specialist — automatically.

*Like choosing the right **hero** for the boss fight.*

2 Send the whole squad

> /squad

divide & combine · fan-out



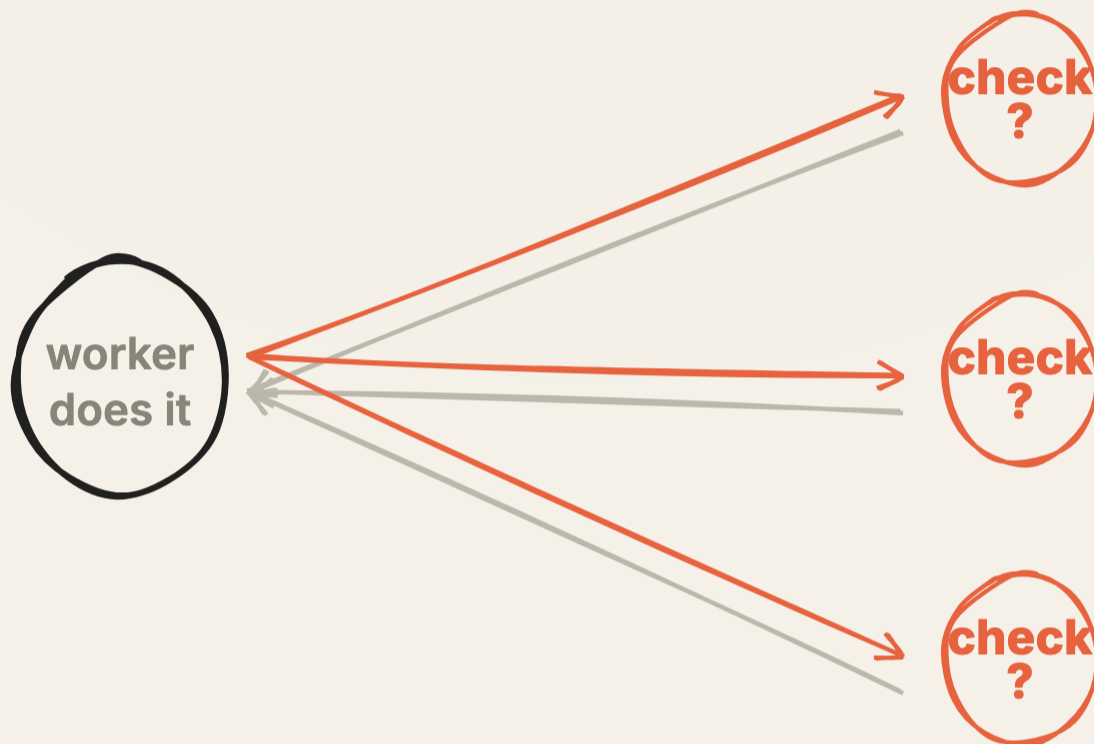
Several agents hit the same task at once. One keeps the best of every move.

*Four players raid the dungeon – you keep the best **loot**.*

3 Trial by combat

> /trial

the fact-checkers · verification



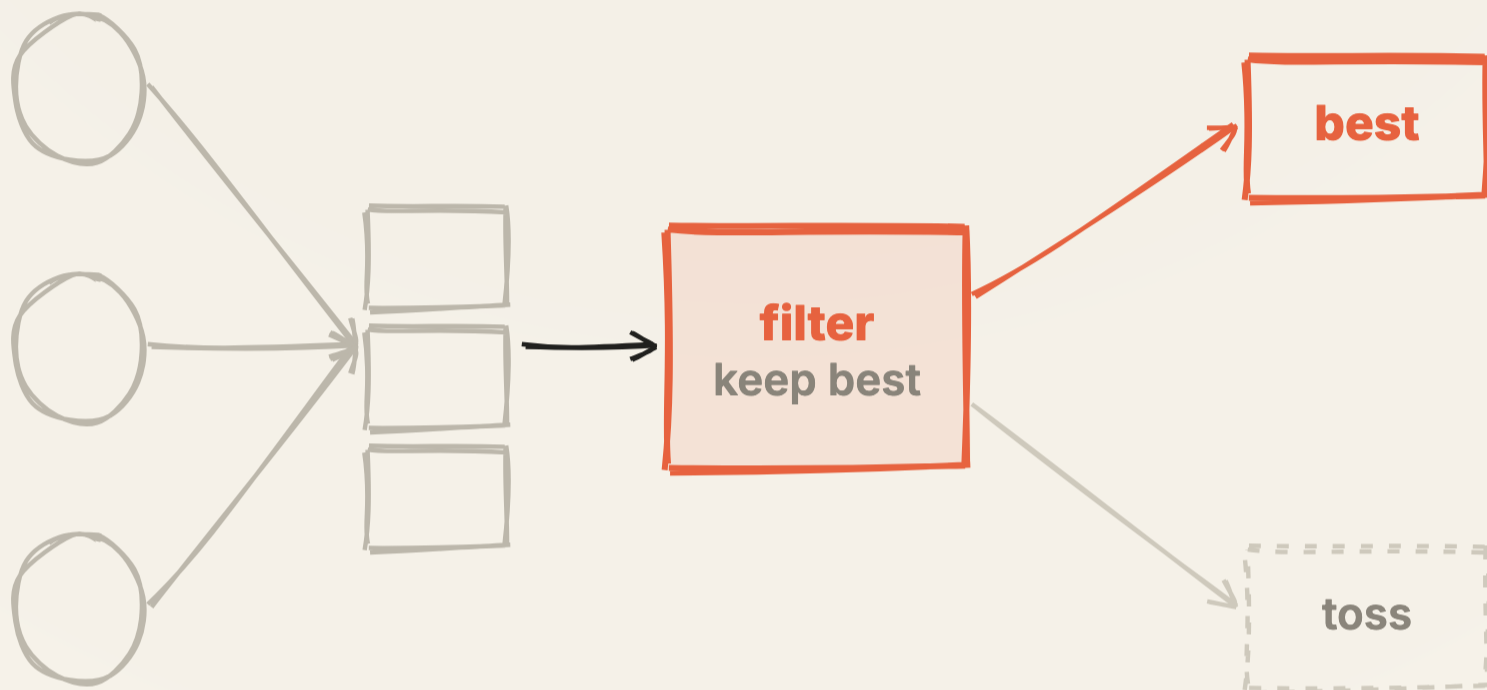
One agent does the work. Others attack it to find every weak spot first.

*Spar before the real match – lose **here**, not on stage.*

4 Battle royale

> /royale

the funnel · generate & filter



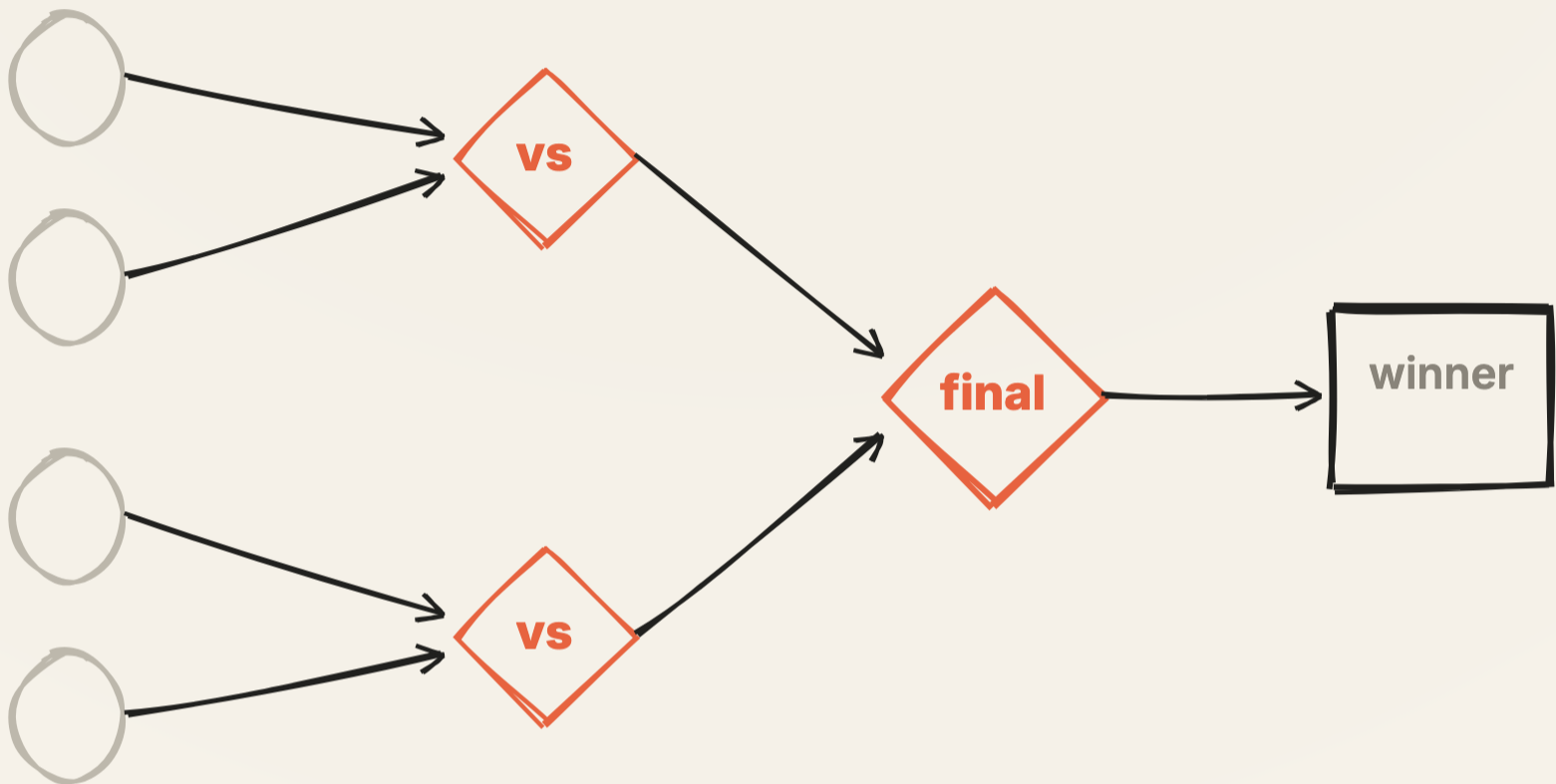
**100 ideas drop in. Only the last few
standing make the cut —
automatically.**

*100 drop in. Only the **best** are left standing.*

5 Last one standing

> /tournament

the bracket · tournament



Ideas go 1-on-1. Winners advance, losers are out — until one champ remains.

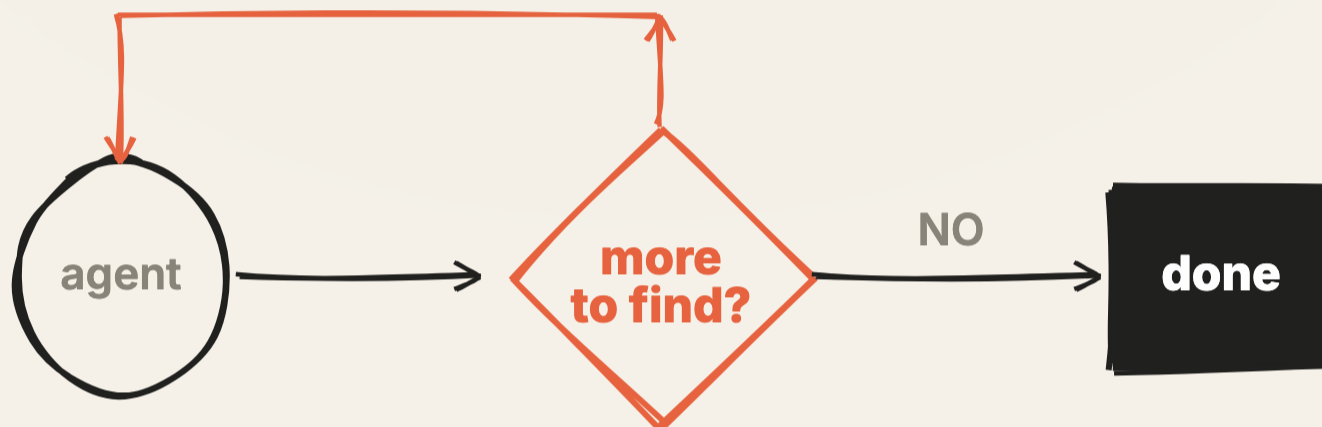
*March Madness for your **ideas** — bracket and all.*

6 Respawns till it wins

> /respawn

keep digging · loop until done

YES — go again



The agent respawns on every miss and keeps going — until the level's actually cleared.

Extra lives until the job's done. No retreat.

your turn

Stop chatting. **Take command.**

Run your AI like a squad – not a search bar.

FOLLOW FOR THE FOUNDER'S GUIDE TO AI THAT SHIPS

@itisdrey