

*A bias towards action*

This is best explained through the word's or Rimmer's Study Habit (an episode from Red Dwarf).

*"The first weeks of study, he would always devote to the construction of a revision timetable. Weeks of patient effort would be spent planning, designing and creating a revision schedule which, when finished, were minor works of art.*

*Every hour of every day was subdivided into different study periods, each labelled in his lovely, tiny copperplate hand; then painted over in watercolours, a different colour for each subject, the colours gradually becoming bolder and more urgent shades as the exam time approached. The effect was as if a myriad tiny rainbows had splintered and sprinkled across the poster-sized sheet of creamwove card.*

*The only problem was this: because the timetables often took seven or eight weeks, and sometimes more, to complete, by the time Rimmer had finished them the exam was almost on him. He'd then have to cram three months of astronavigation revision into a single week. Gripped by an almost deranging panic, he'd then decide to sacrifice the first two days of that final week to the making of another timetable. This time for someone who had to pack three months of revision into five days"*

Do not attempt to create the perfect map. Have a bias towards action because the landscape will change and you will discover more through action. You learn by playing the game.