

Claude Code Accelerator Digest

What the workshop material is, what was already in the plan, the four additions, what we learned, and the questions for Mathew.

For: Vince, Sead, Agon; Mathew for the questions in §6. **Source:** the three archives Mathew shared after the workshop (`anthropic-skills.zip` , `claude-code-accelerator-workspace.zip` , `all-skills.zip`) and his Loom. **Use:** design input and seed content for cards V14, V16, V17, V18, V19, V20, S14, S15, S9 and A15; questions folded into D32. It changes no sequence, gate or owner.

1. What the material is

A **methodology and a local skill library**, not product code. The core is a single-operator "workspace OS" for Claude Code + Obsidian:

- **The Script** (`CLAUDE.md`) — a thin top file: who I am, how I work, where things live; detail lives in folders, never in the Script.
- **The data dictionary** — the rule for what compounds into memory: clear wins and losses are promoted as they happen; the second repeat of the same pattern becomes a reusable rule or play; by the third repeat it should already be a workflow.
- **Workbench vs memory** — production output (`copy/` , `creatives/`) is separate from reusable lessons (`winners/` , `losers/` , `brand/` , `workflows/`). "Save the work, promote the lesson — two moves, not one."
- **The folder model** — `brand/voice.md` (rules, especially corrections after misses, banned words), `clients/<name>.md` (facts, *proof we are allowed to use*, current winners, dead angles), `swipes/` (organised **by mechanism, not by brand**, each with "the one thing to steal"), `winners/` and `losers/` (hook, why it worked or died, where, the rule it taught, reuse conditions), `inbox/` (unsorted capture), `daily/` (running log), `archive/` (never delete, move).
- **The rituals** (skills): `reflect` (end of session — what is worth promoting, where), `remember-this` (mid-session capture of a standing rule), `save-as-skill` (third-time-becomes-a-skill with approval), `handoff` (compact restart context), `adversarial-review` (break it before shipping), `convince-me` (restate before acting).
- **Anthropic's skill-creator** — a real eval/benchmark loop for writing and changing skills.

World-class: the promotion rule, the workbench/memory split, mechanism-first swipes, proof-we-may-use, losers with the rule they taught, the eval loop. Generic: `plan-as-page` , `see-your-setup` , `upskill` , `create-workflow-diagram` , `dashboard-setup` (good craft, not workflow scope).

2. Already in the plan (no change)

ACCELERATOR IDEA	SKYNET
Thin Script + detail in layers	V14 prompt layers: doctrine → workflow → brand/product → personal overlay, never forked
Taste / rules / pairs per operator; personal first, team after approval	V17 / V19 instinct loop (from Mathew's Instinct Transfer)
Workbench vs memory; only what is proven compounds	S15 validated memory: human-confirmed winners or human-rated outputs only; personal taste separate
Hook first; swipes and winners before blank prompts	V16 hook session; V18 brief packets with teardown / winner / market-intel / coverage evidence
Proof discipline ("never invent a client result")	Claim validation + locked product spec (functional design §3.4, §3.5)
Reddit / review data for the niche	A18 Reddit VOC (S2)
Long-form scripts as the first format	Long-form ports in S1 (V3/V10); the instinct layer over it is S3

3. Not in the plan before — added to the cards

1. **Losers as first-class memory** — a durable dead-angle record with the rule it taught, written from confirmed losers the way winners are. → S15, S9.
2. **A swipe library by mechanism** — a curated store (mechanism, source, "the one thing to steal") that feeds brief packets. → V18.
3. **The promotion ritual as a product step** — end-of-session "what is worth keeping, where" and mid-session "remember this", both proposing captures the operator ratifies. → V17, V19.
4. **An eval loop for prompt/skill edits** — a benchmark set per layer, run before a layer or skill version is published. → V14, V20.

4. Learned (adopted as rules)

- Clear wins/losses are promoted immediately; the second repeat becomes a rule/play; the third repeat becomes a workflow. Written into S15; V17/V19 carry the ritual moments that propose those captures.
- "Proof we are allowed to use", "what died / dead angles" and "what is working right now" are explicit product/client fields. Written into A15; V14 is the layer system that reads them, not the card that defines them.
- Mathew's local workspace is seed content, not throwaway: his Script, voice corrections, winners/losers and pairs become the first overlay and the first memory when S3 starts. Keep the folder intact.

5. Not usable as-is

Obsidian `[[wikilinks]]` as navigation; `.claude/skills/` as runtime packaging; folders as canonical state; per-person `daily/` notes as session continuity; skills that assume Claude writes straight into the operator's filesystem. All one-operator-one-laptop conventions. In Skynet these become entities with owners, permissions, evidence packets and lineage; the rituals behind them survive as product steps.

6. Questions for Mathew (folded into D32)

1. Which three artefacts do you touch every day: winners, losers, swipes, daily, inbox, client file?
2. What crosses from personal instinct into shared team memory, and who approves it?
3. Should losers / dead angles be first-class in the platform, or implied inside winners and coverage?
4. Should the swipe bank be a shared library by mechanism, or stay personal?
5. Is "third time becomes a workflow" worth a productised capture flow?
6. Outside the archives but raised in Mathew's Loom: is "one format first, LFS, blood sugar" a pilot tactic or the general operating rule?

The videos are not required for the system; they answer rationale and daily practice, which these six questions cover.