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5 big jobs for Claude's strongest model

Five copy-paste prompts that put a frontier model to proper work: build a playable game, get a real plan written, sort the folder you've been avoiding, rebuild your brand look, and upgrade every prompt you own.

who it's for

time needed

cost

complete beginner

one weekend

free

a free guide

You watched the video, so here's the whole thing in one place, plus all five prompts ready to paste.

The occasion, as I write this: Fable 5, Claude's strongest model, stays inside Pro, Max and Team plan limits until 7 July 2026, and after that it runs on extra usage credits. Anthropic say it should return to plans when capacity improves, but there's no date. The bigger point outlasts the deadline though. Whenever you're sitting on the strongest model available, the move is the same: don't spend it on small prompts. Give it jobs that are actually big enough.

Why this matters

Most people use a frontier model the way they'd use any chatbot: quick questions, small edits, the odd email. That's like renting a digger to plant window boxes. The difference between the strongest model and the everyday ones shows up on the big, messy, thinking-heavy jobs, the ones you've been avoiding because they felt too large to start.

Here are the five I'd run, ugliest first. Each prompt is written so you can paste it as-is.

Job 1: build an actual video game

Not a metaphor. Describe the game you wanted as a kid and Claude builds a playable version right in the chat. Start stupid, keep saying "more", stop when it's fun.

I want to build a video game, right here in this chat, and I've never built one before.

First ask me three questions, one at a time: what game I loved as a kid, what I'd want my version to be about, and how long I've got today.

Then build a small playable version I can try immediately. Plain English only, no technical words. After I play it, ask me what to change and keep improving it one step at a time until I say we're done.

Job 2: the plan you've been circling for months

The business idea. The career move. The messy money situation. A strong model's real job is thinking, and this is where it earns its keep. The trick is making it interview you first, so the plan is about your life and not a template.

I need a proper plan for something I've been circling for months: [describe the thing in one or two sentences].

Interview me first. Ask one question at a time, and don't move on until you understand my situation, my constraints and what winning looks like. At least eight questions.

Then write the full plan: where I am, where I'm going, the steps in order, what each step costs in time and money, the risks, and what to do this week. Write it so I could hand it to someone else and they'd understand it.

Job 3: feed it the thing that's too big

The 400-file Drive folder. A year of bank statements. Your entire notes app. One-time sort-and-build jobs you'd never trust a smaller model with. Same safety shape as my CLEAN desktop guide: it proposes, you approve, nothing gets deleted, ever.

I'm going to point you at something big and messy: [my downloads folder / a year of bank statements / my notes app export].

Read everything first. Don't move, rename or delete anything, just tell me what's actually in there.

Then propose a system: how you'd organise it, what belongs together, what looks important, and what I should look at myself. Show me the plan as a short list and wait for my yes.

When I say go: never delete anything, put everything into one new reviewable place, and flag anything you weren't sure about.

Job 4: rebuild your look in one evening

One Pinterest screenshot and three plain-English prompts, and Claude rebuilds your whole brand look. I did mine this way and never wrote a single image prompt. The full method is in my art director guide; this is the opening move.

Here's a reference I love [paste a screenshot from Pinterest]. Study the style and tell me what makes it work, in plain English.

Then help me rebuild my own look in that direction: colours, type, and the feel of it. Generate any imagery as black on a plain white background first, then recolour it to my brand colours after. Show me two or three options at each step and let me pick.

Job 5: upgrade everything, then let it go

The one nobody does, and my favourite. Open every skill, saved prompt and project instruction you use daily, and have the strongest model rewrite them sharper. When your plan drops back to the everyday model, everything it touched stays upgraded. The model leaves. The upgrades don't.

I'm going to paste in the prompts, skills and project instructions I use every day, one at a time.

For each one: rewrite it sharper. Keep my voice and intent, cut the flab, fix anything vague, and add whatever a stronger model knows is missing. Then show me the before and after with a two-line explanation of what you changed and why.

Don't touch anything I haven't pasted, and always give me the new version as a copy-paste block so I can save it alongside the old one.

The one rule

Jobs 3 and 5 touch your real files and your real prompts, so the same rule runs through both: Claude proposes, you approve, and nothing is ever deleted. Big jobs land in one reviewable place you can undo in seconds, and upgraded prompts are saved alongside the originals, never over them. You stay in control the whole way.

This guide lives at <https://fionntobin.com/guides/five-big-jobs-claude-strongest-model> and gets updated when the tools change. More free guides: <https://fionntobin.com/guides>