

FOOD CHAIN

RULEBOOK

HOW TO WIN FOOD CHAIN

In Foodchain there are 14 teams which are split into six categories: farmers, government, researches, citizens, industry and other. There are also the 'Fates' who run the game. Each team starts off with a unique set of problems. The objective of the game is to solve all of the problems and have improved global wellbeing. Fate will let teams know whether their actions have been enough to solve each challenge.

Foodchain is hard and there is no *one* way to win it – your group will have to use leadership skills, creative thinking, problem solving and teamwork to succeed.

PROBLEMS

Each team has problems they need to solve. The kind of problems are sometimes ones that they can solve alone, sometimes ones that they can solve with the help of one or more teams and sometimes the problem requires everyone to band together. For some challenges there is a suggestion of how to solve the problem but you can solve it any way you like, as long as it deals with the problem and the fates are happy with your solution.

The problems will affect what you put on your budget form, so make sure you read them all carefully and include all of their negative effects. Also you will need to tell other teams the effects that your problem has on them.

Some problems are linked. Each team has one problem that can't be solved until another team solves theirs. This challenge will be noted in bold italic writing *like this*.

(PROBLEM BOOKLETS FOR EACH TEAM)

IMPROVING GLOBAL WELLBEING

As well as solving all the problems, the world needs to improve the global wellbeing. This is done by:

- No team can have zero cash, steel, energy or food (unless they started that way)

THE PROCESS OF THE GAME

Your facilitator will announce who the leaders are. They will pick their teams. Each team with me given their team files. Teams start off with the resources listed in this handbook.

When it's a team's turn, they say "I am the leader of [team name] and these are my actions." During your turn you must only take actions you have already agreed on; don't use your turn time to think up things to do. There is a poster showing what you should do on your turn. In between turns, teams negotiate and think up solutions to the problems.

THE BUDGET FORM

Every day the leader of your group fills out the budget form. This shows you whether you are losing or gaining money or resources. You must submit this on your turn to the government for checking. When it is your turn soon, your first priority is to complete this form.

THE TEAMS

There are 14 teams, which are split into six categories: farmers, government, researches, citizens, industry and other. There are also the 'Fates' who run the game.

- Green- citizens
- Black- government
- Red- farmers
- White- researches
- Purple- industry
- Blue- other
- Pink- fates

ROLES

(ROLE AND PROBLEM BOOKLETS FOR EACH TEAM LIKE EARTHCRAFT)

WHAT YOU START WITH

RESOURCES

With resources you can build things, buy, sell, trade or give them away. Every day you will use up some resources and create more. Make sure you never use up all of your resources!

(List resources and the consequences if you use them all up)

LEADER

The leader is the public face of each team – they stand up to the board at the start of their team's go and say what their team's actions are. Leaders are responsible for the overall running of each team. A good leader doesn't just do what they want. A good leader has good relations with everyone on his team, and represents the whole team to the rest of the teams.

THE FATES

The Fates work with the instructor(s) to run the game. The Fates make decisions about the rules and can make up new ones. The Fates decide if inventions are possible and how much they cost. The Fates can make other players give reasons why they think their ideas would work. If you think you have solved a problem, check with the Fates before your turn. They will say if your idea works.

PIECES

(images of pieces and what they are/what they stand for)

HOW TO SOLVE PROBLEMS

Here are some ideas you could use to solve problems and deal with other teams. But remember – Food Chain is all about you using your practical, creative mind to think of solutions, so don't be limited to these ideas!

- **Negotiations**

- o Often the first thing teams will need to do to solve problems will be to negotiate. Negotiation just means to try and solve problems by talking about them.
- o Remember: a negotiation is just a discussion that you have with other players to try and solve problems. You might like to make a treaty or a new policy at the end of a negotiation.

- **Treaties**

- o Each team gets one free treaty. You can buy more treaties for \$5B.
- o If you have a disagreement with another team or need to share something, you might like to make an agreement that you both have to stick to, this is called a treaty.
- o You will have to write out your treaty, including anything that happens if someone breaks it, and sign it.

- **Trading**

- o Sometimes another team have a resource or invention that you also want or need. To get this you could arrange to swap materials, or one of you could pay the other one for the item.

- **Inventions**

- o Teams can invent all kinds of new technology to help solve problems
- o Inventions must be realistic – you can't invent a time machine or a money producing invention...
- o You will need to provide some information and a diagram of how your invention would work in the real world
- o You will need to spend money on R&D (research and development) to build your invention
- o Fate will decide whether your invention is okay
- o These are the things Fate will ask you when deciding if your invention is okay:
 - Are they somewhat realistic?
 - Have they been well-researched?
 - Have they provided a drawing for it? ▪ What R&D costs must they pay?
- o Example: a continent invents a kind of force field to protect themselves from nuclear bombs. They draw up a design of how it might work after looking at some websites. Fate decides it would cost \$40 B to develop this technology. This continent then has an anti-nuclear force field that it can place somewhere on the board. The team uses a piece of string in a loop to represent where the force field is.

Money:

100K

200K

500K

1M

2M

5M

10M