

PRINT-&-PLAY INSTRUCTIONS

1 Print this document.

1a To print double-sided so that cards have a card back, use the following settings:

- Print all pages
- Fit content to page

If using a double-sided printer:
– Set to „flip on long edge”

If using a regular printer:
– Print odd pages first, flip, then print all even pages

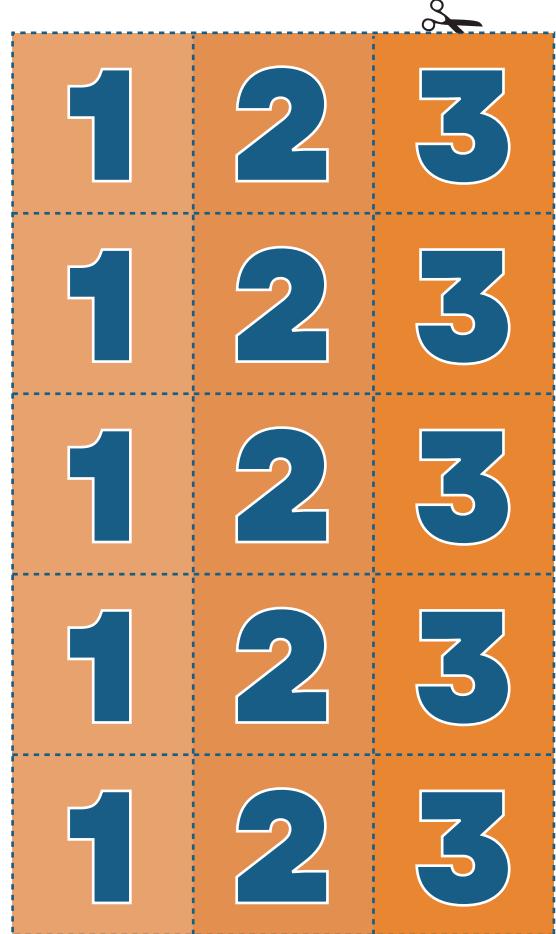
1b To print single-sided (no card backs), use the following settings:

- Print pages 1, 3, 4, 5, 7, 9, 11, 13, 15, 17 (all odd pages and page 4)
- Fit content to page

2 Cut along the dotted lines:



3 Fold along the dashed lines:



1. New challenge Draw a new challenge and read it aloud.

2. Choose solutions Shuffle all chosen solutions and hand them out.

3. Prepare pitch Everyone votes for their preferred solution.

4. Pitch Everyone pitches the solution they received.

5. Vote Everyone chooses a solution from their hand.

6. End of round End the game or prepare new round.

GOVERNOR



AZARI

Feed the island



INTRO

Far out in the ocean lies Azari, a vibrant island once known for its lush food forests, thriving fisheries, and bustling markets. For generations, food was not just sustenance: it was a way of community life, a celebration of deep rooted ancestral knowledge.

However, climate change has caused several natural disasters in recent years: Tidal waves, storms and typhoons. Fields have been ruined, roads and ports destroyed, and fishing grounds disrupted. Food supplies dwindled, prices spiked, and families struggled to meet their daily needs. While some recovery has taken place, the scars remain. Imported foods are expensive, local harvests are unpredictable. At the same time, new shocks to food production and shifting market conditions continue to threaten the island's food system.

Today, you find yourself in the People's Assembly of Azari, a gathering where the island's citizens debate, decide, and act on the future of their food security. You are not just participants but thought leaders, community voices, and implementers of real change.

Your task is not a simple one: You have to discuss, debate and decide the solutions that will shape the future of your island. Each one of you should strive to propose the most-voted solutions to your island's food-related challenges.

What path will Azari take? Will quick wins dominate, or will deeper systemic change prevail?

The story of Azari is now in your hands! Good luck!



3–6 players
Recommended: 5



5–10 minutes
per Player

GAME COMPONENTS

- 12 challenge cards
- 33 solution cards
- Governor standee
- Game board
- Point tokens

SETUP

- Place the game board on the centre of the table.
- Shuffle the 12 challenge cards and place them face down on the "challenge pile".
- Shuffle solution cards and place them face down on the "solution pile" according to the number of players:
 - 3 players * 17 cards
 - 4 players 24 cards
 - 5/6 players all cards
- Place the rest of the solution cards to the side. They won't be used in this game.
- Randomly determine the Azari governor and give them the Governor standee.
- Each player draws 3 solution cards from the solution pile.

* See rules for three players on page 6.

GAME FLOW

The game is played over the course of five rounds.

In each round, the island of Azari will face a new food-related challenge. Players will then suggest and pitch creative solutions, followed by a vote. The best (and best-pitched) solutions will receive points.

The player with the most points at the end of the fifth round is the winner!

We recommend playing the game with Parliament mode (see page 6). You can ignore it for your first game, but try using it in the last round, at least, to make it more interesting!

A ROUND

5. Vote

Once everyone has pitched, players must now vote for the pitch they found most convincing. If necessary, everyone can give a one-sentence summary.

When everyone is ready, the governor counts down from three and everyone votes simultaneously by pointing to their preferred solution.

Challenge cards have a QR code that leads to news and articles about related real-life examples. Explore after the game if you're curious!

2. Choose solutions

Everyone (including the governor) chooses a solution from their hand to address the challenge. Solutions can be straightforward sometimes, but creativity is often necessary! Players give their chosen solution, face down, to the governor, making sure nobody sees it.

3. Prepare pitch

The governor shuffles all solutions and hands them out randomly to all players, including themselves.

Everyone now looks at the solution they have received. They must pitch that solution to the rest, explaining how it will address and overcome the challenge.

Sometimes players will receive the same solution they suggested. That's okay!

Wait until everyone is ready to pitch. If necessary, set a timer for 30 seconds.

4. Pitch

Once everyone is ready, the player to the left of the governor starts their pitch:

They place the solution they received in front of them, read it aloud, and then explain how it addresses and overcomes the challenge.

Once that player is done, continue clockwise until everyone has pitched (including the governor, who will go last).

Passing is not an option – you have to pitch something! If necessary, set a timer for 30 seconds per pitch.

ADDITIONAL NOTES

Choosing and pitching solutions

You're unsure what solution to choose, or how to pitch the solution you received? Every food system challenge has environmental, social, economic consequences. Think about which dimension(s) your solution may tackle!

And if everything else fails, an outlandish explanation, coincidence or anecdote may do.

Politicians can do it, and so can you!

Three-player mode

We recommend playing the game with at least 4 players, since it is heavily based on voting mechanics and relies on not knowing who suggested which of the pitches.

If there is a tie broken by the governor, the winning pitch will only receive 2 points instead of 3.

All other rules remain the same.

Parliament mode (Recommended)

Parliament mode is more competitive and makes players think critically about the pitched solutions, but it may take longer to play. You can also use it only for the last round.

Before pitching their solution, players must explain why the previous pitch will not work and everyone should listen to them instead (no rebuttal allowed). Since the governor goes last, their pitch will go unopposed.

Alternate between playing clockwise and counterclockwise each round. If you use a timer, increase it to 40 seconds per pitch.

All other rules remain the same.

Post-game discussion

Which (kinds of) solutions did the group vote for and why? Did any solution win in multiple rounds?

Did quick fixes win over long-term, sustainable approaches? Can you relate the challenges and solutions to the real world? Scan the QR codes to find out more!

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SOLUTION DISCARD



CHALLENGE DISCARD



ACTIVE CHALLENGE



SOLUTION PILE



CHALLENGE PILE



Approve a luxury resort with fine dining, employing migrant workers from surrounding islands.

💡 Solution

Set up storage units for food preservation.

💡 Solution

Start an awareness campaign about high-yielding varieties of seeds: Special breeds that produce more harvest per plant, often requiring more water or fertiliser.

Allow a multinational biotech company to sell newly-developed seed varieties to farmers.

💡 Solution

Launch a media campaign encouraging farmers to grow cash crops: Crops grown mainly to sell for money instead of local consumption (e.g. coffee, cotton, cocoa).

💡 Solution

Set up regular seed exchange events among farmers to preserve and spread local and traditional plant varieties.

💡 Solution

Create financial incentives for producers to export food.

💡 Solution

Fund collection of composted waste (soil) to be delivered to farmers.

💡 Solution

Fund a local NGO (non-governmental organisation) that encourages agroecology: A holistic and integrated approach that applies ecological and social concepts and principles to the design and management of sustainable agriculture and food systems.

💡 Solution

SOLUTION



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Provide seeds and education for citizens to start home gardens with diverse indigenous crops.

💡 Solution

Subsidise a school programme serving meals made predominantly from local ingredients.

💡 Solution

Launch a food bank programme where surplus food is collected and offered at discount prices to low-income families.

💡 Solution

Provide funding for citizens to start community kitchen gardens: Small home or backyard gardens where families grow fruits, vegetables and herbs for their own use.

💡 Solution

Support cooperative stores selling organic, plastic-free produce.

💡 Solution

Give tax concessions to fast food chains so they come to the island.

💡 Solution

Regulate school and public canteens so they must show a ticker on "kilos of food wasted today" for consumers.

💡 Solution

Start a local community kitchen: A shared space where people come together to cook and eat meals, often to support those with limited access to food.

💡 Solution

Start a media campaign with easy-to-make recipes, encouraging people to cook food in bulk.

💡 Solution

SOLUTION



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Make a policy that all flour should be fortified with vitamins and minerals.

💡 Solution

Create an official day celebrating local food production and indigenous food recipes.

Make dumpster diving legal: Collecting and using still-safe, edible food thrown away by shops or restaurants, to reduce food waste. Trust citizens to navigate food health and safety concerns themselves.

💡 Solution

Support entrepreneurs to recycle greywater that can be used to irrigate farms and kitchen gardens.

Support a policy to ban the burning of expired food from grocery stores.

💡 Solution

Support a fisher cooperative built around local sustainable fishing practices.

💡 Solution

Start community-supported agriculture (CSA): An alternative socioeconomic system where consumers pay an upfront fee to become members of a farm and regularly receive a portion of the harvest.

💡 Solution

Subsidise farmer groups to start agroforestry on degraded land: Farming that combines trees with crops or animals on the same land to improve soil, water, biodiversity, and long-term productivity.

💡 Solution

Enforce food labelling information about health and the environmental impact of foods.

💡 Solution

💡 Solution

💡 Solution

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Pay Instagram influencers to celebrate the best places to eat on the island.

💡 Solution

Fund creator programmes for local social media influencers to promote a line of inexpensive ready-to-eat foods.

💡 Solution

▲ Challenge

A new leader signs an executive order to increase tariffs. The cost of all imported food doubles.



example

Support women-run food enterprises with micro-loans: Very small loans given to people, often small business owners, to help start or grow their work or farms.

💡 Solution

Organise a strike to support women's rights to own land.

💡 Solution

▲ Challenge

The biggest food company on the island gives potato chips to the most vulnerable people and gets tax exemption from the government in return.



example

Fund research to learn what farmers need to fight hunger and get social support.

💡 Solution

Create quotas for employment of vulnerable migrants in supermarkets.

💡 Solution

▲ Challenge

Due to a hiccups epidemic affecting all teachers, schools have to close down. Children lose access to free lunch at school.



example

SOLUTION



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▲ Challenge

Large scale farmers cut down forests to grow cocoa, leading to the death of millions of bugs, insects, birds and crop varieties.

Real-life



example

▲ Challenge

Scientists at a lab accidentally let loose a fungus that contaminates all coconut production. 80% of the coconut crops are destroyed.

Real-life



example

▲ Challenge

A men's rights party is elected and all women lose all access to land. They are unable to produce their food or earn their livelihood.

Real-life



example

▲ Challenge

A former hotel CEO becomes mayor and outlaws street vendors to "modernise" the island for tourism. This takes away livelihoods and reduces affordable food options.

Real-life



example

▲ Challenge

The food delivery company "BUYus" launches on the island, paying low salaries to staff and taking huge commissions from vendors.

Real-life



example

▲ Challenge

The big for-profit company "WATERless" privatises and holds the monopoly for drinking and agricultural water. Everyone (farmers, consumers) now must pay for water use and consumption. Prices rise every month.

Real-life



example

▲ Challenge

Due to the sea levels rising, 50,000 people from small neighbouring islands migrate to Azari in a single month, straining the food supply for all.

Real-life



example

▲ Challenge

An influencer profiles a fish unique to Azari, the tampulu, causing high demand in restaurants and cafes. Tampulu is now at risk of extinction, reducing the availability of local nutritious food and damaging the local ecosystem.

Real-life



example

▲ Challenge

The supermarket AI system glitches, printing an early expiry date on many of its products. They are wasted before the food actually expires.

Real-life



example

CHALLENGE



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CREDITS



AZARI - Feed the Island was conceptualised during the Alexander von Humboldt's Residency Programme on "The Future of Food", which took place in August and September 2025.

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Game concept and content

Mónica Guerra Rocha
Nandini Agarwal

Visuals and game design consultancy



Gamification & Serious Games

Game design: Marcos Delebé
Graphic design: Tijmen van Haelst, Marie Friedrich

Collaboration & inputs

Abiola Awoyemi
Annie Cheng
Bryant Simon
Carl Elliott Smith
Jack Thompson
Lily Consuelo Saporta Tagiuri
Mark-David Pintucan
Muhammad Farooq
Vania Zuin Zeidler
Diego Alatorre Guzmán

