

SUMMARY

Welcome to Main Island, your home. The temperate island grows a range of fruit and vegetables, but also imports from warmer, drier Tropilandia. Your job is to manage the fresh fruit and vegetable system to provide a good supply of fresh fruit and vegetables to your fellow Main Islanders, whatever the future holds.

YOU WILL NEED:

Players: 2-8 per table

Time: 1 hour per game

BOX CONTENTS:

1 game board

1 Future board

20 black cubes

1 die

17 Actor boards

29 Water shock cards

80 Strategy cards

33 Actor tiles

8 Scenario cards

BASIC GAME

SET-UP

Lay out the board on the table, and have the **black cubes** to hand. Shuffle the **water shock cards**. Leave the other components in the box.

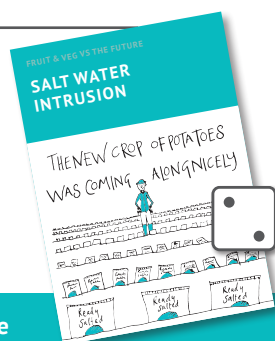
AIM OF THE GAME

To remove as many water shocks from the game as possible, by passing them through the system to an actor which is able to deal with them.

PLAY

Play happens clockwise by turns, starting with the player who most recently ate fresh fruit or veg. On your turn:

1. Draw a card from the pile of **water shock cards**.
2. Take **1 black cube**. These represent negative impacts: shocks or stresses on the system. Choose an actor you think would be first affected by the shock and place the cube on that actor.



Example

You might decide that low water levels most directly affect the environment – impacts on growers happen afterwards as a result of Actor decisions.

Once the cubes have been placed you will be able to move them around, so you do not need to determine where the shock “ends up” at this stage.

3. As a group, decide how you think the actor with the block would respond. They can either:

a. Accept the issue and carry on: *cube stays in place and the player may also swap one strategy card with another from their hand if they wish*

“I don’t want to damage my relationship with my suppliers, so I’ll accept their smaller produce in this dry season.”

b. React to remove the cube in a way which shifts the problem: *move cube to other actor (including the actor it came from) or to the consumer (Quality, Variety etc.)*

“The smaller sized veg I’m producing isn’t my problem – Masco has signed a contract saying they’ll buy it all for a fixed price. I’m moving the shock onto them.”

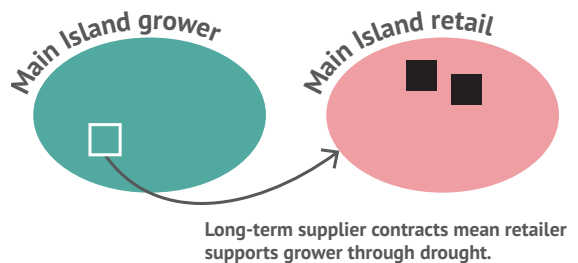
c. React to remove the cube in a way which removes the problem: *remove the cube from the game*

“I have a reservoir so the dry spell didn’t affect me. I’ll remove this shock.”

You can do anything the group agrees is realistic.

4. Once the cube comes to rest or is removed, discard the **water shock card** and pass play to the next player.

5. Play continues until the available time has been used or until a set number of cubes have been placed (for example, 10 for an hour’s play). Count how many cubes have been removed from the system and how many remain.



If you think the storyline isn’t realistic given the cards in play, you can challenge it. In the event that the table can’t agree, it will go to a vote.

OPTIONAL EXTRA

- For multiple groups: stack the decks so that each group gets the same water shocks, and then compare how the systems responded.

VARIATION 1: ALTERNATIVE FUTURES

The other team's fruit and vegetable system will have to operate in the future scenario you create. Will it be heaven, hell, or something in between?

SET-UP

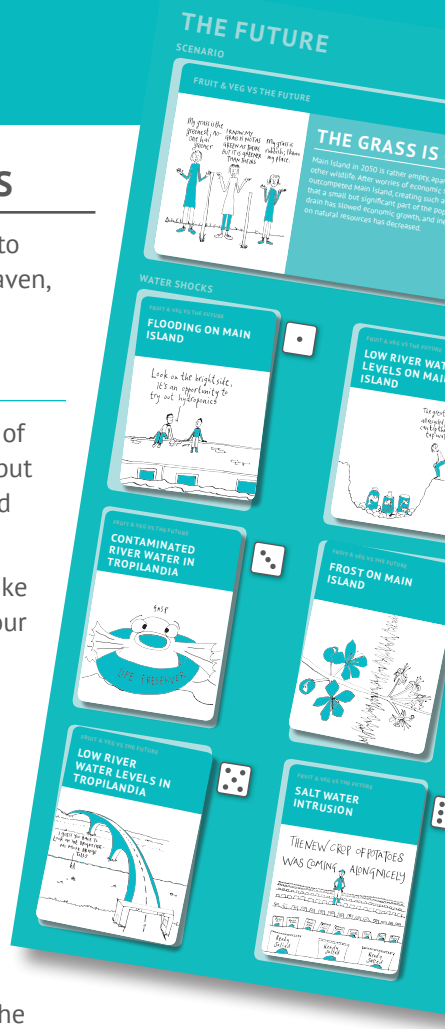
Complete the following steps during the Set-up phase of the Basic Game. This works best with multiple groups but will also work with one. This variation can be combined with Variation 2.

1. Choose the **scenario card** which you think would make the most interesting future for the other team (or your team, if you are playing with only one team).
2. Choose **6 water shocks cards** - these will happen depending on the roll of the dice. You can also make your own **water shock cards** using the blanks provided. You can repeat cards to give more chance of the shock happening.
3. Place your chosen cards in the slots on the **Future board**, and swap boards with the other team.
4. Look at the Future you have been given, and read the **scenario card** text aloud. What happens during the game will need to fit into this **scenario**.
5. Take **5 black cubes**. As a group, place them on the actors or system elements (Environment, Quality etc.) which you think would be negatively impacted in this scenario. You may place more than one in the same place.

PLAY

During the Play phase of the Basic Game, instead of drawing **water shock cards**, roll a die and apply the corresponding water shock. Remember that all the system responses you invent whilst playing need to fit within the scenario.

If there is time, you might wish to play again with a different scenario. How did the scenario affect who was most impacted by the water shocks?



VARIATION 2: DESIGNING THE SYSTEM

Try to design a system which will be resilient to whatever the future throws at it.

SET-UP

Complete the following steps during the Set-up phase of the Basic Game. This variation can be combined with Variation 1.

SETTING UP THE SYSTEM

1. Have a look at the actors on the map.
2. As a group, use the **actor tiles** to add to or replace these actors, to create a system you think will be resilient to whatever is in the Future envelope – max. 3 actors per player. You can use two of the same actor if necessary.
3. You can change consumer priorities by repeating some of the consumer-focused tiles in the City (for example, replacing Cost with an extra Quality tile).
4. Distribute the **actor boards** for the chosen actors amongst the players. Try to avoid giving two boards of the same colour to any one player.

SETTING UP THE ACTORS

1. Working individually, draw four **strategy cards** from each of the coloured stacks matching your actor boards. *N.B. Government actors can swap these with each other if they don't match their department's competencies.*
2. Choose up to two for each actor you control and place them face-up by the board. You can also use blanks to create your own.
3. Draw more **strategy cards** until you have four again.

Other players can make suggestions but the final decision is yours.

PLAY

Play as per the Basic Game, making sure that your actions make sense given the **strategy cards** in play. On your turn, you may switch one of your resilience strategy cards for a different one from your hand, and redraw up to four.



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