

## **APPENDIX 3**

### Gameplay & rules for FPC Simulator (English version)

You and your group are the new Food Policy Council (FPC) of Kyoto prefecture. The mission of your FPC is to make Kyoto's prefecture's more environmentally sustainable and socially just, and stimulate local economic development. Let's play!

#### ❖ STEP 1 - INTRODUCTION AND ROLES

The game starts with the players filling out the role cards from their own role. In round 1, the players play their own roles. In round 2, the players introduce themselves with their own name, but otherwise assume the role of someone else at the table by using each other's role cards.

#### ❖ STEP 2 - SET FPC AGENDA

Every player has 3 main issues on their role card that they think the FPC should address. During the introduction round, the facilitator writes down each player's top issues on the FPC agenda sheet. Afterwards, the main themes on the agenda are shortly discussed together. After determining the agenda, a chairperson should be appointed who oversees the budget, does the writing and leads the FPC's discussion.

#### ❖ STEP 3 - DRAWING A SET OF INITIATIVES

Now that the FPC is in business, a timer starts counting down 45 minutes. It's time to support food initiatives in Kyoto prefecture that do good work. The FPC also looks outside of the prefectural borders and outside of Japan for inspiration. The FPC draws one card from each deck of initiatives: green = Kyoto, red = Japan and yellow = world. First, shortly discuss the potential of the three initiatives.

#### ❖ STEP 4 - SUPPORTING THE INITIATIVES

Each round represents a period of one year, for which the FPC gets 1000.000 yen from the bank. This money does not all have to be spent in one round. To support its initiative(s), the FPC should make a plan, drawing possible inspiration from the intervention list and involving as many roles as possible. Write the intervention down on an activity card, and allocate a budget to it. The facilitator gives the FPC a feasibility rating, based on 1) feasibility of plan 2) budgetting, 3) inclusion of all different roles and 4) ambition. The FPC can shortly plea to raise this rating. Once it's set, roll the 10-sided dice. A score within the feasibility rating means success, one above it means failure. Move on to the next round and draw 3 new initiatives. In case of failure, first take some time and spend some budget to make the failure right. Then roll the dice again and try to get to success. A final step at the end of each round is rolling for disaster: roll the dice once more. If you get 1, roll again to find out which disaster off the disaster list has hit you. You have to deal with this disaster in the next round.

#### ❖ STEP 5 - TIME'S UP

After 45 minutes of playtime, the different FPCs in the game shortly present their agenda and set of interventions to one another. The team with the highest number of successful initiatives wins a prize!