



HOJE

20
35

FUTURES
SERVED

CHALLENGE
CARDS

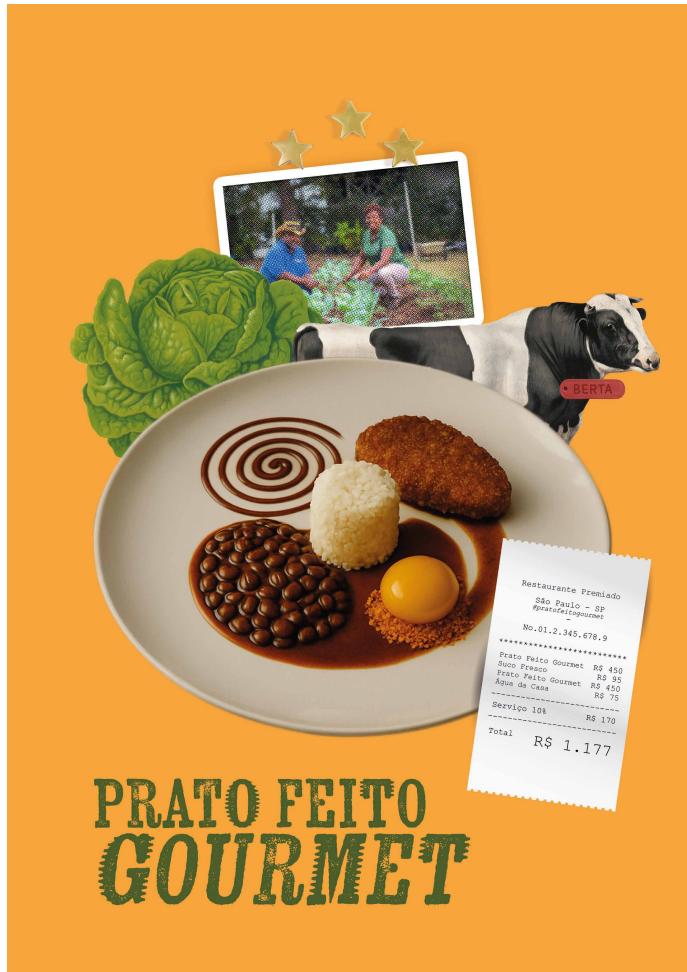
WILD
CARDS

MOVING ACROSS THE BOARD

6 YES, AND 3 NO, BUT
5 YES 2 NO
4 YES, BUT 1 NO, AND



SCENARIOS CARDS - 1/2



FUTURES
SERVED



MARMITA CINZA

By 2035, most native crops are gone. Only transgenic soy survives — cheap, drought-resistant, and everywhere. Soy paste, enriched with synthetic vitamins, is rationed through food depots under military surveillance. Queues stretch for kilometers. Hunger and violence are daily. Over 70% of Brazilians live below the hunger line.

For the ultra-rich, life is different: private greenhouses, rare crops, secret banquets. A black market for illegal seeds grows in the shadows, pulling young people into seed cartels.

Yet, new cooperatives are rising: communities building shared greenhouses, swapping resilient seeds, and imagining new ways to feed themselves. In scarcity, hope still sprouts.

FUTURES
SERVED



PRATO FEITO GOURMET

In 2035, Brazil's favorite lunch, the PF — rice, beans, and farofa — has become a luxury. A Michelin-star chef opens a “popular” restaurant, claiming to “democratize” fine dining.

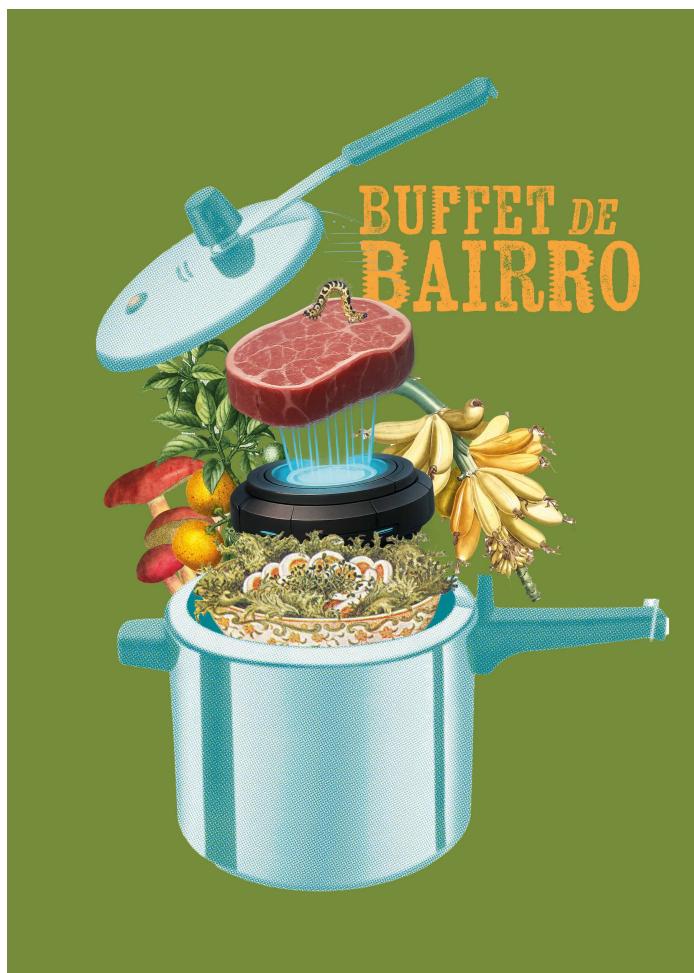
Each plate costs R\$450, featuring traceable ingredients, digital storytelling, and immersive soundscapes of the “authentic Brazil.”

Across the country, “roots gastronomy” becomes a craze among the elite. Meanwhile, real cooks can't afford rice, beans, or rent. Street food is gone, replaced by overpriced curated nostalgia.

The working-class dish has been transformed into a performance of authenticity: beautiful, hollow, and unattainable.



SCENARIOS CARDS - 2/2



FUTURES
SERVED



NUTRIÇÃO POR APLICATIVO

In 2035, food is fully automated. Every morning, a delivery app drops off sealed pouches designed for your body's needs: nutrients calibrated to your hormones, stress, and microbiome. You don't choose your meal. You consume it.

It's beige, tasteless, but efficient. Your body thrives; your mind drifts. There are weekly updates based on real-time feedback from your microbiome, constantly changing nutrients as you need them. There's a mental health crisis. No one receives pleasure from eating, and some have turned to other addictions.

A few corporations control nutrition through biotech algorithms and pharmaceutical data. Food is no longer culture, it is just maintenance. Cooking is obsolete. You are healthy. You are optimized. But are you alive?

FUTURES
SERVED



BUFFET DE BAIRRO

By 2035, food in Brazil is radically local and profoundly collective. Each neighborhood grows, cooks, and eats together. Shared buffets overflow with local fruits, grains, and lab-grown meats. Nothing is imported. Everything comes from the territory itself.

After a radical food export ban in 2032, Brazil turned inward. Small farmers rose, agro giants collapsed, and regional cuisines flourished. But not all communities share equally: richer areas have colorful banquets, poorer ones, scarcity. The economy is still adapting into the new model, with strong international pressure for Brazil to reopen its markets.

The country runs on railways, rain cycles, and cooperation. Yet old power struggles persist. Food unites and divides. Land heals and rebels. Brazil is rebuilding itself, one plate at a time.

INSTRUCTIONS

SET UP

Print the board and the cards for all scenarios (or just the one you want to play). To prepare your decks: print, cut along the indicated lines, fold each card, and glue the front and back together. Place the cards in their designated spot on the board. Grab a bean, a die, and gather your crew: you can play with 2 to 10 players. You're all set to begin!

1. SET THE SCENE

Start by drawing a Scenario Card: this sets the world and tone of your story. Read the Scenario to the group and pick all correspondent cards.

2. CHOOSE YOUR CHARACTER

Each player draws or chooses a Character Card. Your character gives you a perspective: a way of thinking, acting, and surviving in this world.

If there are more than six players, multiple people can embody the same archetype.

3. PREPARE YOUR PAWN

Before the game begins, the group must find one bean (yes, a real bean!) to use as their pawn. This bean represents your collective fate. Everyone moves together as one group, not as individuals.

Your group's progress on the board will follow the story you create together, shaping how the future unfolds one dilemma at a time.

4. TAKE YOUR TURN

On your turn, draw a Challenge Card and respond to the question using your character's perspective. You have 30 seconds to explain what you do and why. Then, roll the dice to see how your plan unfolds:

6 - "Yes, and..." → the plan works and brings a new gain.

5 - "Yes" → it works exactly as planned.

4 - "Yes, but..." → it works, but with a cost (moral, physical, political).

3 - "No, but..." → it fails, but reveals a new opportunity.

2 - "No" → it doesn't work as intended.

1 - "No, and..." → total failure, bringing negative consequences.

The group decides together how the gain, cost, opportunity or consequence expands the story. Then, move the bean forward according to the number you rolled.

5. KEEP THE STORY ALIVE

If the bean lands on a Space with a star, draw a Wild Card and follow its instructions. It will introduce a twist, either good or bad, that shifts the story.

Then, the player to your left continues from your outcome, rolling the dice and beginning a new round.

6. THE ENDING

The game lasts 10 rounds. If the group reaches the center of the board before 10 rounds, everyone wins and your community survives. If not, the story ends in failure.

DEBRIEFING

When the game ends, take a moment to step back and reflect together:

- What did this scenario reveal about the futures of Brazil?
- What trade-offs felt familiar to today's world?
- Which dilemmas were hardest to solve and why?



FUTURES SERVED

CHARACTER CARDS

1/1

You are a logistics planner managing new railways and regional food routes.

Skill: Coordination. You balance abundance and scarcity, turning chaos into resilience.

What drives you: Efficiency: not for profit, but for survival.

BUFFET DE
BAIRRO



THE STRATEGIST

You are a storyteller documenting the rebirth of regional cuisines and forgotten recipes.

Skill: Inspiring others. You spread stories that strengthen identity and spark pride.

What drives you: Memory: the taste of belonging reborn.

BUFFET DE
BAIRRO



THE MESSENGER

An educator preserving ancestral recipes and oral histories in communal kitchens.

Skill: You keep alive the knowledge that built resilience long before the crisis.

What drives you: Heritage: keeping flavor and community from becoming commodities again.

BUFFET DE
BAIRRO



THE KEEPER

You are a community health worker tracking nutrition and new lab-grown diseases.

Skill: You read bodies like landscapes, detecting imbalance in the system.

What drives you: Well-being and collective care through food and knowledge.

BUFFET DE
BAIRRO



THE HEALER

You are a small farmer leading your community's crops, trading seeds and fair labor.

Skill: Cultivate. You can restore fertility to exhausted soil and grow unity where there was division.

What drives you: The belief that food sovereignty is the root of freedom.

BUFFET DE
BAIRRO



THE FORAGER

You are a local guard protecting food co-ops from theft, corruption, and political interference.

Skill: Defense. You enforce fairness in a fragile new system.

What drives you: Justice: not law and order, but balance.

BUFFET DE
BAIRRO



THE ENFORCER

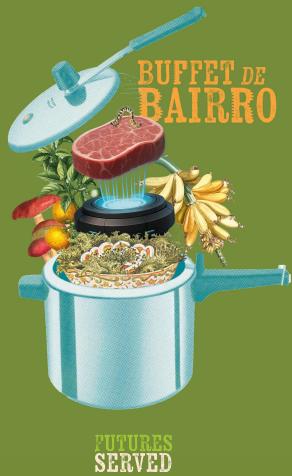
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Cut out the cards, fold them in half, and glue front to back. Place them face up for players to choose at the start of each game.

BUFFET DE BAIRRO

A new neighborhood buffet opens. Everyone brings something — except one family, who has nothing to offer.

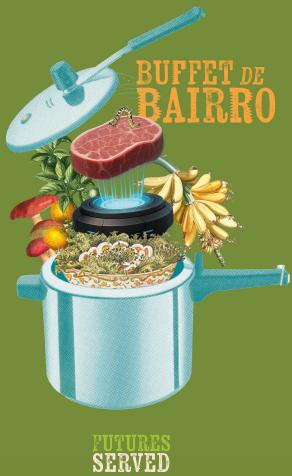
How do you handle it?



BUFFET DE BAIRRO

The local rail line is delayed, and fruits are spoiling in storage.

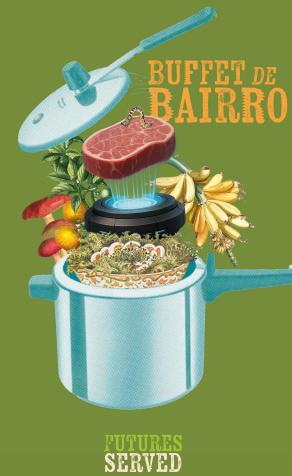
What do you do?



BUFFET DE BAIRRO

A new fungal disease threatens grain crops. Lab researchers and traditional farmers disagree on the cure.

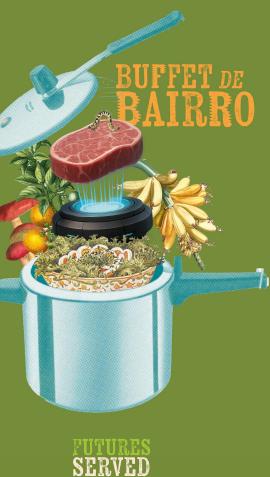
Which side do you support?



BUFFET DE BAIRRO

Ancestral seeds resurface from a community archive, but no one remembers how to grow them.

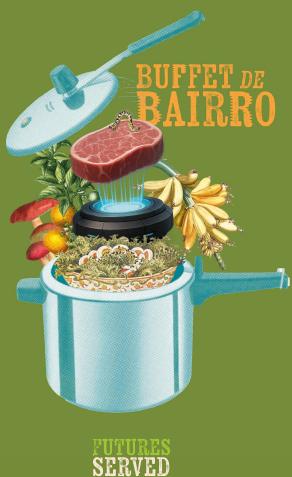
What do you do?



BUFFET DE BAIRRO

A neighboring town collapses due to corruption. Refugees come to your buffet. There's not enough food for all.

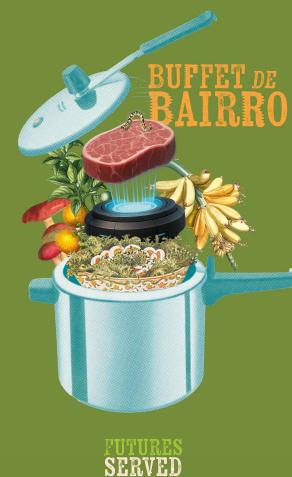
Do you accept them?



BUFFET DE BAIRRO

The city introduces "Carbon Coins," rewarding low-emission producers.

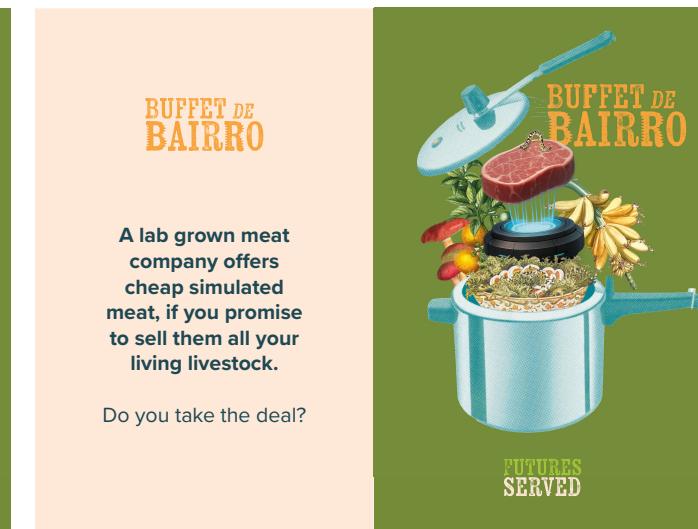
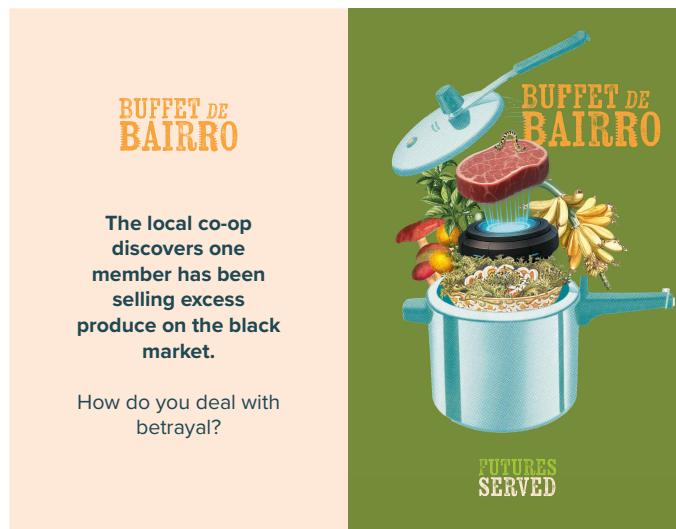
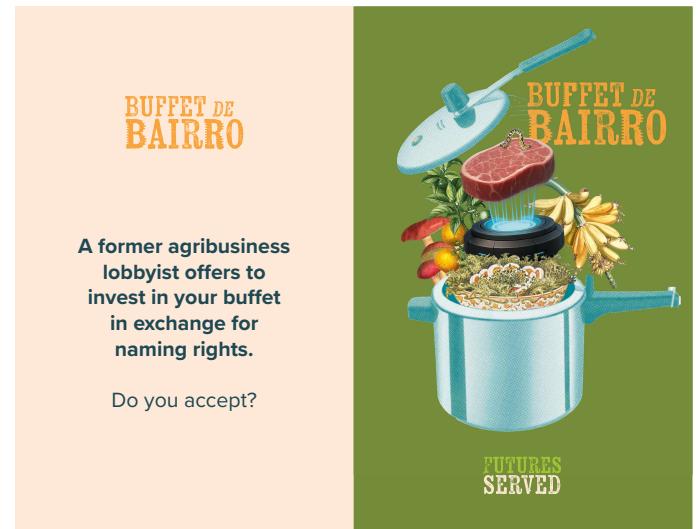
Do you join the program or resist digital control?



CHALLENGE CARDS 1/4

Challenge Cards drive the story forward. Each one presents a situation that forces your group to make tough decisions about survival, morality, and hope. Draw one at the start of your turn, answer from your character's point of view, then roll the dice to see how your plan unfolds.

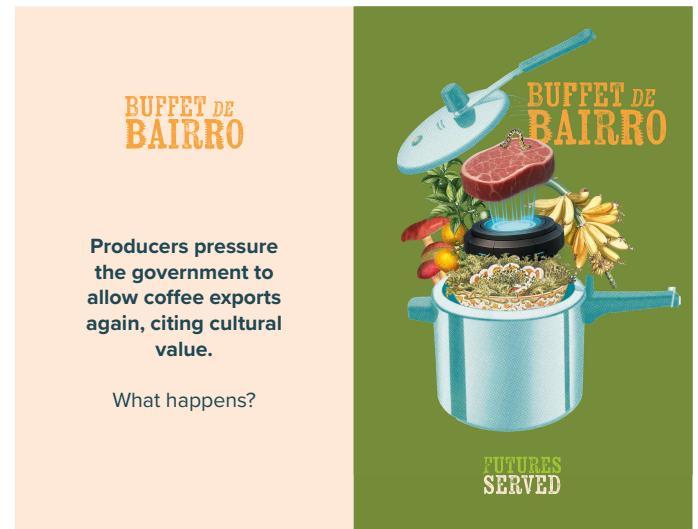
Cut out the cards, fold them in half, and glue front to back. Keep the deck face down in the designated spot on the board, and draw one new card at the start of each round.



CHALLENGE CARDS 2/4

Challenge Cards drive the story forward. Each one presents a situation that forces your group to make tough decisions about survival, morality, and hope. Draw one at the start of your turn, answer from your character's point of view, then roll the dice to see how your plan unfolds.

Cut out the cards, fold them in half, and glue front to back. Keep the deck face down in the designated spot on the board, and draw one new card at the start of each round.



CHALLENGE CARDS 3/4

Challenge Cards drive the story forward. Each one presents a situation that forces your group to make tough decisions about survival, morality, and hope. Draw one at the start of your turn, answer from your character's point of view, then roll the dice to see how your plan unfolds.

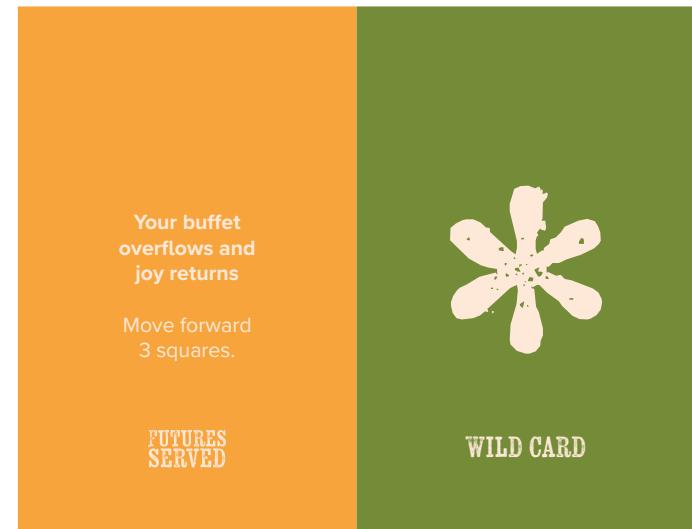
Cut out the cards, fold them in half, and glue front to back. Keep the deck face down in the designated spot on the board, and draw one new card at the start of each round.



CHALLENGE CARDS 4/4

Challenge Cards drive the story forward. Each one presents a situation that forces your group to make tough decisions about survival, morality, and hope. Draw one at the start of your turn, answer from your character's point of view, then roll the dice to see how your plan unfolds.

Cut out the cards, fold them in half, and glue front to back. Keep the deck face down in the designated spot on the board, and draw one new card at the start of each round.



WILD CARDS 1/1

Wild Cards bring twists to your story: moments of surprise, setback, or unexpected luck. When your group's bean lands on a trap space, draw one card and follow what it says. Some traps move you backward, others change the course of your story. All of them test how your group adapts under pressure.

Cut out the cards, fold them in half, and glue front to back. Shuffle before each game and place them in the designated spot on the board.

<p>You are a logistics planner, responsible for managing food distribution. You were trained for efficiency, but this world doesn't follow rules.</p> <p>Skill: Negotiation, resource organization, tactical improvisation.</p> <p>What drives you: You still believe the system can be fixed. If only people listen.</p>	  <p>THE STRATEGIST</p>	<p>You are a influencer using your platform to expose what's happening, or control the story.</p> <p>Skill: Moves people with words, stirs emotion, spreads news and rumors alike.</p> <p>What drives you: Truth used to be your mission. Now, survival is.</p>	  <p>THE MESSENGER</p>	<p>You are an elder who remembers how food used to taste, how communities used to live, and how systems used to work.</p> <p>Skill: Keeps ancestral knowledge alive; bridges the past and the present.</p> <p>What drives you: You believe that survival is not enough. People must remember why they want to survive.</p>	  <p>THE KEEPER</p>
<p>You are tired SUS doctor, one of the few still working after the collapse of public healthcare.</p> <p>Skill: Knows every homemade cure and forgotten recipe for survival.</p> <p>What drives you: You've seen too much hunger to give up now.</p>	  <p>THE HEALER</p>	<p>You are a stubborn urban farmer, part of a secret seed network. You grow things no one believes can still grow.</p> <p>Skill: Identifies edible plants, insects, and lost crops.</p> <p>What drives you: You believe biodiversity is Brazil's last defense.</p>	  <p>THE FORAGER</p>	<p>Once a security guard in the food lines, you are now a reluctant protector of your neighborhood.</p> <p>Skill: Keeps calm under chaos; knows how to keep people in or out.</p> <p>What drives you: You don't trust anyone, but you still show up.</p>	  <p>THE ENFORCER</p>

CHARACTER CARDS

1/1

Each Character Card represents a different voice in the scenario. You'll play as one of these archetypes: a way of seeing and surviving this world. Your character's traits can shape how you respond to challenges, what you value, and what risks you're willing to take.

Cut out the cards, fold them in half, and glue front to back. Place them face up for players to choose at the start of each game.

MARMITA CINZA

The lunch line ends in chaos: only half the people receive food.

How do you respond to maintain order or secure resources?

MARMITA CINZA

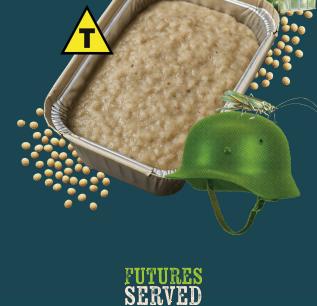


MARMITA CINZA

An armed group has taken control of the distribution point, demanding food in exchange for “protection.”

What do you do?

MARMITA CINZA



MARMITA CINZA

A group member collapses from malnutrition.

Do you stop and help or keep the group moving?

MARMITA CINZA



MARMITA CINZA

Your neighbor cultivates insect larvae at home and offers a trade: protein for seeds.

Do you accept? If so, under what conditions?

MARMITA CINZA

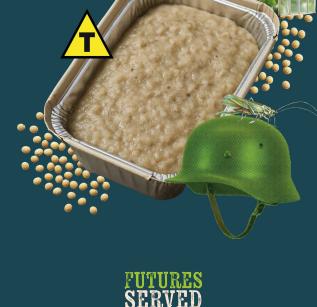


MARMITA CINZA

A young member of your group has been recruited by a seed cartel and wants to recruit you.

How do you respond?

MARMITA CINZA

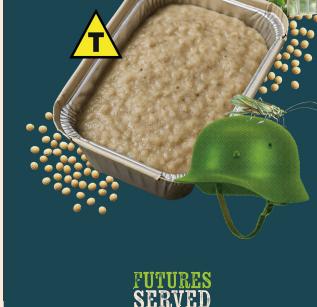


MARMITA CINZA

A military officer offers food for information.

What do you reveal, hide, or invent in return?

MARMITA CINZA



CHALLENGE CARDS

1/4

Challenge Cards drive the story forward. Each one presents a situation that forces your group to make tough decisions about survival, morality, and hope.

Draw one at the start of your turn, answer from your character's point of view, then roll the dice to see how your plan unfolds.

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MARMITA CINZA

Hunger fuels
conflict between
generations.

How do you mediate
when elders and
youth fight over the
last portions?

MARMITA CINZA

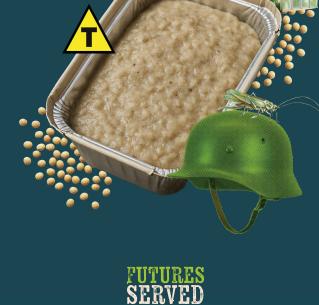


MARMITA CINZA

Armed drones patrol
your fields.

How do you ensure
safety while keeping
your crops alive?

MARMITA CINZA

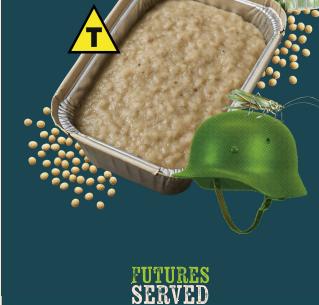


MARMITA CINZA

Rumors of mutated
seeds spread.

Do you investigate,
ignore, or plant them
anyway?

MARMITA CINZA



MARMITA CINZA

A family from
outside your zone
seeks help. They
promise favors later.

Do you share food or
protect your own?
Why?

MARMITA CINZA



MARMITA CINZA

A cooperative calls
for volunteers. It's
risky, but could
expand food access.

Who do you send and
why?

MARMITA CINZA

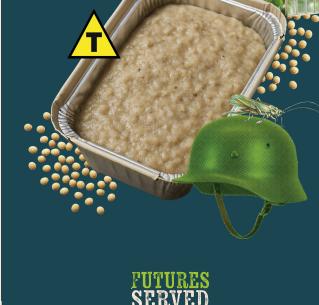


MARMITA CINZA

Rumors spread
about a new
resistant corn. You
have a chance to
get one seed.

Do you keep it just
for your family, or
share it?

MARMITA CINZA



CHALLENGE CARDS

2/4

Challenge Cards drive the story forward. Each one presents a situation that forces your group to make tough decisions about survival, morality, and hope.

Draw one at the start of your turn, answer from your character's point of view, then roll the dice to see how your plan unfolds.

Cut out the cards, fold them in half, and glue front to back. Keep the deck face down in the designated spot on the board, and draw one new card at the start of each round.

MARMITA CINZA

An unknown drone drops a few food packs nearby. The crowd rushes in.

How do you act?

MARMITA CINZA



FUTURES SERVED

MARMITA CINZA

A batch of lunchboxes might be contaminated. Only one person can test it.

Who takes the risk, and how do you decide?

MARMITA CINZA



FUTURES SERVED

MARMITA CINZA

A child in your group is starving. The only available food is meant for adults.

What do you do?

MARMITA CINZA



FUTURES SERVED

MARMITA CINZA

A member hides the existence of a cooperative greenhouse.

How do you deal with this secret?

MARMITA CINZA



FUTURES SERVED

MARMITA CINZA

A rival group offers rare seeds. They betrayed others before.

Do you risk an alliance or turn them away? Why?

MARMITA CINZA



FUTURES SERVED

MARMITA CINZA

A member wants to farm inside a militarized zone. It could feed many — or kill them.

How do you respond?

MARMITA CINZA



FUTURES SERVED

CHALLENGE CARDS 3/4

Challenge Cards drive the story forward. Each one presents a situation that forces your group to make tough decisions about survival, morality, and hope. Draw one at the start of your turn, answer from your character's point of view, then roll the dice to see how your plan unfolds.

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MARMITA CINZA

Someone proposes a small feast. Using part of your food to celebrate could raise spirits or waste resources.

What's your call?

MARMITA CINZA

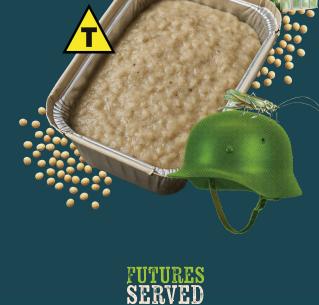


MARMITA CINZA

The ultra-rich offer food for labor.

Do you accept it?

MARMITA CINZA



MARMITA CINZA

The black market offers rare seeds. The price: your greenhouse's location.

Do you deal, bluff, or refuse?

MARMITA CINZA



MARMITA CINZA

A new food supplement is released. Rumors of side effects spread fast.

Do you test it, reject it, or distribute it anyway?

MARMITA CINZA

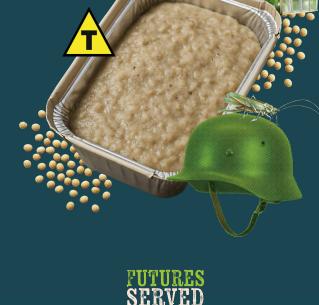


MARMITA CINZA

A member wants to flee to a cooperative zone. Supporting them could weaken the group.

Do you let them go or stop them? Why?

MARMITA CINZA



MARMITA CINZA

An underground food festival is announced. It could bring hope, or punishment.

Do you join, ignore, or report it?

MARMITA CINZA



CHALLENGE CARDS 4/4

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MARMITA
CINZA

A drought dries the fields. Famine spreads.

Go back 2 squares.

FUTURES
SERVED



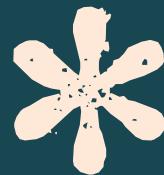
WILD CARD

MARMITA
CINZA

Unexpected heavy rainfall. Crops thrive.

Move forward 1 square.

FUTURES
SERVED



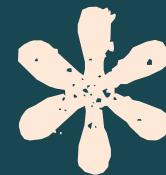
WILD CARD

MARMITA
CINZA

A cooperative greenhouse flourishes.

Move forward 3 squares.

FUTURES
SERVED



WILD CARD

MARMITA
CINZA

New government elected. Unstable reforms.

Extra round, pick a new challenge.

FUTURES
SERVED



WILD CARD

MARMITA
CINZA

Military raids the food depot. Rations seized.

Go back 2 squares.

FUTURES
SERVED



WILD CARD

MARMITA
CINZA

Seed cartel infiltrates your community

Go back to the last trap square you passed.

FUTURES
SERVED

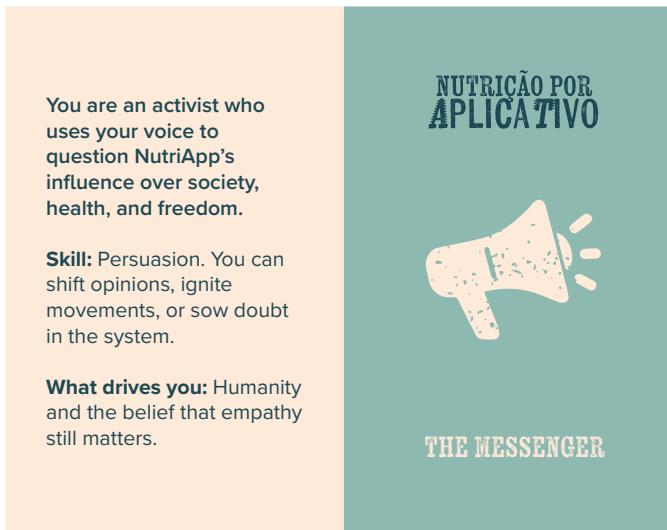
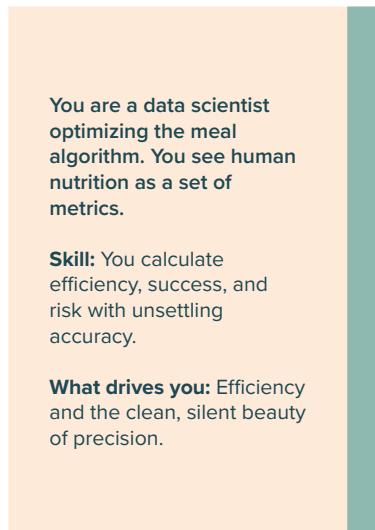


WILD CARD

WILD CARDS 1/1

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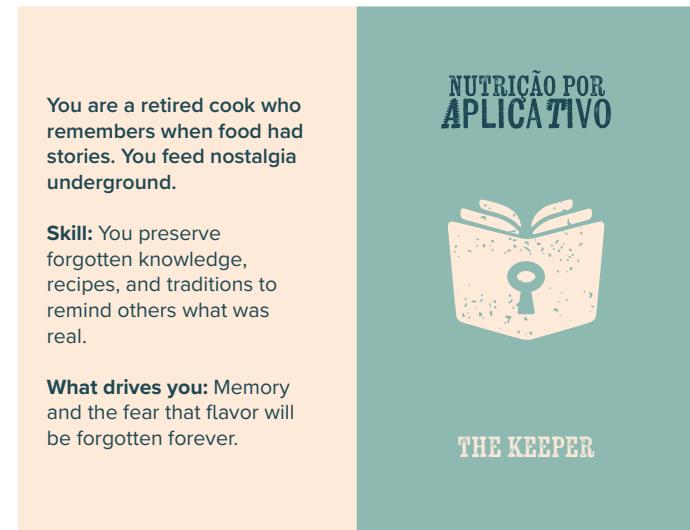
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NUTRIÇÃO POR APLICATIVO



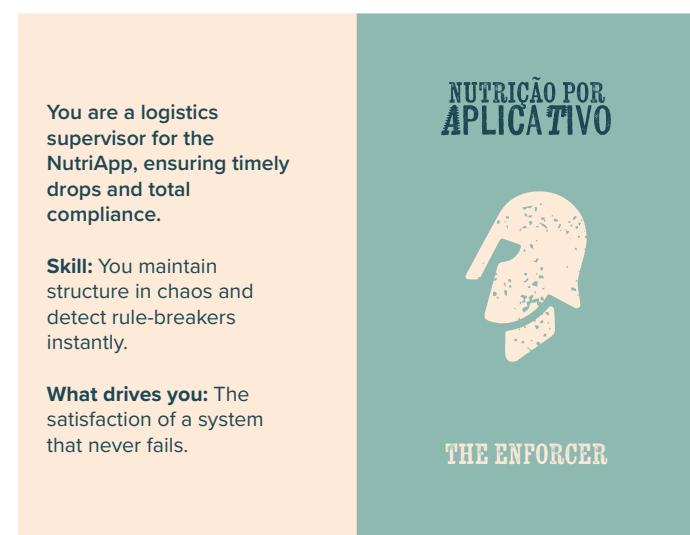
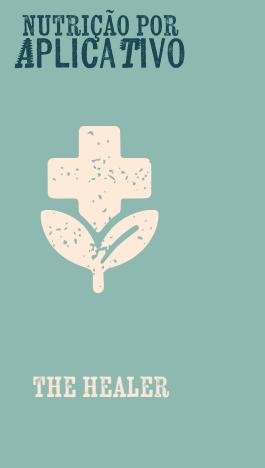
THE MESSENGER



NUTRIÇÃO POR APLICATIVO



THE KEEPER



NUTRIÇÃO POR APLICATIVO



THE FORAGER



NUTRIÇÃO POR APLICATIVO



THE ENFORCER

CHARACTER CARDS

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CHALLENGE CARDS

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CHALLENGE CARDS 2/4

Challenge Cards drive the story forward. Each one presents a situation that forces your group to make tough decisions about survival, morality, and hope. Draw one at the start of your turn, answer from your character's point of view, then roll the dice to see how your plan unfolds.

Cut out the cards, fold them in half, and glue front to back. Keep the deck face down in the designated spot on the board, and draw one new card at the start of each round.





CHALLENGE CARDS 4/4

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NUTRIÇÃO POR APLICATIVO

Confidential user
health information
goes public

Go back 2 squares.

FUTURES
SERVED



WILD CARD

NUTRIÇÃO POR APLICATIVO

The new formula
boosts dopamine

Move forward
1 square.

FUTURES
SERVED



WILD CARD

NUTRIÇÃO POR APLICATIVO

Productivity has
never been better

Move forward
3 squares.

FUTURES
SERVED



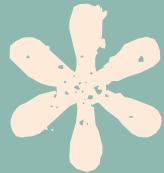
WILD CARD

NUTRIÇÃO POR APLICATIVO

A NutriApp leader
falls ill after
having a pouch

Extra round, pick a
new challenge.

FUTURES
SERVED



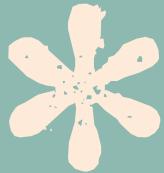
WILD CARD

NUTRIÇÃO POR APLICATIVO

Two delivery drones
crash midair

Go back 2 squares.

FUTURES
SERVED



WILD CARD

NUTRIÇÃO POR APLICATIVO

Deliveries are delayed
for a few hours

Go back to the last trap
square you passed.

FUTURES
SERVED



WILD CARD

WILD CARDS

1/1

Wild Cards bring twists to your story: moments of surprise, setback, or unexpected luck. When your group's bean lands on a trap space, draw one card and follow what it says. Some traps move you backward, others change the course of your story. All of them test how your group adapts under pressure.

Cut out the cards, fold them in half, and glue front to back. Shuffle before each game and place them in the designated spot on the board.



<p>You are the operations director behind the experience: spreadsheets, trends, and booking algorithms. You make the chaos look elegant.</p> <p>Skill: Turning scarcity into exclusivity.</p> <p>What drives you: Order, data, and the illusion of control.</p>	<p>PRATO FEITO GOURMET</p>  <p>THE STRATEGIST</p>	<p>You are the restaurant's public face, telling stories of "roots" and "community" to an audience that eats guilt-free.</p> <p>Skill: Making inequality sound poetic.</p> <p>What drives you: The thrill of shaping the narrative before truth catches up.</p>	<p>PRATO FEITO GOURMET</p>  <p>THE MESSENGER</p>	<p>You are a retired cook who once made real food for factory workers. Now a "culinary consultant" for the chef.</p> <p>Skill: Remembering the taste of truth.</p> <p>What drives you: The need to keep culinary memories alive — or to rewrite them.</p>
<p>You are the nutritionist to the rich, designing "wellness rituals" that rebrand hunger as lifestyle.</p> <p>Skill: Selling balance to those who have too much.</p> <p>What drives you: The pursuit of balance — or the power to define it.</p>	<p>PRATO FEITO GOURMET</p>  <p>THE HEALER</p>	<p>You are an influential farmer-turned-influencer, selling "ancestral grains" to a clientele that's never touched soil.</p> <p>Skill: Knowing how to make soil — and stories — fertile.</p> <p>What drives you: Recognition and the dream of being essential again.</p>	<p>PRATO FEITO GOURMET</p>  <p>THE FORAGER</p>	<p>You are the head of security, keeping paparazzi and protestors out while escorting influencers in.</p> <p>Skill: Maintaining order and protecting the brand.</p> <p>What drives you: Loyalty, and the belief that rules keep chaos away.</p>

CHARACTER CARDS

1/1

Each Character Card represents a different voice in the scenario. You'll play as one of these archetypes: a way of seeing and surviving this world. Your character's traits can shape how you respond to challenges, what you value, and what risks you're willing to take.

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CHALLENGE CARDS

1/4

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CHALLENGE CARDS 2/4

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CHALLENGE CARDS 3/4

Challenge Cards drive the story forward. Each one presents a situation that forces your group to make tough decisions about survival, morality, and hope. Draw one at the start of your turn, answer from your character's point of view, then roll the dice to see how your plan unfolds.

Cut out the cards, fold them in half, and glue front to back. Keep the deck face down in the designated spot on the board, and draw one new card at the start of each round.



CHALLENGE CARDS 4/4

Challenge Cards drive the story forward. Each one presents a situation that forces your group to make tough decisions about survival, morality, and hope. Draw one at the start of your turn, answer from your character's point of view, then roll the dice to see how your plan unfolds.

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**PRATO FEITO
GOURMET**

Viral Scandal: A guest posts a video of a cockroach in the beans.

Go back 2 squares.

**FUTURES
SERVED**



WILD CARD

**PRATO FEITO
GOURMET**

Celebrity Endorsement: A famous singer praises your food.

Move forward 1 square.

**FUTURES
SERVED**



WILD CARD

**PRATO FEITO
GOURMET**

Award Nomination: The restaurant is nominated for "Best Experience Design".

Move forward 3 squares.

**FUTURES
SERVED**



WILD CARD

**PRATO FEITO
GOURMET**

Street Food Revival: Popular movement brings back PF to the streets.

Extra round, pick a new challenge.

**FUTURES
SERVED**



WILD CARD

**PRATO FEITO
GOURMET**

Ingredient Shortage: Butter prices double overnight.

Go back 2 squares.

**FUTURES
SERVED**



WILD CARD

**PRATO FEITO
GOURMET**

Kitchen Revolt: Workers strike mid-service.

Go back to the last trap square you passed.

**FUTURES
SERVED**



WILD CARD

WILD CARDS

1/1

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