

FUTURES  
SERVED



FUTURES  
SERVED



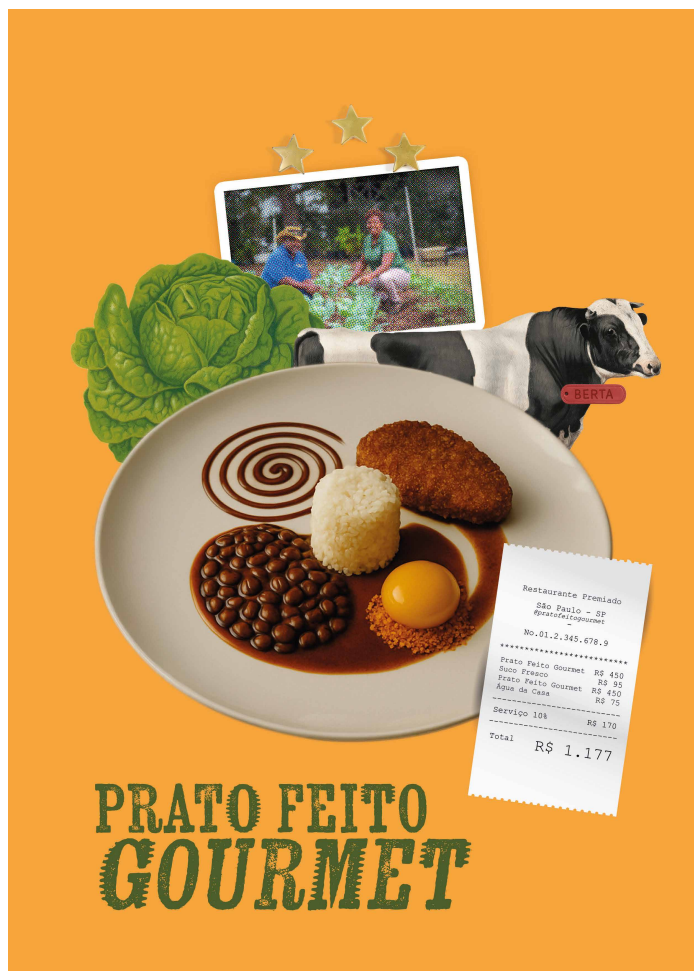
## MARMITA CINZA

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.

SCENARIOS CARDS - 1/2



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.



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 Cooking is obsolete.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?

### SCENARIOS CARDS - 2/2



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

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.

## 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.

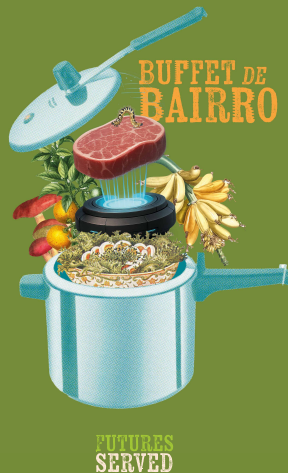
Which side do you support?



## 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.

## BUFFET DE BAIRRO

A new virus spreads through lab-grown pork. Scientists assure it's "contained."

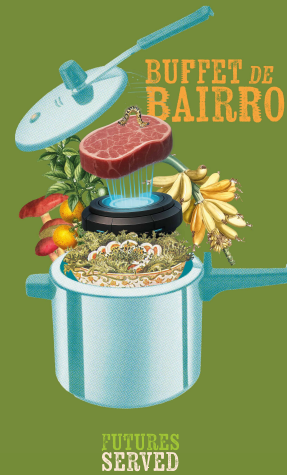
Do you trust them or turn to vegetarian diets?



## BUFFET DE BAIRRO

Your neighborhood buffet is abundant. But the next one over struggles.

Do you share your harvest?



## BUFFET DE BAIRRO

A former agribusiness lobbyist offers to invest in your buffet in exchange for naming rights.

Do you accept?



## BUFFET DE BAIRRO

The local co-op discovers one member has been selling excess produce on the black market.

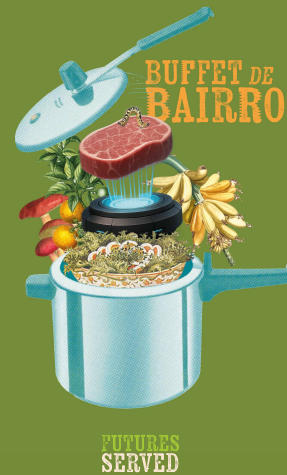
How do you deal with betrayal?



## BUFFET DE BAIRRO

A lab grown meat company offers cheap simulated meat, if you promise to sell them all your living livestock.

Do you take the deal?



## BUFFET DE BAIRRO

Food waste increases at the buffet. Some call for rationing; others for education.

What policy do you support?



## 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.

## BUFFET DE BAIRRO

A local school is replacing all traditional dishes with lab-grown proteins.

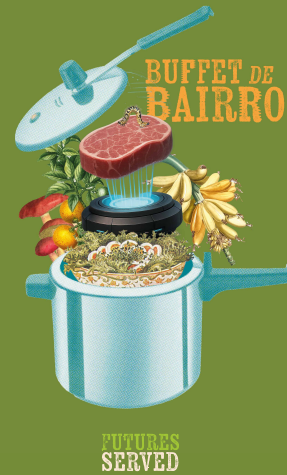
How do families react?



## BUFFET DE BAIRRO

Internal tensions rise: rural migrants feel excluded from decision-making.

How does the government restore trust?



## BUFFET DE BAIRRO

Producers pressure the government to allow coffee exports again, citing cultural value.

What happens?



## BUFFET DE BAIRRO

Local harvests exceed demand, but storage infrastructure is lacking.

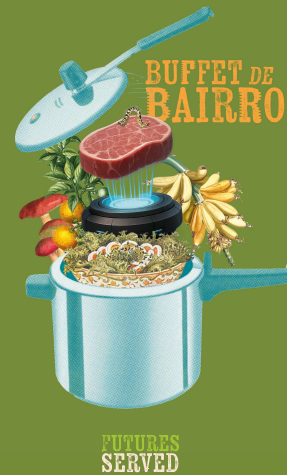
Do you destroy the surplus or redistribute it?



## BUFFET DE BAIRRO

European buyers offer to pay triple for your local cassava flour under the table.

Do you risk breaking the export ban?



## BUFFET DE BAIRRO

A rich nation offers solar panels in exchange for reopening one export corridor.

Does Brazil compromise or stay independent?



## 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.



## BUFFET DE BAIRRO

Brazil's isolation  
lowers emissions  
but raises poverty. A  
referendum is  
proposed to reopen  
borders.

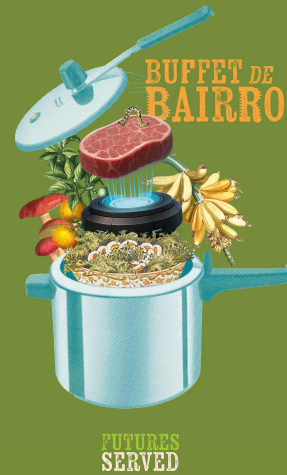
How do you vote?



## BUFFET DE BAIRRO

An underground  
export network  
thrives on rare fruits  
and exotic insects.  
You discover your  
community's produce  
on a foreign menu.

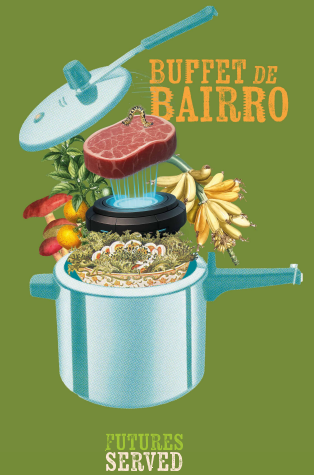
What do you do?



## BUFFET DE BAIRRO

A new solar grid  
needs land currently  
used for crops.

Food or energy: which  
is more urgent?



## BUFFET DE BAIRRO

A plague hits the  
neighborhood's  
community gardens. A  
laboratory offers free  
experimental  
pesticides.

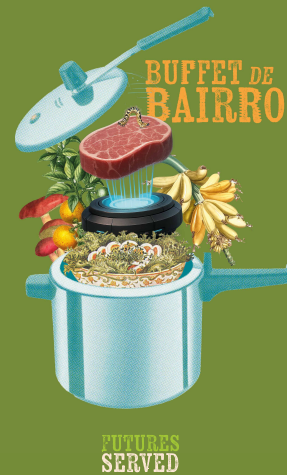
Do you test them or  
reject them?



## BUFFET DE BAIRRO

Scientists want to  
patent a fungus  
found in your region  
for "medical  
research."

What do you do?



## BUFFET DE BAIRRO

Local fish show signs  
of contamination  
from a nearby  
lab-grown meat  
facility.

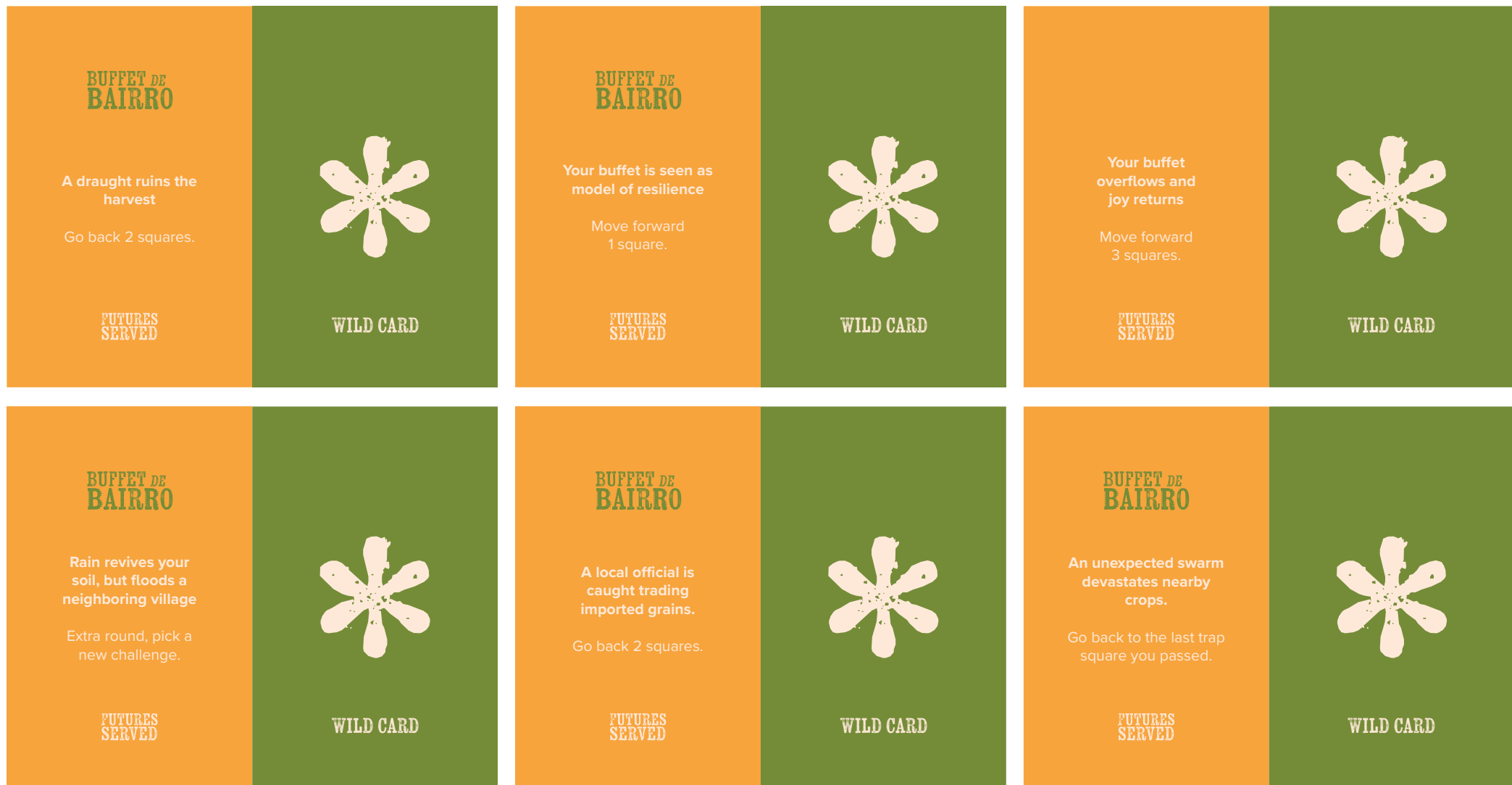
What do you do?



## 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.



## 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**

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

What do you do?



**MARMITA  
CINZA**

A group member collapses from malnutrition.

Do you stop and help or keep the group moving?



**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**

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

How do you respond?



**MARMITA  
CINZA**

A military officer offers food for information.

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



## 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.

**MARMITA  
CINZA** **FUTURES  
SERVED**



**MARMITA  
CINZA**

**Hunger fuels  
conflict between  
generations.**

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



**FUTURES  
SERVED**

**MARMITA  
CINZA**

**Armed drones patrol  
your fields.**

How do you ensure  
safety while keeping  
your crops alive?



**FUTURES  
SERVED**

**MARMITA  
CINZA**

**Rumors of mutated  
seeds spread.**

Do you investigate,  
ignore, or plant them  
anyway?



**FUTURES  
SERVED**

**MARMITA  
CINZA**

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

Do you share food or  
protect your own?  
Why?



**FUTURES  
SERVED**

**MARMITA  
CINZA**

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

Who do you send and  
why?



**FUTURES  
SERVED**

**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?



**FUTURES  
SERVED**

## 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** **FUTURES  
SERVED**

**MARMITA  
CINZA**

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

How do you act?



**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**

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

What do you do?



**MARMITA  
CINZA**

A member hides the  
existence of a  
cooperative  
greenhouse.

How do you deal with  
this secret?



**MARMITA  
CINZA**

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

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



**MARMITA  
CINZA**

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

How do you  
respond?



## 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.

**MARMITA  
CINZA** **FUTURES  
SERVED**

**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**

The ultra-rich offer  
food for labor.

Do you accept it?



**MARMITA  
CINZA**

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

Do you deal, bluff,  
or refuse?



**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**

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**

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

Do you join, ignore,  
or report it?



## 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.

**MARMITA  
CINZA** **FUTURES  
SERVED**



## 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.





## 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.

## NUTRIÇÃO POR APLICATIVO

A system glitch delivers a meal with flavor. You feel something for the first time in years.

Do you report it or hide it?



## NUTRIÇÃO POR APLICATIVO

You find out the NutriApp's new formula improves energy, but causes infertility.

What do you do with this information?



## NUTRIÇÃO POR APLICATIVO

A protest erupts outside NutriApp's distribution center, demanding "food with soul."

Do you suppress or join them?



## NUTRIÇÃO POR APLICATIVO

Your biometric data shows you "don't need" certain nutrients anymore. But you feel weaker.

Do you trust the system?  
What do you do?



## NUTRIÇÃO POR APLICATIVO

A child in your community collapses. They are allergic to their personalised formula.

What happens next?



## NUTRIÇÃO POR APLICATIVO

NutriApp's deliveries are delayed by extreme weather, and people are left without today's pouches.

What happens?



## 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.



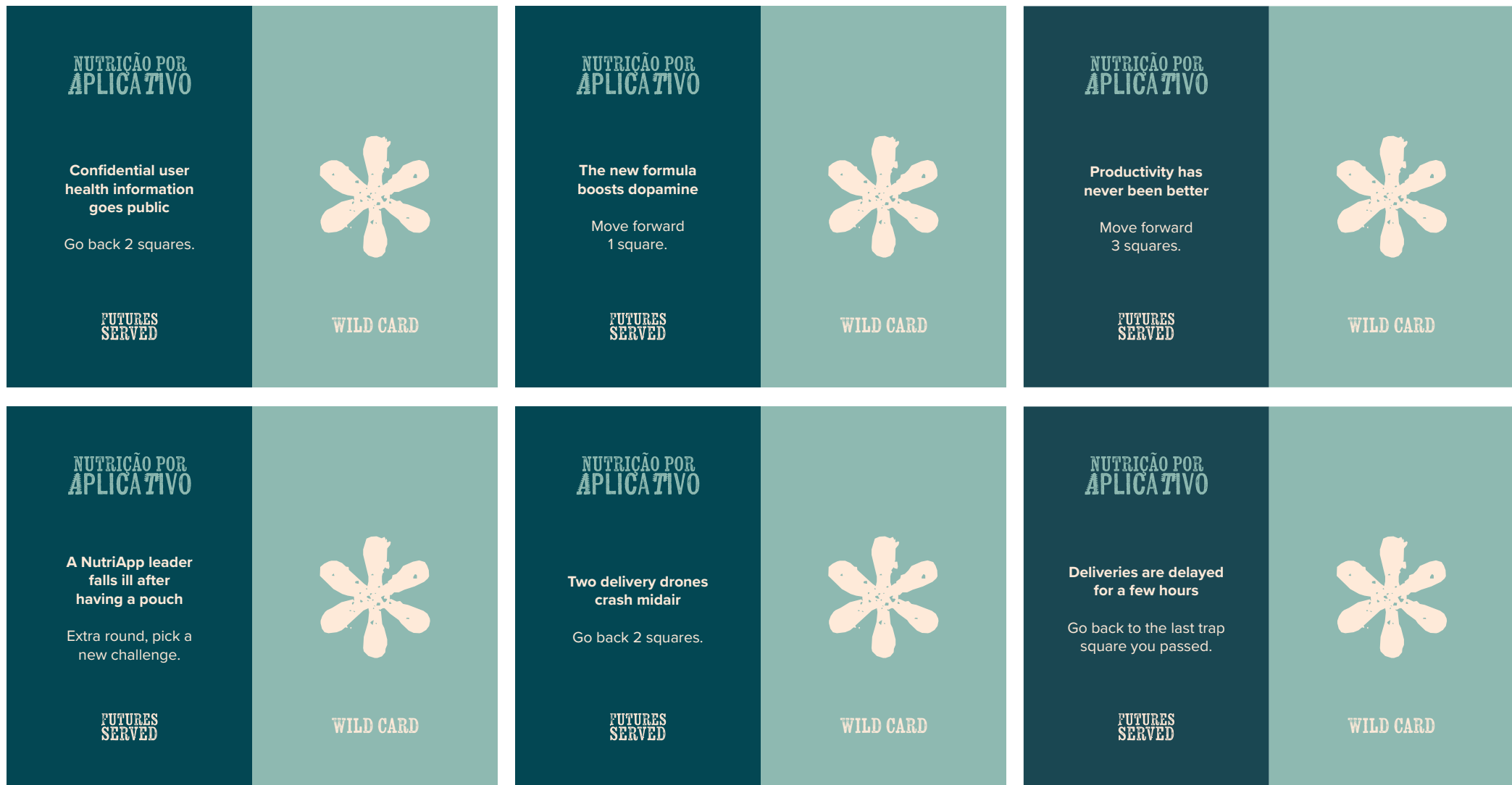


## CHALLENGE CARDS

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.



## 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.

## PRATO FEITO GOURMET

A delivery rider shows up at the back door asking for leftover meals.

Do you share the food or keep it exclusive?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

A farmer featured on your menu dies of hunger. The news spreads.

What do you say — or not say?

FUTURES SERVED



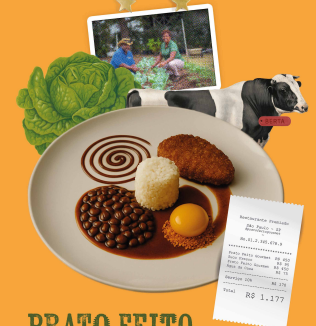
PRATO FEITO GOURMET

## PRATO FEITO GOURMET

An ex-lunchbox vendor protests outside, shouting that “food should be for everyone.”

How do you handle the PR crisis?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

A group of influencers posts bad reviews after not being recognized by the maitre.

How do you save the restaurant's reputation?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

A journalist asks to interview the farmers featured on the digital menu. But they don't actually exist.

What's your move?

FUTURES SERVED



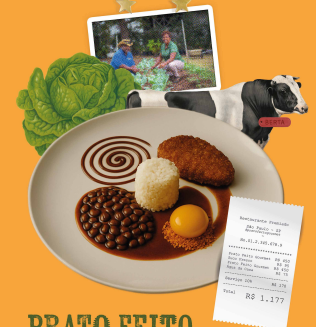
PRATO FEITO GOURMET

## PRATO FEITO GOURMET

The new and sceptical elite restaurant reviewer says the restaurant doesn't portray a “real” Brazilian experience.

How do you convince them otherwise?

FUTURES SERVED



PRATO FEITO GOURMET

## 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.

PRATO FEITO GOURMET FUTURES SERVED

## PRATO FEITO GOURMET

Congress is about to approve lab-grown meat as “sustainable beef.”

Do you join the movement or defend the “traditional” narrative?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

A viral campaign accuses fine dining of glamorizing scarcity. You're tagged.

How do you react?

FUTURES SERVED



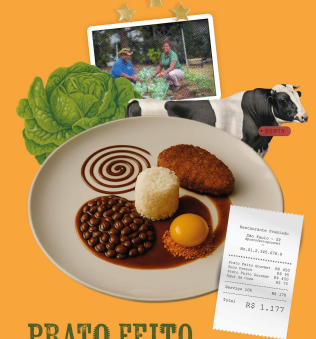
PRATO FEITO GOURMET

## PRATO FEITO GOURMET

A presidential candidate promises to defend “Brazilian gastronomy” in exchange for your support.

Do you accept it?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

Your main supplier community protests rising costs. They ask you to close the restaurant in solidarity.

What do you do?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

Your main source of beans is underwater after extreme rainfall. The supplier asks for help.

Do you fund recovery or quietly replace them?

FUTURES SERVED



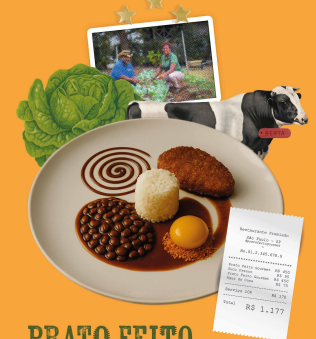
PRATO FEITO GOURMET

## PRATO FEITO GOURMET

You discover that the restaurant's cook has been taking meals home each day to feed his family.

How do you respond?

FUTURES SERVED



PRATO FEITO GOURMET

## 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.



## PRATO FEITO GOURMET

The restaurant's soundtrack includes the "sound of the terroir," but you didn't realise the farm recordings have background gunshots.

What do you do?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

An activist exposes that the restaurant has been using lower-quality ingredients for months.

What do you do?

FUTURES SERVED



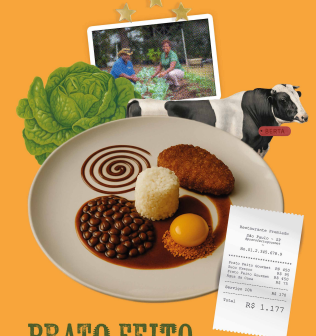
PRATO FEITO GOURMET

## PRATO FEITO GOURMET

Your kitchen staff goes on strike for better pay.

Do you negotiate, replace, or silence them?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

The butter-aged farofa causes allergic reactions among clients.

How do you spin it into a trend instead of a scandal?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

The chef's childhood story turns out to be false.

How do you rebuild the myth?

FUTURES SERVED



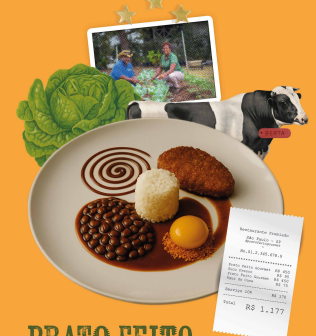
PRATO FEITO GOURMET

## PRATO FEITO GOURMET

A documentary crew arrives, wanting to show "the face of Brazilian gastronomy."

Who do you let speak, and who stays off camera?

FUTURES SERVED



PRATO FEITO GOURMET

## 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.

PRATO FEITO GOURMET FUTURES SERVED

## PRATO FEITO GOURMET

A new food AI launches, capable of simulating the exact flavor of beans for 1% of the cost.

Do you fight it, or join it?

FUTURES SERVED



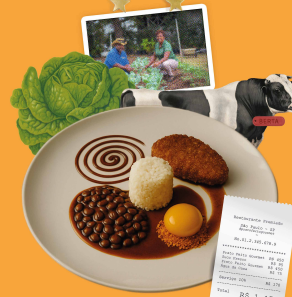
PRATO FEITO GOURMET

## PRATO FEITO GOURMET

A celebrity client asks to eat “like the workers do.”

What do you do?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

The Minister of Agriculture is coming for lunch. You know your supply chain isn’t as “ethical” as advertised.

What do you tell him?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

A former dishwasher opens their own “authentic roots” bistro and gets more attention than you.

How do you react?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

The restaurant’s “local” rice and beans are found to be imported.

How do you justify it?

FUTURES SERVED



PRATO FEITO GOURMET

## PRATO FEITO GOURMET

Your restaurant benefits from a government subsidy meant for small family farms. A journalist finds out.

Do you cooperate, deny, or rebrand?

FUTURES SERVED



PRATO FEITO GOURMET

## 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.

PRATO FEITO GOURMET FUTURES SERVED



## 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.