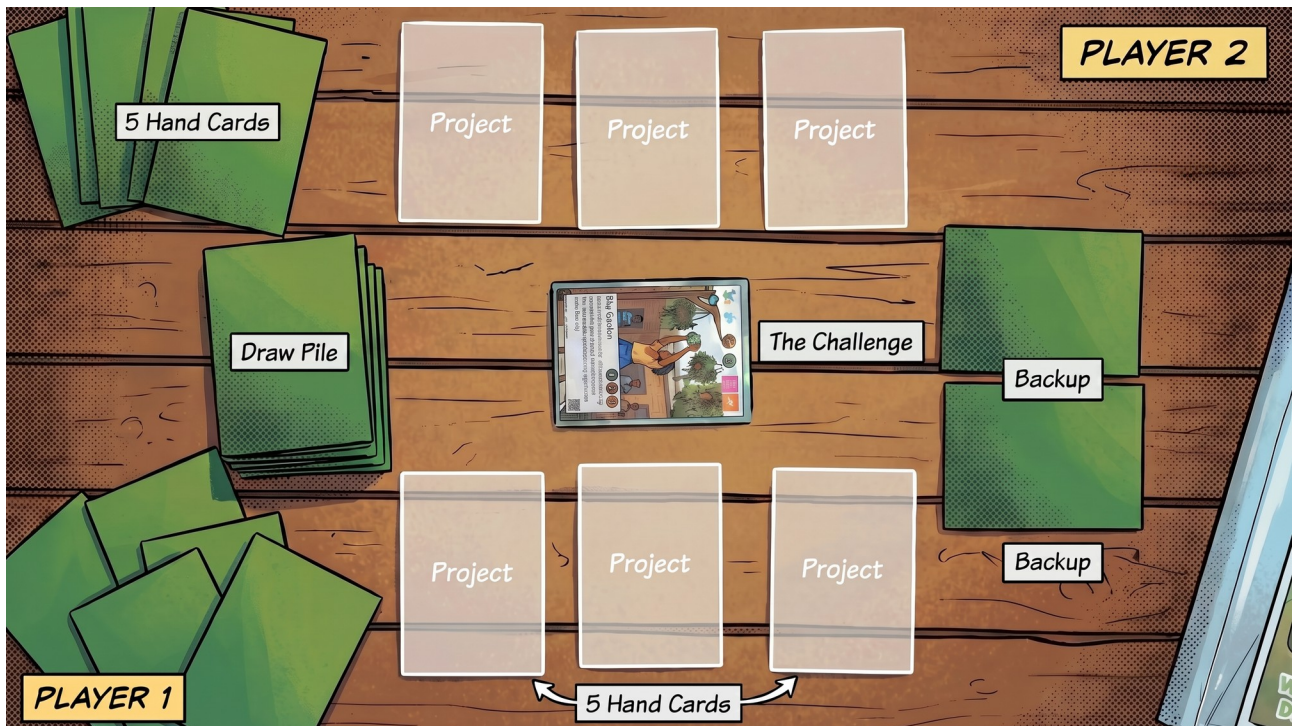


Fsys CCG – Coopetitive Match Playmode - Game Rules - Beta 1 – May 1st 02026

Goal: Each player represents an international organization tasked with developing three project solutions to address one planetary food system challenge in 3 years (= 3 rounds). While players compete with their solutions for solving all aspects of the challenge, they cooperate as well by developing complementary projects that address the core challenge.



Components for 2, 3 or 4 Players

- **1 Ability Sheet** (included on last page)
- **9 small Indicator Objects** (use stones, seeds, beans, coins, wood, or leaves, etc.)
- **60 fsys Collectible Cards (The Deck)** (download and print your set from series, expansions and booster packs available on <https://www.fsysgame.org>)

Setup

1. **Deck Preparation:** Shuffle the 60-card Deck thoroughly. Place the Deck face-down next to the centre as the **Draw Pile**.
2. **Challenge Zone:** Place the top card of the Draw Pile face-down in the centre between all players. This card defines the **Challenge Card** for this match.
3. **Starting Hands:** Each player draws 5 cards for their starting hand
4. **Backup Project Card:** Each player draws 1 additional card from the **Draw Pile** and places it as a **Backup Project Card** face-down next to their **Project Zone**. This card remains hidden until the **End Game Presentation** of each players accomplished projects.
5. **Start Play:** Determine who goes first or flip a coin

Gameplay: The Three Rounds (=3 Years)

Over three rounds, players will compete to build the most comprehensive solution by matching Challenge Icons through their Project Cards. Each turn involves placing a card and drawing new cards until all projects are finalized. You need SIRSS !: smart icon recognition strategy skills to match all challenge icons.

1. Reveal the Challenge

The starting player flips and reveals the **Challenge Card** in the **Challenge Zone**. Using the **Ability Sheet**, a player announces what the global challenge is about by placing objects (coins, stones, beans, etc.) on the matching icons of the Challenge Card across all available sets: the **13 Agroecological Principles (AE)**, the **12 Multifunctional Landscape Themes (MFL)**, the **17 Sustainable Development Goals (SDGs)** and the **3 Head, Heart, Hands Superpowers**.

Player Objective: All players must now work toward having their three final Project Card icons match as many Challenge Card Icons as possible.

2. Gameplay Loop (Rounds 1-3)

Play proceeds clockwise. Each round represents one "**Project Year**". You complete one project per year.

A. Play a Card: On your turn, place one card from your hand face-down into your **Project Zone**. You may only place one card in your Project Zone per round. You can look under your project cards at any time to recall, which icons you already have played and to sort your hand cards for the next best move.

B. Draw Phase:

Round 1: Do not draw. Your starting hand is fixed.

Round 2 & 3: At the start of your turn, draw 1 card from the Draw Pile.

Hand Size Cap: Your hand may never exceed or fall below 5 cards.

Starting Hand Replacement: Before Round 1 begins, any player may declare a "**Replace!**". This helps, if the Player recognizes no matching icons in almost or all hand cards. At Replace! they must shuffle their 5 cards back into the Draw Pile and draw 5 new cards. This may only be used once per player per game. Players do not draw at the start of Round 1 even if they replaced their hand.

3. End Game

The Backup Project Reveal

Once all players have placed their three main project cards in their Project Zone (the end of Round 3 / Year 3), it is time for final adjustments:

Players may reveal their face-down Backup Project Card. The player has the option to use this card as a replacement for one of their three projects. This replacement is only beneficial if it increases their total number of matching Challenge Icons.

Winning and Scoring (Evaluation Phase)

1. The Presentation: Each player presents their finalized set of three *Action Projects*, explaining how each project contributed to solving the *Challenge*.

2. Standard Victory: The players individually compare their combined 3 Project Card Icons against the Challenge Card Icons.

- The player with the highest total number of matching icons earns the title of **Highest Individual Contributor** and receives **+2 point** this match round (if you play more than one round)
- If **NO** player matches **ALL** challenge card icons, all players go for a collective win and combine their icons to match all challenge icons. **+1 point** for each player

Sudden Solve! (Bonus Win Condition): If a player's projects, at any point before the end of Round 3, successfully matches *all* required icons on the Challenge Card, they immediately shout "**Sudden Solve!**"

- The other players then get one last chance to respond: They may place 1 additional card from their hand on a project field AND may use their Backup Project Card.
- If a player achieves a "Sudden Solve," and if another player also matches all challenge icons, **both players score a +1 win point**. Else, the player with Sudden Solve! earns +2 points and the title.



The fsysgame Food Heroes Expansion was developed in cooperation with the [Multifunctional Schools Network in Kenya](#), established with [CSHEP](#) and [DNRC](#) in Kiambu, Kajiado, and Makueni Counties, under the [CGIAR Science Program on Multifunctional Landscapes](#), led by the [Alliance of Bioversity International](#) and [CIAT](#), in collaboration with [The Grass Company](#) and [fsysgame.org](#)

<https://www.fsysgame.org>

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Ability Sheet



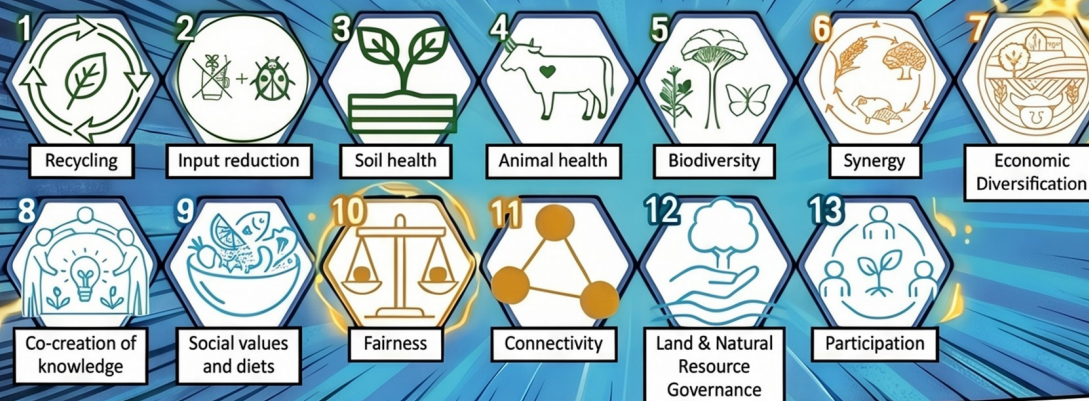
FSYS Food Heroes Game



CGIAR
MULTIFUNCTIONAL
LANDSCAPES

The Food Heroes Game entails 60 Action Cards that address diverse food system issues. Each card is mapped against 3 sets of themes, principles, and goals: the 13 Agroecological (AE) Principles, the 12 Multifunctional Landscapes (MFL) Themes, and the 17 Sustainable Development Goals (SGOs).

The 13 HLPE Agroecological principles include:



The 12 MFL Themes include:



The 17 SDGs include:



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