

NINE MEALS FROM ANARCHY?

The Game

In January 2018, we published our horizon scanning report [Back from the Future](#). It highlighted the scale and urgency of the threats on our food supply system, and exposed the inability and/or lack of capacity within governments and other institutions to respond.

Throughout 2018, we've been developing and piloting [The Game](#), a scenarios-cum-war-game.

Its purpose is to strengthen the understanding of strategists in local and national government and senior leaders in the food sector about the threats on our food system, thereby enabling them to better assess and respond to them.

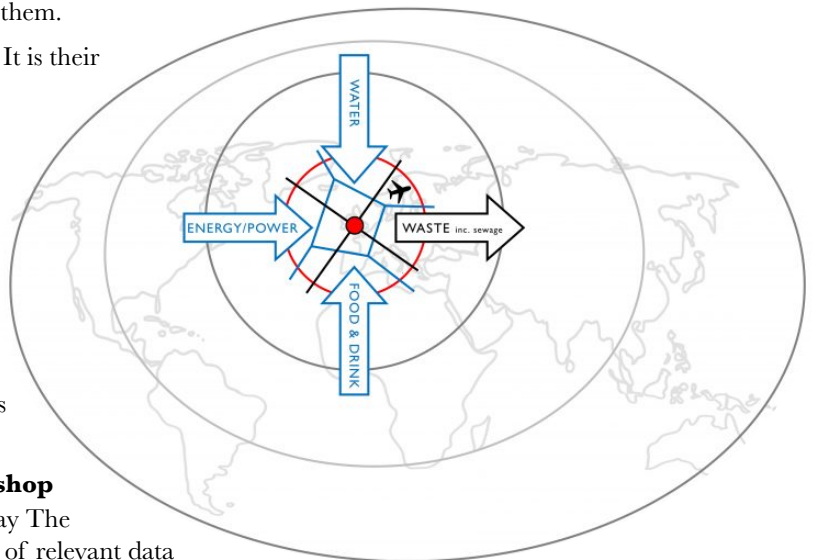
The **Players** are in charge of a city. It is their responsibility to make decisions and undertake actions to protect their citizens' access to sufficient, safe, nutritious food.

Our team (or one from the client organisation, represents the forces threatening a city's food network — climate change, resource depletion & population pressures with, if the client requests, some of the responses to and mitigators of these forces.

The Game as a scenarios workshop

We have a variety of ways we can play The Game, supported by a growing bank of relevant data and events. We prefer to work in collaboration with a client to co-develop:

- The storylines and scenarios that would benefit their organisation the most, both in terms of content and in the placing of The Game along a pessimistic-optimistic continuum.
- The facilitation of the Players' review of The Game to include their emotional responses to playing it (is it a game no-one can win?), and how the content and their responses to it are relevant to the future work of the client organisation and the wider society.



BIRMINGHAM
FOOD COUNCIL