



## Story

Health E. Elementary School is a school that has always been proud of its healthy food options and encourages students to make good choices when it comes to their diets. However, a new junk food company, SugarCo Company, has infiltrated the school, and now students are constantly bombarded with unhealthy snack options and drinks loaded with sugar.

Now, SugarCo Company and Health E. Elementary School are fighting for influence of the school food system from five different stakeholder groups: the cafeteria staff, parent-teacher association, school administration, district board, and food vendors.

Play as opposing teams, SugarCo Company and Health E. Elementary School to get influence from the majority of stakeholders first!

## How to Win

There are two types of resources available in this game: money tokens and support tokens. The winning team is whoever gets influence from **three of the five stakeholder groups** first.

Each stakeholder group costs different amounts of support and money tokens.



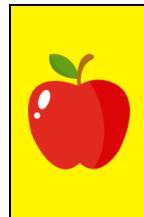
Parent Teacher Association	Cafeteria Staff	District Board	Food Vendors	School Administration
3 money 5 support	5 money 3 support	4 money 4 support	4 money 4 support	4 money 4 support

## Contents of this game

- One 6-sided die
- Cards (45)



20 Strategy Cards  
SugarCo Company

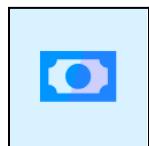


20 Strategy Cards  
Health E. Elementary School

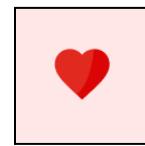


5 Stakeholder Cards

- Tokens (60)



30 Money Tokens



30 Support Tokens

- Team cheatsheets (2)

**Health E. Elementary School Cheatsheet**

Your team can only do 1 action per turn. However, there are special cases:  
 - If a 1 is rolled, you cannot use any strategy cards this round.  
 - If a 3 is rolled, you can play two actions on your turn.  
 Stakeholder cards can only be obtained at the start of your turn. This is not considered an action.

<b>ACTION</b> Use a strategy card from your team's hand. After use, place the strategy card in your team's discard pile. If a team has discarded all their strategy cards, they can reshuffle their discard pile as a new deck to draw from.	<b>ACTION</b> Add 2 support tokens to your team's hand.  +
<b>ACTION</b> Purchase a strategy card for 3 money tokens or 3 support tokens. After purchase, add the strategy card to your team's hand.  = =	<b>EXCHANGE</b> On your turn, you can also exchange resources once. This is not considered an action.  = 4 support tokens = 1 money token  = 4 money token = 1 support token

Health E. Elementary School Cheatsheet

**SweetCo Company Cheatsheet**

Your team can only do 1 action per turn. However, there are special cases:  
 - If a 2 is rolled, you cannot use any strategy cards this round.  
 - If a 4 is rolled, you can play two actions on your turn.  
 Stakeholder cards can only be obtained at the start of your turn. This is not considered an action.

<b>ACTION</b> Use a strategy card from your team's hand. After use, place the strategy card in your team's discard pile. If a team has discarded all their strategy cards, they can reshuffle their discard pile as a new deck to draw from.	<b>ACTION</b> Add 2 money tokens to your team's hand.  +
<b>PURCHASE</b> Purchase a strategy card for 3 money tokens or 3 support tokens. After purchase, add the strategy card to your team's hand.  = =	<b>EXCHANGE</b> On your turn, you can also exchange resources once. This is not considered an action.  = 4 support tokens = 1 money token  = 4 money token = 1 support token

SweetCo Company Cheatsheet

## Set up the game

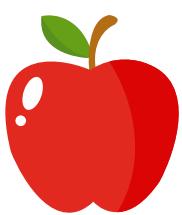
1. Divide players into two teams: Health E. Elementary School and SweetCo Company.
2. Place the support tokens, money tokens, and stakeholder cards in the center.
3. Place the team cheatsheets in front of each team.
4. Distribute **3 support tokens** to the school team.
5. Distribute **3 money tokens** to the company team.
6. Each team shuffles their respective deck of strategy cards and places it next to their team.

## How to play

1. To start the game, both teams roll the 6-sided die. Whichever team rolls a **higher number** starts the first round of the game.
2. The game is played in rounds until a team wins. A round consists of **1 turn per team**.
3. To start the round, one team rolls a 6-sided die. **The team that rolls the dice alternates each round**. If you roll:

1	The school faces bureaucratic hurdles! <b>The school cannot use any strategy cards this round, including Block cards.</b>
2	An act around sugar usage in schools is now effective! <b>The company cannot use any strategy cards this round, including Block cards.</b>
3	The community rallies behind the school's efforts to promote healthy eating, providing additional resources! <b>The school can take two actions during this round.</b>
4	The company forms a strategic partnership with a powerful organization, giving them more resources to combat the school's efforts! <b>The company can take two actions during this round.</b>
5	<b>The school receives a money token</b> , a grant from the government!
6	<b>The company receives a support token</b> , a gift from venture capitalists!

4. At the beginning of a team's turn, teams can spend money and support tokens to acquire **Stakeholder cards**. Stakeholder cards can only be obtained at the start of your turn. This is not considered an action.
5. Then, teams can play one of the following actions on their turn:
  - **Use a strategy card from your team's hand.** After use, place the strategy card in a discard pile for your team. If a team has discarded all their strategy cards, they can reshuffle their discard pile as a new deck to draw from.
  - **Purchase a strategy card for 3 money tokens or 3 support tokens.** After purchase, add the strategy card to your team's hand.
  - **Health E. Elementary School only:** Add 2 support tokens to your team's hand.
  - **SugarCo Company only:** Add 2 money tokens to your team's hand.
6. On a team's turn, they can also exchange resources **once**. This is not considered an action. To exchange, **4 support tokens => 1 money token** and **4 money tokens => 1 support token**.
7. Block cards are a type of strategy card that can block a strategy card played by your opponent. **Block cards cannot block other block cards**. Block cards can be played at any time, with two exceptions:
  - If a **1 is rolled by the die** in the current round, Health E. Elementary School cannot play any strategy cards, including Block cards.
  - If a **2 is rolled by the die** in the current round, SugarCo Company cannot play any strategy cards, including Block cards.



# Health E. Elementary School Cheatsheet

Your team can only do **1 action per turn**. However, there are special cases:

- If a 1 is rolled, you cannot use any strategy cards this round.
- If a 3 is rolled, you can play two actions on your turn.

Stakeholder cards can only be obtained at the start of your turn. This is not considered an action.

## ACTION

**Use a strategy card from your team's hand.**  
After use, place the strategy card in your team's discard pile. If a team has discarded all their strategy cards, they can reshuffle their discard pile as a new deck to draw from.

## ACTION

**Add 2 support tokens to your team's hand.**



## ACTION

**Purchase a strategy card** for 3 money tokens or 3 support tokens. After purchase, add the strategy card to your team's hand.



$$\begin{aligned} = & \quad \text{Heart} \quad \text{Heart} \quad \text{Heart} \\ = & \quad \text{Money Token} \quad \text{Money Token} \quad \text{Money Token} \end{aligned}$$

## EXCHANGE

On your turn, you can also exchange resources once. **This is not considered an action.**

$$\text{Heart} \quad \text{Heart} \quad \text{Heart} \quad \text{Heart} = \text{Money Token}$$

4 support tokens = 1 money token

$$\text{Money Token} \quad \text{Money Token} \quad \text{Money Token} \quad \text{Money Token} = \text{Heart}$$

4 money token = 1 support token



# SweetCo Company Cheatsheet

Your team can only do **1 action per turn**. However, there are special cases:

- If a 2 is rolled, you cannot use any strategy cards this round.
- If a 4 is rolled, you can play two actions on your turn.

Stakeholder cards can only be obtained at the start of your turn. This is not considered an action.

## ACTION

**Use a strategy card from your team's hand.**  
After use, place the strategy card in your team's discard pile. If a team has discarded all their strategy cards, they can reshuffle their discard pile as a new deck to draw from.

## ACTION

**Add 2 money tokens to your team's hand.**



## ACTION

**Purchase a strategy card** for 3 money tokens or 3 support tokens. After purchase, add the strategy card to your team's hand.



$$\begin{aligned} = & \quad \text{Heart} \quad \text{Heart} \quad \text{Heart} \\ = & \quad \text{Money Token} \quad \text{Money Token} \quad \text{Money Token} \end{aligned}$$

## EXCHANGE

On your turn, you can also exchange resources once. **This is not considered an action.**

$$\text{Heart} \quad \text{Heart} \quad \text{Heart} \quad \text{Heart} = \text{Money Token}$$

4 support tokens = 1 money token

$$\text{Money Token} \quad \text{Money Token} \quad \text{Money Token} \quad \text{Money Token} = \text{Heart}$$

4 money token = 1 support token



### Parent Teacher Association

#### Cost of stakeholder's influence



3 money tokens



5 support tokens



### School Administration

#### Cost of stakeholder's influence



4 money tokens



4 support tokens



### District Board

#### Cost of stakeholder's influence



4 money tokens



4 support tokens



### Food Vendors

#### Cost of stakeholder's influence



5 money tokens



3 support tokens



### Cafeteria Staff

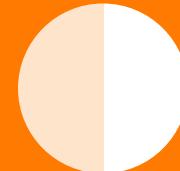
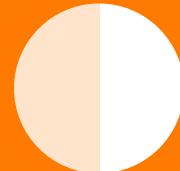
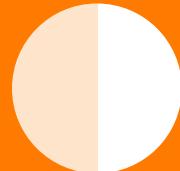
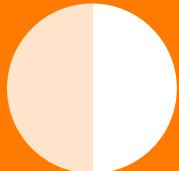
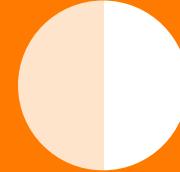
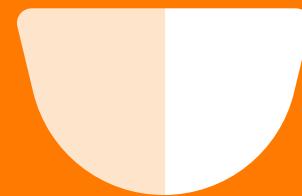
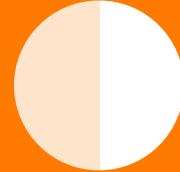
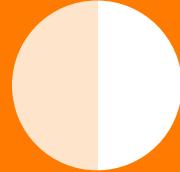
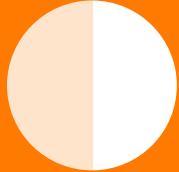
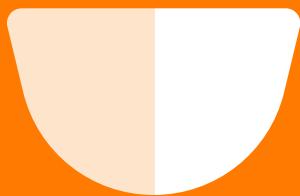
#### Cost of stakeholder's influence



4 money tokens



4 support tokens





## Apply for grants

You apply for grants to provide training and technical assistance for child nutrition foodservice professionals.

**When played, your team receives 2 money tokens.**

## Host workshops

You host healthy eating workshops with the community to gain monetary support for the school.

**When played, your team receives 2 money tokens.**

## Raise awareness

You raise funds from the community to start a new campaign about reducing sugar in everyday diets.

**When played, your team receives 2 money tokens.**

## Get donations

The parent teacher association decides to donate to the school lunch program.

**When played, your team receives 2 money tokens.**



## Fundraise

You organize a fundraising event during the back-to-school night for parents and children to prepare for healthy lunches together.

**When played, your team receives 2 money tokens.**

## Negotiate costs

You negotiate for more affordable school lunches with your food vendors.

**When played, your team receives 2 money tokens.**

## Outreach to locals

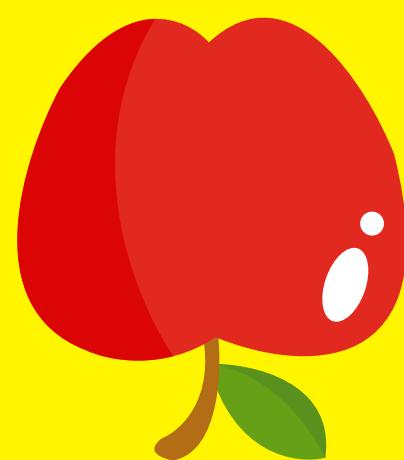
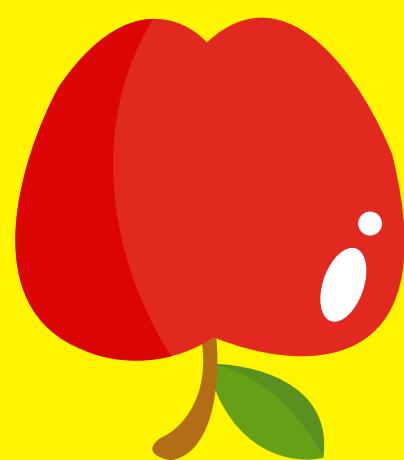
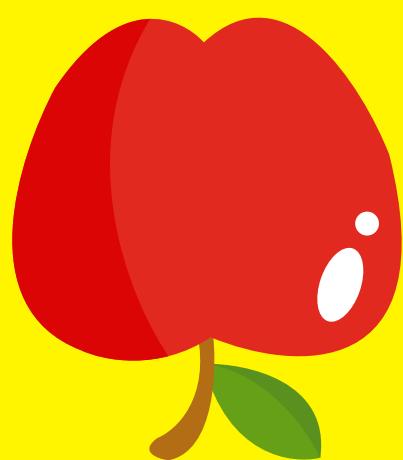
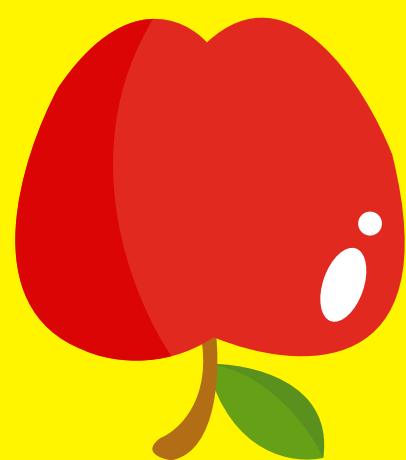
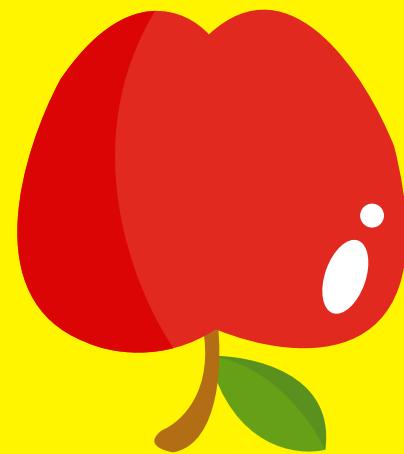
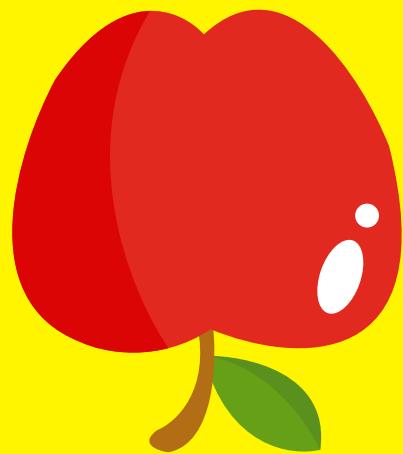
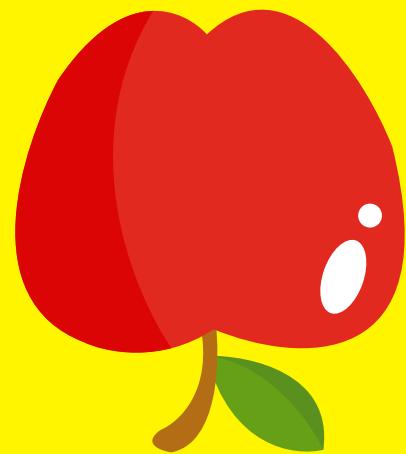
You work with local farms who donate local produce to feed children at your school.

**When played, your team receives 2 money tokens.**

## Receive awards

You receive federal awards and recognition for your hard work raising awareness about eating healthy.

**When played, your team receives 2 money tokens.**





## Market online

You market your sugary candies with popular children's celebrities on TikTok.

**When played, your team receives 2 support tokens.**

## Outreach to locals

You build relationships with local corn farms to increase corn syrup production in factories.

**When played, your team receives 2 support tokens.**

## Create products

You create new, high fructose corn syrup products that target children's taste buds.

**When played, your team receives 2 support tokens.**

## Invest in products

You invest in machinery to speed up production for your products so that you can sell more to the town.

**When played, your team receives 2 support tokens.**



## Hire workers

You hire more workers from the town to increase production for your products, boosting the town's economy.

**When played, your team receives 2 support tokens.**

## Give out samples

You launch try-out programs in local communities to share your sugary products.

**When played, your team receives 2 support tokens.**

## Launch programs

You launch summer camps to let children learn more about the sugar industry.

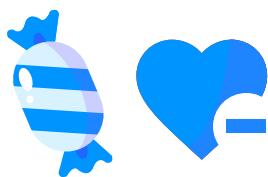
**When played, your team receives 2 support tokens.**

## Sponsor events

You sponsor the school's sports events and put up a huge billboard in the school's sports center.

**When played, your team receives 2 support tokens.**





## Teach food groups

You educate children using the MyPlate program, which teaches the five food groups: grains, fruit, vegetables, dairy, and protein.

**When played, SweetCo Company loses 3 support tokens.**

## Educate students

You teach students in science classes about what happens to your body when you take in too much sugar.

**When played, SweetCo Company loses 3 support tokens.**

## Introduce options

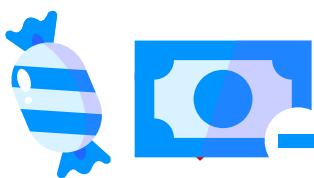
You introduce students to healthy snacks and natural alternatives like fruit to high-sugar products.

**When played, SweetCo Company loses 3 support tokens.**

## Get 2 Strategy Cards

**When played, draw two strategy cards and add them to your team's hand.**

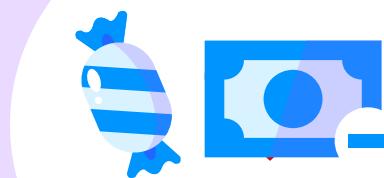
The strategy cards you draw cannot be used until your next turn.



## Advocate

You advocate for the "Smart Snacks in School" program, which removes unhealthy snack choices from school vending machines.

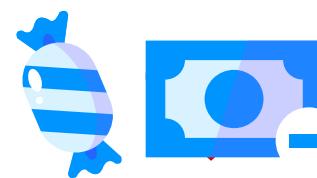
**When played, SweetCo Company loses 2 money tokens.**



## Get new snacks

You work with new food vendors to make the switch to snacks that have calorie, sodium, fat, and sugar limits.

**When played, SweetCo Company loses 2 money tokens.**



## Rewrite standards

You rewrite school nutrition standards to have healthier and more nutritious school meals through the Healthy, Hunger-Free Kids Act of 2010.

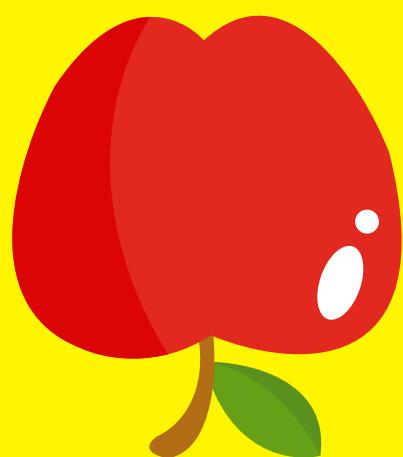
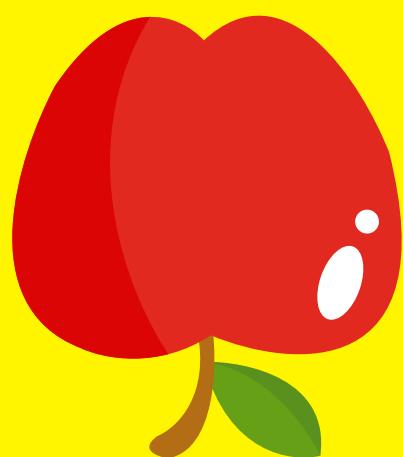
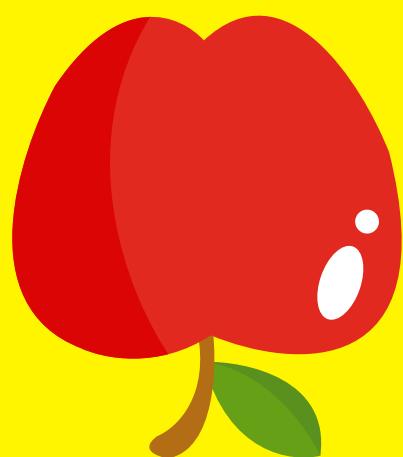
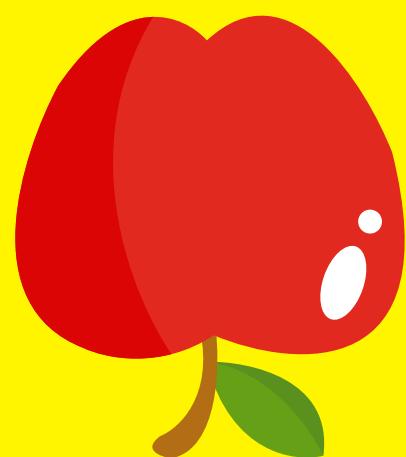
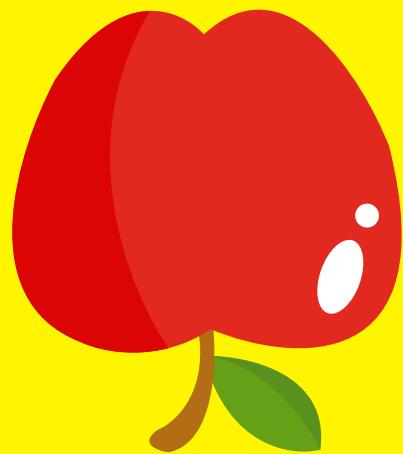
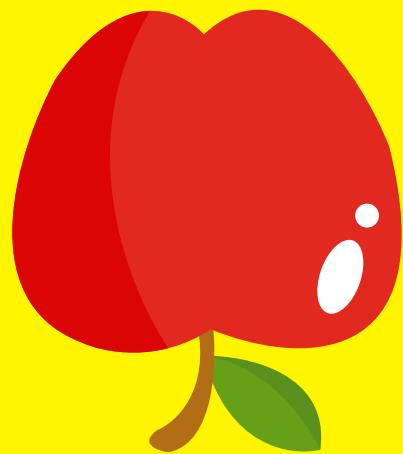
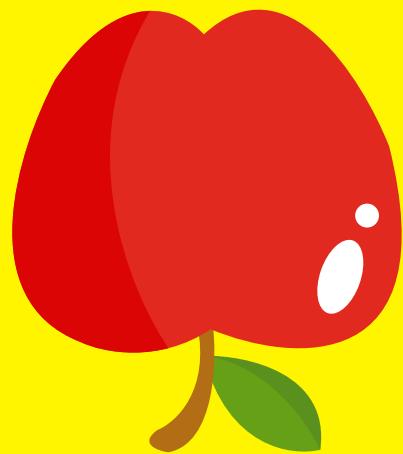
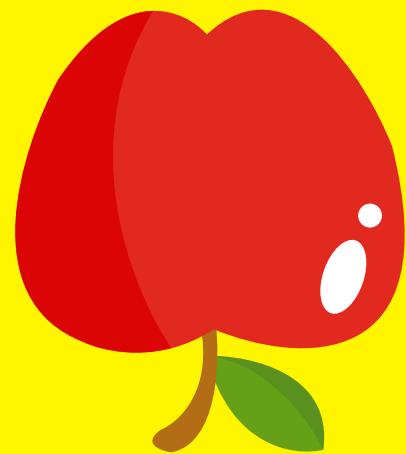
**When played, SweetCo Company loses 2 money tokens.**

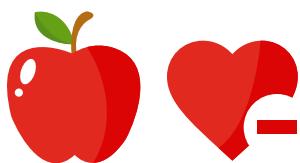


## Get 2 Strategy Cards

**When played, draw two strategy cards and add them to your team's hand.**

The strategy cards you draw cannot be used until your next turn.





## Offer subsidies

You offer subsidies to the school lunch programs to incentivize cafeterias to use sugary products in their lunches.

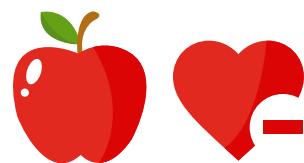
**When played, Health E. Elementary School loses 3 support tokens.**



## Lobby

You lobby against the requirements for mandatory food and vegetables in school lunches.

**When played, Health E. Elementary School loses 2 money tokens.**



## Undercut vendors

You create deals to provide competitive snacks and lunches that undercut the regular school lunch vendors to sell directly to kitchens.

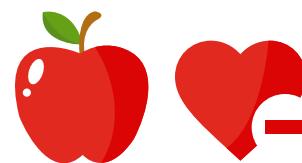
**When played, Health E. Elementary School loses 3 support tokens.**



## Get public support

You recruit school-nutrition directors to show public support for your candies.

**When played, Health E. Elementary School loses 2 money tokens.**



## Stock snacks

You work with vending machines to offer more candy and soda to children to sell in schools.

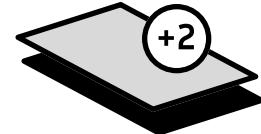
**When played, Health E. Elementary School loses 3 support tokens.**



## Bias industry

You join the School Nutrition Association to bias the school lunch industry.

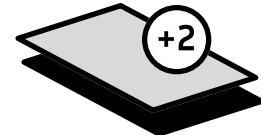
**When played, Health E. Elementary School loses 2 money tokens.**



## Get 2 Strategy Cards

**When played, draw two strategy cards and add them to your team's hand.**

The strategy cards you draw cannot be used until your next turn.

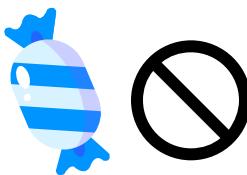


## Get 2 Strategy Cards

**When played, draw two strategy cards and add them to your team's hand.**

The strategy cards you draw cannot be used until your next turn.

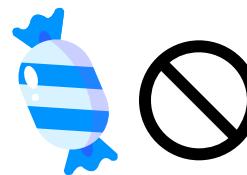




## Block

Block a strategy card played by SweetCo Company.

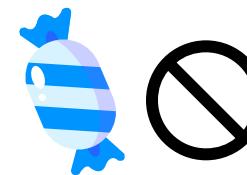
Block cards can be played at any time, **except when a 2 is rolled by the die in the current round**. Block cards cannot block other Block cards.



## Block

Block a strategy card played by SweetCo Company.

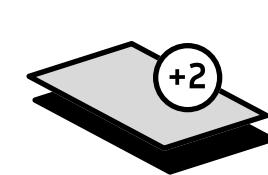
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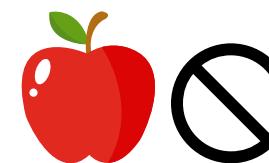
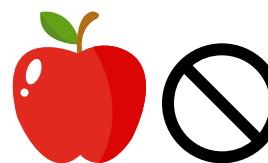
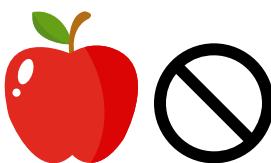
Block cards can be played at any time, **except when a 2 is rolled by the die in the current round**. Block cards cannot block other Block cards.



## Get 2 Strategy Cards

**When played, draw two strategy cards and add them to your team's hand.**

The strategy cards you draw cannot be used until your next turn.



## Block

Block a strategy card played by Health E. Elementary School.

Block cards can be played at any time, **except when a 1 is rolled by the die in the current round**. Block cards cannot block other Block cards.

## Block

Block a strategy card played by Health E. Elementary School.

Block cards can be played at any time, **except when a 1 is rolled by the die in the current round**. Block cards cannot block other Block cards.

## Block

Block a strategy card played by Health E. Elementary School.

Block cards can be played at any time, **except when a 1 is rolled by the die in the current round**. Block cards cannot block other Block cards.

## Get 2 Strategy Cards

**When played, draw two strategy cards and add them to your team's hand.**

The strategy cards you draw cannot be used until your next turn.

