

Re:Gen FSYS Trade Card Game by Ktopia

"The Jar Farm" (TJF) Quest Series – A Micro-Agroecology Adventure

Multiplayer Game Mode (single player available)

Theme: *"From Seed to Sale: Grow, Create, Share!"*

This **1 Week Quest Series** turns sprouting seeds into a **mini-business challenge**, blending **agroecology, nutrition, creativity, and entrepreneurship**. Players grow sprouts in upcycled jars, learn about it's nutritional value, craft a product, "sell" it to family, friends and invent a dish featuring their produce—learning about **food sovereignty, zero waste, gastronomy and local economies** along the way.

Quest 1: "Seed Hunt" (Q-Points: 3)

- **Action:** Obtain seeds (lentils, alfalfa, sunflower, etc.)
- **T-Points: Hand (Action) + Head (Knowledge)**
- **SDGs:** 12 (Responsible Consumption), 15 (Life on Land)
- **Reward:** *"Glass Farmer Starter Kit"* (In-game jar icon)

Quest 2: "Building the Glass Farm" (Q-Points: 3)

- **Action:** Upcycle a glass jar, clean and poke holes in the lid for drainage.
- **T-Points: Hand (Action) + Head (Knowledge)**
- **SDGs:** 12 (Responsible Consumption),
- **Reward:** *"Glass Farmer Starter Kit"* (In-game jar icon)

Quest 3: "Soak & Awaken" (Q-Points: 4)

- **Action:** Soak seeds in water for **6-7 hours** (overnight works best!). Document observations in the **ACJ** (e.g., seed swelling, color changes).
- **T-Points: Head (Knowledge) + Heart (Consciousness)**
- **SDGs:** 6 (Clean Water), 13 (Climate Action)
- **Reward:** *"Seed Whisperer"* (Unlocks faster germination in-game)

Quest 4: "Daily Care" (Q-Points: 2 per day)

- **Action:** Rinse sprouts **twice daily** (morning/evening) and drain well. Track growth in the **ACJ**.
- **T-Points: Hand (Action)**
- **SDGs:** 6 (Clean Water), 13 (Climate Action)
- **Reward:** *"Sprout Guardian"* (Unlocks weather-resistant jar in-game)

Quest 5: "Brand Identity" (Q-Points: 5)

- **Action:** Invent a **brand name, logo, graphics, and tagline** (e.g., "*Urban Sprout Co.*" – "*Fresh from Jar to Table!*").
- **T-Points: Heart (Consciousness) + Hand (Action)**
- **SDGs:** 9 (Innovation), 12 (Sustainable Consumption)
- **Reward:** "*Creative Farmer*" (Unlocks custom branding in-game)

Quest 6: "Packaging Design" (Q-Points: 4)

- **Action:** Design **eco-friendly packaging** (e.g., handmade labels, reusable jars, or compostable bags).
- **T-Points: Hand (Action)**
- **SDGs:** 12 (Responsible Consumption), 13 (Climate Action)
- **Reward:** "*Eco-Designer*" (Unlocks sustainable packaging options)

Quest 7: "Product Storytelling" (Q-Points: 3)

- **Action:** Write a **short story or backstory** for your sprouts (e.g., "*Meet Alfie the Alfalfa—grown with love in your kitchen!*").
- **T-Points: Head (Knowledge) + Heart (Consciousness)**
- **SDGs:** 4 (Education), 10 (Reduced Inequalities)
- **Reward:** "*Storyteller Farmer*" (Unlocks narrative quests)

Quest 8: "Harvest " (Q-Points: 5)

- **Action:** Once sprouts reach **1-2 inches**, harvest and cool them!
- **T-Points: Heart (Consciousness) + Hand (Action)**
- **SDGs:** 12 (Responsible Consumption),
- **Reward:** "*Artisan Farmer*"

Quest 9: "Sprout Chef Challenge" (Q-Points: 6)

- **Action:** Invent a **signature dish** featuring your sprouts as the star (e.g., "*Sprout Power Salad*," "*Glass Jar Sprout Pesto Pasta*").
- **T-Points: Hand (Action) + Heart (Consciousness)**
- **SDGs:** 2 (Zero Hunger), 12 (Responsible Consumption)
- **Reward:** "*Gourmet Farmer*" (Unlocks recipe cards in-game)

Quest 10: "Market Day" (Q-Points: 6)

- **Action:** "Sell" your sprouts to friends, family, or a local café. Document feedback in the **ACJ**.
- **T-Points: Heart (Consciousness) + Hand (Action)**
- **SDGs:** 1 (No Poverty), 8 (Decent Work)
- **Reward:** "*Micro-Entrepreneur*"