



Swiftlingen: Bonding Roots

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Preface

Welcome to *Swiftlingen: Bonding Roots*, a board game for 6 players or teams where you take on the role of a farmer in the beautiful land of Swiftlingen. This game isn't just about playing; it's about experiencing life as a small-scale farmer in a tough, competitive food system.

The serious game *Swiftlingen: Bonding Roots* was developed during a four-month Internship as part of the SWIFT project¹ by Clara L. Schuster, a second-year Master's student in the Resilient Farming and Food Systems program at Wageningen University & Research, under the supervision of Jessica Duncan (Rural Sociology Group). This here is the first version of the game manual. **Please be aware that the game is in the phase of being play-test and is thus still subject to revision and updates.**

The game design is based on a systematic literature review on serious tabletop games that address collaborative struggles, mobilize collective action, empower women and queer persons, and promote agroecology. The game design was also inspired by an online search on non-serious games.

The game's content ought to be based mostly on experiences and research from actors within the SWIFT project. This is, the SWIFT project's webpage (SWIFT, 2023), a feminist perspective on peasant farm viability (Manuel et al., 2024), the analysis of the CAP (2023-2027) through a feminist institutionalist lens (Diamanti et al., 2024), informal conversations with Marta G. Rivera Ferre, Marta Maicas Pérez, and Francesco Panié, and filmed interviews conducted by the *Centro Internazionale Crocevia* in December 2023, as part of the SWIFT project. The original videos can be found on the SWIFT webpage and the YouTube channel from *Centro Internazionale Crocevia*². From outside the project, there was further literature included: an ethnographic study on queer farming practices in Switzerland (Pfammatter & Jongerden, 2023), a study of the

¹ <https://swiftproject.eu/>

² <https://www.youtube.com/@centrointernazionalecrocevia72/videos>

empowerment of queer persons through a rural CSA in Portugal (Raj, 2024), and a blog post with interviews with queer farmers in the United States (Mok, 2021), including Maggie Cheney from Rock Steady Farm who was also interviewed by Crocevia.

Both the game content and design were also inspired by a design prototype for the game called SWIFTVILLE (de Groot et al., 2024). SWIFTVILLE was designed by a group of students from Wageningen University & Research (WUR) during the MSc course “Redesigning Global Farming and Food Systems” (FSE32306), led by Dr. Federico Andreotti³.

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Game Concept

Game Context

The SWIFT project is a transdisciplinary project that seeks to promote women's and LGBTQI+ people's position in farming and investigates how agroecological processes can promote gender equality. SWIFT stands for Supporting Women-Led Innovations (WILs) in Farming and Rural Territories. WILs are those European movements where women and queer persons and feminist viewpoints are at the center while advocating for gender equity in farming and rural territories (SWIFT, 2023). While the people in these movements are key actors in a sustainable and agroecological food system transformation, they face numerous challenges, ranging from cultural, institutional, and organizational gender biases and discriminations to normative expectations (Diamanti et al., 2024; Manuel et al., 2024; Mok, 2021; Pfammatter & Jongerden, 2023; Raj, 2024; SWIFT, 2023). Through advancing feminist and human rights-based perspectives, the SWIFT project aspires to change the dominant productive agricultural narrative into a more diverse narrative that accounts for the reproductive aspects of farming, promotes sustainable rural development, and properly reflects the diversity in all aspects of agriculture (SWIFT, 2023).

The purpose of this game is to empower female and queer farmers in making visible the challenges they face, the feminist and agroecological work they carry out, and to mobilize collective transformative action. It is therefore a practical tool to build capacity and awareness both inside and outside the project; to connect project stakeholders; to give agency to people inside and outside the project to initiate fruitful collaborations to advance gender equity in agriculture.

Game Challenge

You will experience these challenges today in playing as a farmer in Swifflingen. You'll find yourself in a situation where a big industrial farm threatens to expand all over your

beautiful land, diminishing all other farmers and agricultural practices in its way. Your objective is to achieve your individual secret missions and together, realize nine agroecology strategies by gathering resources and coming up with practical actions. In this game, you'll encounter challenges and dilemmas that women and queer farmers in Europe face in their everyday life and you'll learn how agroecology can promote gender equity and a good and dignified life for all. Each round, you face events in the form of dilemmas. With the help of your resources, you implement specific actions that are targeted to realize agroecology strategies.

Learning objectives

- Experience the **perspectives of female and queer farmers**
 - o Reflect on gender-specific barriers
 - o Learn about feminist work
 - o Reflect on your own identity towards gender
- **Achieve 9 agroecology strategies** to collaboratively stop the big industrial farm from taking over
 - o Learn about the benefits of a life of agroecology
 - o Reflect on balancing out personal and community interests

Game characteristics

- Role-play game for **6 players or teams** and 1 facilitator (*or not, should be playable without, also debriefing*)
- **Game schedule**
 - o Introduction & instructions: 10 minutes
 - o Play for x rounds: ~ 20 minutes per round
 - o Debriefing & reflection: 15 minutes
- **Purpose**
 - o Educational
 - o Capacity building

- Awareness-raising
- **Target audience**
 - Farmers and farm workers
 - Activists
 - Researchers
 - Food, agriculture, and environmental policymakers
- The game can't be lost, every progress counts as an incremental win

Game Elements & Set-up

The game will be made available as a print-and-play version.

Materials

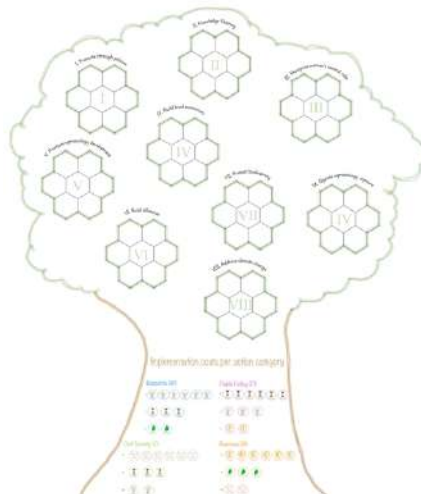
- Game board
- 6x Character Cards
- 6x Resource counter
- 6x Personal Debt Tokens
- 25x Event cards

Additionally, you'll need

- 4x colored pencils
- 1x pencil
- (1x D20 dice (i.e., one dice with 20 sides))
- (1x D6 dice (only necessary if players want to roll themselves on their starting resources))

Game Board

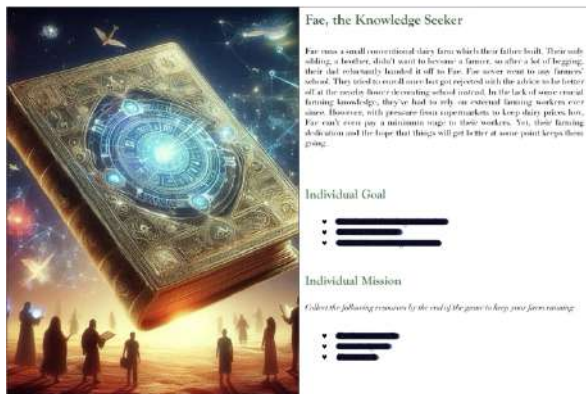
Board Counter									
1	2	3	4	5	6	7	8	9	10



The outer shape of the game board is adapted from Hegger (2024). The game board consists of several **Hexagon Tiles** that are clustered as groups of six tiles each. Each group got an agroecology strategy assigned to. The number in the center of each cluster indicates to which strategy a tile belongs (e.g., II belongs to strategy II. Knowledge sharing, IV belongs to strategy IV. Build local economies, and so on). In the trunk of the tree, there are the resource costs per action category (*see Action Categories*).

Character Cards

Each player/team receives a **Character Card** that includes a short description of the farmer they embody, along with their (secret) **individual goal and mission**. Before the start of the game, read your character card, and get familiar with the farmer whose role you'll be taking on. Keep in mind that during the game, you will argue and make decisions based on your individual farmer's description.



Character card describing the farmer Fae, the Knowledge Seeker, including their (blacked out) individual goal & mission

Resources & Resource Counter

There are six different resources in the game: **Land, Community, Environment, Knowledge, Time, and Finance**. Each player receives a **Resource Counter** on which they mark their individual number of resources. The resources counter also offers some space for notes, for example, if you have a debt to pay at a later round. Each player receives a starting resource allocation depending on their character. During the gameplay, players gain resources based on their choices for events, and at the end of each round; players deplete resources to pay the implementation costs for their actions.



Resource Counter: This player has currently 1x land, 6x community, 2x time, 1x environment, 3x knowledge, and 0x finance.

Event Cards

During the game, players will face events in the form of dilemmas. Each event card contains the event’s description and certain characteristics, possible effects, and pathways.

Players always have three options to choose from: two individual choices and one collective action. Each player may only pick one of the three available options per event (either individual OR collective) but can decide anew for each new event.

1. Individual Choices

a. “Buy now, pay later”: You get the indicated resource now, but you have to pay two resources later (= you get a **Debt**).

- i. **Debt:** You need to pay back the indicated resources two rounds later. Note down the resources on your Resource Counter and put your **Personal Debt Token** on the **Debt Marker** on the game board under the round in which you’ll have to pay your debt.



- ii. *Example for a debt:* In Round 1, you decide for choice (a) and receive a debt for 2x time. On your resource counter, write down your debt and then put your Personal Debt Token on the Debt Counter on

the game board under round 3. At the start of round three, you'll have to pay your debt.)

- b. **“One for one”**: With this option, you get and pay the indicated resources immediately.

2. Collective Action






- c. **“Collaborate for a Collective Action”**: This is a collective action that doesn't grant individual resources but instead helps to achieve one of the agroecology strategies. The cost is shared among all players who participate, and it depends on the specific category assigned (*see Game Elements & Set Up: Action Categories*). Note: At least two players need to agree to initiate a collective action.

Before playing, shuffle the event cards and put them next to the game board.

(3) Severe drought

A severe drought hits the region, and water is scarce. This reduces your crop yields. The company *AquaPro* offers you their newest irrigation system which includes the setup on your farm. However, they have a strict policy: You are not allowed to repair it yourself if it breaks. The system could help during droughts, but not having the flexibility to fix it yourself is risky, and it costs a lot of money. Instead, you could try to save your yield with hand irrigation.

AquaPro is waiting for your decision. What will you choose?

- a. **Buy the irrigation system:**
 - Get: 
 - Debt:  
- b. **Do not buy the irrigation system:**
 - Get: 
 - Pay: 
- c. **Collaborate for a Collective Action.**

Event card “Severe drought” with three choices (a) “Buy now pay later”: Use the irrigation system, (b) “One for one”: Do not buy the irrigation system, (c) “Collaborate for a Collective Action.” with option (c) being the collective action.

Action Categories

There are four action categories: **Research (R)**, **Public Policy (P)**, **Civil Society (C)**, and **Business (B)**. These categories serve two purposes. First, they help you identify and

label your collective actions. Second, they **determine the resource costs** for the collective action you choose to implement

Research (R): Actions that focus on generating knowledge and innovation for gender-responsive and/or agroecological practices; collaboration with research actors. Actions in this category have the following costs

- Knowledge: 6
- Time: 3
- Finance: 2

Public Policy (P): Actions aimed at influencing or creating policies that support gender equity and/or agroecology; collaboration with political actors. Actions in this category have the following costs

- Time: 6
- Knowledge: 3
- Community: 2

Civil Society (C): Actions that involve community engagement, advocacy, and building networks; collaboration with civil society actors. Actions in this category have the following costs

- Community: 6
- Time: 3
- Environment: 2

Business (B): Actions that involve companies and markets to drive sustainable practices and support local economies, including philanthropy; collaboration with business actors. Actions in this category have the following costs

- Finance: 6
- Land: 3

- Environment: 2

Collective action

Collective action is one of the options you can choose when you reacting to an event. You design these actions to realize the nine agroecology strategies. While you'll categorize your actions into fixed categories, the specific actions you implement depend on your creativity and ideas. You can formulate actions as narrowly or broadly as you desire; it's entirely up to you to assess the scope and suitability of your action to the targeted agroecology strategy. Below are some suggestions for actions to guide you along the way, but feel free to ignore them and let your imagination flow.

- ♥ Create political proposals
- ♥ Create networking opportunities
- ♥ Create knowledge-sharing opportunities
- ♥ Organize advocacy and/or information campaigns
- ♥ Organize community-building activities
- ♥ Organize educational activities and/or training
- ♥ Found your own agrarian union
- ♥ Found a producer cooperative
- ♥ Adopt a more-than-human perspective
- ♥ Introduce natural pest management
- ♥ Diversify your farming endeavors in all kinds of dimensions

Agroecology Strategies

The following were agreed by international organizations & movements of small-scale food producers & consumers in the Declaration of the International Forum for Agroecology (Nyéléni, 2015, pp. 4-5) to „To come to a **common understanding of agroecology** as key element in the construction of **Food Sovereignty**, and to develop joint strategies to promote Agroecology and **defend it from co-optation**“ (Nyéléni, 2015,

p.1). You can find a more elaborate description of each strategy in *Appendix A – Agroecology Strategies*.

I. Promote agroecological production through policies

II. Knowledge sharing

III. Recognition of the central role of women

IV. Build local economies

V. Further develop and disseminate our vision of agroecology

VI. Build alliances

VII. Protect biodiversity and genetic resources

VIII. Cool the planet and adapt to climate change

IX. Denounce and fight corporate and institutional capture of agroecology

The game

Prologue

You can find an extended version of the prologue in *Appendix B – Extended Story Material*.

Every Saturday, all farmers from the area go to the market in the capital city from Swifflingen to sell their harvests. These farmers, each working their own land, don't really know each other – they only see each other briefly at these market days, sharing the common struggle of a system that appears to work against them.

On one of these market days, the farmer Tao overhears a troubling conversation. In a quiet corner, John, who owns a large industrial farm, brags about the big amounts of governmental subsidies he got and his plans to expand his farm to offer cheaper prices. Tao realizes that this could hurt smaller farms like theirs, both economically and environmentally. Tao decides to speak up and find others who are also worried, and they end up as a group of six with Fae, Ori, Lev, Zel, and Jor,

That evening, they all meet at Tao's farm, feeling the urgent need to act. Zel, the youngest and most hopeful among them, shares their idea to fight against the potential danger of John's plans: Using the declaration from the International Forum for Agroecology, that outlines nine strategies, to realize agroecology and promote a fair and sustainable way of farming. As the others were listening, they all realize that their struggles are part of a bigger global fight. Inspired and determined, they decide to meet regularly and work together to protect their land, build a strong community, and push for a sustainable, just, and respectful future of farming for everyone.

How to play

Each player/team randomly draws a character card, including an individual goal and mission. Individual goals are character- and farm-related, such as getting a loan or accessing new markets. Individual missions are resource-related, such as collecting X amount of resources A, B, and C. This will be the farmer's role they take over for the course of the game. The objective is to fulfill both your goal and the mission before the game ends. Read out your farmer's description to the other players to get to know each other, however, keep your individual goals and missions to yourself until the debriefing. Each farmer now rolls the dice to determine the starting amount of each resource (one roll per resource) or draws a pre-made random resource allocation. For a full win of the game (100%), all players fulfilled their goal and mission and together implemented all nine agroecology strategies. One agroecology strategy is considered "implemented" when all six fields for a specific strategy on the gameboard are filled in. The game lasts for 10 rounds. Each round consists of four phases

Phase description

1. Event phase

Only applicable after the second round: "Buy now, pay later": Before drawing the next event card, all players pay their debt. If a player does not have enough resources to pay their debt, other players might help them out, either as a gift, trade, or private debt. If no one can or is willing to help, the players might pay their debt at the start of the next round, however, they are not able to make individual choices for as long as their debt is not paid.

At the start of each round, the farmers are collectively faced with a random event in the form of a dilemma. For that, one player draws a card from the event pile and reads it out loud. Before you proceed, discuss the content of the card to clarify its meaning to

everyone. All farmers face each event card collectively; however, you can decide individually how you want to react.

2. Deliberation phase

Take 1 minute to think about your individual choices and then discuss together your strategies.

Be aware:

- ♥ Only collective action leads to the realization of agroecology strategies
- ♥ There must be at least two farmers willing to initiate collective action
- ♥ The more players participate in a collective action, the more fields on the game board will be filled in per strategy (one field per participating player)

Bonus: If all six players decide to implement a collective action together, each player receives 1x *community* resource.

2.1 Individual choice

If a player chooses an individual choice, they gain and pay the indicated amount of each resource. In case of a “buy now, pay later” option, the player notes their resources debt and when to pay it (i.e., at the start of which round. *Tip: count the number of event cards and add 2 to determine when the payment becomes due*).

2.2 Collective choice

Your mission is now to deliberate on a specific action that helps you to react/answer to the event while realizing one of the nine agroecology strategies. Think first about the agroecology strategy you want to target with your action. To determine the costs for your action, decide together which category fits best to realize your chosen agroecology strategy with a specific action. Choose one out of four actions: Research, Public policy, Civil Society, or Private sector (For explanations of each category and associated costs,

see *Game Elements & Set Up: Action Categories*). Now it's time to come up with the action you want to implement. Discuss together and make a choice

3. Implementation phase

After reaching a consensus on the specific action you agreed to implement, consult the cost overview to determine the number of resources you need to gather for implementation. The costs of your action depend on its associated category. Pool your resources to “pay” the implementation costs. Then, locate the cluster of hexagon tiles on the game board corresponding to your chosen agroecology strategy. Mark the number of tiles equal to the number of players who participated in the collective action, using the color of the allocated category. If all six game tiles per agroecology strategy are filled in, the strategy is considered “realized”. If less than six game tiles per agroecology strategy are filled in, the strategy is not realized yet and needs more future collective action.

4. Harvesting phase

Each round ends with a “harvest”: Each player receives **two units of one of the following resources: *community, environment, knowledge, time, or finance*** (Be careful: It is not possible to harvest *land* resources). To start the next round, go back to phase 1 and draw a new event card.

Epilogue

You can find an extended version of the epilogue in *Appendix B – Extended Story Material*.

Looking into the future, you have turned your lives and land into a symbol of hope and sustainability through your resilience, collaboration, and the power of your community. Your journey wasn't easy but with the clear objective of realizing nine critical agroecology strategies, you managed to overcome many dilemmas by gathering

resources and implementing practical actions. But these challenges also gave you opportunities to learn, to grow, and to stand together.

Now, Swifflingen's fields are filled with the colors of diverse crops that grow in harmony with their environment. The farming community's commitment to feminist agroecology ensures that everyone's contributions are valued and that every piece of land is cared for with respect for all living and non-living beings. Having successfully stood up to the danger of John's plans, you now serve as role models for others in similar situations all over the world, inspiring them to embrace a more inclusive, just, and sustainable way of farming.

Debriefing

Work in progress, these are just first exemplary ideas

- **Reflect on feelings**
 - How do you feel?
 - Where in the game did you notice or experience gender discrimination?
- **Reflect on learnings**
 - Did the game give you any new insights related to the position of women and queer persons in agriculture?
- **Reflect on the game process**
 - How does this game make you reflect on your own role to advance the position of women and queer persons in agriculture?
 - What was unclear to you?
- **Reflection on AE strategies:**
 - How many % of the strategies were implemented
 - Which strategies were prioritized and why
 - Would you do it differently?
 - Do we need all strategies?
 - Are there further strategies missing?

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Appendix A - Agroecology Strategies

Agroecology Strategies (Nyéléni, 2015, pp. 4-5)

I. Promote agroecological production through policies that...

1. Are territorial and holistic in their approach to social, economic and natural resources issues.
2. Secure access to land and resources in order to encourage long term investment by small-scale food producers.
3. Ensure an inclusive and accountable approach to the stewardship of resources, food production, public procurement policies, urban and rural infrastructure, and urban planning.
4. Promote decentralized and truly democratized planning processes in conjunction with relevant local governments and authorities.
5. Promote appropriate health and sanitation regulations that do not discriminate against small-scale food producers and processors who practice agroecology.
6. Promote policy to integrate the health and nutrition aspects of agroecology and of traditional medicines.
7. Ensure pastoralists' access to pastures, migration routes and sources of water as well as mobile services such as health, education and veterinary services that are based on and compatible with traditional practice.
8. Ensure customary rights to the commons. Ensure seed policies that guarantee the collective rights of peasants' and indigenous peoples' to use, exchange, breed, select and sell their own seeds.
9. Attract and support young people to join agroecological food production through strengthening access to land and natural resources, ensuring fair income, knowledge exchange and transmission.
10. Support urban and peri-urban agroecological production.

11. Protect the rights of communities that practice wild capture, hunting and gathering in their traditional areas and encourage the ecological and cultural restoration of territories to their former abundance.
12. Implement policies that ensure the rights of fishing communities.
13. Implement the Tenure Guidelines of the Committee on World Food Security and the Small- scale Fisheries Guidelines of the FAO.
14. Develop and implement policies and programs that guarantee the right to a dignified life for rural workers, including true agrarian reform, and agroecology training.

II. Knowledge sharing

1. Horizontal exchanges (peasant-to-peasant, fisher-to-fisher, pastoralist-to-pastoralist, consumer-and-producer, etc.) and intergenerational exchanges between generations and across different traditions, including new ideas. Women and youth must be prioritized.
2. Peoples' control of the research agenda, objectives and methodology.
3. Systemize experience to learn from and build on historical memory.

III. Recognition of the central role of women

1. Fight for equal women's' rights in every sphere of agroecology, including workers' and labour rights, access to the Commons, direct access to markets, and control of income
2. Programs and projects must fully include women at all stages, from the earliest formulation through planning and application, with decision-making roles.

IV. Build local economies

1. Promote local markets for local products.

2. Support the development of alternative financial infrastructure, institutions and mechanisms to support both producers and consumers.
3. Reshape food markets through new relationships of solidarity between producers and consumers.
4. Develop links with the experience of solidarity economy and participatory guarantee systems, when appropriate.

V. Further develop and disseminate our vision of agroecology

1. Develop a communications plan for our vision of agroecology
2. Promote the health care and nutritional aspects of agroecology
3. Promote the territorial approach of agroecology
4. Promote practices that allows youth to carry forward the permanent regeneration of our agroecological vision
5. Promote agroecology as a key tool to reduce food waste and loss across the food system

VI. Build alliances

1. Consolidate and strengthen existing alliances such as with the International Planning Committee for Food Sovereignty (IPC)
2. Expand our alliance to other social movements and public research organizations and institutions

VII. Protect biodiversity and genetic resources

1. Protect, respect and ensure the stewardship of biodiversity
2. Take back control of seeds and reproductive material and implement producers' rights to use, sell and exchange their own seeds and animal breeds
3. Ensure that fishing communities play the most central role in controlling marine and inland waterways

VIII. Cool the planet and adapt to climate change

1. Ensure international institutions and governments recognize agroecology as defined in this document as a primary solution for tackling and adapting to climate change, and not “climate smart agriculture” or other false versions of agroecology
2. Identify, document and share good experiences of local initiatives on agroecology that address climate change.

IX. Denounce and fight corporate and institutional capture of agroecology

1. Fight corporate and institutional attempts to grab agroecology as a means to promote GMOs and other false solutions and dangerous new technologies.
2. Expose the corporate vested interests behind technical fixes such as climate-smart agriculture, sustainable intensification and “fine-tuning” of industrial aquaculture.
3. Fight the commodification and financialization of the ecological benefits of agroecology.

Appendix B – Extended Story Material

Extended prologue

Welcome to **Swiftlingen: Bonding Roots**, a captivating board game for 6 players or teams, immersing you in the role of a farmer in the enchanting realm of Swiftlingen. But it’s more than a game – it’s a journey into the heart of a land where tradition and innovation meet in a struggle for survival. It invites you to experience the life of a smallholder farmer managing a modest plot of land, striving to thrive amid the challenges of a competitive, capitalist food system.

In the lands of Swiftlingen, lush fields and charming villages hide a harsh reality. Its pastoral charm of rolling fields and quaint villages contrasts sharply with the relentless march of industrial agriculture when every Saturday, the market in the city Villa del Swift buzzes with activity as all farmers from the area bring their harvests to trade. The

farmers, each tending their own corner of Swiftlingen, also here remain strangers to each other, bound only by their common plight and the fleeting exchanges of market day. Their interactions are marked by an unspoken camaraderie and shared struggle against the backdrop of a system that marginalizes their efforts.

On one of these days, Tao, a perceptive and ambitious farmer, overhears a concerning conversation. In a hidden corner of the market, John, the owner of a massive industrial farm, brags to a supermarket owner about his recent generous amount of CAP subsidies and his plans to expand his enterprise being able to deliver more produce at cheaper prices. Recognizing the danger of being outcompeted by John's low prices and the potential environmental damage, Tao takes a bold step. They reach out to other farmers present that day at the market with find an open ear from Fae, Ori, Lev, Zel, and Jor, fellow farmers who, until now, were only faces in the crowd.

That evening, the farmers gather at Tao's farm, united by a shared urgency. Zel, the youngest and most hopeful among them, reveals a beacon of hope when they introduces the group to the declaration from the International Forum for Agroecology (Nyéléni, 2015) - a declaration outlining nine powerful strategies to counteract the destruction wrought by industrial agriculture and achieve Food Sovereignty. As the farmers listen, a spark of understanding ignites. Their individual struggles are part of a global narrative, a fight for Food Sovereignty and sustainable practices that resonate far beyond Swiftlingen. Inspired and determined, they pledge to meet regularly and forge a new path together. With newfound hope, they commit to implementing the nine strategies of agroecology. Their intentions are clear: protect their land, foster a thriving, autonomous community, and advocate a future where agriculture respects the Earth and nourishes all life.

Extended epilogue

Looking into the future, you have managed to **transform** your lives and your land into a beacon of hope and sustainability **through resilience, collaboration, and the power**

of community. Your journey was one with many challenges. Together, you faced with the threat of a massive industrial farm that sought to expand over your beautiful land. With the clear objective of **realizing nine critical agroecology strategies**, you managed to overcome many dilemmas by gathering resources and implementing practical actions. Each round brought new challenges, reflecting the **struggles and barriers that women and queer farmers** in Europe face every day. But these obstacles also presented opportunities to learn, to grow, and to stand together.

Your efforts attracted the attention of policymakers, who provided **spaces for participation** and decision-making for farmers, leading to the implementation of **gender-responsive policies** and increased support for small-scale farmers. Additionally, tight-knit bonds were formed with NGOs and civil society organizations, which provided vital training, advocacy, and financial aid, helping to **bridge gaps** that you alone could not overcome. Together, you promoted gender-sensitive practices, defended workers' rights, and ensured that the **voices of marginalized groups were heard.** Migrant workers, once marginalized, became respected members of the community, contributing to the region's resilience. Research and innovation flourished, blending local knowledge with scientific expertise, and turning Swiftlingen into a **hub of agroecological innovation.** The small-scale private sector thrived, supporting the local economy and proving that profitability and sustainability could coexist.

Swiftlingen's fields are now alive with the colors of **diversified crops**, thriving under practices of **circular agriculture** and agroecology. The community's commitment to **feminist agroecology** and the **more-than-human perspective** ensures that each individual's contributions are valued, and every piece of land is tended with **respect** for all living and non-living beings on the planet. Having successfully resisted industrial domination, you now serve as role models, inspiring others to embrace a **more inclusive and sustainable agricultural system.**