

Brief: Game Master



Teacher
Game Master

- Name:** Teacher
- Leadership style:** Leading by example and by letting the students excel.
- Mission:** Educate individuals in business and sustainability.
- Task:** Create a great and inclusive game-based learning experience by relating the game to the real world.
- Purpose of the Game:** Use the game to introduce the Business Leaders (as the gamers are called in our game) to a range of relevant terms and mechanisms related to a green transition towards a sustainable economy.
- Purpose of this Brief:** Enable a smooth onboarding of Gamers to the Game while providing both a curriculum and real-life relevant learning experience.

YOU LEAD THE GAMING EXPERIENCE

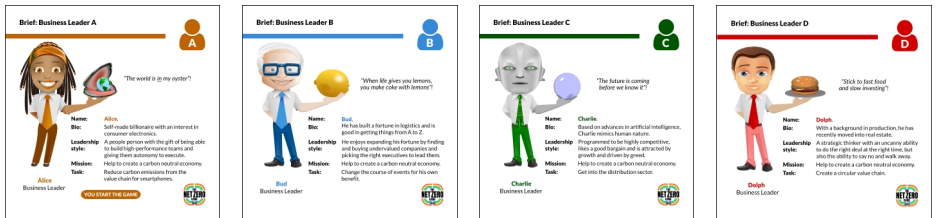


? Check-list (for first-time Gamers): Play or not?

- Relevance:** This is a game about multinational companies operating in value chains. An interest in business, sustainability and climate is an advantage.
- Groups:** 4 (or more) students per group
- Game:** One Game Box for each group
- Avatars:** One set of Business Leader Briefs for each group



All the Business Leader Briefs are different so each Gamer should focus on setting their own Game up ("minding their own plate")

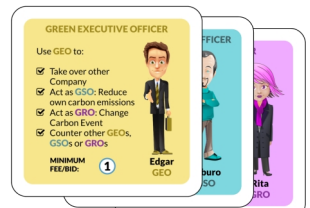
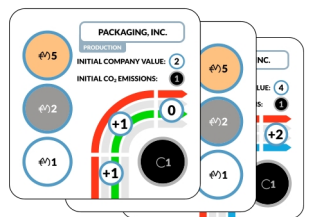


- Time:** 45 minutes (to play a full first round)
- Lightbulb icon: Games may be aborted at any time

✓ Start setting up the Game

All initial decisions have been made for already so no-one should end up with "analysis paralysis".

- 1** Each Gamer receives a certain (individual) amount of Money Coins and Carbon Coins
- 2** Each Gamer picks their individual Company cards, arranges them in value chains and places the Coins on the placeholders.
- 3** Each Gamer picks their types of Team Cards (the numbers/types vary from Gamer to Gamer) and place them face-down.
- 4** Each Gamer Familiarise themselves with the list of symbols on the Cards:

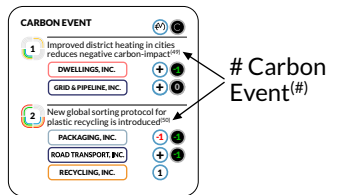


- | | |
|--|---|
| <p>Money:</p> <ul style="list-style-type: none"> €1 Increase Company Value by 1 Money -1 Decrease Company Value by 1 Money 0 No change | <p>Carbon:</p> <ul style="list-style-type: none"> +1 Increase Carbon Emissions by 1 Carbon -1 Decrease Carbon Emissions by 1 Carbon 0 No change |
|--|---|

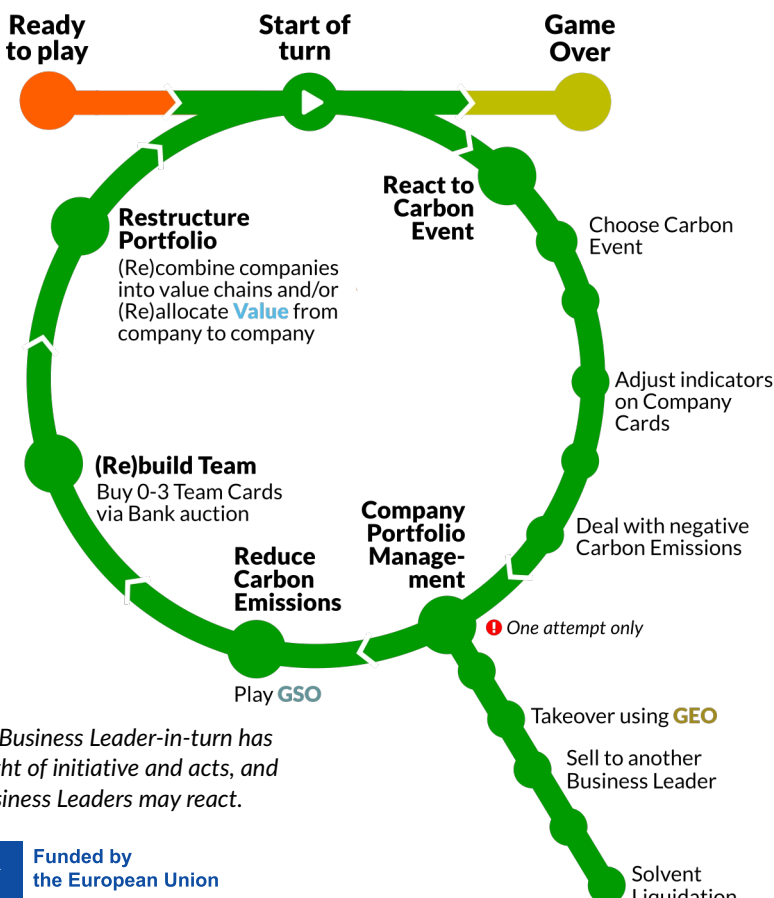
5 Start the Game

Gamer A chooses Carbon Event⁽⁷⁾ and all Gamers follow the instructions in their Brief

Gamers should not worry about making clever choices, just focus on the different terms and tasks.



6 Agenda for experienced Business Leaders



The Business Leader-in-turn has the right of initiative and acts, and all Business Leaders may react.



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Warm-Up Round: Alice's turn



In-turn: Alice

Involving	Action
Pick Carbon Event	1. Alice becomes the first Business Leader-in-turn
	2. Alice picks Carbon Event ⁽⁷⁾
	3. No business leaders intervene - Carbon Event ⁽⁷⁾ is chosen
Deal with Carbon Event	4. Alice 's SMARTPHONE, INC. changes its value by -1
	5. Alice 's SMARTPHONE, INC. changes its emissions by +4
Reduce Carbon Emissions	6. Alice plays a GSO to reduce carbon emissions of CHEMICALS, INC.
	7. No business leaders intervene
	8. Alice gets the decarbonisation
	9. Alice 's CHEMICALS, INC. reduces its emissions by
	10. The GSO retires to the HR Pool

Some learning points from Alice's turn:

1. Different companies in different value chains may be characterised by their company value and carbon emissions.
2. The Team Cards introduce a new 'breed' of green business leaders where e.g. the Chief in CEO becomes Green.
3. The value and emissions of a company may be influenced by external and internal factors (as illustrated by the Carbon Event).
4. Playing the **GSO** card represents an investment of the Business Leader in carbon reduction of a certain company at a time where it is easy (and thus cheap) to reduce emissions

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Warm-Up Round: Bud's turn



In-turn: Bud

Involving	Playing the Game
Pick Carbon Event	1. Bud becomes the Business Leader-in-turn
	2. Bud picks Carbon Event ⁽⁴⁷⁾
	3. Charlie plays GRO and changes to Carbon Event ⁽⁴⁸⁾
	4. No business leaders intervene - the played Team Card retires
Deal with Carbon Event	5. Alice 's GRID & PIPELINE, INC. changes its value by +1
	6. Alice 's CHEMICALS, INC. changes its value by +1
	7. Bud 's SHIPPING, INC. changes its value by +1
	8. Charlie 's OIL & GAS, INC. changes its value by +1
	9. Dolph 's PACKAGING, INC. changes its value by +1
Build a Team	10. Bud picks a GEO and a GRO for auction and bids 2
	11. Charlie bids 3
	12. No other business leaders bid
	13. Charlie wins the auction and pays 3 to the Bank
	14. The GEO and the GRO joins Charlie 's team

Some learning points from Bud's turn:

1. The **GRO** is a lobbyist capable of making changes locally and globally.
2. A Carbon Event may impact a complete value chain.
3. Population growth in combination with consumption growth per capita drive carbon emissions. It may, however, be mitigated by people changing eating habits towards for a more plant-based protein diet.

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Warm-Up Round: Charlie's turn



In-turn: Charlie

Involving	Playing the Game	
Pick Carbon Event	1. Charlie becomes the Business Leader-in-turn	
	2. Charlie picks Carbon Event ⁽²⁰⁾	
	3. No other business leaders intervene	
Deal with Carbon Event	4. Alice 's SAND & METAL, INC. changes its value by +2	
	5. Alice 's SAND & METAL, INC. changes its emissions by +1	
	6. Bud 's WINDPOWER, INC. changes its value by +3	
	7. Bud 's WINDPOWER, INC. changes its emissions by -1	
	8. Charlie 's OIL & GAS, INC. changes its value by +3	
	9. Charlie 's OIL & GAS, INC. changes its emissions by +1	
	10. Dolph 's RECYCLING, INC. changes its value by +3	
	11. Dolph 's RECYCLING, INC. changes its emissions by +1	
	Buy Company at Bank Auction	12. Charlie picks ROAD TRANSPORT, INC. for bank auction
		13. Charlie bids 5 , Dolph bids 6 and Charlie bids 7
		14. No other business leaders bid
15. Charlie wins the auction and pays 7 to the Bank.		
16. Charlie receives the ROAD TRANSPORT, INC. card with 5 and 3 (the Bank keeps 2 as profits)		

Some learning points from Charlie's turn:

1. Some companies can by default, as they work with resource extraction, not be part of a circular value chain.
2. The value of a company for a Business Leader depends on how it fits into a company portfolio.
3. The Bank wants to optimise its profits which is why it makes an auction

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Warm-Up Round: Dolph's turn



In-turn: Dolph

Involving	Playing the Game
Pick Carbon Event	1. Dolph becomes the Business Leader-in-turn
	2. Dolph picks Carbon Event ⁽⁴⁹⁾
	3. Charlie plays a GRO and picks Carbon Event ⁽⁵⁰⁾
	4. Alice plays a GRO and picks Carbon Event ⁽⁴⁹⁾
	5. Charlie plays a GEO (as a GRO) and picks Carbon Event ⁽⁵⁰⁾
	6. No business leaders interfere - all the played Team Cards retire
Deal with Carbon Event	7. Charlie 's ROAD TRANSPORT, INC. changes its value by +4
	8. Charlie 's ROAD TRANSPORT, INC. changes its emissions by -1
	9. Dolph 's PACKAGING, INC. changes its value by -1
	10. Dolph 's PACKAGING, INC. changes its emissions by -1
	11. Dolph 's RECYCLING, INC. changes its value by +3
	12. Dolph 's RECYCLING, INC. changes its emissions by +1
Hostile takeover of Company	13. Dolph plays a GEO to take over ROAD TRANSPORT, INC. from Charlie
	14. Dolph pays 9 (present company value) to Charlie
	15. Dolph takes over the ROAD TRANSPORT, INC. card with its 5 / 3
	16. Dolph places ROAD TRANSPORT, INC. in their value chain

Some learning points from Dolph's turn:

1. The **GEO** may be used as an *interim manager*.
2. New regulation can change how a company will operate.
3. Sometimes, for strategic reasons (e.g. a good fit to a portfolio), a Business Leader is willing to pay a price premium for a certain company.

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