

Brief: Business Leader A



"The world is in my oyster!"

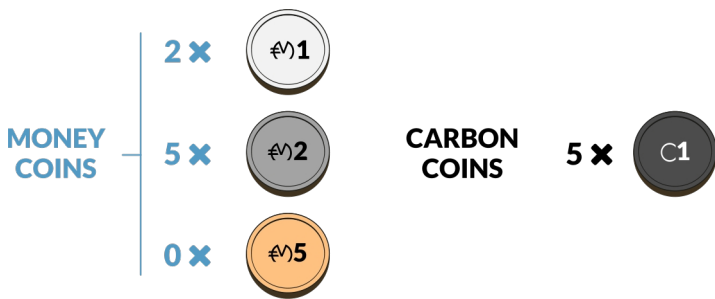
Name: Alice.
Bio: Self-made billionaire with an interest in consumer electronics.
Leadership style: A people person with the gift of being able to build high-performance teams and giving them autonomy to execute.
Mission: Help to create a carbon neutral economy.
Task: Reduce carbon emissions from the value chain for smartphones.

Alice
Business Leader

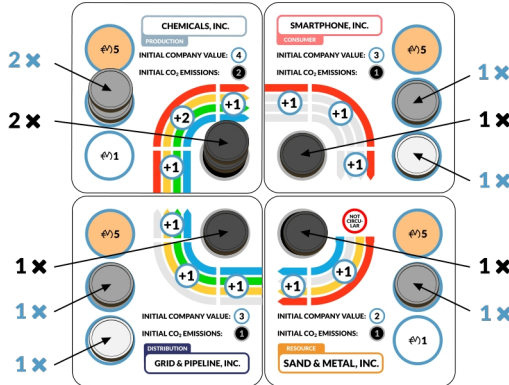
YOU START THE GAME



1 You receive the following coins



2 Pick these companies from the Bank - and place the two types of coins on the indicators



3 Congratulations! Your company portfolio is ready!

3 Pick these leaders from the HR Pool for your Team

1 x

"The Boss"

1 x

"The Lobbyist"

1 x

"The Technologist"

Keep the Team Cards concealed

4 Check out the icons used in the Game

€ Money:

- 1** Increase Company Value by 1 Money
- 1** Decrease Company Value by 1 Money
- 0** No change

C Carbon:

- +1** Increase Carbon Emissions by 1 Carbon
- 1** Decrease Carbon Emissions by 1 Carbon
- 0** No change

+ Synergy:

If any of your companies are affected by a Carbon Event, it might increase its value.

CARBON EVENT

A Improved district heating in cities reduces negative carbon-impact⁽¹⁹⁾

DWELLINGS, INC. +1

GRID & PIPELINE, INC. +0

B New global sorting protocol for plastic recycling is introduced⁽²⁰⁾

PACKAGING, INC. -1

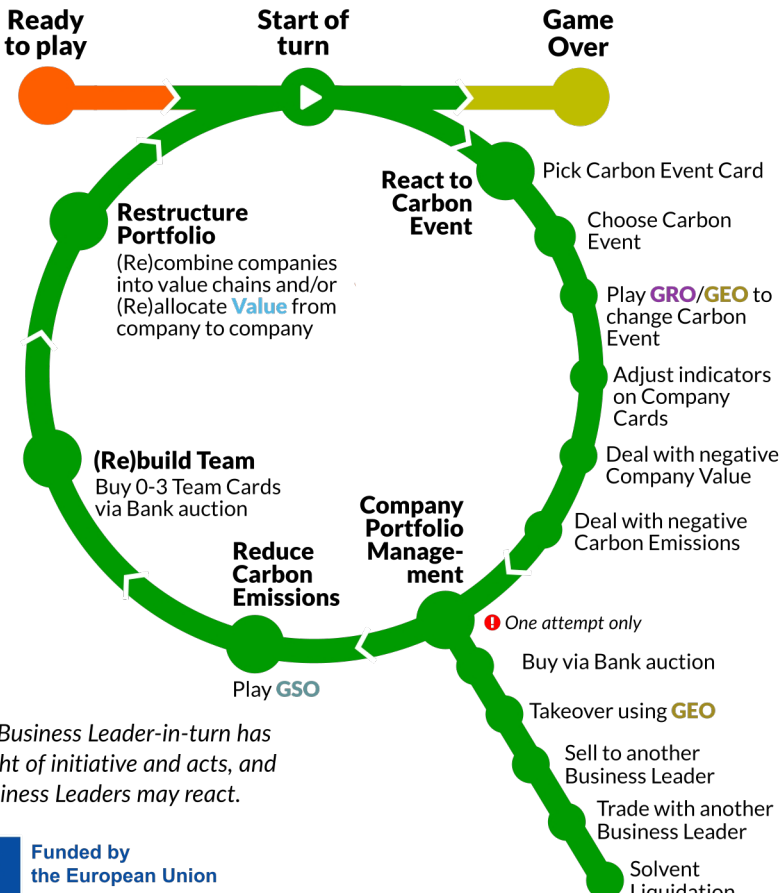
ROAD TRANSPORT, INC. +1

RECYCLING, INC. 1

How much would the value increase of **GRID & PIPELINE, INC.** be in your present company portfolio shown in **2** ? (Answer: **3**)

5 Start the Game First-time player? Go to the warm-up round 7

6 Agenda for experienced Business Leaders



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

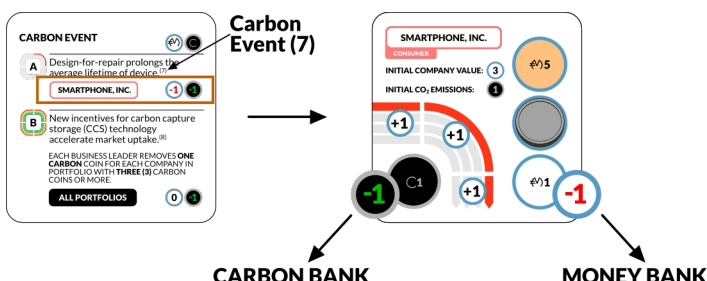


7 Warm-Up Round: Alice's turn

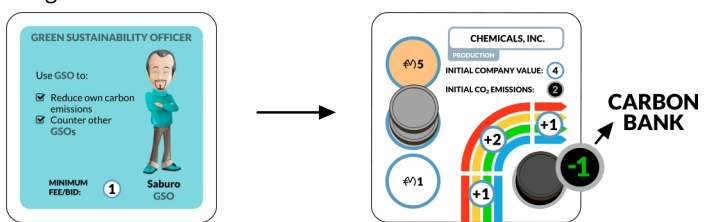


- Involving Action**
- Pick Carbon Event**
1. Alice becomes the first Business Leader-in-turn
 2. Alice picks Carbon Event⁽⁷⁾
 3. No business leaders intervene - Carbon Event⁽⁷⁾ is chosen

- Deal with Carbon Event**
4. Alice's SMARTPHONE, INC. changes its value by -1
 5. Alice's SMARTPHONE, INC. changes its emissions by -1

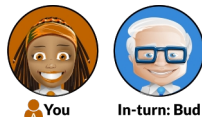


- Reduce Carbon Emissions**
6. Alice plays a GSO to reduce carbon emissions of CHEMICALS, INC.
 7. No business leaders intervene
 8. Alice gets the decarbonisation



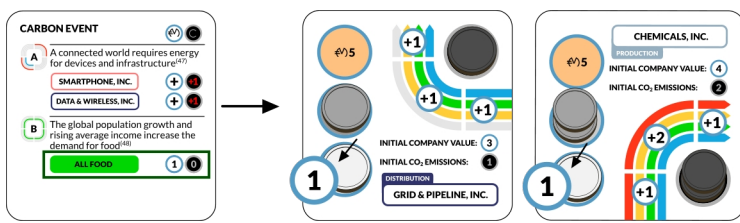
9. Alice's CHEMICALS, INC. reduces its emissions by -1
10. The GSO retires to the HR Pool
11. End of turn

8 Warm-Up Round: Bud's turn



- 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

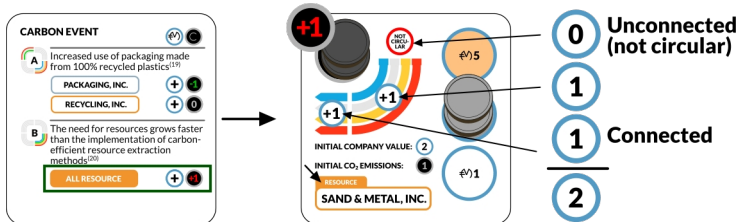
- Build a Team**
10. Bud picks a GEO and a GRO for auction and bids 2
 11. Charlie bids 3
 12. No other business leaders bid
 13. Charlie wins the auction and pays 3 to the Bank
 14. The GEO and the GRO joins Charlie's team
 15. End of turn

9 Warm-Up Round: Charlie's turn



- 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

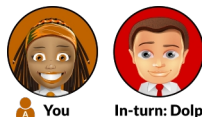
- Deal with Carbon Event**
4. Alice's SAND & METAL, INC. changes its value by +2
 5. Alice's SAND & METAL, INC. changes its emissions by +1



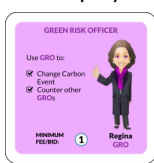
6. Bud's WINDPOWER, INC. changes its value by +3
7. Bud's WINDPOWER, INC. changes its emissions by -1
8. Charlie's OIL & GAS, INC. changes its value by +3
9. Charlie's OIL & GAS, INC. changes its emissions by +1
10. Dolph's RECYCLING, INC. changes its value by +3
11. Dolph's RECYCLING INC. changes its 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)
 17. End of turn

10 Warm-Up Round: Dolph's turn



- Involving Playing the Game**
- Pick Carbon Event**
1. Dolph becomes the Business Leader-in-turn
 2. Dolph picks Carbon Event⁽⁴⁹⁾
 3. Charlie plays 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 take-over 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
 17. End of turn

Congratulations! You are now ready to lead!