

Brief: Business Leader B



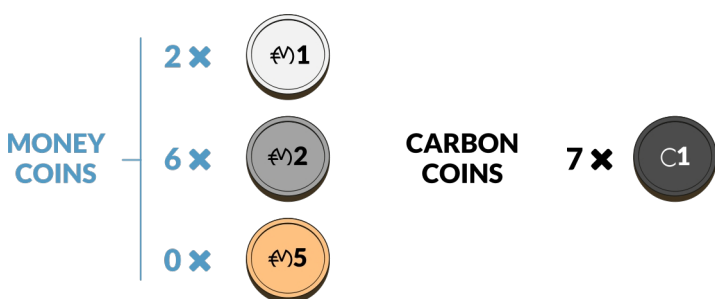
"When life gives you lemons, you make coke with lemons!"

- Name:** Bud.
- Bio:** He has built a fortune in logistics and is good in getting things from A to Z.
- Leadership style:** He enjoys expanding his fortune by finding and buying undervalued companies and picking the right executives to lead them.
- Mission:** Help to create a carbon neutral economy.
- Task:** Change the course of events for his own benefit.

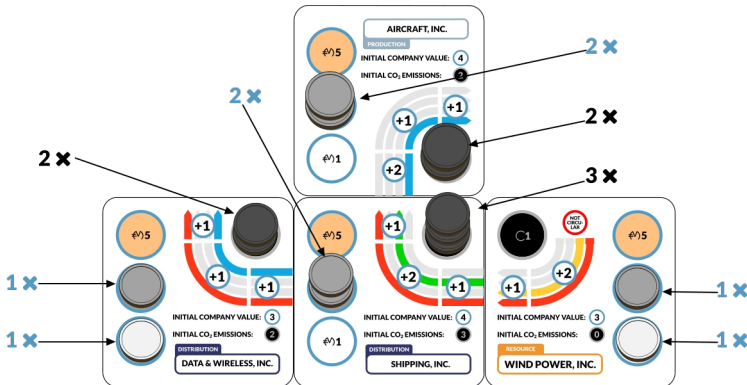
Bud
Business Leader



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



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

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:

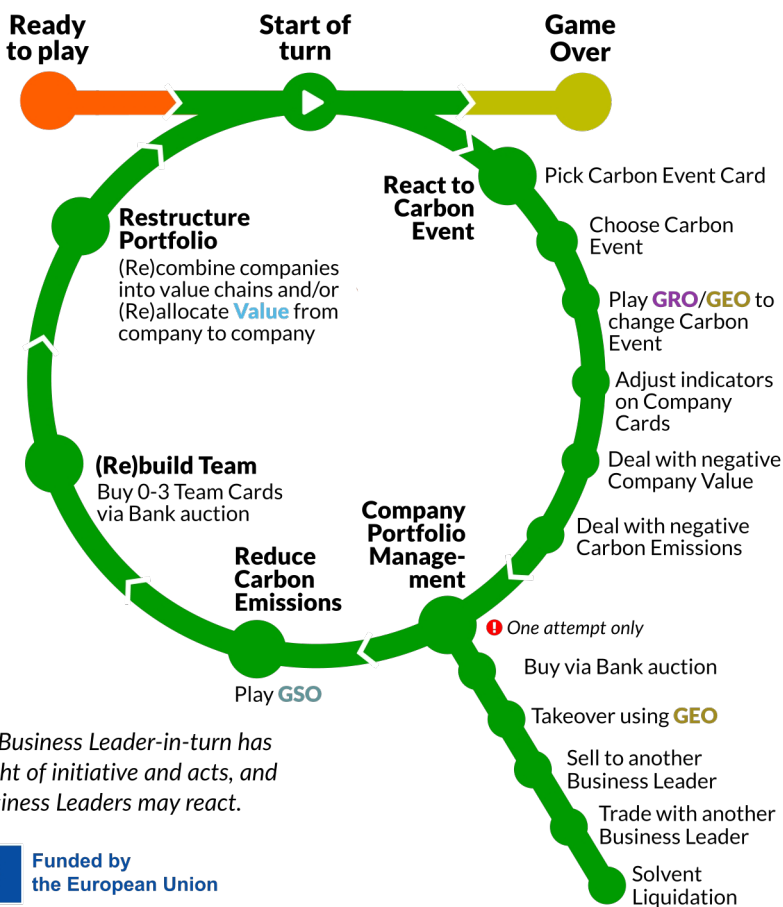
- A International transport of goods and materials (excluding coal and oil) expected to double by 2050²⁰
- B Wireless monitoring of processes improves efficiency and quality and also reduces maintenance costs²⁰

Example: If there is a colour match, you gain: 1. You always gain: 2. If there is a colour match, you gain: 1.

How much would the value increase of SHIPPING, 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

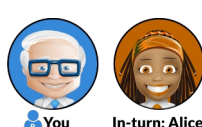
6 Agenda for experienced Business Leaders



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

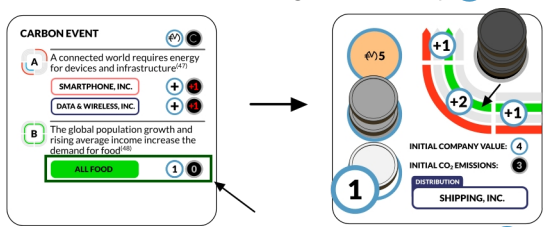


Involving	Action
Pick Carbon Event	1. Alice becomes the first Business Leader-in-turn
	2. Alice picks Carbon Event ⁽⁷⁾
	3. No business leaders intervene - Carbon Event ⁽⁷⁾ is chosen
Deal with Carbon Event	4. Alice's SMARTPHONE, INC. changes its value by -1
	5. Alice's SMARTPHONE, INC. changes its emissions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

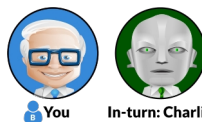
8 Warm-Up Round: Bud's turn



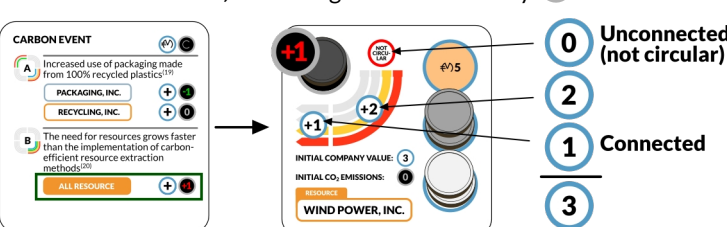
Involving	Playing the Game
Pick Carbon Event	1. Bud becomes the Business Leader-in-turn
	2. Bud picks Carbon Event ⁽⁴⁷⁾
	3. Charlie plays GRO and changes to Carbon Event ⁽⁴⁸⁾
	4. No business leaders intervene - the played Team Card retires
Deal with Carbon Event	5. Alice's GRID & PIPELINE, INC. changes its value by +1
	6. Alice's CHEMICALS, INC. changes its value by +1
	7. Bud's SHIPPING, INC. changes its value by +1
Build a Team	8. Charlie's OIL & GAS, INC. changes its value by +1
	9. Dolph's PACKAGING, INC. changes its value by +1
	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	



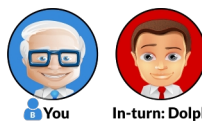
9 Warm-Up Round: Charlie's turn



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
Buy Company at Bank Auction	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
	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!