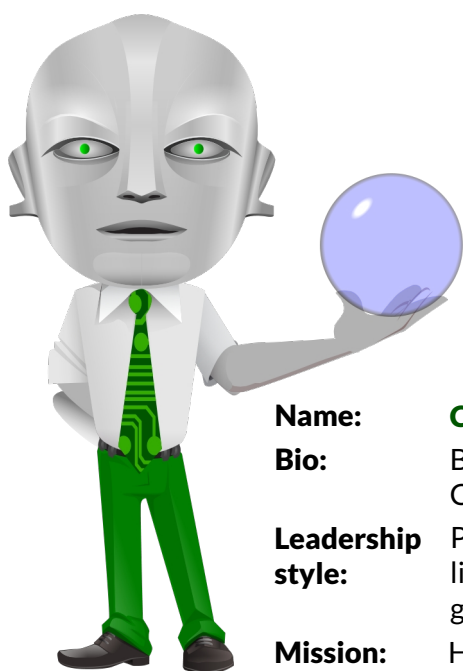


Brief: Business Leader C



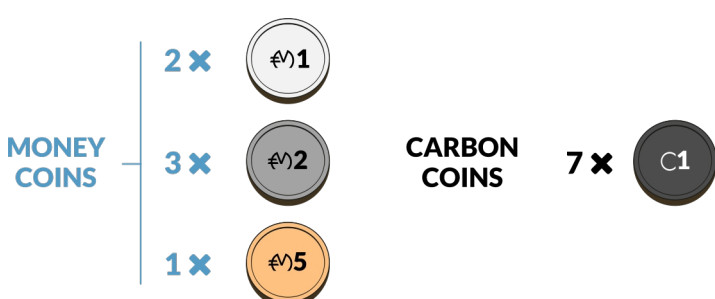
"The future is coming before we know it!"

- Name:** Charlie.
- Bio:** Based on advances in artificial intelligence, Charlie mimics human nature.
- Leadership style:** Programmed to be highly competitive, likes a good bargain and is attracted by growth and driven by greed.
- Mission:** Help to create a carbon neutral economy.
- Task:** Get into the distribution sector.

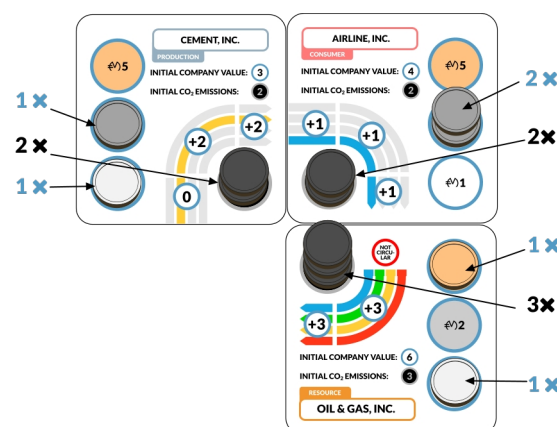
Charlie
Business Leader



1 You receive the following coins

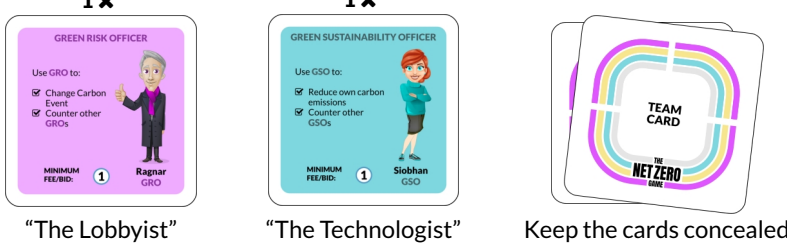


2 Pick these companies from the Bank - and place the two types of coins on the indicators



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:

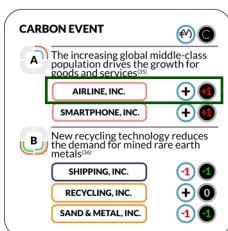
- 1 Increase Company Value by 1 Money
- 1 Decrease Company Value by 1 Money
- 0 No change

C Carbon:

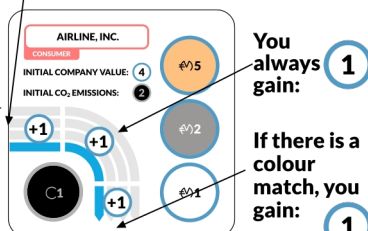
- +1 Increase Carbon Emissions by 1 Carbon
- 1 Decrease Carbon Emissions by 1 Carbon
- 0 No change

+ Synergy:

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



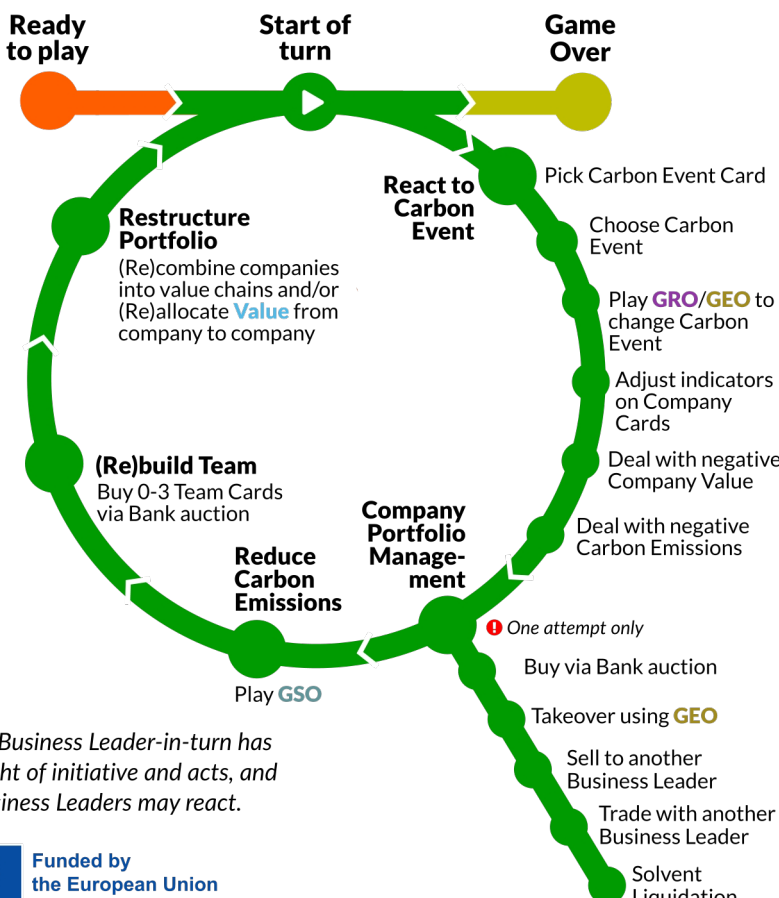
If there is a colour match, you gain: 1



How much would the value increase of AIRLINE, INC. be in your present company portfolio shown in 2? (Answer: 1)

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.

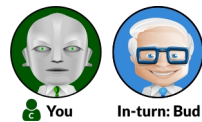


7 Warm-Up Round: Alice's turn

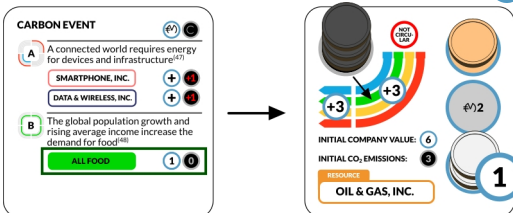
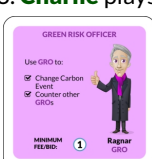


Involving	Action
Pick Carbon Event	1. Alice becomes the first Business Leader-in-turn
	2. Alice picks Carbon Event ⁽⁷⁾
	3. No business leaders intervene - Carbon Event ⁽⁷⁾ is chosen
Deal with Carbon Event	4. Alice's SMARTPHONE, INC. changes its value by -1
	5. Alice's SMARTPHONE, INC. changes its emissions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



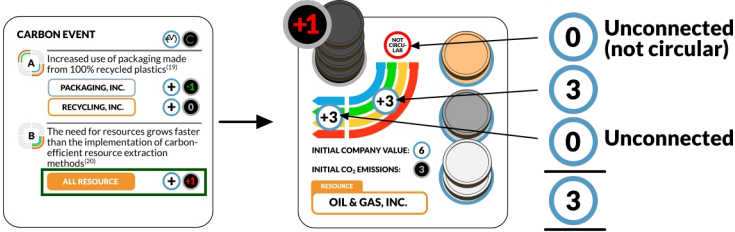
Involving	Playing the Game
Pick Carbon Event	1. Bud becomes the Business Leader-in-turn
	2. Bud picks Carbon Event ⁽⁴⁷⁾
	3. Charlie plays GRO and changes to Carbon Event ⁽⁴⁸⁾
Deal with Carbon Event	4. No business leaders intervene - the played Team Card retires
	5. Alice's GRID & PIPELINE, INC. changes 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



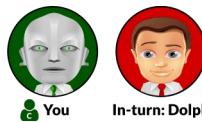
9 Warm-Up Round: Charlie's turn



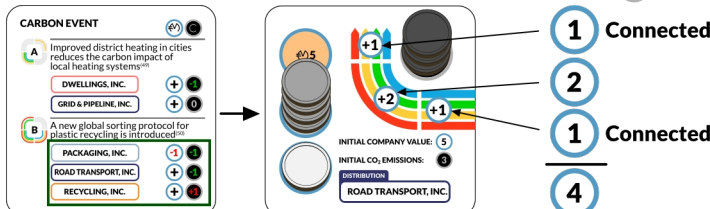
Involving	Playing the Game
Pick Carbon Event	1. Charlie becomes the business leader-in-turn
	2. Charlie picks Carbon Event ⁽²⁰⁾
	3. No other business leaders intervene
Deal with Carbon Event	4. Alice's SAND & METAL, INC. changes its value by +2
	5. Alice's SAND & METAL, INC. changes its emissions by +1
	6. Bud's WINDPOWER, INC. changes its value by +3
	7. Bud's WINDPOWER, INC. changes 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 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
Hostile take-over of Company	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
	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!

