

Brief: Business Leader D



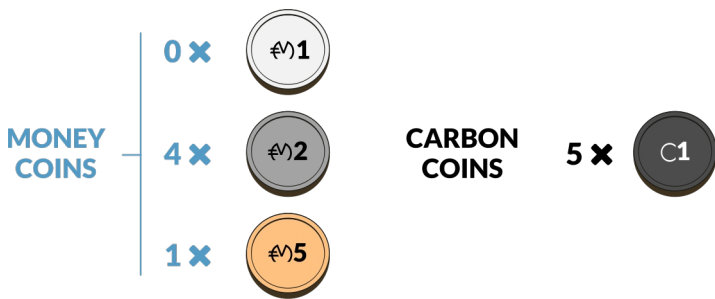
"Stick to fast food and slow investing"!

- Name:** Dolph.
- Bio:** With a background in production, he has recently moved into real estate.
- Leadership style:** A strategic thinker with an uncanny ability to do the right deal at the right time, but also the ability to say no and walk away.
- Mission:** Help to create a carbon neutral economy.
- Task:** Create a circular value chain.

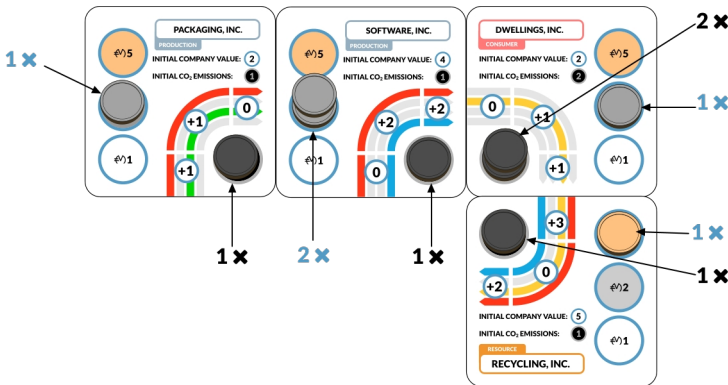
Dolph
Business Leader



1 You receive the following coins

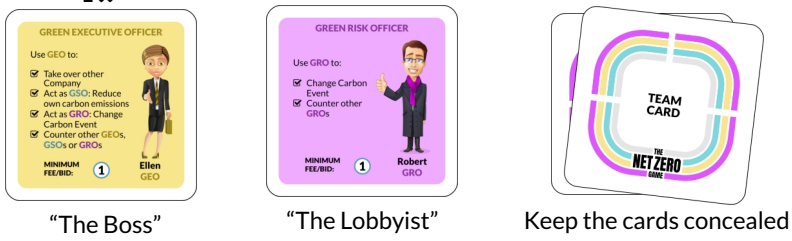


2 Pick these companies from the Bank - and place the two types of coins on the indicators



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.

If there is a colour match, you gain: 3

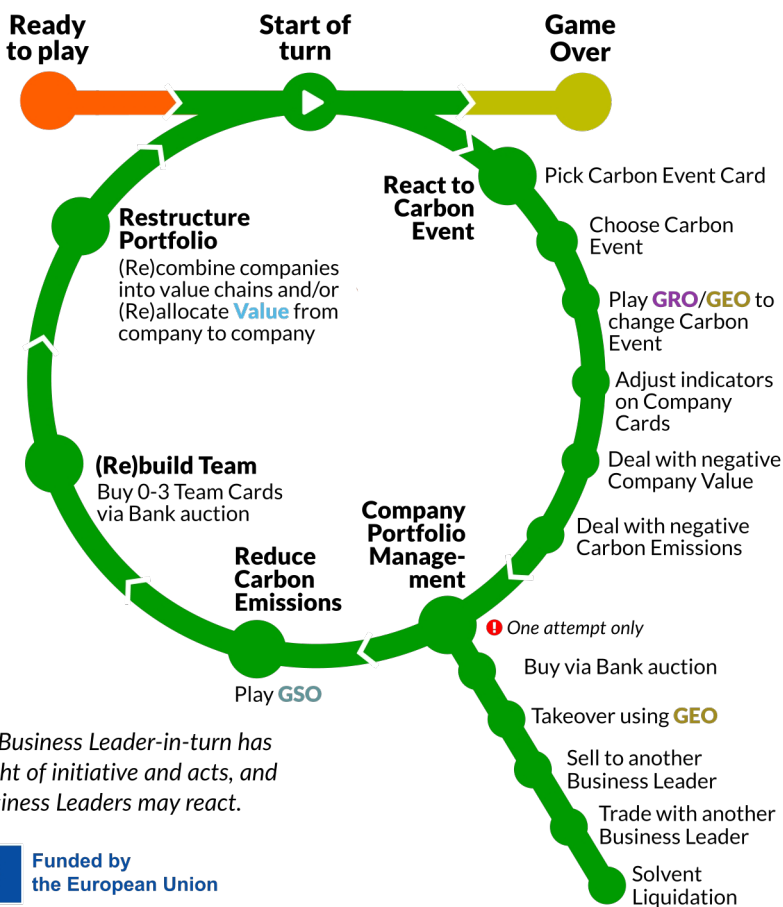
You always gain: 0

If there is a colour match, you gain: 2

How much would the value increase of **RECYCLING, INC.** be in your present company portfolio 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.



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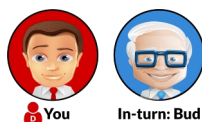


7 Warm-Up Round: Alice's turn

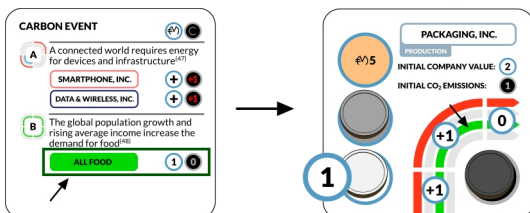


| Involving | Action |
|-------------------------|--|
| Pick Carbon Event | 1. Alice becomes the first Business Leader-in-turn |
| | 2. Alice picks Carbon Event ⁽⁷⁾ |
| | 3. No business leaders intervene - Carbon Event ⁽⁷⁾ is chosen |
| Deal with Carbon Event | 4. Alice's SMARTPHONE, INC. changes its 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

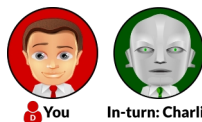


| Involving | Playing the Game |
|------------------------|--|
| Pick Carbon Event | 1. Bud becomes the Business Leader-in-turn |
| | 2. Bud picks Carbon Event ⁽⁴⁷⁾ |
| | 3. Charlie plays GRO and changes to Carbon Event ⁽⁴⁸⁾ |
| | 4. No business leaders intervene - the played Team Card retires |
| Deal 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 |

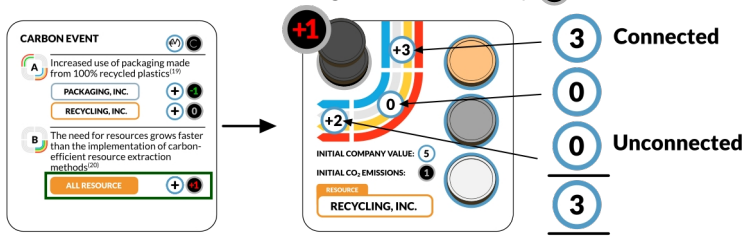


| | |
|--------------|--|
| Build a Team | 10. Bud picks a GEO and a GRO for auction and bids 2 |
| | 11. Charlie bids |
| | 12. No other business leaders bid 3 |
| | 13. Charlie wins the auction and pays 3 to the Bank |
| | 14. The GEO and the GRO joins Charlie's team |
| | 15. End of turn |

9 Warm-Up Round: Charlie's turn

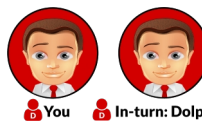


| Involving | Playing the Game |
|------------------------|---|
| Pick Carbon Event | 1. Charlie becomes the Business Leader-in-turn |
| | 2. Charlie picks Carbon Event ⁽²⁰⁾ |
| | 3. No other business leaders intervene |
| Deal with Carbon Event | 4. Alice's SAND & METAL, INC. changes its value by +2 |
| | 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 |

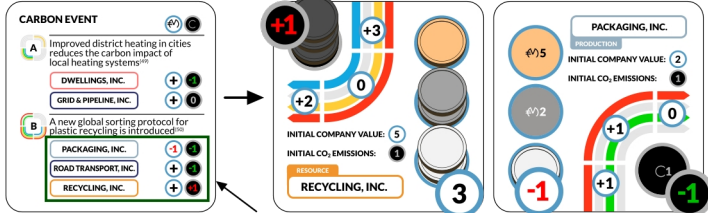


| | |
|-----------------------------|---|
| Buy Company at Bank Auction | 12. Charlie picks ROAD TRANSPORT, INC. for bank auction |
| | 13. Charlie bids 5, Dolph bids 6 and Charlie bids 7 |
| | 14. No other business leaders bid |
| | 15. Charlie wins the auction and pays 7 to the Bank. |
| | 16. Charlie 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 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 present 5 / 3 coins |
| | 16. Dolph places ROAD TRANSPORT, INC. in their value chain. |
| | 17. End of turn |



Congratulations! You are now ready to lead!

