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POLLUTION Scenario

“It’s just business” is a phrase of the past. From individual eco-activists to heads of state, little by little, everyone is starting to think about how to protect our planet.

It seems simple. To go green, follow the mantra promoted by the European Union since the 1970s: reduce, reuse, recycle. Are these principles even compatible with business? How can corporations adopt them? Many people don’t yet know the answers to these questions. Do you?

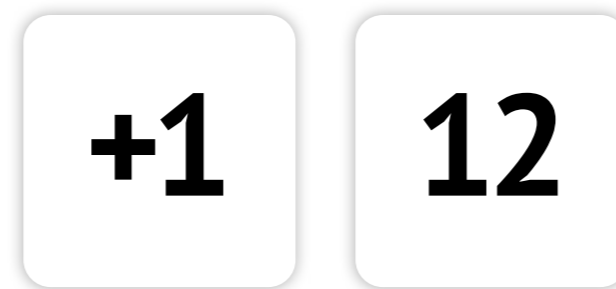
In this scenario, players will have to take care of the environmental impact of their decisions. Chasing profits can lead to dire consequences and massive fines.

Note: *The ‘Pollution’ scenario cannot be used with the Artificial Intelligence ‘Steve.’*

Scenario Contents

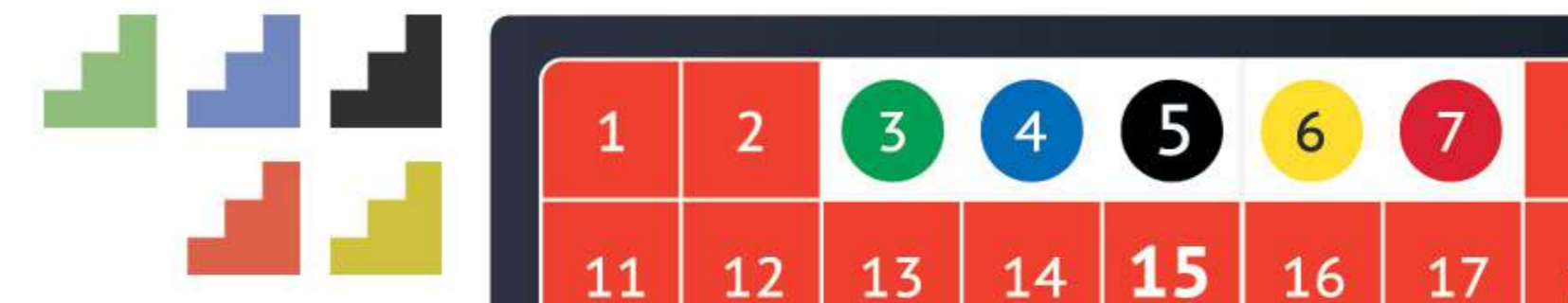
For this scenario, you'll need markers from the Scenario pack. The markers have different fronts and backs, namely:

Numbers from 1 to 12 with '+1' on the back – 12 pcs.



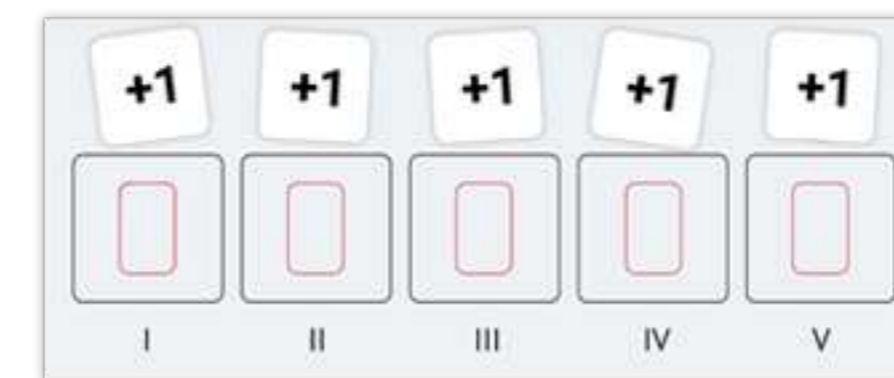
Preparing for the Scenario

1. Each player takes their Progress Marker and places it near the VP Scoreboard. From now on, we'll call them Pollution Markers.

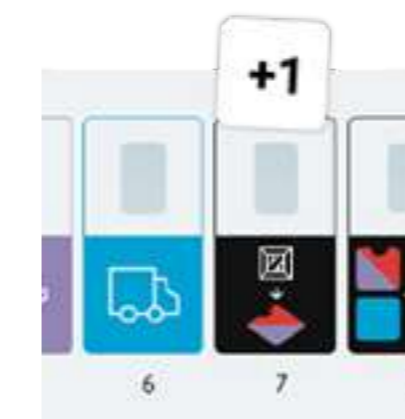


These markers will mark Pollution Points. That is, the extent a player's actions negatively affect the environment and the attention of the world community to this problem.

2. Shuffle the numbered tokens face down. Place a random marker above each slot of the round track.



3. Place the remaining tokens face-up near slot 7 (Selling Goods).



Gameplay

1. Before Phase 1 (Planning) of each round, turn the numbered token face-up and read the event aloud so that all players are familiar with its terms. The list of events is shown below.
2. Players receive Pollution Points for meeting or failing to meet the conditions of the event. Pollution Points reduce your final score at the end of the game. If left unchecked, pollution can cause a company to shut down and be completely ruined. Each event is active for one round unless stated otherwise.
3. Additionally, players receive 1 Pollution Point for each good discarded in Phase 7 (Selling Goods), as reminded by the "+1" token.

End of the Game

Depending on how many Pollution Points the player with the most Pollution Points has, players will lose a different number of VPs:

19 or less. *The planet is doing fine.*

Each player loses 1 VP for every 2 Pollution Points they have.

20-30. *Companies harm the planet.*


Each player loses 1 VP for each Pollution Point they have. Players with 25 or more lose an additional 5 VPs.

31 or more. *The world is on the brink of catastrophe.*

Each player loses 2 VPs for each Pollution Point they have. Players with 40 or more lose an additional 100 VPs. Their companies are ruined by huge lawsuits.


Event N°1. At your fingertips

Your trusted supplier is reporting a supply shortage of plastic for smartphone cases. Your stock must be short. The top managers suggest using raw materials from other manufacturers. A young Malaysian company is ready to deliver it in two months. The managers only briefly mention that the company is still setting up gas purification units for carbon dioxide (CO₂) removal which usually takes up to six months to build.

Move your Pollution Marker up 4 points for each  symbol in your plan. Place this event marker on Phase 1 (Planning) of this round as a reminder.

Event N°2. African risks

The secretary forwarded to you a link to an investigative report on your African supplier that mines coltan for the electrolytic capacitors used in your smartphone boards. The article talks about child labor. The board of directors is confident that the fuss over the article will die down but insists on finding a new supplier. However, this will lower your margins.

Move your Pollution Marker up 4 points for each  symbol planned for this round. Place this event marker on Phase 2 (Set Prices) of this round as a reminder.


Event Nº3. Aircraft footprint

There is a container crisis in China. There are not enough ISO containers to ship across the ocean. This coincided with a drop in jet fuel prices that allowed you to transport goods. However, to maintain the old logistics prices, planes have to be loaded to the brim.

All players with the largest production move their Pollution Markers by 7 points. All players with the second-largest production move their Pollution Markers by 4 points. Other players do nothing.
Place this event marker on Phase 3 (Production) of this round as a reminder.


Event Nº4. Forced modernization

The U.S. list of pollutants has lowered the limits of permitted emissions. This has obliged all industries to make additional upgrades to their cleaning systems. The U.S. government will bear most of the costs, but it will divert some human resources.

All players without the  symbol on their pads move their Pollution Markers by 6 points. Place this event marker on Phase 4 (Improve Production) of this round as a reminder.


Event Nº5. Technology requires sacrifice

Your R&D department has presented a new technology to reduce the production cost of a communication module by reconfiguring it. The technology requires permission from the International Telecommunication Union. In order to comply with the “Recommendations on Human Exposure to Electromagnetic Fields”, you will have to conduct experiments on animals. You know for a fact that the phrase “No animal was harmed” does not apply to these experiments.

Move your Pollution Marker by 2 points for each active  symbol on your pads played in this round. Place this event marker on Phase 5 (Research Technology) of this round as a reminder.

Event Nº6. DieselGate

A scandal for the international transportation market. The press discovered that a major truck manufacturer, BeepTruck, installed a catalytic converter of insufficient quality in its diesel trucks and underreported the results of emissions tests. The scandal surrounds the Bigbob brand, which makes up the majority of your fleet. Many people are showing solidarity by abandoning the BeepTruck brand. Will you give up ground transportation for this year?

Move your Pollution Marker by 2 points for each active  symbol on your pads played in this round. Place this event marker on Phase 6 (Logistics) of this round as a reminder.

Event Nº7. Environmental footprint

According to the World Wildlife Fund, overconsumption of resources for the ordinary delivery of goods causes forests to disappear, droughts to increase, water resources to be depleted, soil erosion to increase, biodiversity to decrease, and carbon dioxide to increase in the atmosphere. These factors have a direct impact on economic development and human well-being. Did you know that?

Move your Pollution Marker by 2 points for each region where you have sold 1 or 2 goods. Place this event marker on Phase 7 (Selling Goods) of this round as a reminder.

Event Nº8. Snowball effect

The BluePiece Foundation, organized by members of the Electrical Engineering Conference, has declared a year of environmental conservation. To reduce the environmental footprint, they offered market leaders funding to replace their diesel fleet with electric trucks. The largest suppliers of the product would be announced as those leaders. The smartphone market also fell into this category. The rich will become even richer.

Move your Pollution Marker by 2 points for each region in which you sold goods but did not receive VPs for controlling the region. Place this event marker on Phase 8 (Receive VP) of this round as a reminder.

Event Nº9. Private aviation advocate

The world is experiencing a growing trend toward private aviation. You can't prohibit your top managers from buying private jets. You can use recyclable materials, encourage separation of waste, and increase the lifespan of products, but every dollar your company earns buzzes with the turbine of a new airbus.

Move your Pollution Marker by 1 point for every 10 VPs received this round, rounding up. Place this event marker on Phase 8 (Receive VP) of this round as a reminder.

Event Nº10. Resource crisis

There was a fire at a GreenPlastic production facility in China. It hit the electronics market hard. GreenPlastic is the only supplier of high-quality recycled plastic. It will take over a year to rebuild the plant with a production capacity of 60 tons of plastic per day. The market is on the hunt for leftover raw materials of the GreenPlastic brand and subsequent production with a reserve for the period of the plant reconstruction. Otherwise, they will have to lower the quality and environmental friendliness of their products.

Move your Pollution Marker by 9/6/3/0 points if you have covered 1/2/3/4 cells of one pad with your other pad. Place this event marker on Phase 1 (Planning) of this round as a reminder.

Event N°11. Greta Effect

Eco-activism is gaining momentum. The impact of corporations on nature is now reflected in sales. Buyers are more likely to choose brands that are less harmful to the environment.

Place this event token next to the Price Block. In this and all subsequent rounds, if there is a tie on price, the player with the least Pollution Points sells first. If there is still a tie, the player with the least VPs at the start sells first.

Event N°12. Lockdown

The term “Black Swan,” coined by Nassim Nicholas Taleb in 2007, refers to hard-to-predict and rare events that have significant consequences. The lockdown of the entire planet has become such an event. With one wing, it has sent people to work remotely, and with the other, it has closed the borders. Not to mention other unfortunate consequences. It became a real challenge for managers of all stripes; a challenge never faced before.

In this round, all players use only one pad to make a decision as well as all of their improvements. Place this event marker on Phase 1 (Planning) of this round as a reminder.

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