



### BANK Loan

+100	-120
+100	-120
+100	-120
+100	-120
+100	-120
+100	-120
+100	-120
+100	-120
+100	-120

### Scoreboard

1500	15
1400	14
1300	13
1200	12
1100	11
1000	10
900	9
800	8
700	7
600	6
500	5
400	4
300	3
200	2
100	1
-100xN	N

CUSTOMER

CUSTOMER

CUSTOMER

CUSTOMER

PROJECT

PROJECT

PROJECT

PROJECT

PROJECT

PROJECT

ECOLOGICAL EFFECT

DELIVERY DELIVERY

DELIVERY DELIVERY

DELIVERY DELIVERY

DELIVERY DELIVERY

LAST ACTION:  
You can use all amount of last  
Action Points to reduce trash by 1 point



1 Action Point

2 Action Point

3 Action Point

4 Action Point

Slot 1

Slot 2

Slot 3

Slot 4

YEAR

1

2

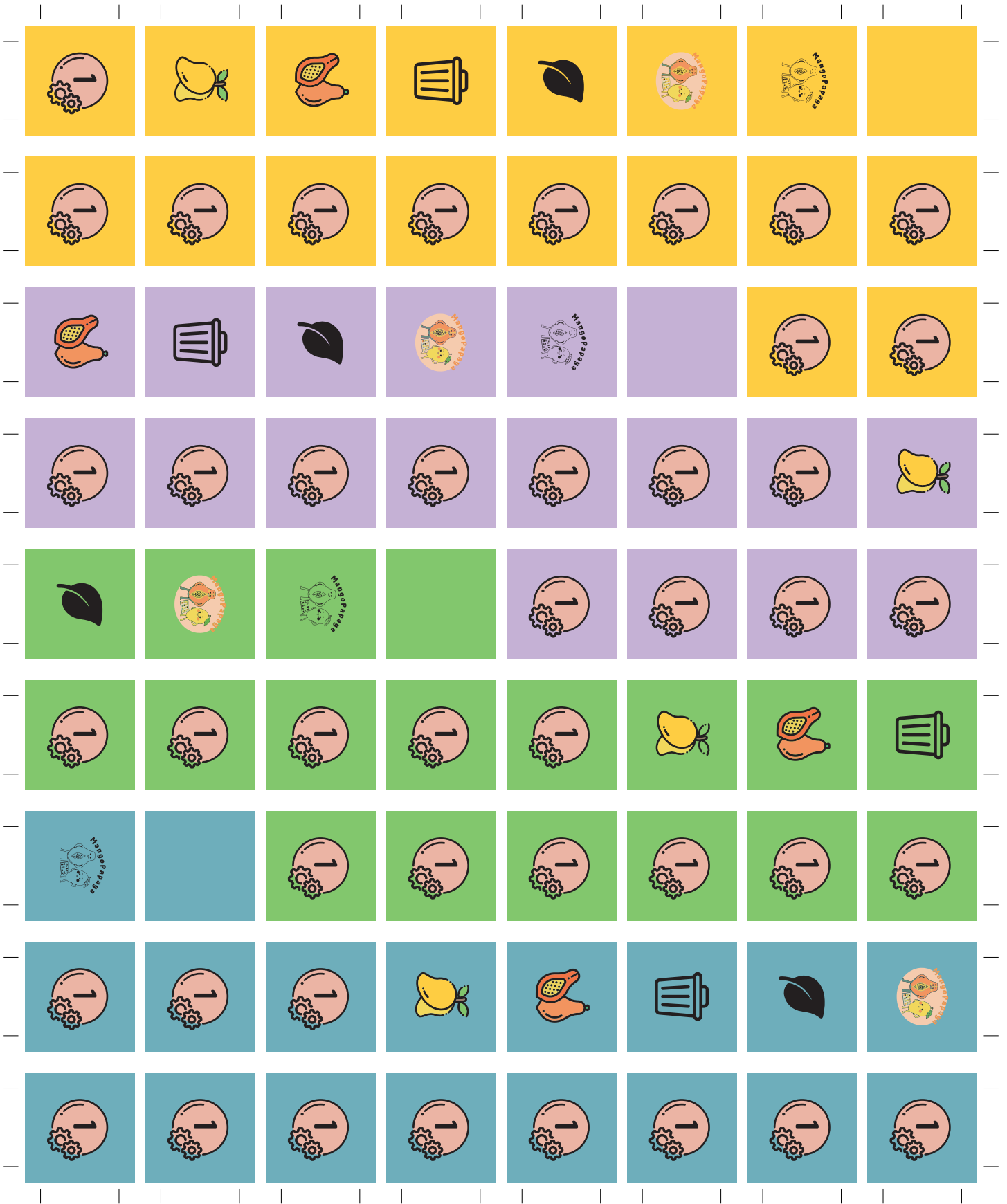
3














































4

5

Co-funded by  
the European Union





 <b>CUSTOMER</b>  Ordinary consumers ready to buy up to:  <b>Mango</b> 3 OR  <b>Papaya</b> 3	 <b>CUSTOMER</b>  Ordinary consumers ready to buy up to:  <b>Mango</b> 10  <b>Papaya</b> 10 OR  <b>Juice</b> 5	 <b>CUSTOMER</b>  Ordinary consumers ready to buy up to:  <b>Mango</b> 4 OR  <b>Papaya</b> 8	 <b>CUSTOMER</b>  Ordinary consumers ready to buy up to:  <b>Papaya</b> 5 OR  <b>Juice</b> 4	 <b>CUSTOMER</b>  Ordinary consumers ready to buy up to:  <b>Mango</b> 6 OR  <b>Papaya</b> 7
 <b>CUSTOMER</b>  Ordinary consumers ready to buy up to:  <b>Mango</b> 2  <b>Papaya</b> 2 OR  <b>Ice cream</b> 4	 <b>CUSTOMER</b>  Ordinary consumers ready to buy up to:  <b>Mango</b> 3  <b>Papaya</b> 3 OR  <b>Dry Fruits</b> 4	 <b>CUSTOMER</b>  Ordinary consumers ready to buy up to:  <b>Mango</b> 5  <b>Papaya</b> 5 OR  <b>Mango</b> 10	 <b>CUSTOMER</b>  Ordinary consumers ready to buy up to:  <b>Mango</b> 3  <b>Papaya</b> 5 OR  <b>Dry Fruits</b> 3	 <b>CUSTOMER</b>  Ordinary consumers ready to buy up to:  <b>Mango</b> 5 OR  <b>Ice cream</b> 3





**CUSTOMER**



Ordinary consumers

ready to buy up to:



**Papaya**  
15

OR  
Juice  
8



**CUSTOMER**



Ordinary consumers

ready to buy up to:



**Mango Papaya**  
4 3

OR  
Ice cream  
2 Ice cream  
2



**CUSTOMER**



Ordinary consumers

ready to buy up to:



**Mango**  
12

OR  
Juice  
7



**CUSTOMER**



Ordinary consumers

ready to buy up to:



**Mango Papaya**  
4 6

OR  
Ice cream  
2 Ice cream  
3



**CUSTOMER**



Ordinary consumers

ready to buy up to:



**Mango**  
10

OR  
Juice  
6



**CUSTOMER**



Ordinary consumers

ready to buy up to:



**Mango Papaya**  
8 4

OR  
Dry Fruits  
4 Dry Fruits  
2



**CUSTOMER**



Ordinary consumers

ready to buy up to:



**Mango Papaya**  
8 8

OR  
Mango  
12



**CUSTOMER**



Ordinary consumers

ready to buy up to:



**Papaya**  
12

OR  
Ice cream  
6



**CUSTOMER**



Ordinary consumers

ready to buy up to:



**Mango Papaya**  
7 7

OR  
Ice cream  
4 Ice cream  
4



**CUSTOMER**



Ordinary consumers

ready to buy up to:



**Papaya**  
8

OR  
Papaya  
6





## CUSTOMER

Beauty Industry

Will pay extra 150

If you sell at least 5 fruits

Make -1 🍷



Mango

10



Papaya

10

OR



## CUSTOMER

Corporation

Make -1 🍷

ready to buy up to:



Mango Papaya

15



Papaya

Juice

OR

Juice

10



## CUSTOMER

Distributor

Make +2 Trash

ready to buy up to:



Mango Papaya

4



Papaya

Dry Fruits

4

OR

Dry Fruits

4



## CUSTOMER

Vegan Café

Make 0 Trash

ready to buy up to:



Mango Papaya

3



Papaya

Juice

OR

Juice

3



## CUSTOMER

Eco Restaurant

\*Will buy only exact amount

Make 2 Trash, +1 🍷

ready to buy up to:



Mango Papaya

8\*



Papaya

8\*

Juice

4\*

OR

Juice

4\*



## CUSTOMER

Needs-based consumer

Buy as much as you need.

Roll a dice, result=X

Make 0 Trash



Mango Papaya

X



Papaya

X

Ice cream

X

OR

Ice cream

X



## CUSTOMER

Ordinary consumers

ready to buy up to:



Mango Papaya

5



Papaya

2

Juice

9

OR

Juice

9



## CUSTOMER

Ordinary consumers

ready to buy up to:



Mango Papaya

3



Papaya

1

Dry Fruits

3

OR

Dry Fruits

1



## CUSTOMER

Ordinary consumers

ready to buy up to:



Mango Papaya

1



Papaya

4

Dry Fruits

1

OR

Dry Fruits

4



## CUSTOMER

Ordinary consumers

ready to buy up to:



Mango Papaya

6



Papaya

6

Juice

3

OR

Juice

3



**Mango** 5

**Papaya** 12

**Price** 360

**Mango** 0

**Papaya** 10

**Price** 190

**Mango** 10

**Papaya** 10

**Price** 450

**Mango** 0

**Papaya** 17

**Price** 300

**Mango** 7

**Papaya** 0

**Price** 170

**Mango** 2

**Papaya** 2

**Price** 90

**Mango** 12

**Papaya** 0

**Price** 290

**Mango** 4

**Papaya** 6

**Price** 200

**CUSTOMER**

Fruit market

Buy as much as market need.  
Roll dice, result=X

Make +1 🍌

**Mango** X

**Papaya** X

OR

**Dry Fruits** X

**Dry Fruits** X

**CUSTOMER**

Eco village

Will buy with discount -100 🍌

Make +1 🍌

**Mango** 3

**Papaya** 3

OR

**Mango** 6



**CUSTOMER**



DELIVERY



DELIVERY



DELIVERY



DELIVERY



**CUSTOMER**



DELIVERY



DELIVERY



DELIVERY



DELIVERY

**Mango** 13

**Papaya** 0

Price 310

**Mango** 5

**Papaya** 4

Price 200

**Mango** 12

**Papaya** 8

Price 450

**Mango** 3

**Papaya** 3

Price 130

**Mango** 10

**Papaya** 5

Price 350

**Mango** 0

**Papaya** 15

Price 280

**Mango** 15

**Papaya** 15

Price 640

**Mango** 8

**Papaya** 11

Price 430

**Mango** 7

**Papaya** 9

Price 340

**Mango** 2

**Papaya** 5

Price 150

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DELIVERY DELIVERY

DELIVERY DELIVERY

**Mango** 11

**Papaya** 4

DELIVERY

Price 340

**Mango** 6

**Papaya** 3

DELIVERY

Price 200

**Mango** 8

**Papaya** 7

DELIVERY

Price 340

**Mango** 6

**Papaya** 6

DELIVERY

Price 250

**Mango** 11

**Papaya** 2

DELIVERY

Price 300

**Mango** 9

**Papaya** 3

DELIVERY

Price 270

**Mango** 4

**Papaya** 4

DELIVERY

Price 180

**Mango** 9

**Papaya** 9

DELIVERY

Price 380

**Mango** 6

**Papaya** 9

DELIVERY

Price 320

**Mango** 7

**Papaya** 6

DELIVERY

Price 290

DELIVERY DELIVERY

DELIVERY DELIVERY

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DELIVERY DELIVERY



-2

CO<sub>2</sub>



Mango

14

DELIVERY



DELIVERY

Papaya

0

Price



360





-2

CO<sub>2</sub>



Mango

5

DELIVERY



DELIVERY

Papaya

4

Price



220





-2

CO<sub>2</sub>



Mango

12

DELIVERY



DELIVERY

Papaya

8

Price



480





-1



Mango

2

DELIVERY



DELIVERY

Papaya

8

Price



210





-1



Mango

1

DELIVERY



DELIVERY

Papaya

7

Price



160





-2

CO<sub>2</sub>



Mango

0

DELIVERY



DELIVERY

Papaya

12

Price



250





-2

CO<sub>2</sub>



Mango

15

DELIVERY



DELIVERY

Papaya

15

Price



680





-2

CO<sub>2</sub>



Mango

8

DELIVERY



DELIVERY

Papaya

11

Price



450





-1



Mango

8

DELIVERY



DELIVERY

Papaya

1

Price



220





-1



Mango

3

DELIVERY



DELIVERY

Papaya

5

Price



170



DELIVERY DELIVERY

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DELIVERY DELIVERY



**Mango**  
10

DELIVERY  DELIVERY

**Papaya**  
10

Price  460








**Mango**  
3

DELIVERY  DELIVERY


**Papaya**  
3

Price  140







**Mango**  
8

DELIVERY  DELIVERY

**Papaya**  
7

Price  360







**Mango**  
6

DELIVERY  DELIVERY


**Papaya**  
6

Price  270







**Mango**  
12

DELIVERY  DELIVERY

**Papaya**  
2

Price  350





**Mango**  
4

DELIVERY  DELIVERY


**Papaya**  
6

Price  240






**Mango**  
2

DELIVERY  DELIVERY

**Papaya**  
5

Price  150





**Mango**  
9

DELIVERY  DELIVERY

**Papaya**  
9

Price  400






**Mango**  
6

DELIVERY  DELIVERY


**Papaya**  
9

Price  340






**Mango**  
7

DELIVERY  DELIVERY

**Papaya**  
6

Price  300



DELIVERY DELIVERY

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DELIVERY DELIVERY

Item	CO2 Emissions (kg)	Delivery
Mango	3	Yes
Papaya	8	Yes

**Price**

Mango: 260

Papaya: 260

Item	Price	Delivery	CO2
Mango	4	Yes	Yes
Papaya	190	No	No

**Mango**

0

DELIVERY

**Papaya**

9

DELIVERY

Price 200

Item	Quantity	CO2 Emissions (kg)
Mango	9	2
Papaya	2	1

Price 280

The chart illustrates the carbon footprint of delivering two fruits. The Mango delivery has a carbon footprint of 5, while the Papaya delivery has a carbon footprint of 4. The y-axis is labeled 'DELIVERY' at both the top and bottom. A circular inset at the bottom right shows a price tag of 210 for the Papaya.

Fruit	Carbon Footprint (kg CO <sub>2</sub> e)	Price (€)
Mango	5	-
Papaya	4	210

Item	Price	Delivery	CO2
Mango	1	✓	2
Papaya	7	✓	0

**Mango**

8

DELIVERY

**Papaya**

5

DELIVERY

Price 320

Item	Delivery Time	Status
Mango	10	DELIVERY
Papaya	0	DELIVERY

Item	Delivery	Price
Mango	5	180
Papaya	2	180

Item	Delivery	Price
Mango	Yes	100
Papaya	Yes	100

DELIVERY DELIVERY

DELIVERY DELIVERY

DELIVERY DELIVERY

DELIVERY DELIVERY

DELIVERY DELIVERY

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DELIVERY DELIVERY

## ECOLOGICAL EFFECT Climate Change

### Individual:

The change of climate affects unpredictable weather and high temperatures

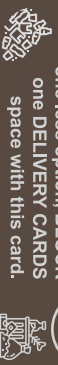
The player loses up to 5 fruits, that are not in the fridge

Reduce -2 Trash 

### Global: fill this round ends

The change of climate affects unpredictable weather and high temperatures

This round a delivery has one less option, BLOCK one DELIVERY CARDS space with this card.




## ECOLOGICAL EFFECT Water Pollution

### Individual:

Your trash have polluted the underground water

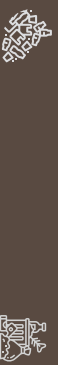
The player has to pay 150 

Reduce -2 Trash 

### Global:

Players who have Trash level 5+, polluted the water and have to pay for extra water filters

All players have to pay 150 




## ECOLOGICAL EFFECT Pollution

### Individual:

The player gets a penalty for pollution.

The player has to pay 200 

Reduce -2 Trash 

### Global:

Players who have Trash level 8+, get a penalty for the pollution.

All players HAVE to pay 200 





## ECOLOGICAL EFFECT Waste Disposal

### Individual:

You get a complaint from the neighborhood and have to dispose of part of the waste

Player(s) has to pay 100 

Reduce -1  Reduce -2 Trash 

### Global:

All whose Trash level is 7+, get a complaint from the neighborhood and have to dispose of part of the waste.

Player(s) has to pay 100  and spend -1  Reduce -2 Trash 

## ECOLOGICAL EFFECT Unsustainable Waste

### Individual:


The player produces too much unsustainable waste and loses sustainability points.

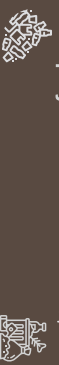
The player has to reduce -1 

Reduce -2 Trash 

### Global:

Players who have Trash level 6+, lose sustainability points.

All players have to reduce -1 



Mango

3

DELIVERY  DELIVERY

13

Papaya

Price

340 



Mango

7

DELIVERY  DELIVERY

1

Papaya

Price

200 



Mango

3

DELIVERY  DELIVERY

5

Papaya

Price

180 



Mango

2

DELIVERY  DELIVERY

8

Papaya

Price

130 



Mango

11

DELIVERY  DELIVERY

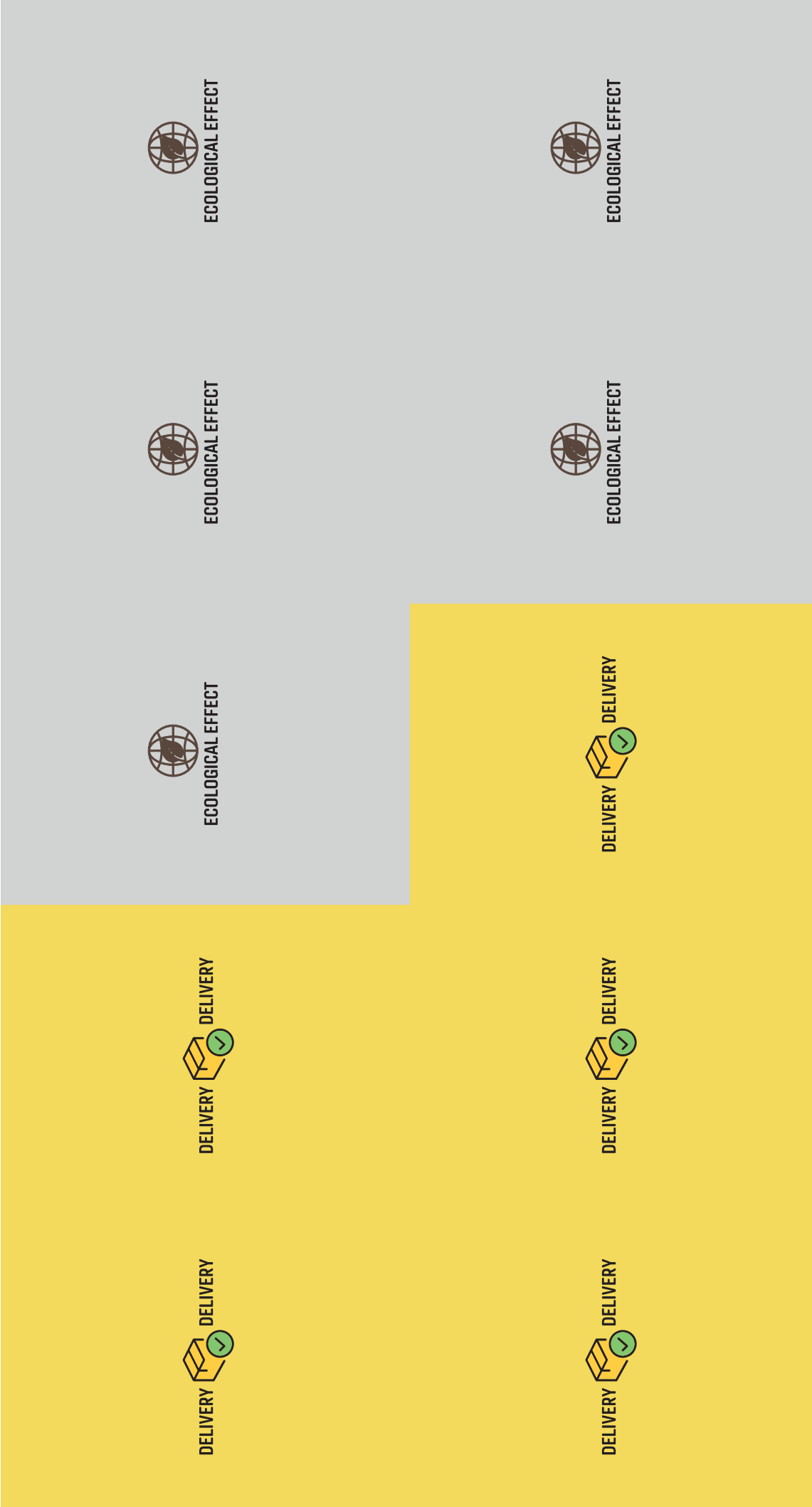
4






Papaya

Price

360 





 <b>ECOLOGICAL EFFECT</b> <b>Genetic Engineering</b>  <p><b>Individual:</b> <i>till this round ends</i>  Transgenic and genome-edited fruit experiments went wrong, and fruits lost their taste.  The customers will pay less -50  every time you sell  Reduce -2 Trash </p> <p><b>Global:</b>  <i>Players who have more than 5SP</i>   Those players can save fruits that are not in the fridge.  All other players have to lose fruits that are not in the fridge.  </p>	 <b>ECOLOGICAL EFFECT</b> <b>COVID-19</b>  <p><b>Individual:</b>  The pandemic situation affects all industries and productions.  You have to pay for your staff safety measures 100  and, if your SP  is less than 2,  you spend   Reduce -2 Trash </p> <p><b>Global:</b> <i>till this round ends</i>  The pandemic situation affects all industries and productions.  All players have to pay 100  for the staff safety measures.  And this round has to spend extra -1  for any delivery   </p>	 <b>ECOLOGICAL EFFECT</b> <b>Urban Sprawl</b>  <p><b>Individual:</b>  The cities grow fast and take up more and more natural space.  If your  is less than 5, you have to pay urban fee 50  plus 50  for each construction you have.  Reduce -2 Trash </p> <p><b>Global:</b>  The cities grow fast and take up more and more natural space.  If players  is less than 7, they have to pay urban fee 50  plus 50  for each construction they have.  </p>	 <b>ECOLOGICAL EFFECT</b> <b>Overpopulation</b>  <p><b>Individual:</b> <i>till this round ends</i>  If your SP  is less than 6 you lose good customers, lose 50 credits from each next sell, till the end of the round.  Reduce -2 Trash </p> <p><b>Global:</b> <i>till this round ends</i>  For the next round Players who have less than 5 SP  produce 1 extra trash from each sale.  </p>	 <b>ECOLOGICAL EFFECT</b> <b>Loss of Biodiversity</b>  <p><b>Individual:</b>  Because of pollution some of the products start to rotten fast  If  is less than 4 you lose all Papayas  If  is less than 3 you lose all Mangos  Reduce -2 Trash </p> <p><b>Global:</b>  All whose SP  is less than 6  All players Lose 5 fruits of the same kind  </p>
 <b>ECOLOGICAL EFFECT</b> <b>Ecosystems of Europe</b>  <p><b>Individual:</b>  Extreme summers in Europe were caused by a combination of atmospheric circulation anomalies and land-atmosphere feedbacks.  The player has to reduce -1   Reduce -2 Trash </p> <p><b>Global:</b>  <i>Players who have Trash level 8+, or less than 4SP</i>  lose sustainability points.  </p>	 <b>ECOLOGICAL EFFECT</b> <b>Natural Resource Depletion</b>  <p><b>Individual:</b>  The consumption of fruits goes faster than it can be grown.  If your  is less than 4 you lose all fruits that are not in the fridge.  Reduce -2 Trash </p> <p><b>Global:</b> <i>till this round ends</i>  The consumption of fruits goes faster than it can be grown.  All deliveries amounts of fruits for this round are reduced by 50% measures and costs are reduced by the same amount (rounded up.)  </p>	 <b>ECOLOGICAL EFFECT</b> <b>Ocean Acidification</b>  <p><b>Individual:</b>  The CO2 emissions affect the ocean.  You can't use a Ship delivery till the end of this round   Reduce -2 Trash </p> <p><b>Global:</b>  The CO2 emissions affect the ocean  Place this card next to the delivery cards. All Players can't use a Ship delivery next round  </p>	 <b>ECOLOGICAL EFFECT</b> <b>Soil Degradation</b>  <p><b>Individual:</b>  You get a complain from the neighborhood and have to dispose of part of the waste  Roll a dice, if your SP is less than the dice result, lose any 10 fruits  Reduce -2 Trash </p> <p><b>Global:</b> <i>till this round ends</i>  Roll a dice. Keep the dice result on this card for the next round  Everyone who has less SP than the dice result have to spend extra -1  for any delivery   </p>	 <b>ECOLOGICAL EFFECT</b> <b>Ozone Layer Depletion</b>  <p><b>Individual:</b> <i>till this round ends</i>  The CO2 emissions affect ozone layer depletion.  Players can't use Avia delivery till the end of this round   Reduce -2 Trash </p> <p><b>Global:</b>  The CO2 emissions affect ozone layer depletion  All players can't use AVIA delivery next round  </p>



ECOLOGICAL EFFECT



ECOLOGICAL EFFECT



ECOLOGICAL EFFECT



ECOLOGICAL EFFECT



ECOLOGICAL EFFECT



ECOLOGICAL EFFECT



ECOLOGICAL EFFECT



ECOLOGICAL EFFECT



ECOLOGICAL EFFECT



ECOLOGICAL EFFECT

## PROJECT Construction

### CAFE

Can make **JUICE**



**Bonus Action:**  
Make an **Juice** from the fruits.  
Use 1AP for each 5 Juice produced.

up to **5** **Price** **200**

## PROJECT Construction

### TRASH RECYCLE BINS

1 2

Increase Trash limit +2



**Bonus Action:**  
Use 1AP clean 1 trash and get 20 credits. (Once per turn)

up to **5** **Price** **200**

## PROJECT Construction

### CAFE

Can make a **JUICE**



**Bonus Action:**  
Make a **Juice** from the fruits.  
Use 1AP for each 5 Juices produced.

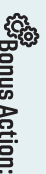
up to **5** **Price** **200**

## PROJECT Construction

### TRASH BINS

1 2

Increase Trash limit +2



**Bonus Action:**  
Use 1 AP to reduce 1 trash bin (Once per turn)

**-1** **Price** **100**

## PROJECT Construction

### STORE



1	2
3	4
5	6
7	8
9	10

**Add storage space:**  
you can store any fruit over the limit, but only the same type

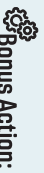
**Price** **150**

## PROJECT Construction

### MANGO FARM



Can grow own **MANGO**



**Bonus Action:**  
Use 1AP you can roll a dice and get a harvest of Mango equal to the roll result (Once per turn)

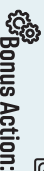
= **Price** **350**

## PROJECT Construction

### DRY FRUIT SHOP



Can make a **DRY FRUIT**



**Bonus Action:**  
Make **Dry Fruits** from the fruits.  
Use 1AP for each 5 Dry Fruits produced.

up to **5** **Price** **200**

## PROJECT Construction

### FRIDGE IV.2



Expand **Fridge** capacity  
**+10 spaces** for each fruit saving.

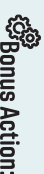
**+10** **Price** **150**

## PROJECT Construction

### ICE CREAM CAFE



Can make **ICE CREAM**



**Bonus Action:**  
Make an **Ice cream** from the fruits.  
Use 1AP for each 5 Ice cream produced.

up to **5** **Price** **200**

## ECOLOGICAL EFFECT

### Extreme Poverty

**Individual:** till this round ends  
*Extreme poverty in Africa caused several ecological catastrophes on the fruit farms of your suppliers. You can order only one more delivery this round.*  
**Reduce -2 Trash**

**Global:** till this round ends  
Players whose SP goes less than 2 need to pay a fine -100 for their every main action.

This round the delivery has two less options, **BLOCK** two **DELIVERY CARDS** spaces with this card.





**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**ECOLOGICAL EFFECT**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**

## PROJECT Sustainability Action

**RECYCLE** Instant Get +1 🌿

"Put things back into the waste stream to be used again for something else. Glass is used for roads, plastics are melted down to make new products, and the organic waste that we compost is used to fertilize our gardens."

You learned how to recycle part of the trash



**Bonus Action:**

Use 2AP you reduce **-1 Trash** and get **+1 🌿** (Once per turn)

**Price 300** -2 on -1

## PROJECT Sustainability Action

**REGIFT** Instant Get +1 🌿

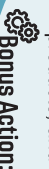
"Don't feel guilty! Passing it on to someone who will enjoy it more than you is a good thing. You just need to follow this etiquette: You are certain the gift is something the recipient would enjoy."

Instead of throwing away leftovers you present them to social organizations.



**Bonus Action:**

Spend all Leftovers up to 5 products, and get **+1 🌿** (min 1)



**Bonus Action:**

Use 1AP can gift 5 products, and get **+1 🌿** **Price 250**

## PROJECT Sustainability Action

**REPAIR** Instant Get +1 🌿

"Try to fix items before disposing of them. Our current culture has been called a "throwaway society" because more items end up in the landfill than need to. This harms the environment and uses more of the earth's resources to make new items."

You can repair some production items



**Bonus Action:**

You produce **-2 Trash** on each sale of **Dry Fruits, Juice or Ice cream**

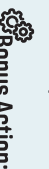
**Price 250** -2 on

## PROJECT Sustainability Action

**REUSE** Instant Get +1 🌿

"You upcycle instead of throw away. Glass jars can be used as a vase for flowers, old boxes are used as store dry goods, old packages are used to decorate things, empty tubes are used as water collecting or management tool."

You learned how to Reuse part of the trash



**Bonus Action:**

Use 1AP, clean **-1 Trash** and get **+20 credits.** (Once per turn)

**Price 300** -1 on +20

## PROJECT Sustainability Action

**REDUCE** Instant Get +1 🌿

"You buy less, buy products that have little or no packaging and that last a long time, borrow instead of buy, and compost. Items that are no longer needed or used are donated or sold"

You reduce the use of sale packaging



**Bonus Action:**

if you spend 1AP you can reduce **-2 Trash** on sale. (Once per turn)

**Price 300** -1 on -2 on

## PROJECT Sustainability Action

**REFUSE** Instant Get +1 🌿

"You think before you buy and be prepared to not buy at all. Green consumers place themselves at the start of the buy-and-use cycle. They buy less and buy products that do the least harm to the environment"

You may refuse to use packaging and aviation



**Bonus Action:**

if you order **Delivery** by **Ship**, and lose 3 fruits you get **+1 🌿**

**Price 300** +1 on

## PROJECT Sustainability Action

**RETHINK** Instant Get +1 🌿

"You step back and think about the type of consumer you want to be and what this means for the environment"

You find alternative packaging for the fruits



**Bonus Action:**

You produce **-1 Trash** on each sale

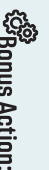
**Price 300** -1 on

## PROJECT Construction

**PAPAYA FARM**



Can grow own **PAPAYA**



**Bonus Action:**

Use 1AP you can roll a dice and get a harvest of Papaya equal to the roll result (Once per turn)

**Price 350** 🎲 = 🍌

## PROJECT Construction

**COMPOST BIN** Instant Get +1 🌿

1 2 Increase Trash limit +2



**Bonus Action:**

Use 1AP you clean **1 Trash** and you can pay **100 credits** to get **+1 🌿** (Once per turn)

**Price 350** -1 on -100 +1

## PROJECT Construction

**DRY FRUIT SHOP**



Can make **DRY FRUIT**



**Bonus Action:**

Make **Dry Fruits** from the fruits. Use 1AP for each 5 Dry Fruits produced.

**Price 200** -1 on up to 5



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**Bonus Action:**  
Use 1AP to reset 2 DELIVERY CARDS



**DELIVERY ACTION**



You can order delivery and buy fruits. Choose from a DELIVERY CARDS and pay the price

**DELIVERY**



**PROJECT**  
Entrepreneurship Action

"You can lower the costs of the company through better management of resources (materials, electricity, employees)"

You find a way to manage costs that is more effective.

**Auto Action:**  
You reduce your **PROJECTS** costs on - **20 credits**  
You reduce your **DELIVERY** costs on - **20 credits**



**Price 300**



**PROJECT**  
Entrepreneurship Action

"Is the activity or set of processes for creating, communicating, delivering, and exchanging offerings that have value for customers, clients, partners, and society at large"

Your marketing strategy increases your product's demand

**Auto Action:**  
Every time you make a sell action: Your **sell action** cost is -**1AP** less, but not less than 1AP. Consumers **buy** from you **2 extra products**.



**Price 300**



**PROJECT**  
Entrepreneurship Action

"... an approach to managing an organization which supports the atmosphere of continuous improvement. Its a long-term approach of systematic work to seek small changes in process of developing the products or services- to increase its efficiency and quality"

You optimize the resources and create the valued products.

**Auto Action:**  
Your selling brings more income. Every time you **sell** you get an extra **+30 credits**



**Price 300**



**PROJECT**  
Sustainability Action

"You study an ecosystems that include humans living in cities and urbanizing landscapes and understand how human and ecological processes can coexist in human-dominated systems and help societies with their efforts to become more sustainable"

You can develop urban sustainable constructions

**Auto Action:**  
When you build any new construction, you get **+1**



**Price 350**



**PROJECT**  
Entrepreneurship Action

**TEAMWORK**

"Is the collaborative effort of a group to achieve a common goal or to complete a task in the most effective and efficient way."

You promote teamwork in your company, which increases productivity.

**Auto Action:**  
your teamwork increases your efficiency, and you get **ONE extra action point** every year.



**Price 250**



**PROJECT**  
Entrepreneurship Action

**NETWORKING**

"In order to achieve greater profitability, they must learn to motivate others to take on new ventures and collaboration."

You establish good partnerships and networking

**Auto Action:**  
Every time you make a delivery action: **Delivery action** cost is -**1AP** less, but not less than 1AP  
**Delivery** costs you -**30 credits** less



**Price 300**



**PROJECT**  
Entrepreneurship Action

**OUTSOURCING**

"a business practice in which a company hires a third party to perform tasks, handle operations or provide services for the company."

You find an outsourcing company that can produce products for you

**Auto Action:**  
Make any product from the fruits **Dry Fruits, Juice, Ice cream**. Use 2AP for each 5 products produced.



**Price 250**



**PROJECT**  
Construction

**BIO PRODUCTS**

"Bioproducts are products that are made of organic material that is available on a renewable basis. This sustainable approach considers the entire product life cycle from its agricultural origin to its ability to be renewed."

You make Bio Products.

**Auto Action:**  
You can't use AVIA delivery anymore. You get **+30 credits** and produce -**2 Trash** on each sale of **Dry Fruits, Juice, or Ice cream**



**Price 250**



**PROJECT**  
Sustainability Action

**BUY LOCAL**

"You Support local farms, they are not as productive as African producers, but they reduce the level of CO2 and support the local community. You can buy from them as much as they produce."

You can buy locally now.

**Auto Action:**  
Name what fruit you want to buy, and then **roll a dice**. The result you get is equal to the fruits amount you can buy. The cost is Market price -**10 credits** (Once per turn)



**Price 250**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**



**PROJECT**




**PROJECT**


























**PROJECT**
















**PROJECT**











**Charity Action:**  
you can get 1SP point for 100 €






































**GREEN ACTION**  
You can do one of the next actions.  
Clean trash reduce trash for -3 points



























**Bonus Action:**  
Use 1AP to reset 2 CUSTOMER CARDS


















**SELL ACTION**  
You can sell your products.  
Choose from a CUSTOMER CARDS  
sell as much as you can.






































**CUSTOMER ACTION**  
You can sell your products.  
Choose from a CUSTOMER CARDS  
sell as much as you can.



























**Bonus Action:**  
Use 1AP to reset 2 PROJECT CARDS


















**PROJECT ACTION**  
Initiate one project of your choice.  
Choose from PROJECT CARDS  
and pay the price








































**GREEN ACTION**  
You can do one of the next actions.  
Clean trash reduce trash for -3 points































**Charity Action:**  
you can get 1SP point for 100 €


















**GREEN ACTION**  
Initiate one project of your choice.  
Choose from PROJECT CARDS  
and pay the price






































**CUSTOMER ACTION**  
You can sell your products.  
Choose from a CUSTOMER CARDS  
sell as much as you can.



























**Bonus Action:**  
Use 1AP to reset 2 CUSTOMER CARDS



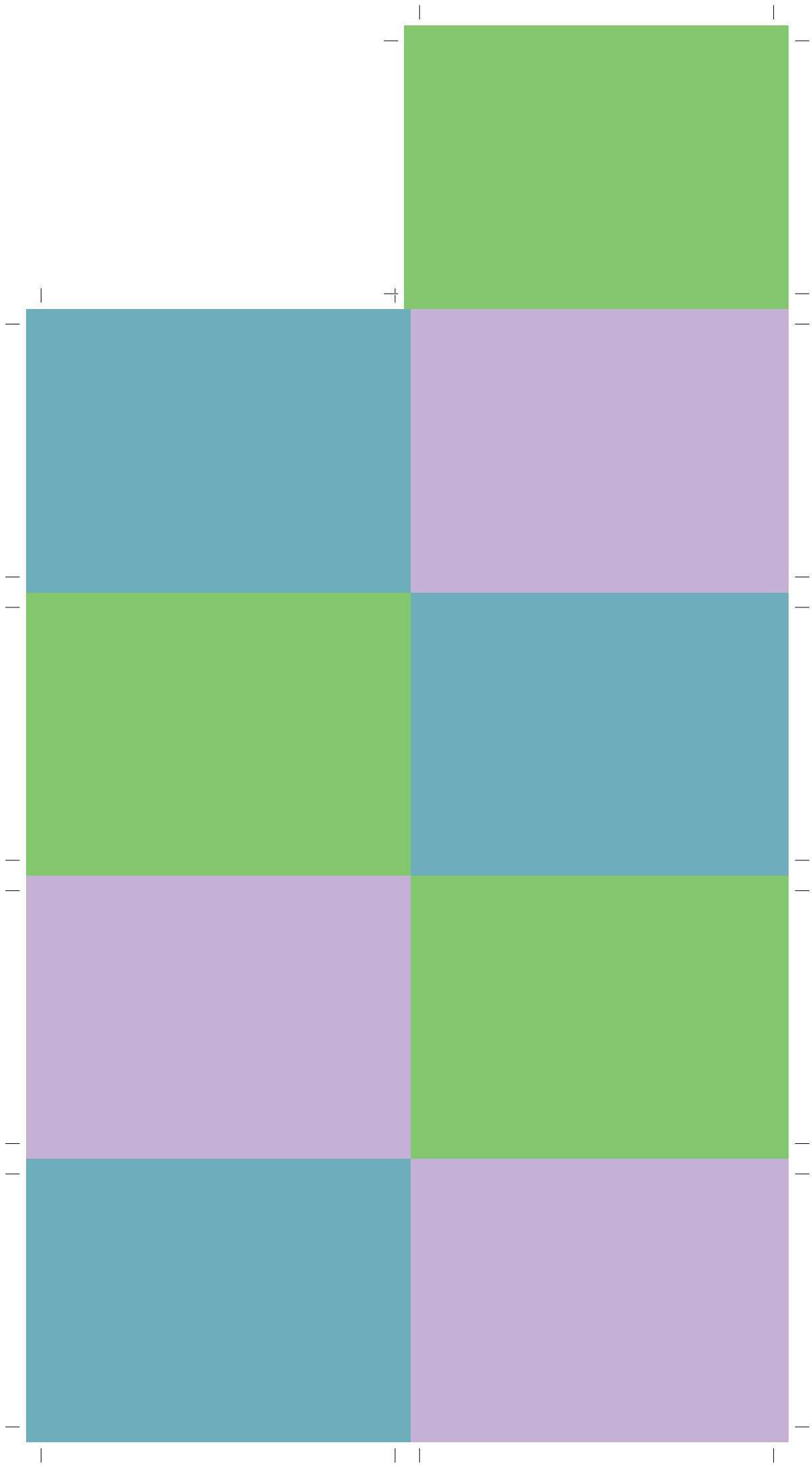


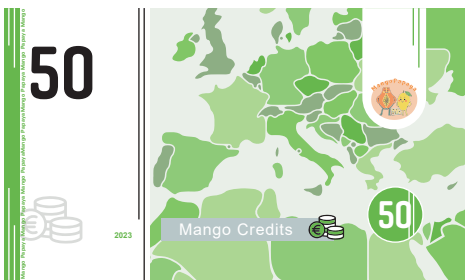
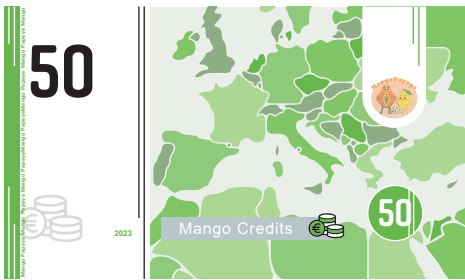
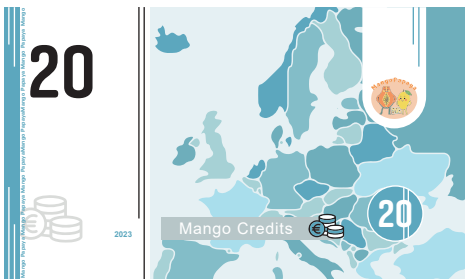
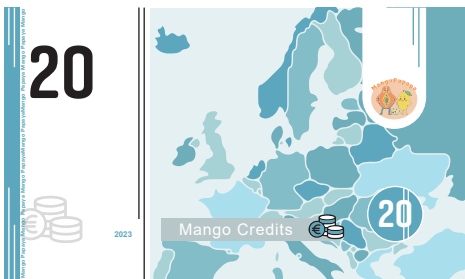
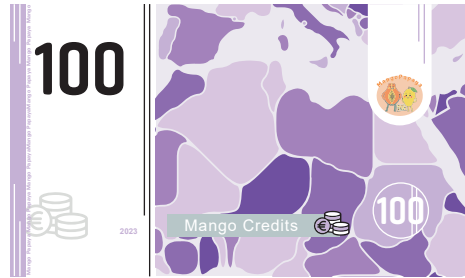
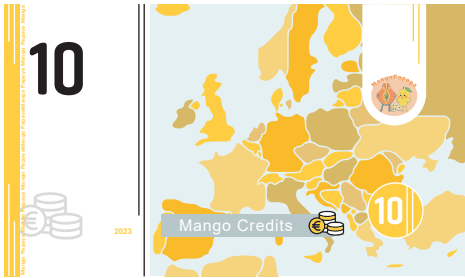
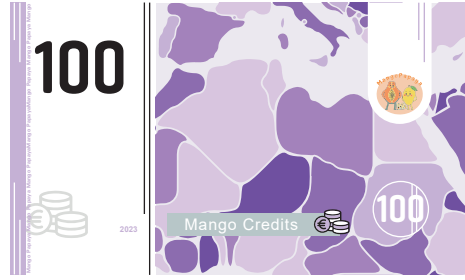
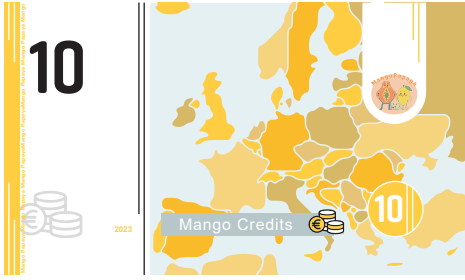


**SELL ACTION**  
You can sell your products.  
Choose from a CUSTOMER CARDS  
sell as much as you can.



<





Northern Rise Partnership

Start 5 Sustainability Points (SP)  
with: +250 Credits



Mango

1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Fridge Storage



Papaya

1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Fridge Storage

Special Ability

Whenever you *sell Mangos* or *Papayas*, you can *sell 3 extra* to the maximum number of consumers



1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Trash

Sun-Hub Consortium

Start 8 Sustainability Points (SP)  
with: +200 Credits

Special Ability

When you sell ICE CREAM, you can sell 2 extra to the maximum number of consumers



Mango

1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Fridge

Storage



Papaya

1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Fridge

Storage

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Trash

MaPaya Corporation

Start 7 Sustainability Points (SP)  
with: +250 Credits

Special Ability

You can make **DRY FRUIT**.



Bonus Action:

Make an **DRY FRUIT** from the fruits.  
Use 1AP for each 5 Dry Fruits produced.



Mango

1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Fridge Storage



Papaya

1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Fridge Storage

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Trash

Mango Go Llc

Start 6 Sustainability Points (SP)  
with: +300 Credits



Mango

1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Fridge Storage

Special Ability

Teamwork - your teamwork increases your efficiency, and you get **ONE** extra action point every year.



Papaya

1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

Fridge Storage

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Trash

