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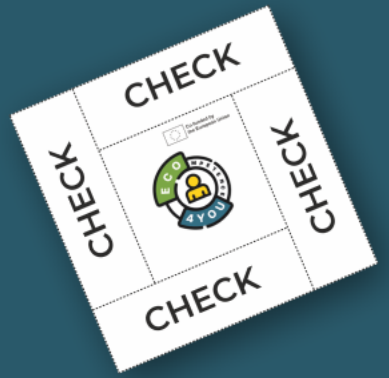
MANUAL
TO THE GAME

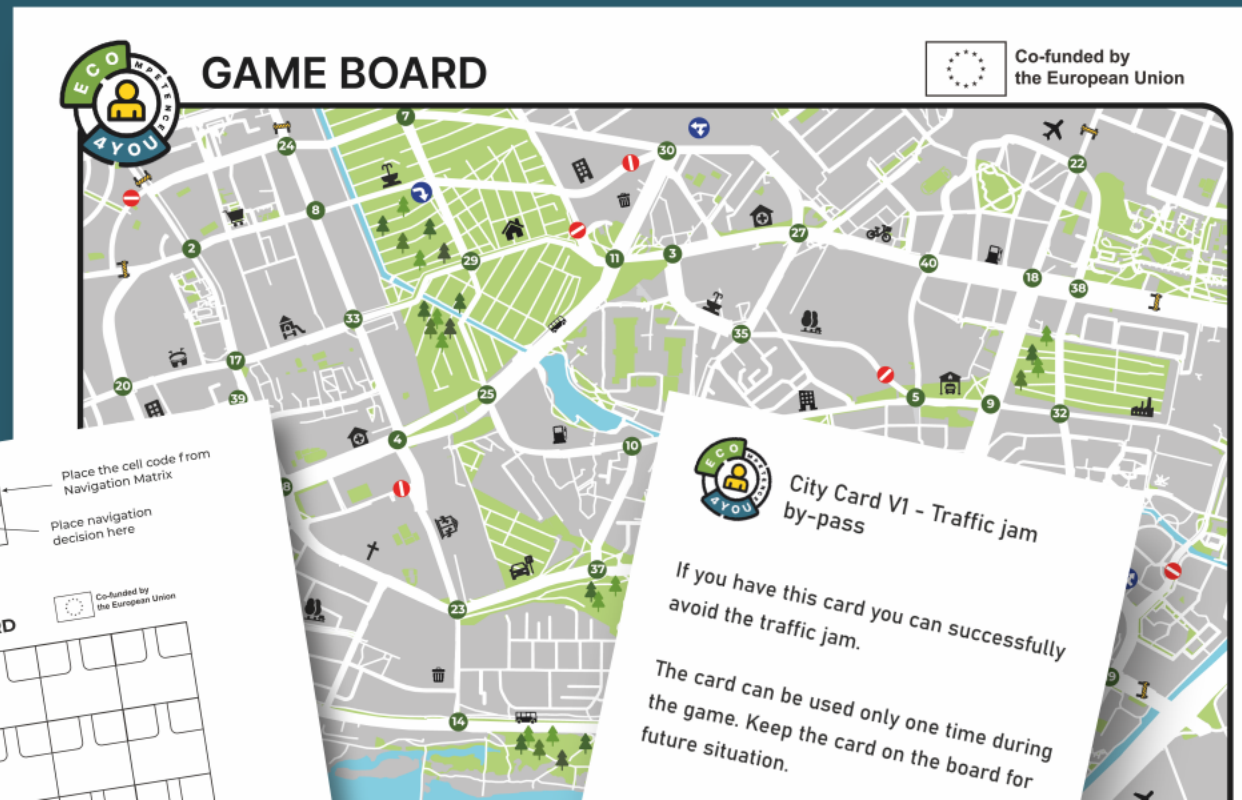
Ecompetence4You

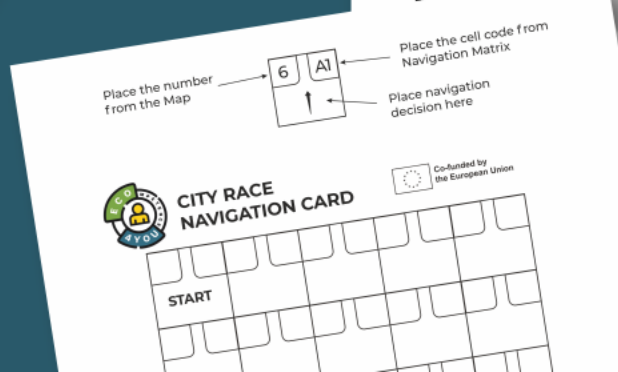
is the board game with set of printable tools

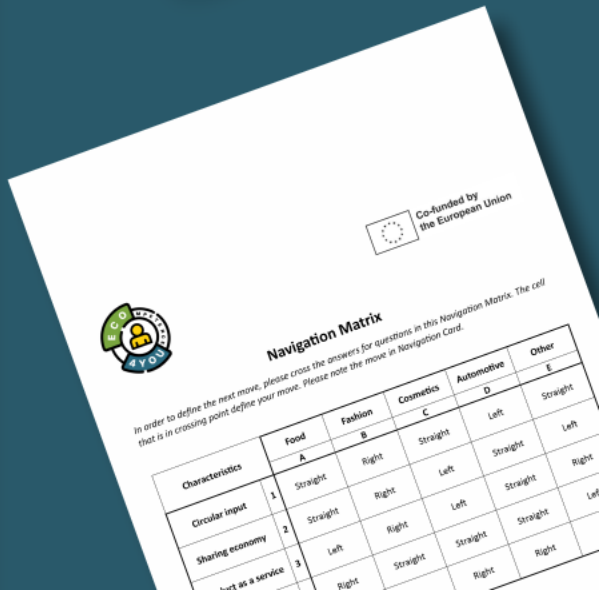












1. GAME BOARD

The Game focuses on discovering the way you travel through the City by meeting challenges.



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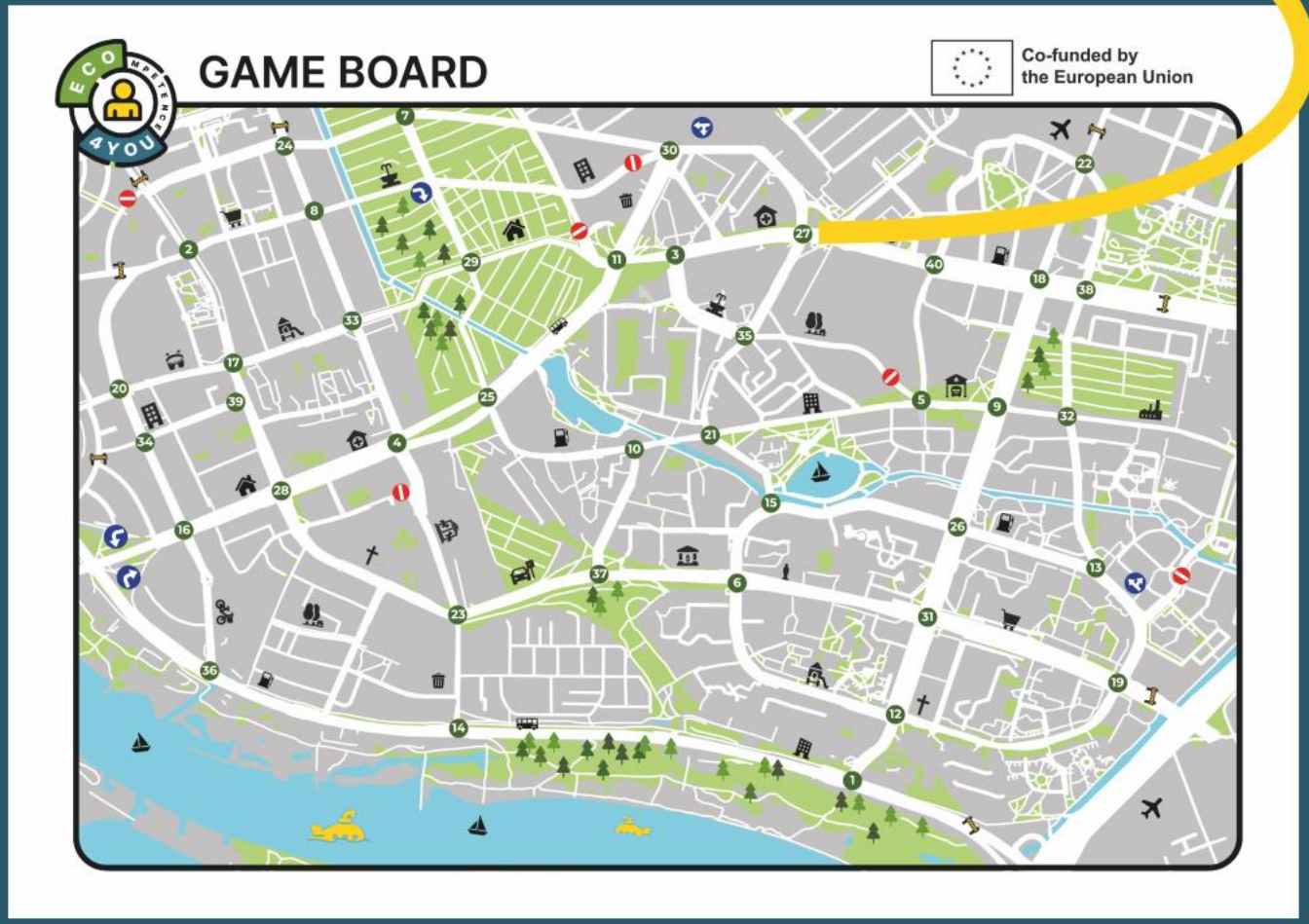
Challenges are waiting on road crossings with numbers.



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Challenges are waiting on road crossings with numbers.

By solving challenges, you define navigation directions of next step.



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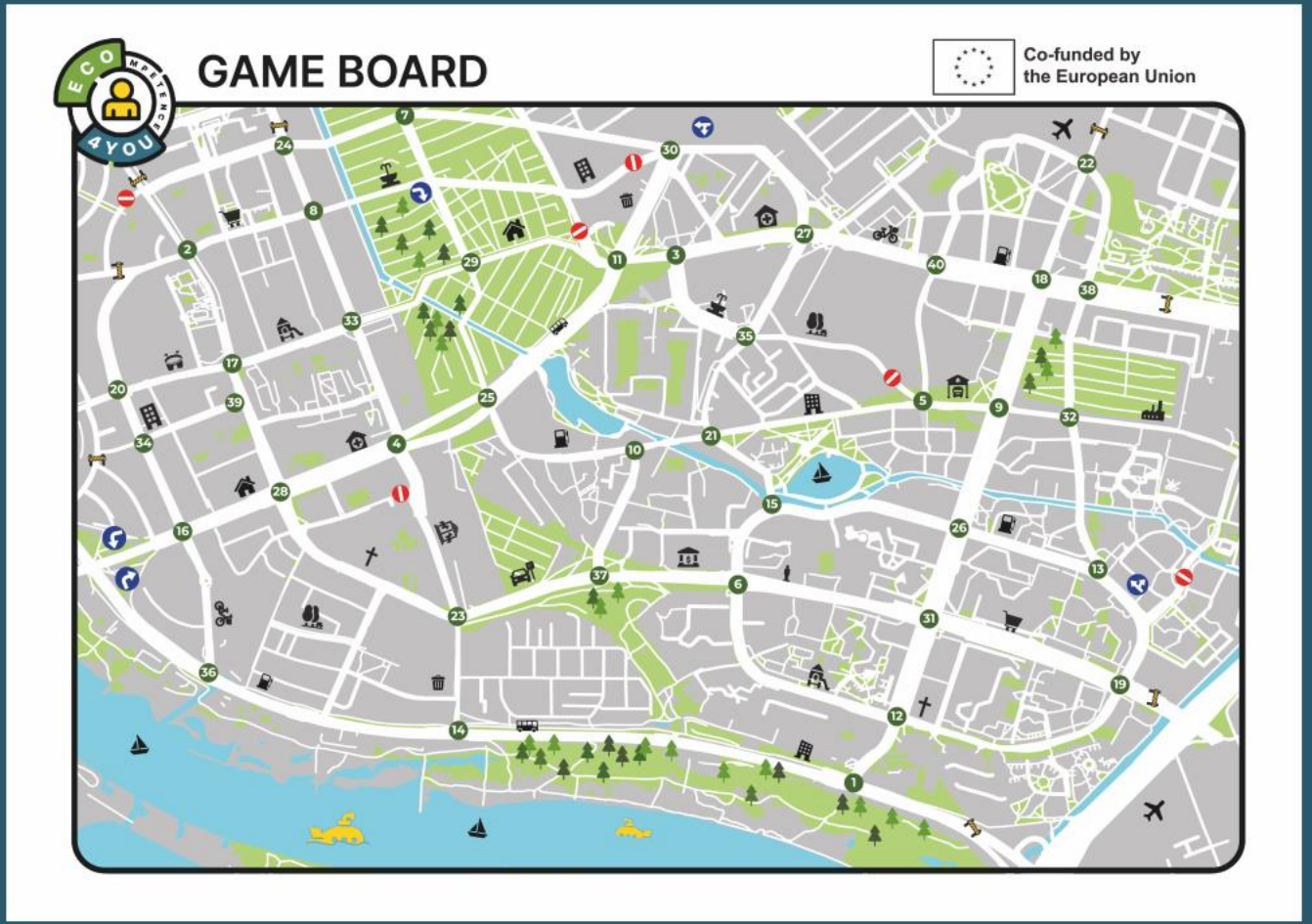
Remember: Moderator is the only person that knows the way.

You know only the starting point.

While travelling, you draw a line on the map to visualize the decision-making process.



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DRIVING RULES

Navigation data meaning:



Straight - don’t change direction. If this is not possible, leave the roundabout at the first exit.





DRIVING RULES

Navigation data meaning:



Right – use the first possible road to exit the roundabout.





DRIVING RULES

Navigation data meaning:



Left - use the last possible road to exit the roundabout.





There are many specific traffic signs on the way which must be taken into account while drawing the line of your movement.



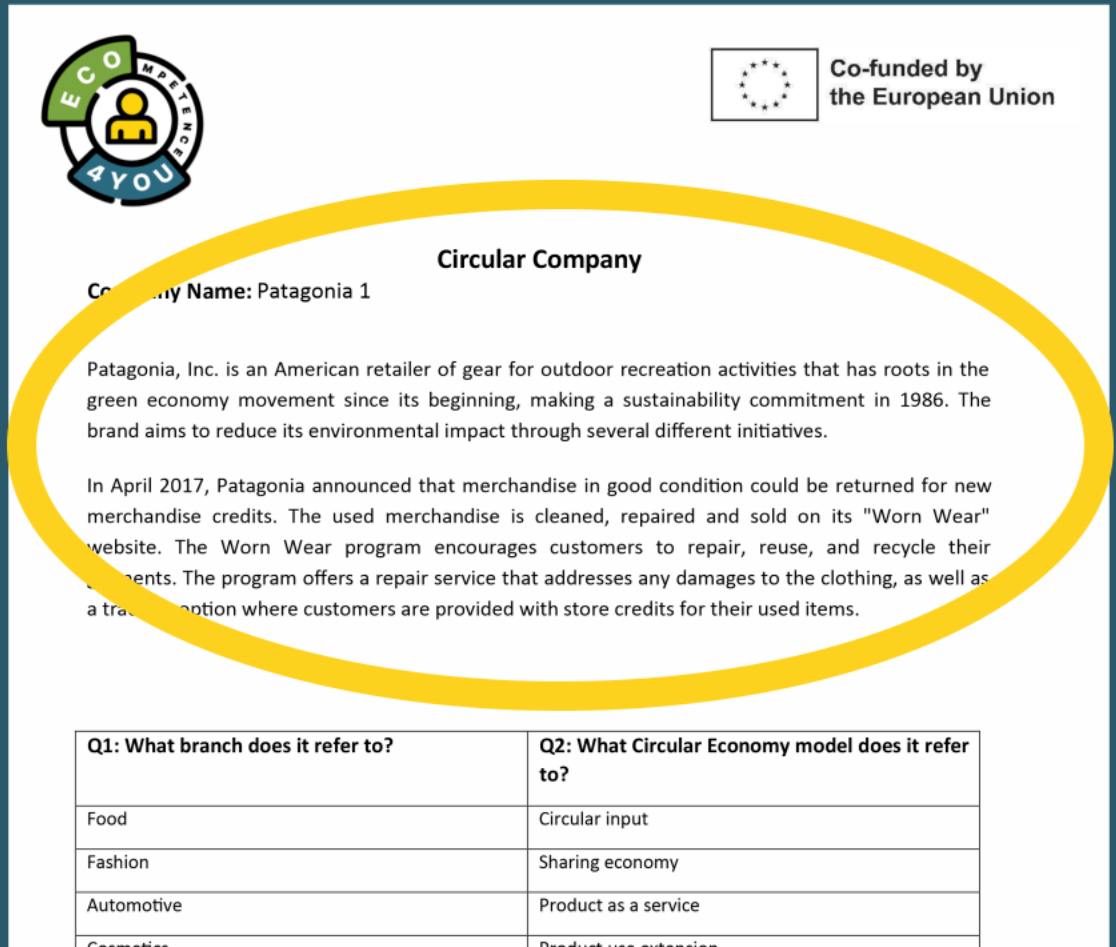


Remember to analyse the navigation directions and signs from **driver's perspective.**

2. CHALLENGES: CIRCULAR COMPANIES

Challenges are hidden under every **crossroad**.

Every challenge is a short text which describes case study of a Circular Business Model in some company.



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Circular Company

Co[illegible]ny Name: Patagonia 1

Patagonia, Inc. is an American retailer of gear for outdoor recreation activities that has roots in the green economy movement since its beginning, making a sustainability commitment in 1986. The brand aims to reduce its environmental impact through several different initiatives.

In April 2017, Patagonia announced that merchandise in good condition could be returned for new merchandise credits. The used merchandise is cleaned, repaired and sold on its "Worn Wear" website. The Worn Wear program encourages customers to repair, reuse, and recycle their [illegible]ents. The program offers a repair service that addresses any damages to the clothing, as well as a tra[illegible]option where customers are provided with store credits for their used items.

Q1: What branch does it refer to?	Q2: What Circular Economy model does it refer to?
Food	Circular input
Fashion	Sharing economy
Automotive	Product as a service
[illegible]	[illegible]

2. CHALLENGES: CIRCULAR COMPANIES

There are 5 different Circular Business Model that are presented in cases:

1. Circular input
2. Sharing economy
3. Product as a service
4. Product use extension
5. Resource recovery



Q2: What Circular Economy model does it refer to?
Circular input
Sharing economy
Product as a service
Product use extension
Resource recovery

2. CHALLENGES: CIRCULAR COMPANIES

Every case study reflects one of the following branches: **Food, Fashion, Automotive, Cosmetics or „other" branch** (without a category).

Q1: What branch does it refer to?
Food
Fashion
Automotive
Cosmetics
Other

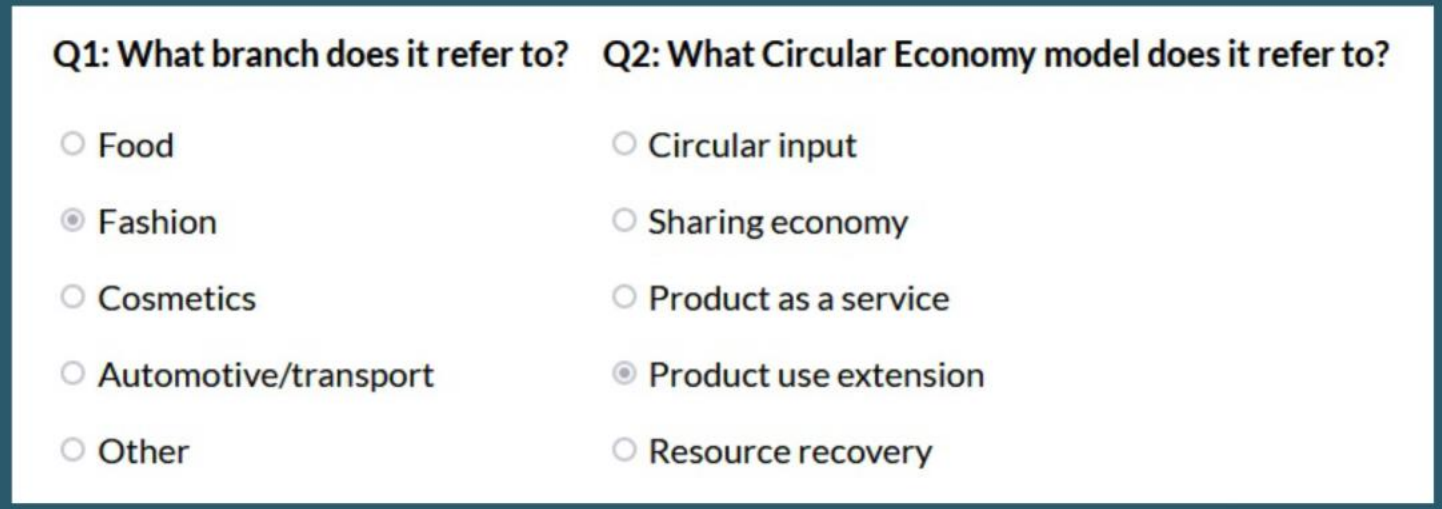
2. CHALLENGES: CIRCULAR COMPANIES

While taking the challenge you have to answer 2 questions:

Q1: What branch does it refer to?	Q2: What Circular Economy model does it refer to?
Food	Circular input
Fashion	Sharing economy
Automotive	Product as a service
Cosmetics	Product use extension
Other	Resource recovery

2. CHALLENGES: CIRCULAR COMPANIES

Your answers become an input to define th navigation direction of the next move. You check it in the **Navigation Matrix**.



2. CHALLENGES: CIRCULAR COMPANIES

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Navigation Matrix

In order to define the next move, please cross the answers for questions in this Navigation Matrix. The cell that is in crossing point define your move. Please note the move in Navigation Card.

Characteristics		Food	Fashion	Cosmetics	Automotive	Other
		A	B	C	D	E
Circular input	1	Straight	Right	Straight	Left	Straight
Sharing economy	2	Straight	Right	Left	Straight	Left
Product as a service	3	Left	Right	Left	Straight	Right
Product use extension	4	Right	Straight	Straight	Straight	Left
Resource recovery	5	Right	Left	Right	Right	Left

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Product as a service	3	Left	Right	Left	Straight	Right
Product use extension	4	Right	Straight	Straight	Straight	Left
Resource recovery	5	Right	Left	Right	Right	Left

3. NAVIGATION MATRIX

That is the engine of the Game where essential decisions are transferred into navigation direction.

If you know the answer for 2 questions in challenge - just connect them in the matrix.

In crossing point you will find the navigation direction.

In crossing point you will find the **NAVIGATION DIRECTION.**

Navigation Matrix

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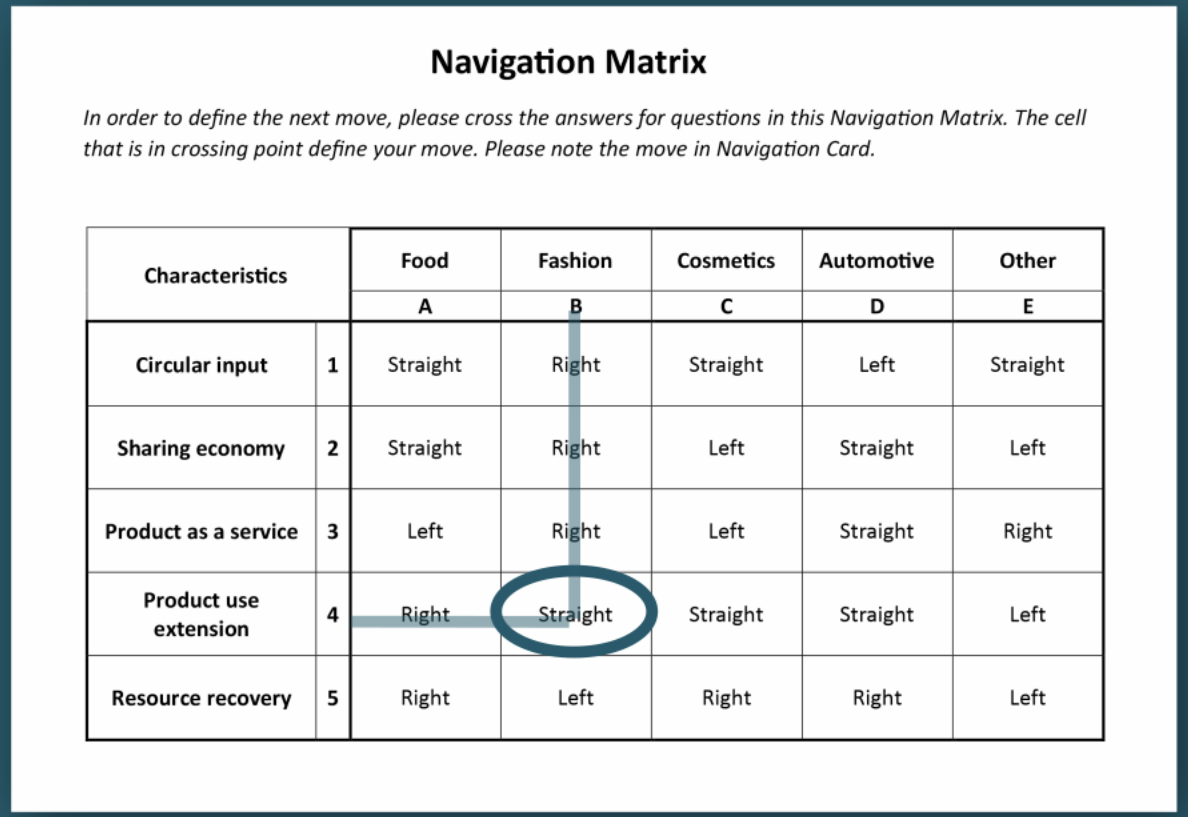

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Product as a service	3	Left	Right	Left	Straight	Right
Product use extension	4	Right	Straight	Straight	Straight	Left
Resource recovery	5	Right	Left	Right	Right	Left

4. CHECK TOKEN

Decision making process in the Game is associated with risk of wrong answers.

Wrong answer results in incorrect navigation direction and **line drawing error**.

To avoid moving in a wrong way teams can buy „**Check**” tokens that allow them to know, where the mistake was.



4. CHECK TOKEN

You can also receive a free „**Check**” in a City Card or an extra „**Check**” from the Moderator at the beginning of the Game.

„**Check**” tokens are in the form of small blocks ready to be torn off by hand.



5. NAVIGATION CARD

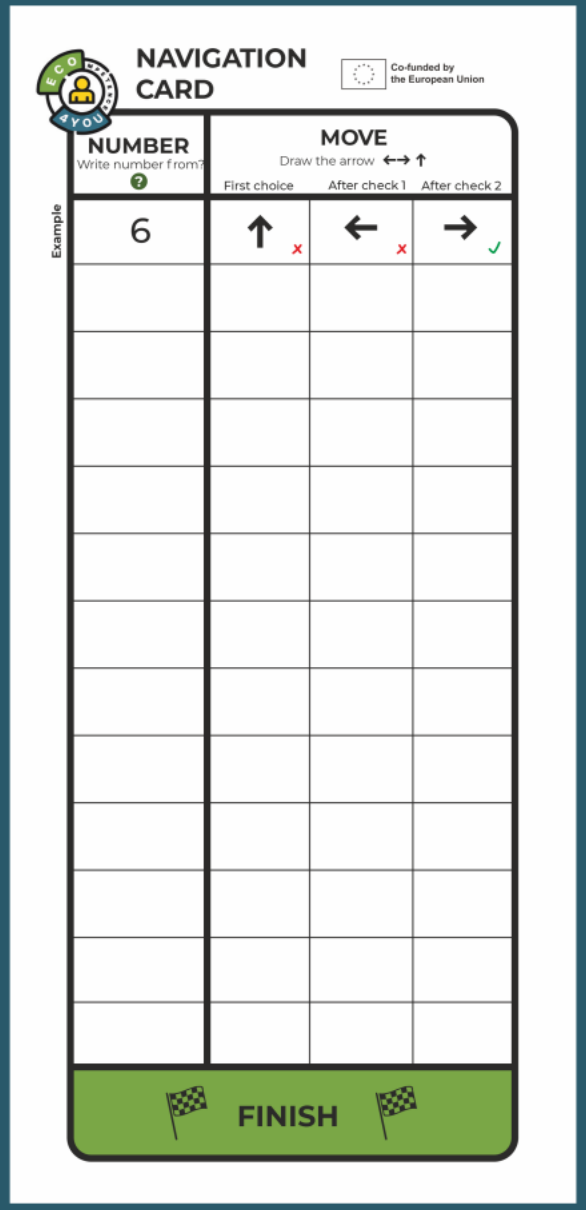
Every step of your trip must be registered on **Navigation Card.**

In the column called „**NUMBER**” you note the number you reached on crossroads.









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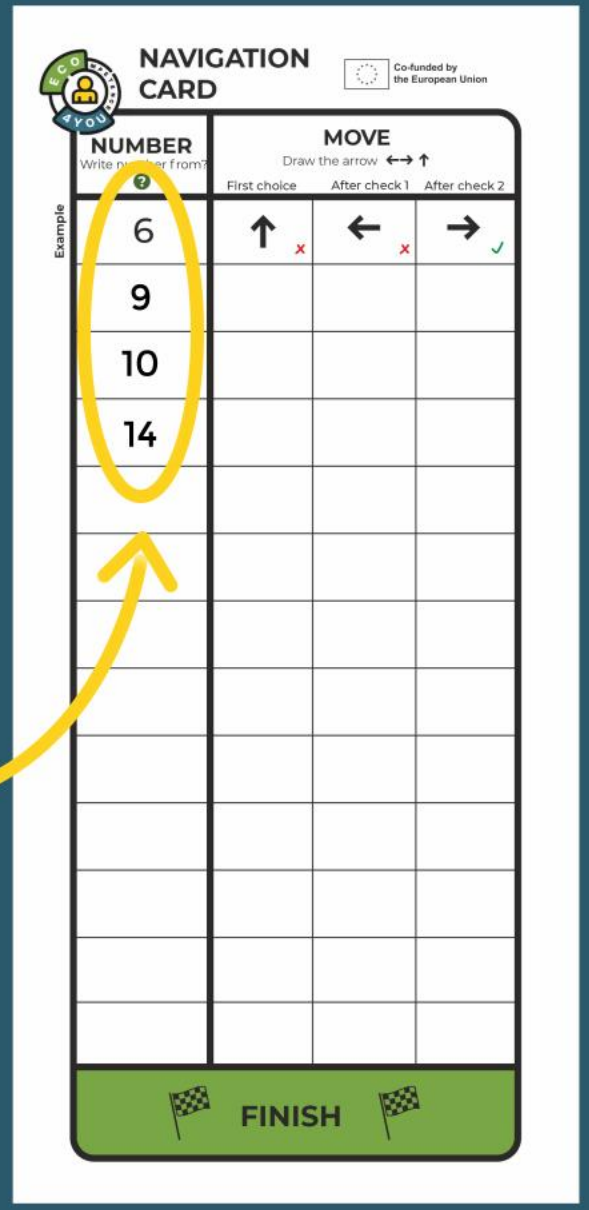
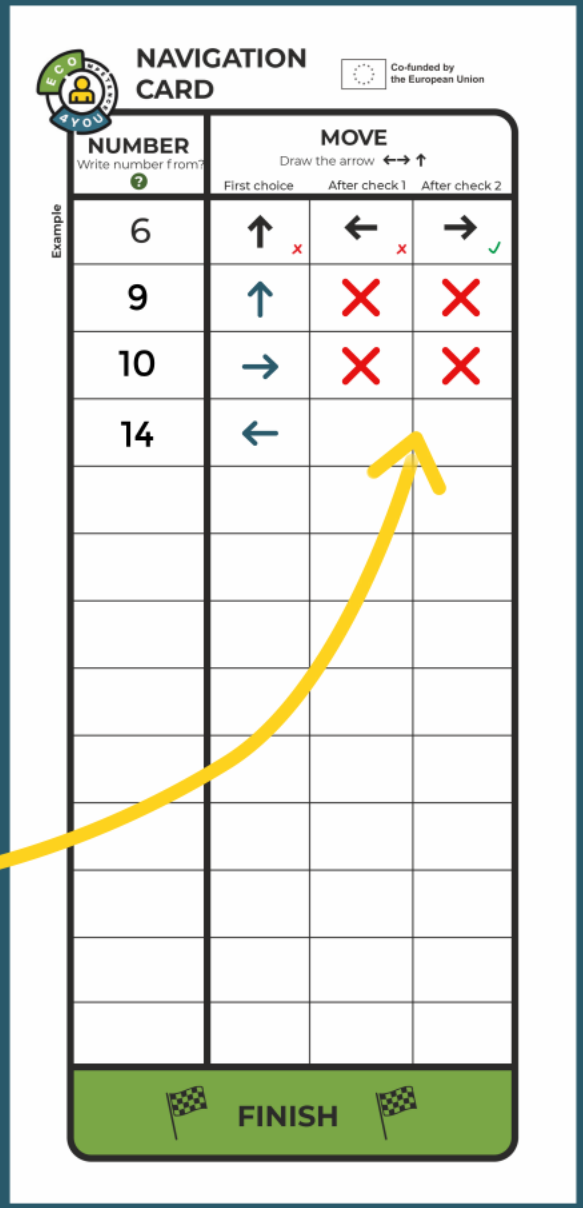


5. NAVIGATION CARD

If after **„Check”** you have to come back few moves, the next number from corrected move note in first free cell in column „**First choice**”.

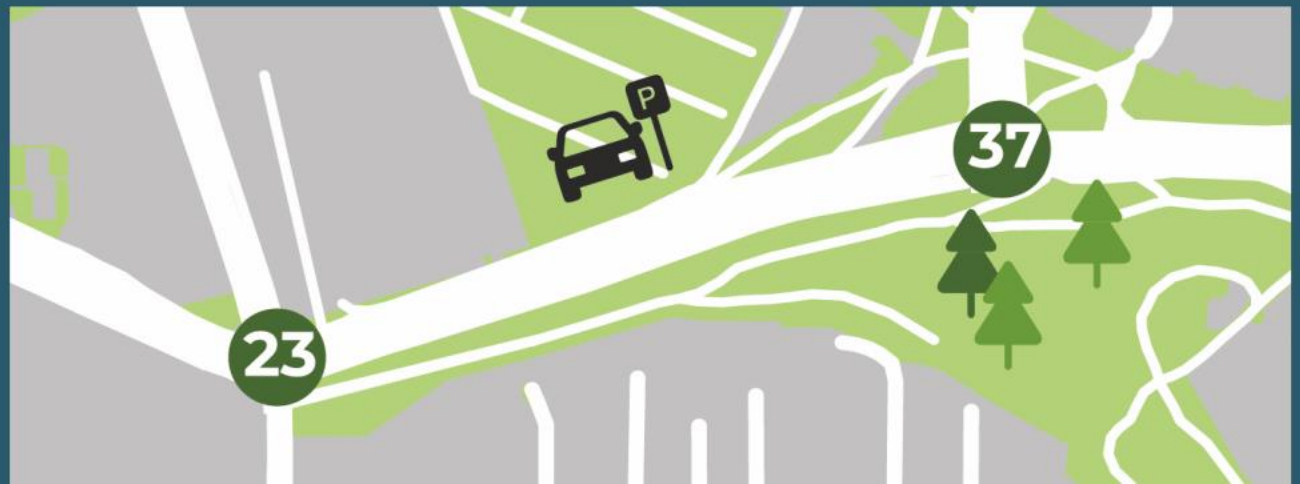
Every wrong moves in column **„NUMBER”** are scored – do not replace them, mark empty cells with **„X”.**



6. CITY CARDS

All City Cards are shuffled and placed face down next to the **Game Board.**

You take one **City Card** every time you reach a crossroad with a number.



City Card V1 - Traffic jam by-pass

If you have this card you can successfully avoid the traffic jam.

The card can be used only one time during the game. Keep the card on the board for future situation.

6. CITY CARDS

Every Card defines some action: **positive** or **negative**. Some are obligatory, other optional. Read them carefully and follow the command.

Inform the Moderator about the action in the Card and your decision.

Some City Cards define **values** that can be used later. Save them for a rainy day.

POSITIVE

NEGATIVE

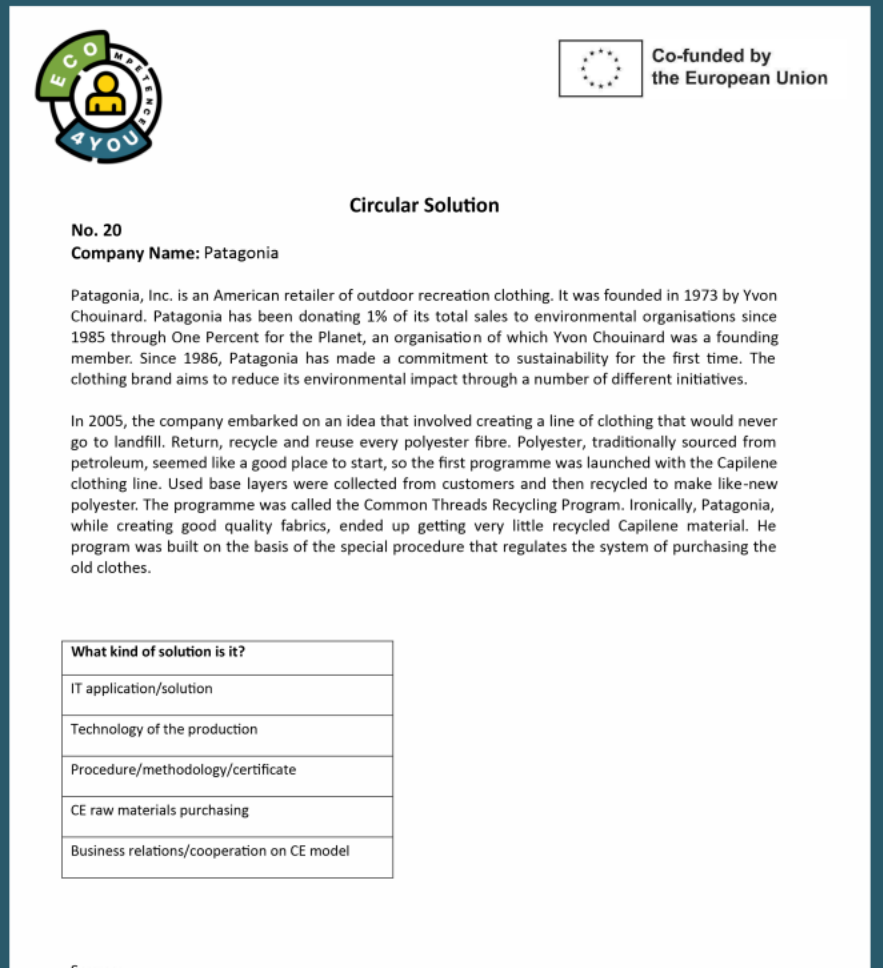


VALUE CARD

7. EXTRA CHALLENGES: CIRCULAR SOLUTIONS

Extra Challenges are hidden under **City Cards.**

Every challenge is a short text which describes case study of a **Circular Solution** that is implemented in some company.



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Circular Solution

No. 20
Company Name: Patagonia

Patagonia, Inc. is an American retailer of outdoor recreation clothing. It was founded in 1973 by Yvon Chouinard. Patagonia has been donating 1% of its total sales to environmental organisations since 1985 through One Percent for the Planet, an organisation of which Yvon Chouinard was a founding member. Since 1986, Patagonia has made a commitment to sustainability for the first time. The clothing brand aims to reduce its environmental impact through a number of different initiatives.

In 2005, the company embarked on an idea that involved creating a line of clothing that would never go to landfill. Return, recycle and reuse every polyester fibre. Polyester, traditionally sourced from petroleum, seemed like a good place to start, so the first programme was launched with the Capilene clothing line. Used base layers were collected from customers and then recycled to make like-new polyester. The programme was called the Common Threads Recycling Program. Ironically, Patagonia, while creating good quality fabrics, ended up getting very little recycled Capilene material. He program was built on the basis of the special procedure that regulates the system of purchasing the old clothes.

What kind of solution is it?
IT application/solution
Technology of the production
Procedure/methodology/certificate
CE raw materials purchasing
Business relations/cooperation on CE model

7. EXTRA CHALLENGES: CIRCULAR SOLUTIONS

There are 5 different Solutions that are presented in cases:

1. IT application/solution.
2. Technology of the production.
3. Procedure/methodology/certificate.
4. CE raw materials purchasing.
5. Business relations/cooperation on CE model.

What kind of solution is it?
IT application/solution
Technology of the production
Procedure/methodology/certificate
CE raw materials purchasing
Business relations/cooperation on CE model

8. CREDITS

Moving through the City is connected with different costs such as fuel or other situations associated with **City Cards**.

In order to cover those costs, every team receives a certain amount of **Credits**.

The amount is defined by the Moderator.



8. CREDITS

Usually the sum allows to cover operational costs, but it is necessary to manage the Credits if team is going to buy „**Check**" tokens.

Credits are one of the key elements of scoring in the Game. You will be asked about Credits in Wallet at the end of the Game. The more credits you save, the more points you'll get.

Credits are in a form of small blocks ready to be torn off by hand.

8. CREDITS

Every financial operation must be noted on **Credits - Scratchpad/Note**, where expences are noted as negative values (e.g.: -5) and income as positive values (e.g.: +5).

Remember to define the situation connected to operation (e.g. Fuel, Toll, City Card, Check).



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Credits – Scratchpad/Notes

Please note every situation that is connected to the changes with credits: expenditures, extra credits.

No	Situation in the game *(e.g. fuel costs, cash/taxes from City Cards, Check costs)*	Change [-/+]	Wallet
0	Start of the game		
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
	End of the game	n/a	

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Credits – Scratchpad/Notes

Please note every situation that is connected to the changes with credits: expenditures, extra credits

No	Situation in the game	Change (-/+)	Wallet
0	Start of the game	+100	100
1	Fuel p.18	-5	95
2	Check	-20	75
3	Fuel p.32	-5	70
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
	End of the game	n/a	

9. GAME RESULTS

Gamification finishes when **time is out** or when all Teams **reach the end** (defined number of steps in the game).



9. GAME RESULTS

At the end you will be asked to sum-up the following **parameters**:

1. Number of **wrong moves** (from Navigation Card)
2. Number of **positive moves** (moves from Navigation Card)
3. Number of **Check** paid by Credits (from Scratchpad/Note)
4. Amount of **Credits** left in the Wallet (from Scratchpad/Note)



9. GAME RESULTS

Write down data in **Game Result form** and give the Moderator in order to calculate Score.



GENERAL STEPS IN THE GAME



As you know, playing process is divided into small **moves between crossroads.** Every move is connected with small scenario that consists of following elements:

1. MAKING A MOVE TO CROSSROADS WITH POINT.



2. PAY CREDITS FOR FUEL
(note on Scratchpad/Note)



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Credits – Scratchpad/Notes

Please note every situation that is connected to the changes with credits: expenditures, extra credits.

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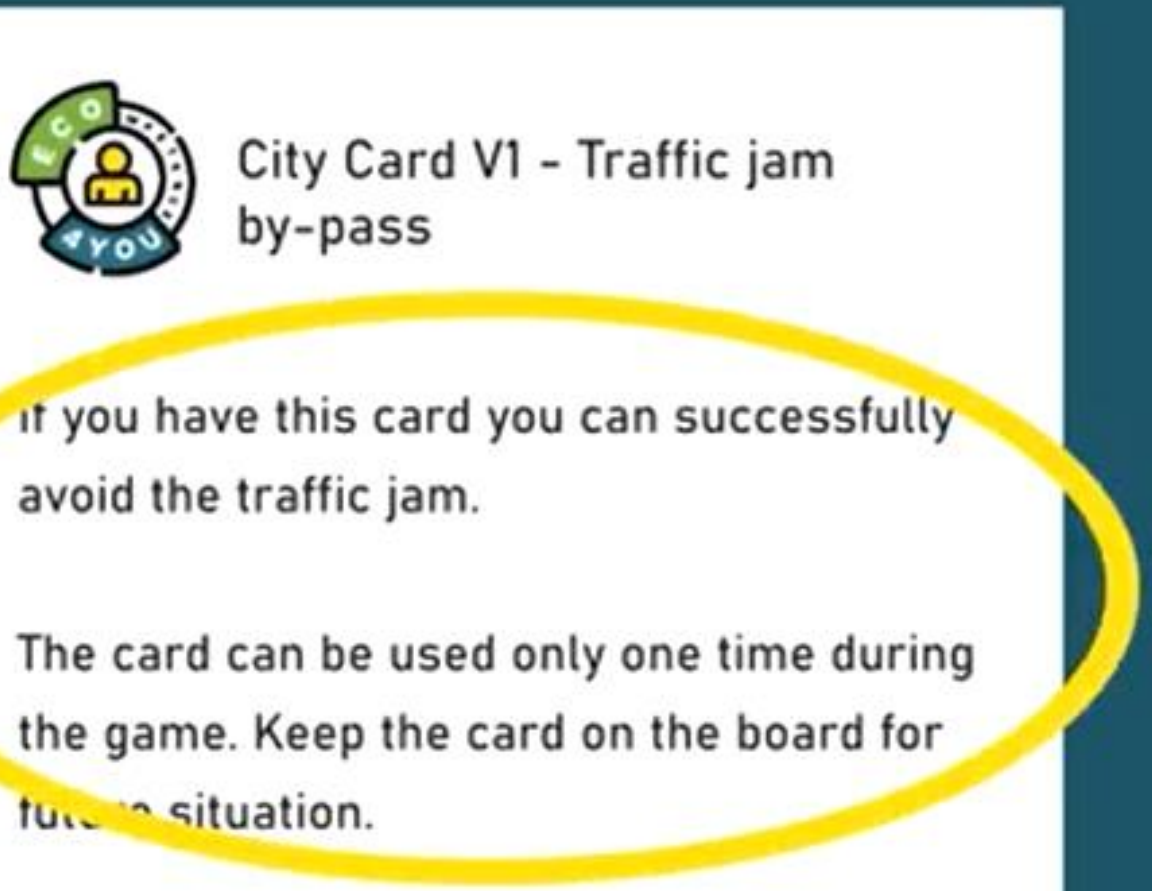
0	Start of the game.	+100	100
1	Fuel p.18	-5	95
2	Check	-20	75
3	Fuel p.32	-5	70
4			

3. TAKE A RANDOM CITY CARD, READ IT AND EXECUTE INSTRUCTION.



4. STUDY THE CHALLENGE ASSOCIATED WITH NUMBER ON CROSSROADS AND ANSWER 2 QUESTIONS.

Circular Company

Company Name: Patagonia 1

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Q1: What branch does it refer to?	Q2: What Circular Economy model does it refer to?
Food	Circular input
Fashion	Sharing economy
Automotive	Product as a service
Cosmetics	Product use extension
Other	Resource recovery

5. DEFINITION THE NAVIGATION DIRECTION BY USING NAVIGATION MATRIX (NOTE ON NAVIGATION CARD)



6. MOVE TO NEXT CROSSROADS AND REPEAT THE SEQUENCE FROM 1 TO 5.



7. OPTIONAL:

PAY CREDITS AND MAKE „CHECK” AND FIND OUT IF YOUR DECISION IS CORRECT. AFTER „CHECK” YOU HAVE 2 SCENARIOS:

POSITIVE

– CONTINUE PLAYING



NEGATIVE

– MOVE BACK TO PLACE YOU MADE THE MISTAKE, READ TEXT AND ANSWER 2 QUESTIONS ONCE AGAIN.

CLARIFICATIONS

At the beginning of the Game Moderator will inform you about **5 Circular Business Model** and **Circular Solutions**. That is basic knowledge necessary to compete in the Game.

CLARIFICATIONS

In order to remind you of this knowledge,
2 clarification documents were prepared. They are available for your team for the whole gaming time.



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Circular Economy Business Models
Key question asked in the game: 'What Circular Economy model it refers to?

CLARIFICATION:

Circular input	Refers to the use of recycled, regenerated, or recovered materials as inputs for production (or services) in the company. It focuses on closing the loop by reintroducing such materials into the same or new products, minimizing the need for virgin resources.
Sharing economy	Involves the sharing, swapping, or renting of resources, such as products, services among individuals or organizations. In the model, the company give access to goods for everyone that accept the internal rule of using it. To single use is connected with paying the defined price that is low enough that that client prefers to pay for using, rather than to own the good. It promotes access over ownership, optimizing resource utilization and reducing waste by maximizing the use of existing resources among individuals or organizations with the optional use of an intermediary - a sharing platform company.
Product as a service	Shifts the focus from selling products to providing them as a service. Instead of owning products, consumers pay for the utility or performance they derive from the product. This model encourages manufacturers to design products for durability, repairability and possibility to use as a integral element of service providing. It reduce waste and promote a circular approach.
Product use	Focuses on prolonging the lifespan of products through repair, refurbishment, or upgrades. It aims to maximize the utility and value derived from products, extending their use beyond their initial intended lifespan and reducing the need for new product



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Circular Solutions
Key question asked in the game: What kind *of* solution is it?

CLARIFICATION:

IT application/solution	An IT-based solution aims to enhance management in the circular economy. This may include data monitoring and analysis systems, online trading platforms, tools for tracking resource flows, or waste management software. These applications assist in process optimization, identifying recycling opportunities, product tracking, and resource management.
Technology of the production	Tech-nological solutions in the circular economy aim to replace traditional, resource-intensive production methods with more efficient and sustainable technologies. This can involve the use of renewable energy, less resource and low-energy consumption manufacturing processes, the utilization of renewable materials, or the ability to recover resources during production.
Procedure/methodology /certificate	Implementing appropriate procedures and methodologies is crucial in the circular economy. This may involve waste management systems, recycling procedures, rigorous monitoring and control of production processes, as well as educating employees on sustainable practices. Procedures and methodologies help maximize efficiency, minimize waste, and incorporate principles of sustainable development throughout the product life cycle. In

CLARIFICATIONS

In the **clarification** you can find consise definitions of all professional names used in questions.



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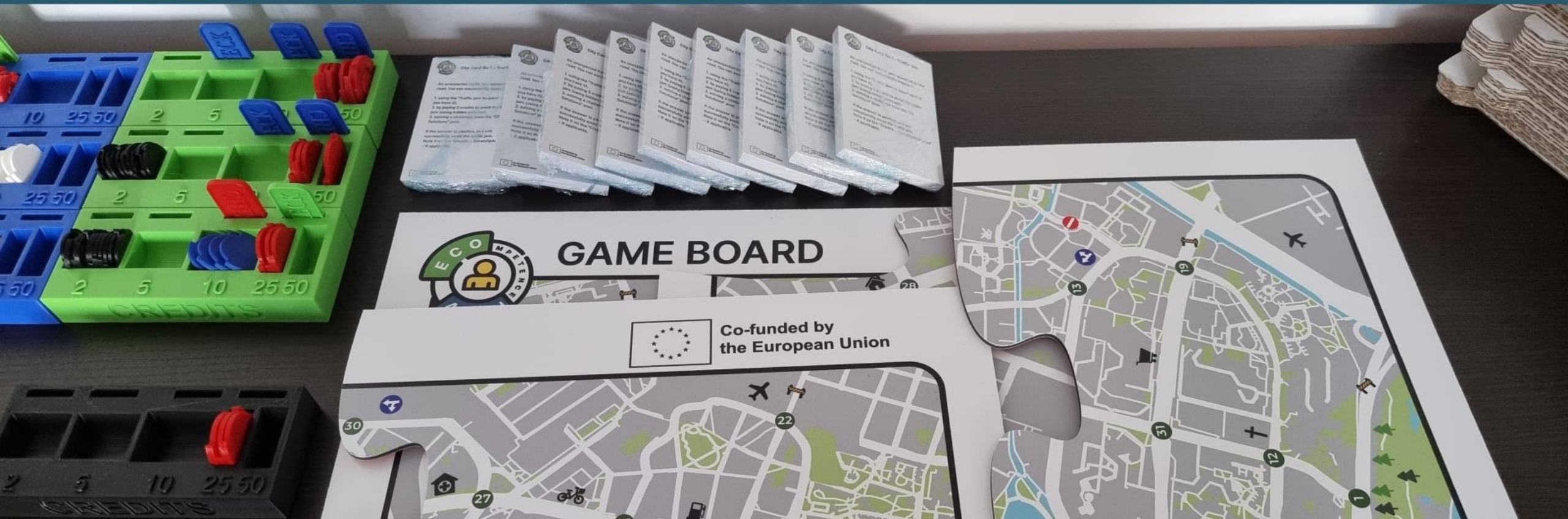
3D MODELS

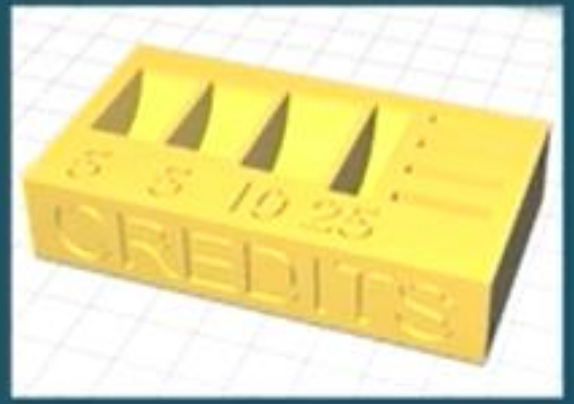
ECOmpetence4You is a Board Game with printable elements, which have a short lifetime.



On our webpage you can find **Check Token, Credits, small Cars and Arrows, Credit Holders**, that are ready to use on 3D Printers. Detailed parameters and settings are defined in dedicated document.







Our 3D models are prepared to make gaming process more attractive and ecological. Together with the **Game Board**, they create a **reusable game set**.



Let's play!





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