

'Brain vs Capital' The Game - Let's play

- The game consists of:
 - Game board (once)
 - Game sheet (once)
 - Playing Cards Mission (red)
 - Playing Cards Concept (blue)
 - Playing cards Components (green)
 - Playing Cards Market and Society (yellow)
 - Dice (two)
 - one piece / counter per player
 - Post-Its (small)
 - pencils
 - A stopwatch (use a 1-minute hourglass or watch on the mobile phone)

- The game is based on Prof. Günter Faltin's book "Brains vs Capital". It is therefore beneficial to read the book. We also recommend the following short videos:
 - <https://www.youtube.com/watch?v=P2yt5O2hdS4>
 - <https://www.youtube.com/watch?v=t0NyZGLxbT8>
 - <https://www.youtube.com/watch?v=SGv4ldonqkl>

- A game team consists of at least 2 and a maximum of 4 players
- All players at the table play together! Not against each other. The game tables could play against each other (tables 1 against tables 2, 3 ...). But all players at one table play together in the team.
- At the beginning, the dice roll decides who becomes CEO and CTO: Whoever rolls the highest number of dice becomes CEO = Chief Editing Officer. He writes and keeps records. The player who rolls the lowest number of dice becomes the CTO = Chief Time Officer. He stops the time.
- To start, each team draws a mission card (red). This is the initial idea that will be developed in the course of the game into a viable concept with components.
- Then the CEO rolls the dice first. If the player lands on a C-field, he/she can choose whether to draw a concept card (blue) or a component card (green). If the player lands on an M-field, a market and society card (gold) is drawn.

- When drawing a blue concept card, a one-minute brainstorming starts. The CEO writes the brainstorming ideas on Post-Its. The CTO stops the time (1 minute). Everyone is allowed to brainstorm, including CEO and CTO. The post-its are then placed on the left side of the game sheet Concept.
- If a green component card is drawn, the team has earned a component. The component is then placed on the right side of the component page. In some cases, the team may also swap the green component card for a blue concept card. Then you can brainstorm again: write down all the ideas you have in 1 minute!
- When a golden market and society card is drawn, something happens. You win or lose components or post-its.
- After about 20-30 minutes, the teams probably have a first concept with components (business model).
- Then the proof of concept phase begins. For this, the game board is turned over. There is an example of what an elevator pitch can look like. The team will now formulate their own pitch and answer the basic questions: What is the concept? Which components are used? What is offered? How much does it cost?
- The teams have 5 minutes to prepare their pitch.
- Then each team is allowed to present 1 minute. It is important to know how much it will cost. Because in the end everyone is asked, who would buy it - by hand signals. The raised hands are counted and written down. This market test will determine the winners.
- Alternatively / In addition, the concepts can also be evaluated on the basis of 9 criteria - by judges or the other gaming tables.

Tips & Tricks for Coaches, Tutors, Teachers

- The blue concept cards have different levels of difficulty. The simplest ones are "Change perspective," "Trends," and "Tune in with Societies Values." These should be on top of the stack for the team to find their way into the game flow faster.

About 'Brain vs Capital' the Game:

Discover the Interactive 'Brain vs Capital' Game, which was created to teach you the basics of Prof. Faltin's years of entrepreneurship experience. This game is designed to convey the topic of entrepreneurship with joy. It's a fun way to learn the key principles from Professor Faltin's book, as well as improving it through repetition and reinforcement.

Why play games?

Games are a powerful learning tool because they allow people to gain experience through learning by doing. Through players, we learn something without feeling it as learning. And we get into our intuition. In a fun and sociable way. We no longer operate only logically, but playfully.

The head beats capital game creates a forum in which elementary decisions for concept development and reasons are simulated. The results of these decisions can be seen immediately afterwards. In support of the Entrepreneurship Foundation Mission - to develop a „culture of Entrepreneurship" in the world - the game allows adults and children to actively participate in a game that reflects concept development with a variety of opportunities and changes.

Specifically, the players learn:

- Prof. Faltin's techniques for developing an Entrepreneurial Design
- Assessment of other ideas (Proof of Concept)
- Make decisions in your daily life: The ability to see the impact of decisions we make in concept development and the realization that start-up knowledge can have a direct impact on quality of life are a powerful return on investment of the 'Brain vs capital' game.

This is what you bring with you to the Game:

- You do not need your own idea to play along. Each table can draw an "initial idea".
- Enjoyment of playing
- Openness for the new and becoming

- It would be great if you read the book 'Brain vs Capital'. A quick introduction including 5 minutes of video can also be found here:

<https://www.youtube.com/watch?v=k6kxFd3p3y0&t=90s>

- It would be great if you are enrolled in our online course:

<https://www.entrepreneurship-campus.org/groups/entrepreneurship-campus/courses/>

In particular the techniques "Find visual axes" (<https://www.youtube.com/watch?v=G7z0NIAJBEU>) and "Startup using components"

(<https://www.youtube.com/watch?v=SGv4ldonqkl>)

Big thanks and Let's play!

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