

# GEOPOLITICS 2.0

*Mapping the new world and  
keeping pace with change*

FROM THE FALL of the Berlin Wall to the 2008 financial crisis, the last four decades have seen a tsunami of disruptions. Now a pandemic, climate change, politics and natural disasters present a fresh set of major challenges.

In this issue, we take a deep look at the geopolitical landscape. How do you expand into emerging, but unstable, markets? Where should you situate your headquarters? Are supply chains stable? What about political shocks, insecure borders, cybercrime, misinformation, and technical dominance from a few major companies? International affairs expert Gideon Rachman addresses some of these concerns in our cover story.

But in addition to offering analysis and reporting, we have a more playful way to get to grips with the risks we face in this era of unpredictability: a board game we have devised called *Think:Risk*. For countries, expansion has been about conquest. There are strategy games that explore and play with how to do that and some CEOs – including Facebook's Mark Zuckerberg – enjoyed playing them before they took their seats on the board. *Think:Risk* lets you play with strategic challenges. The pull-out poster is the board for the game – the playing field on which you manage supply chain risks and aggressive competitors ... sorry, players ... all with a roll of the dice. Just as in real life.

## Think:Risk THE GAME

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### Contents

*To play you will need:*



**TWO DICE**

*As well as the following:*



**MATCHSTICKS**

These represent your land and sea supply routes – or links.



**SMALL COINS**

One coin stands for an office after two staff are in one place.



**PAPER CLIPS**

Use these as staff. Two in one country lets you build an office.



**STICKY NOTES**

These denote your HQ and your starting position.

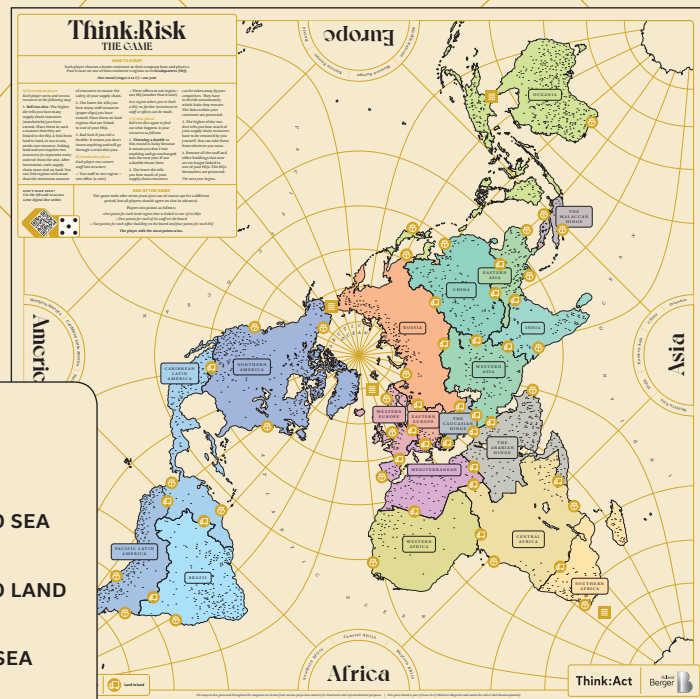


**DON'T HAVE DICE?**  
*Use the QR code to access some digital dice online.*

# Game setup

## How to play the global economy

**THE POSTER BOARD** shows a world map with 23 different regions: 16 regions belonging to the game's four continents America, Africa, Europe and Asia, four oceans (Atlantic, Pacific, Indian and Arctic) and three hinges that connect (and separate) continents and influence spheres. Your task is to expand your company's reach, mastering crises and competition.



## How to start

**EACH PLAYER** chooses one home continent. You put one sticky note on one of your continent's regions: your headquarters (HQ). Connections to other regions are established with links (the matchsticks): To connect land to land or sea to sea, you need one link. To connect land and sea, you need two. Connections can only be at the truck, port and water symbols.

### The links



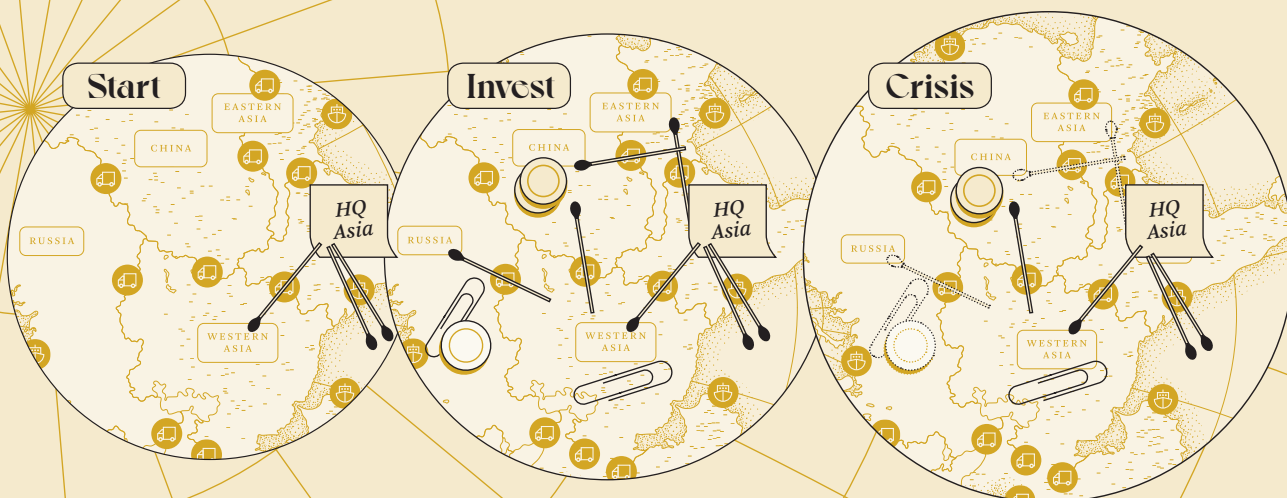
LAND TO SEA



LAND TO LAND



SEA TO SEA



## How to invest

**ROLLING THE DICE** wins you resources. The higher number tells you how many links you can invest. Place them so that they link to your HQ. The lower number tells you how many staff (paperclips) you can invest. Place them only in regions linked to your HQ. Rolling a double throws you into crisis (see right). After all players have invested, you can convert staff into structure: **2 staff = 1 office** (the coins), **3 offices = 1 new HQ**.

### DICE IN INVESTMENT



**High die = links:** Place five so that they are linked to your HQ.  
**Low die = staff:** Place two of them in regions linked to your HQ.



**Double = trouble:** No investment this round. After all other players have invested and produced, you must deal with a crisis.

## How to deal with crisis

**WHEN YOU'RE IN CRISIS**, one roll of the dice tells you how to deal with it. Rolling a double once more leads out of crisis – no further losses this round. Otherwise, the numbers tell how many of your links have to be removed from the board by your competitors (the lower die) and by you (higher die). After removing the links, you also have to remove all the staff and offices that now are no longer linked to one of your HQs.

### DICE IN CRISIS



**Double = lucky:** Escape from trouble. You don't lose any of your resources and go into the next round without any changes.



**Low die = competition:** The other players remove two of your links.  
**High die = You** decide which four further links you must remove.

Play *Think:Risk* and then read on for more on geopolitics, globalization and the new Great Game.

# Think:Risk

## THE GAME

### HOW TO START

Each player chooses a home continent as their company base and places a Post-it note on one of that continent's regions as its **headquarters (HQ)**.

*One round (stages A to C) = one year*

#### A) Investment phase

*Each player earns and invests resources in the following way:*

1. **Roll two dice.** The higher die tells you how many supply chain resources (matchsticks) you have earned. Place them in such a manner that they are linked to the HQ. A link from land to land, or sea to sea, needs one resource, linking land and sea requires two resources (to represent entry and exit from the sea). After investment, each supply chain must end on land. You can link regions with more than the minimum amount

of resources to ensure the safety of your supply chain.

2. The lower die tells you how many staff resources (paper clips) you have earned. Place them on land regions that are linked to one of your HQs.

3. Bad luck if you roll a double: It means you don't invest anything and will go through a crisis this year.

#### B) Production phase

*Each player can convert staff into structure:*

→ Two staff in one region = one office (a coin)

→ Three offices in one region = one HQ (another Post-it note).

*In a region where you've built a HQ, no further investment in staff or offices can be made.*

#### C) Crisis phase

*Roll two dice again to find out what happens to your resources as follows:*

1. **Throwing a double** in this round is lucky because it means you don't lose anything and go unchanged into the next year. If not a double throw then:

2. The lower die tells you how much of your supply chain resources

can be taken away *by your competitors*. They have to decide unanimously which links they remove. The links within your continent are protected.

3. The higher of the two dice tells you how much of your supply chain resources have to be removed by you yourself. You can take them from wherever you want.

4. Remove all the staff and office buildings that now are no longer linked to one of your HQs. The HQs themselves are protected.

*The next year begins.*

#### DON'T HAVE DICE?

*Use the QR code to access some digital dice online.*  
[g.co/kgs/yAr3EW](https://g.co/kgs/yAr3EW)

### END OF THE GAME

The game ends after seven years (you can of course opt for a different period, but all players should agree on that in advance).

Players win points as follows:

→ One point for each land region that is linked to one of its HQs

→ Two points for each of its staff on the board

→ Two points for each office building on the board and four points for each HQ

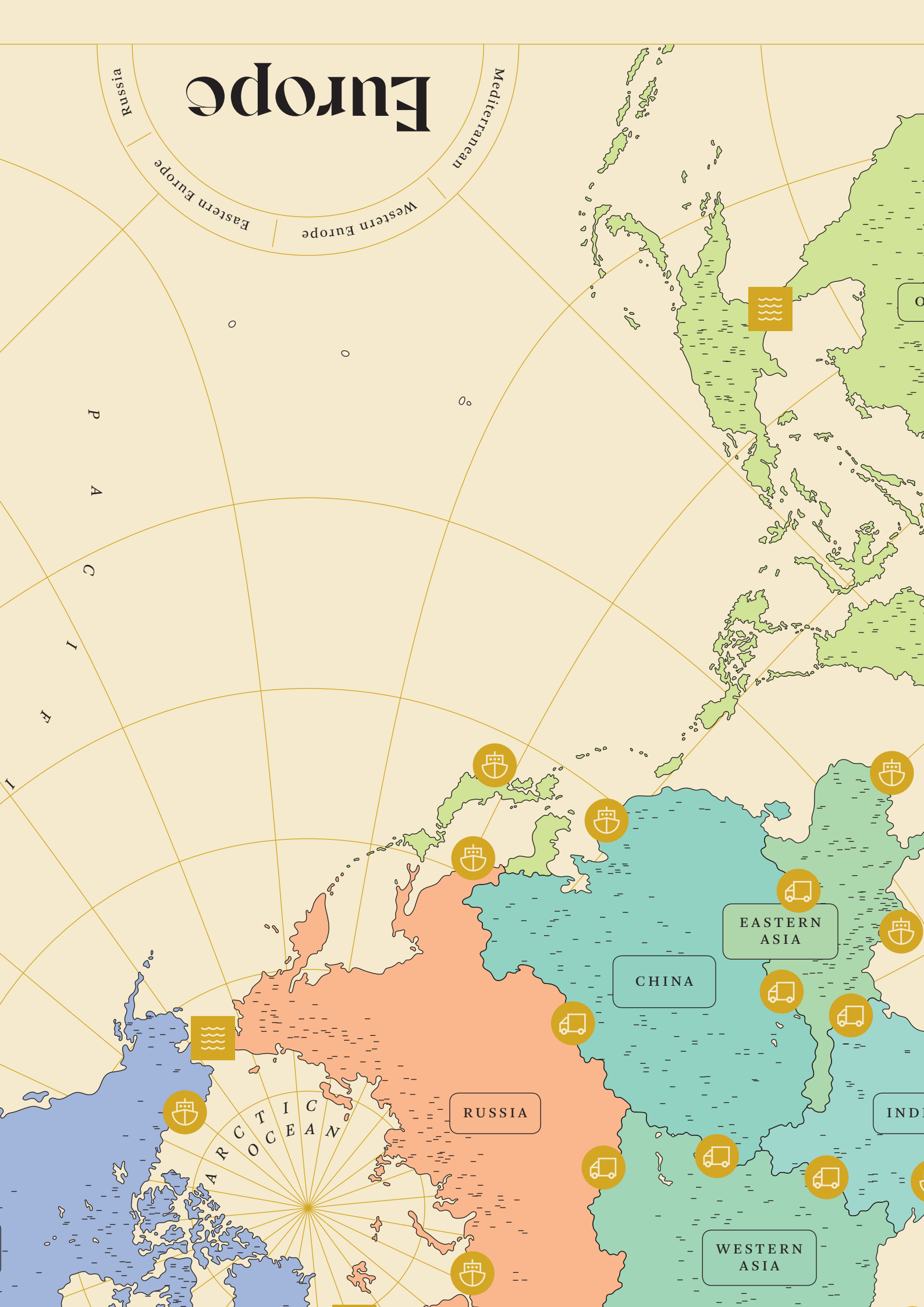
**The player with the most points wins.**



Northern America  
Caribbean Latin America  
Pacific  
**Americ**

CARIBBEAN  
LATIN  
AMERICA

NORTHERN  
AMERICA



Europe

Russia

Mediterranean

Eastern Europe

Western Europe

P

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C

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F

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EASTERN ASIA

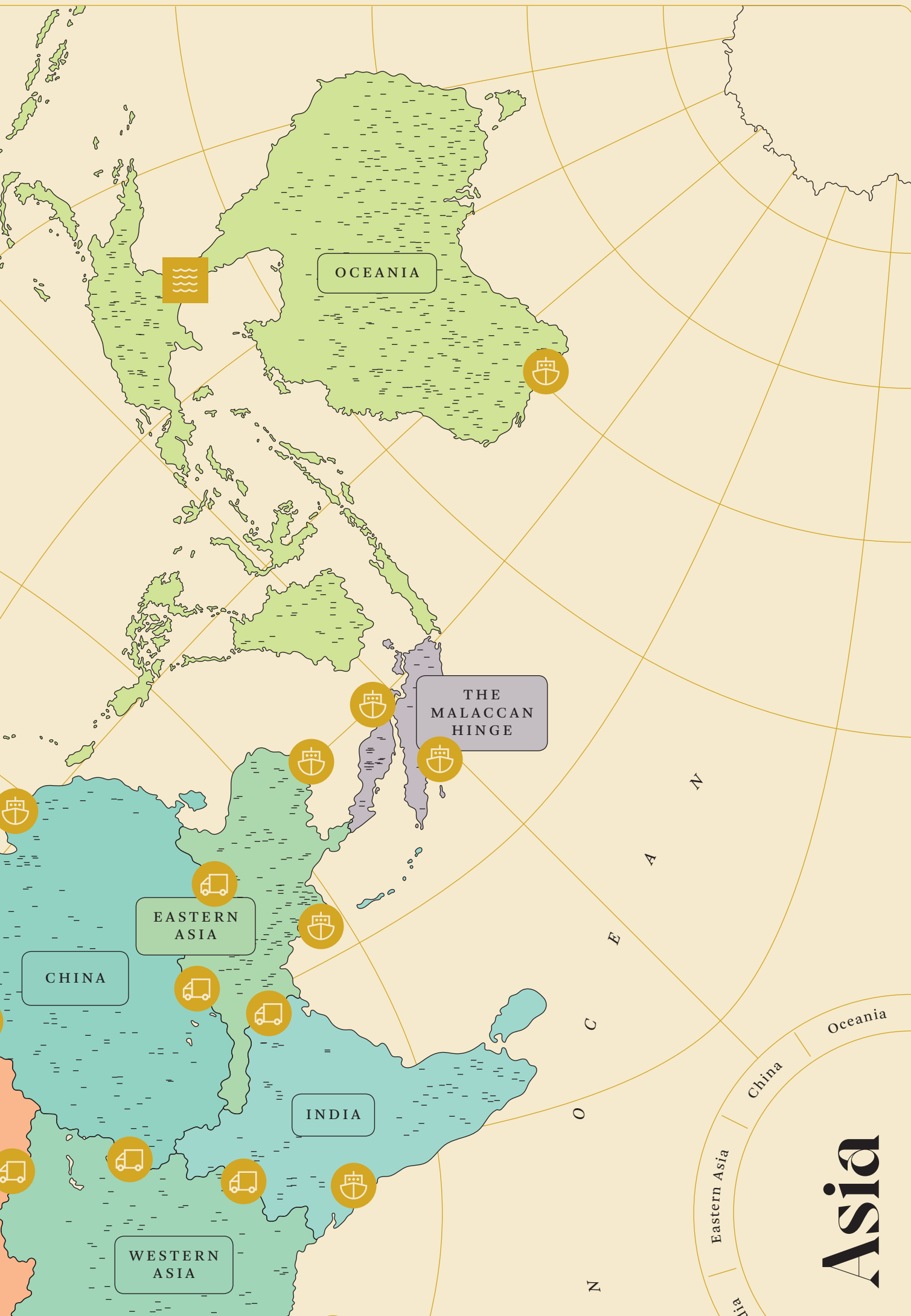
CHINA

RUSSIA

ARCTIC OCEAN

WESTERN ASIA

INDIA



# Asia



# merica

Caribbean Latin America

Pacific Latin America

Brazil

CARIBBEAN  
LATIN  
AMERICA

NORTHERN  
AMERICA

PACIFIC LATIN  
AMERICA

BRAZIL

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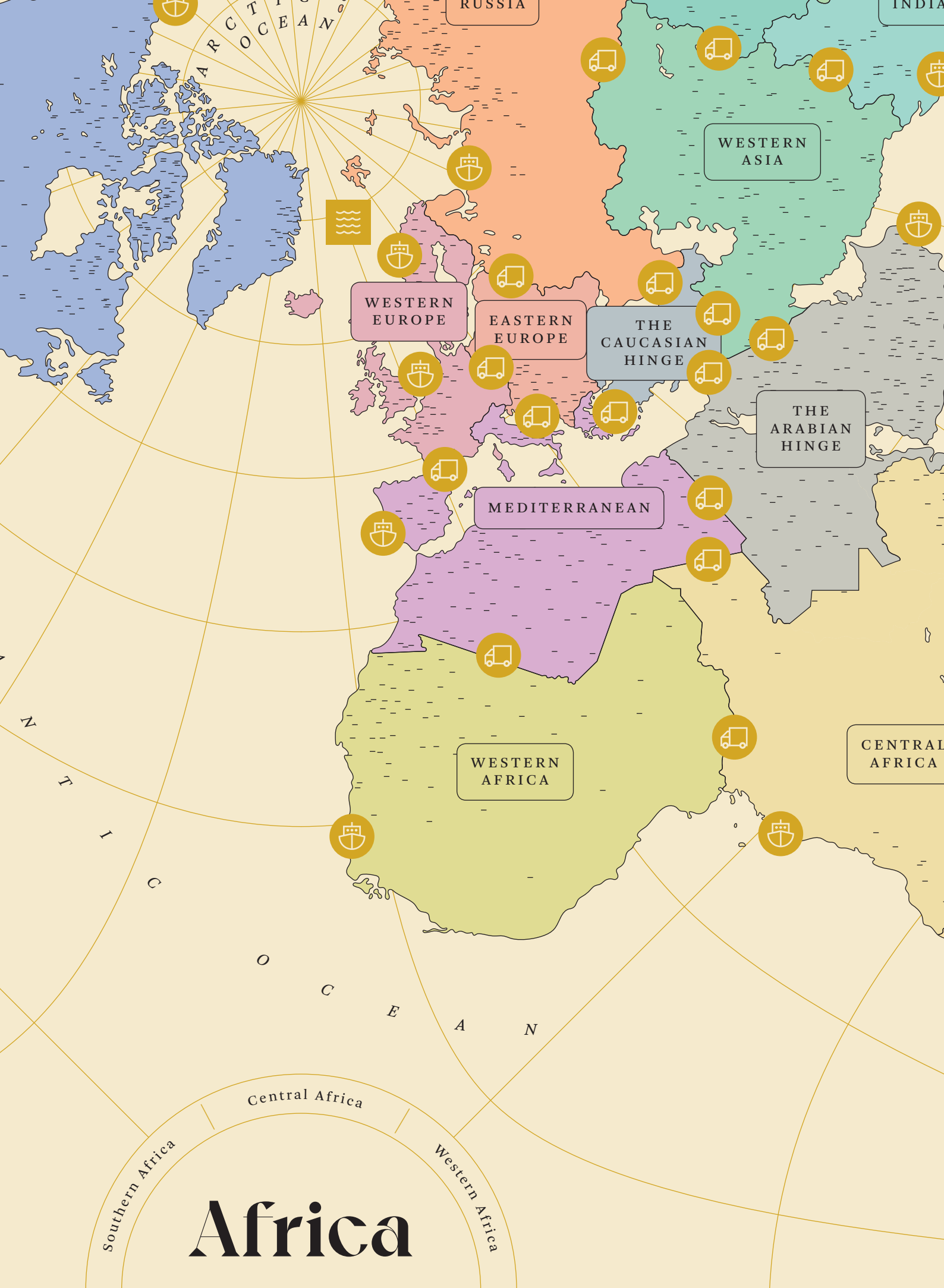
Sea to sea

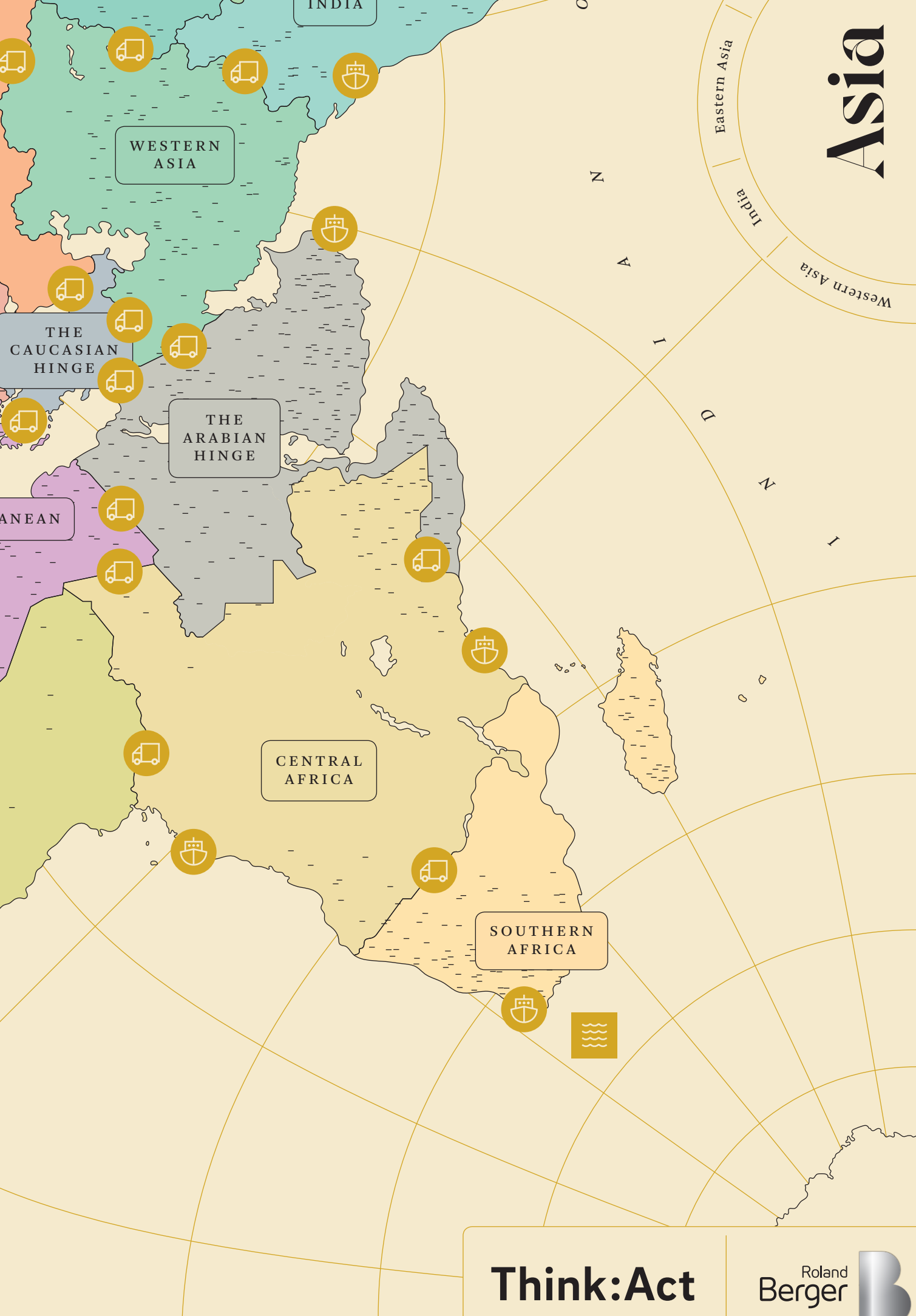


Land to sea



Land to land





Asia

Eastern Asia

India

Western Asia

WESTERN ASIA

INDIA

THE CAUCASIAN HINGE

THE ARABIAN HINGE

PACIFIC

CENTRAL AFRICA

SOUTHERN AFRICA

Think:Act

Roland Berger

