



GreenBuddies

Cut out your players and construct your dice!

Develop - Build - Operate

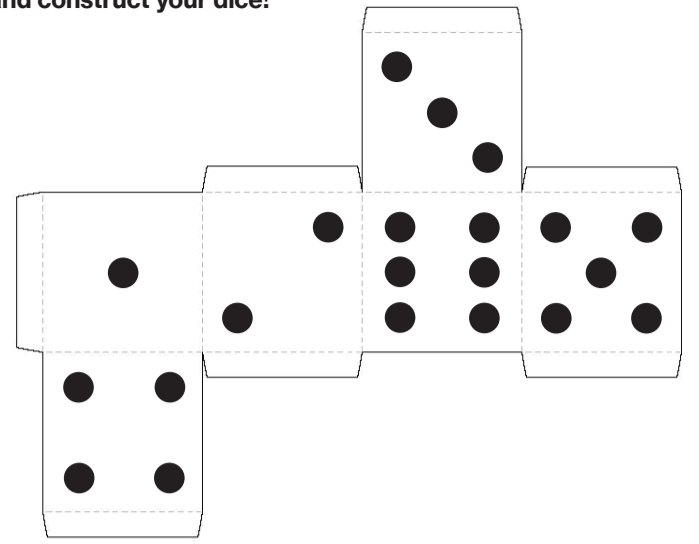
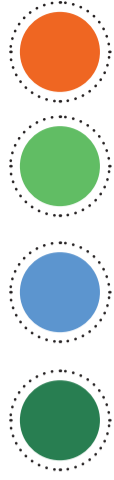
A game for 2 - 4 players that takes 10 - 20 minutes to play.

Goal

Be the first to reach COD/Finish at the end of the Operate lane!

Setup

Print the board on A3 paper and the cards on A4 (double sided). Cut out the board and the cards. Divide the cards for each phase. Cut out circles for each player and assemble the dice. Enjoy!



Oh no!

Take a card!

Moving towards the finish line.

Hurry up and connect the power plant!

Move fast, the sun's already shining!

Final checks in progress.

You're done! The sun is shining and the system is generating energy. Congratulations!

Goal

Keep calm and build some PV.

Take a card!

Hurray, work has started! Hopefully it will go smoothly, the clock is ticking.

Take your card as usual!

Ramming completed!

On to the next phase!

Wow, a shortcut!

3, 2, 1 good luck!

Start

This game field takes a card!

Find a plot, obtain all permits and financing.

Take a card!

Develop, Build and Operate your PV or BESS project.



Landowner
signs
the option.

Move forward 1.

Building
permit
issued.

Move forward 2.

~~Investor~~
shows
interest.

Draw 1 card.



Zoning
approved
without
objections.

Move forward 2.



30% grant
awarded for
the project.

Move forward 2.

You
add BESS
and secure
a grant.

Move forward 2.

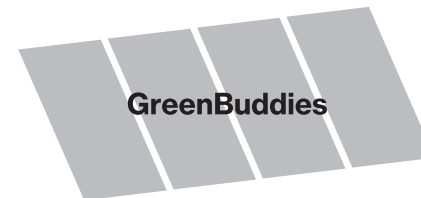
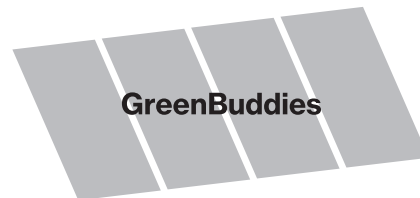
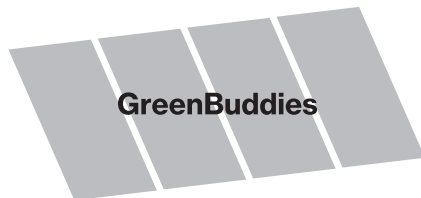
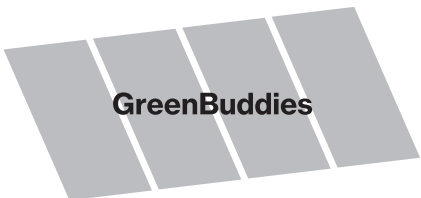
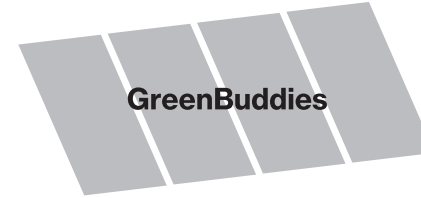
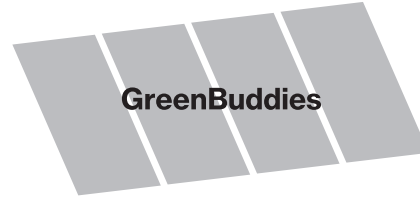
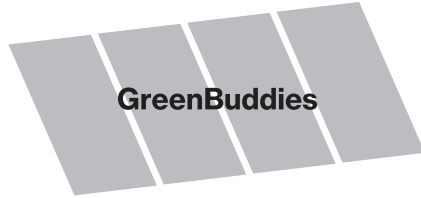
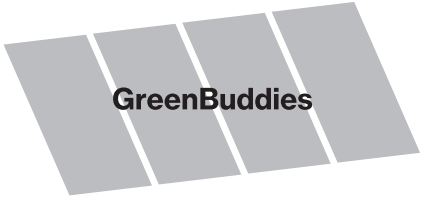
DSO
allocates less
capacity than
requested.

Move back 1.



Geotech
finds
tricky soil
— change
of mounting
tech.

Skip your next turn.



Grid
connection
completed
smoothly.

Move forward 1.

Final
handover
without
major
remarks.

Move forward 1.

Production
starts
earlier than
planned.

Move forward 1.

Commis-
sioning
tests
perfect.

Move forward 2.

Yield below
expectation
—
technical
inspection
needed.

Move back 1.

Faulty
inverter
found
—
replacement
required.

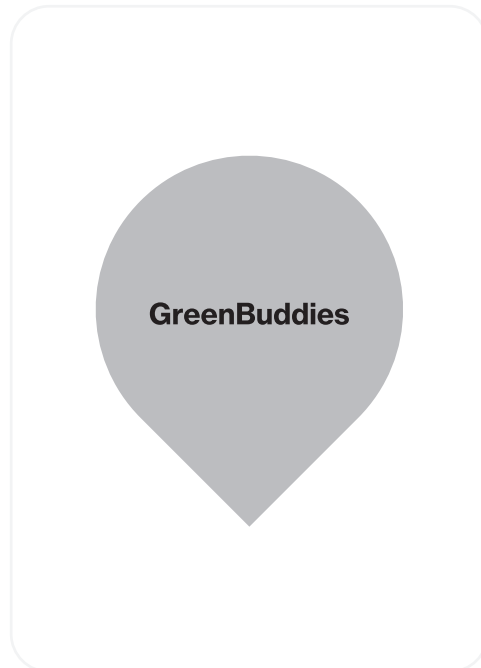
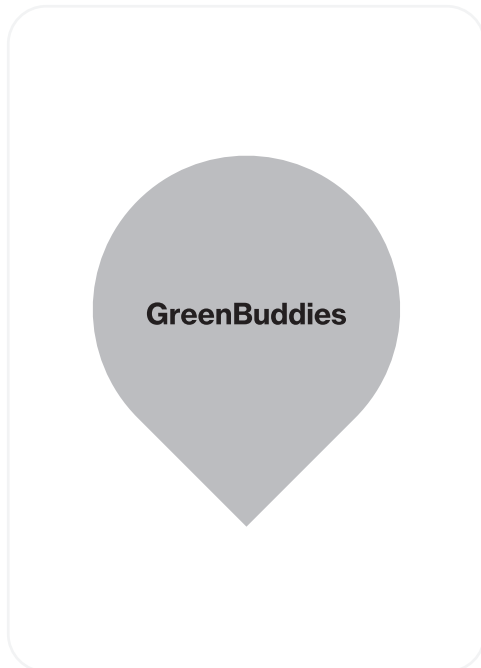
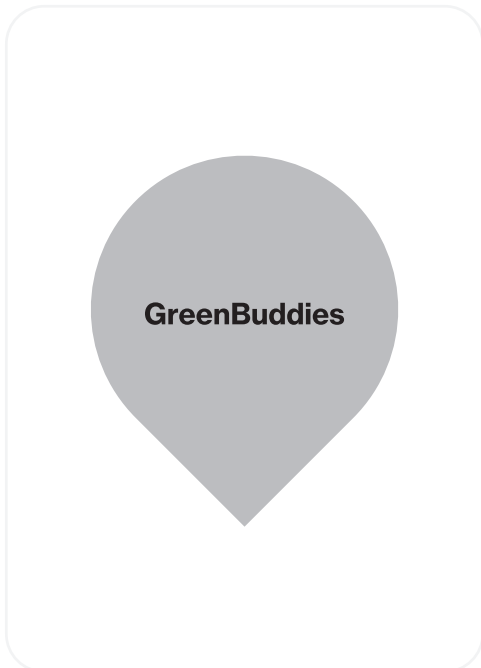
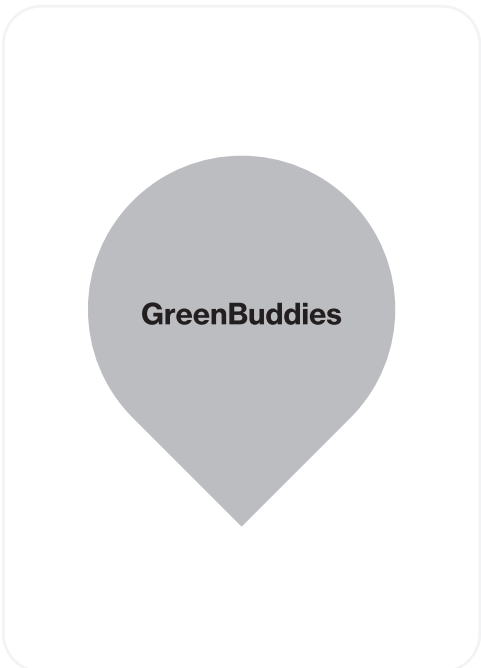
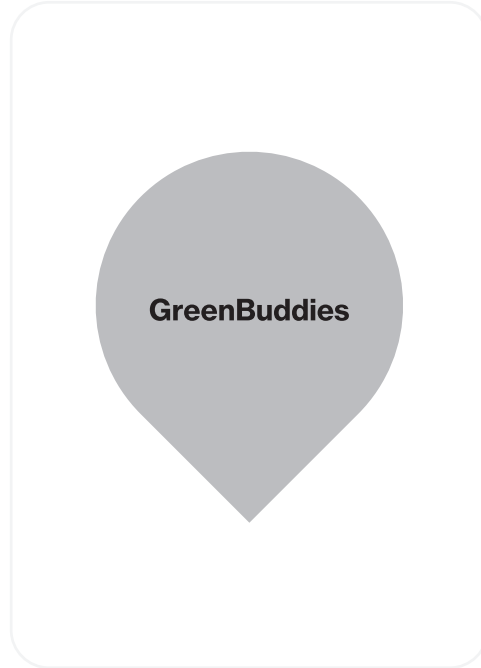
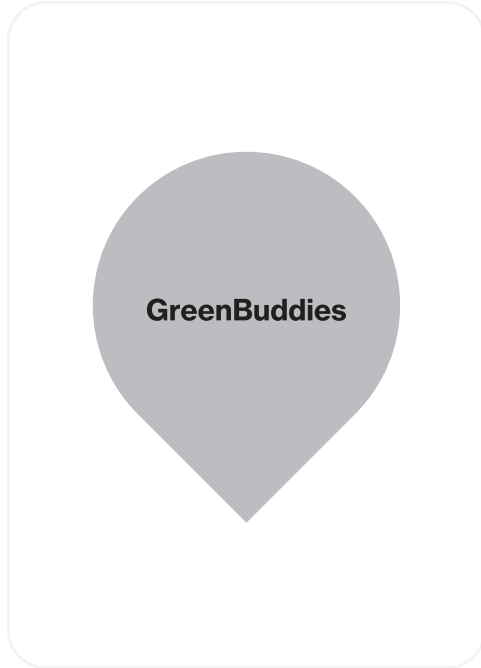
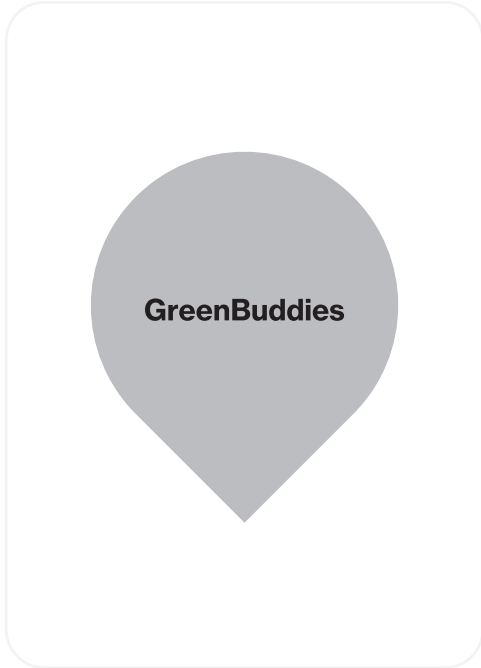
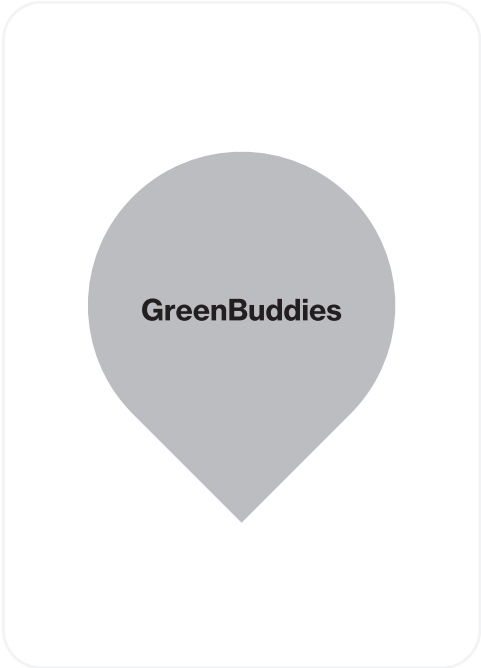
Move back 1.

Operating
license
pending.

Skip your next turn.

Everything
runs to plan.

Draw 1 card.



5% discount
on PV
modules
negotiated.

Move forward 1.

Pile
ramming
ahead
of schedule.

Move forward 1.

Supervisor
flags issues;
design docs
revised.

Move back 2.

Cable routes
optimised.

Move forward 1.

~~Wrong
fasteners
delivered.~~

Move back 1.

High pile
rejection rate
due to soil.

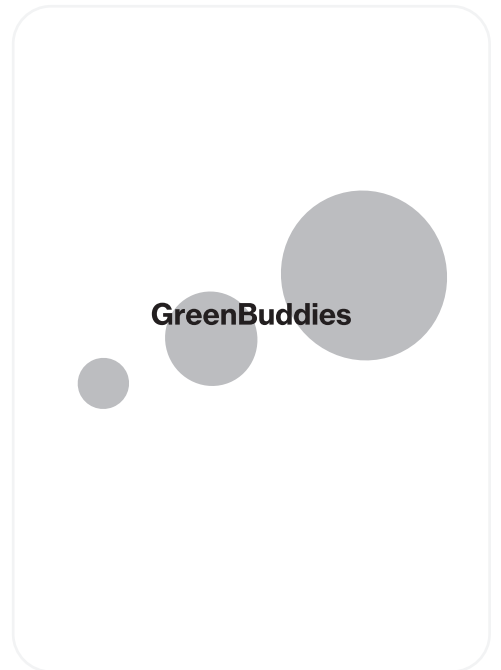
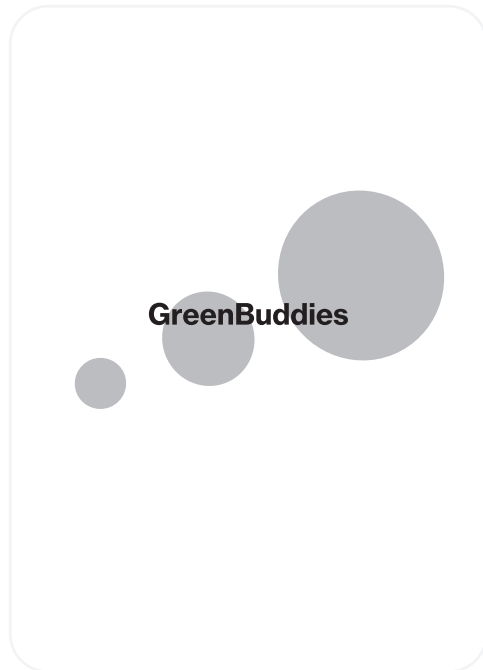
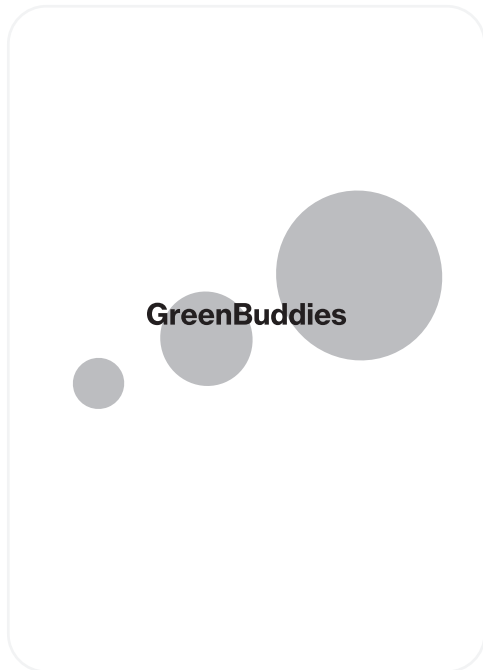
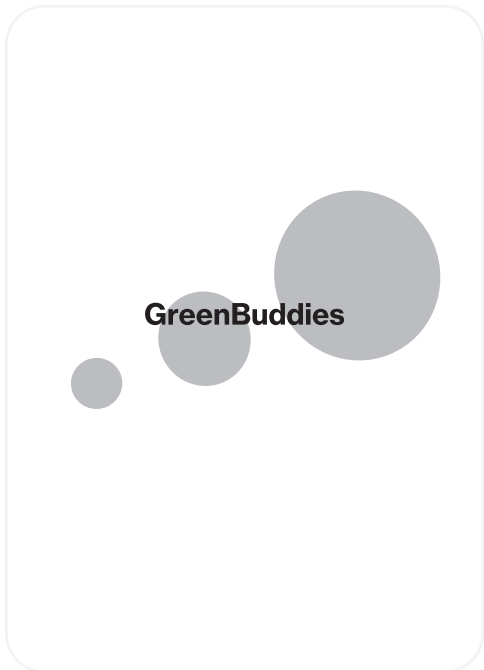
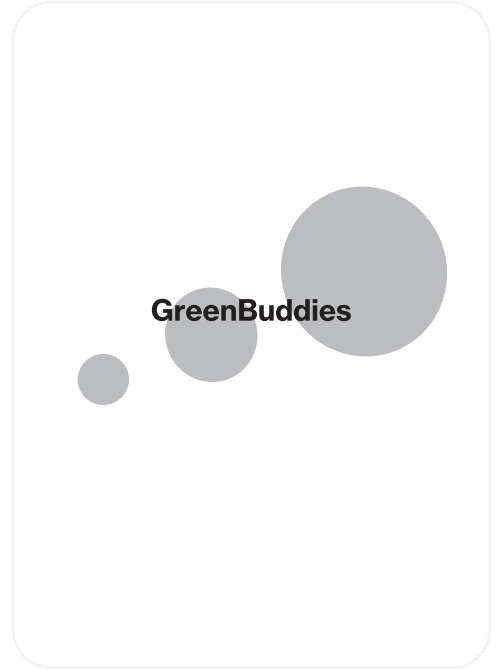
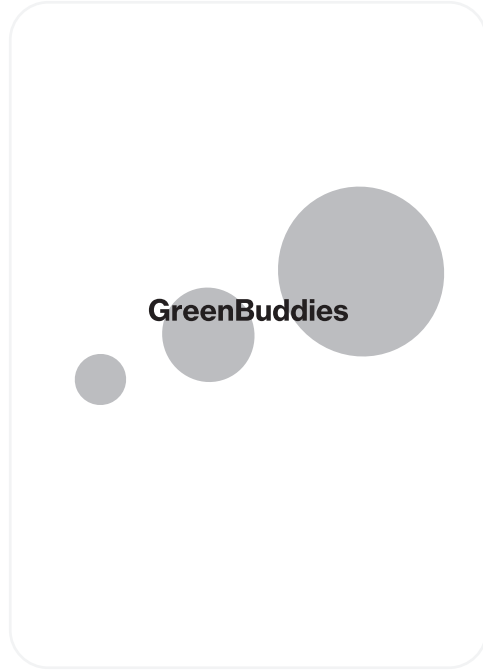
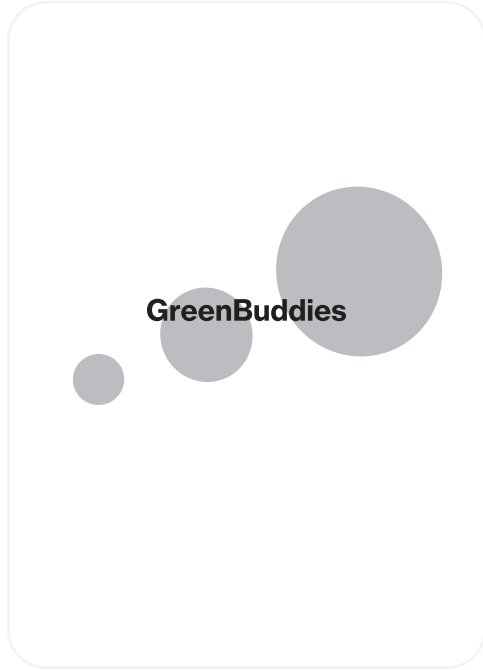
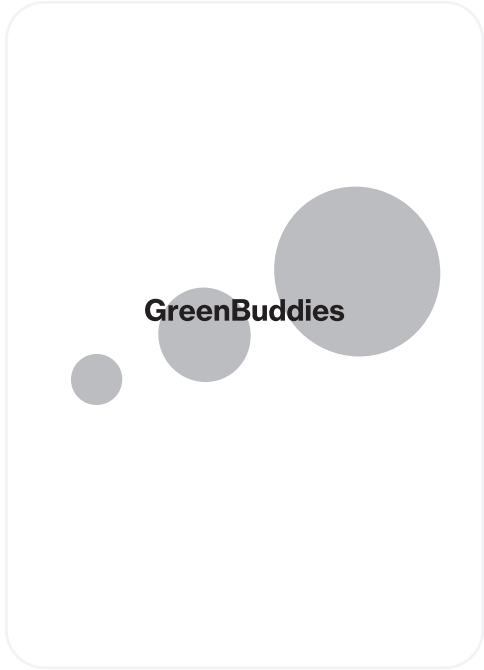
Move back 1.

~~Cables
out of stock;
waiting on
delivery.~~

Skip your next turn.

Week
of rain;
excavator
stuck.

Draw 1 card.



Bank
approves
loan at
a better rate.

Move forward 2.

Authorities
request
an updated
fire-safety
plan.

Draw 1 card.

Half the crew
is sick.

Skip your next turn.

Vessel
with modules
delayed.

Skip your next turn.

Operating
permits
filed early.

Move forward 1.

Grant
disbursed
to your
account.

Move forward 2.

Turn Structure

Roll & Move: Roll the dice and move forward that many spaces. Resolve Space – If you land on a Draw space, draw the top card of your current phase and resolve it immediately, then discard it face-up next to that deck. If you land on a special board space, follow its printed instruction. Extra Turn? – If a card says "Take another turn", immediately roll again; otherwise play passes left.

Crossing Phase Boundaries

If your move carries you into the next phase, finish your movement in that phase. You only ever draw from the phase where your token ends its move.

Exact Finish

You do not need an exact roll to finish. If your movement would pass Finish, place your token on Finish and win immediately.

Develop – Build – Operate

2–4 Players
10–20 minutes

Goal

Be the first to reach COD/Finish at the end of the Operate lane.

Setup

Shuffle each phase's 10 cards into its own face-down deck beside that lane.

All players place their token on Start (beginning of Develop).

Youngest player goes first; play proceeds clockwise.

