

Sustainable Energy Transition Strategy: Net-Zero Edition

Briefing sheet for players

Background and starting scenario

Solaria is a country located in the Asia-Pacific. The government of Solaria is committed to the welfare of its people, but is also concerned by the threats posed by climate change to its large and growing economy.

The government has sought to accelerate its transition to a more sustainable energy system, a major contributor to its goal of net-zero emissions by 2050. Such a system would be one based on renewables and enablers, lower and more efficient energy demand, with minimal environmental and social impacts.

However, turning this vision into on-the-ground action has proved more difficult than anticipated—and many diverse view points will need to come together to identify a common strategy.

Its capital city, **Renew City**, will prove to be a testbed, with its well-developed urban, industrial, and transport infrastructure.

Key facts about the setting:

- Solaria is a peninsula, bordering an allied country
- Its energy sector is significantly dependent on fossil fuels
- Its tech and manufacturing industry are advanced, attracting a lot of investments in recent years in the clean energy sector
- Its fossil fuel infrastructure is well-developed—despite limited production, it imports significant volumes of coal, oil, and gas, creating energy security concerns
- Renew City is the biggest city and is seeing increased urbanization, creating a challenge for urban planning
- Air pollution has been worsening over the years
- Solaria is also vulnerable to natural disasters, particularly typhoons, earthquakes, and tsunamis



Important terms

- **Stakeholder:** The role your group will be playing as, as outlined in the stakeholder card.
- **Action:** What your group will need to implement to gain Net-Zero Points
 - **Net-zero points (NZP):** Points that measure successful progression in the game—implementing actions will give you net-zero points; in Round 2, all groups must collectively implement actions worth 200 NZP in order to win.
 - **Technology points (TP):** Points allocated to each stakeholder that can be spent to implement actions, reflecting their general technical ability
 - **Finance points (FP):** Points allocated to each stakeholder that can be spent to implement actions, reflecting their general financial ability
 - **Partners** (relevant in Round 2): Each action, depending on how many NZPs it provides, will require 1–3 partners to successfully implement.
- **Acronyms:**
 - RE: Renewable energy
 - EE: Energy efficiency
 - SE: Sustainable energy

Instructions

Setup

- You will be assigned to a group. Each group will represent one stakeholder active in Solaria/Renew City’s energy landscape. The groups will remain the same for Rounds 1 and 2.
- Each group will have:
 - **1 stakeholder card (#1)**
 - The card shows you your role as well as the number of Finance (FP) and Technology Points (TP) you have available.
 - *Tip: Feel free to take notes on the card to track the spending of points.*
 - **1 list of actions (#2)**, and you must choose which ones to implement
 - Each action will result in some emissions savings, and therefore will give you certain ‘net-zero points’ (NZP).
 - **1 explainer (#3)** for the various actions (Information only)
 - Please nominate one member of your group, who is comfortable speaking, to act as your group’s **spokesperson** for Round 2



Objective

- In **Round 1**, you will work only within your group.
- Your goal is to identify and note down the priority actions that you would like to implement that will help your group reach 100 net-zero points or more.
 - *Tip: Keep in mind the perspective of the role you are playing—in the game, you are your role, not what you do day-to-day!*
- Each action provides a certain amount of NZP, but also costs something—either Finance (FP) or Technology Points (TP)—and will require collaboration with other partners.
 - Each action shows you how many FP or TP it will cost
 - It will also show you how many additional partners are needed for the action to be implemented
- In **Round 2**, you will work/discuss with other groups. All groups will come together to start negotiating and finding partners to implement actions.
- Each group can take turns speaking, proposing an action, mentioning why it makes sense for them, and suggesting possible partners.
 - Others can step in to commit TPs or FPs, and jointly support the implementation of certain actions.
- Every group has **1 veto** available in order to block a proposed action. This can only be used once.
- The game will be won when 200 NZPs are achieved

Tip: Keep an eye out for interesting alliances, as well as potential roadblocks.

