

HERSTORY LEGENDS

RULEBOOK



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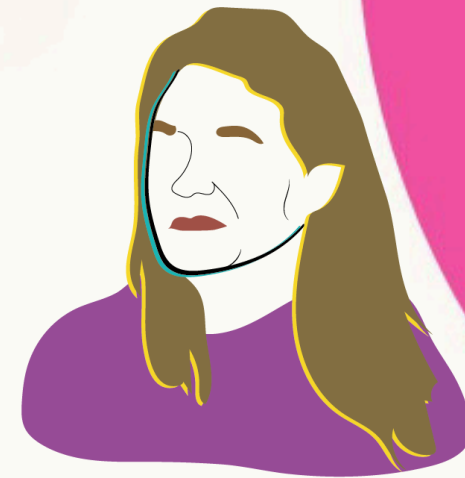
STORY

In the captivating world of "HERSTORY LEGENDS," players embark on an entrepreneurial journey filled with thrilling challenges and opportunities for growth. As they navigate the dynamic landscape of business, they'll encounter a series of thought-provoking challenges that will put their skills and strategic thinking to the test.

But fear not, for in this game, players are not alone on their quest for success. They have the invaluable guidance of role models who have blazed their own trails in the world of business. These mentors serve as beacons of wisdom, offering insights and advice to help players overcome the challenges they face.

In "HERSTORY LEGENDS" knowledge is power. So, gear up, aspiring entrepreneurs, and get ready to immerse yourselves in the rich tapestry of "HERSTORY LEGENDS". It's a game where learning, strategy, and inspiration intertwine, offering you the chance to not only win the game but to gain valuable insights that can be applied to your real-world entrepreneurial endeavours.

Are you up for the challenge?

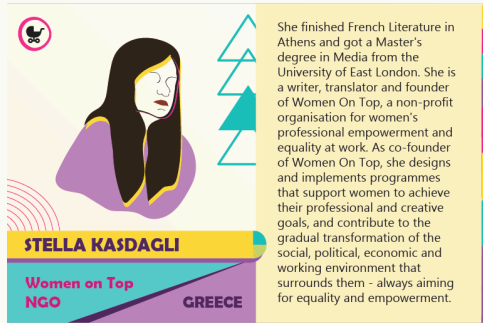


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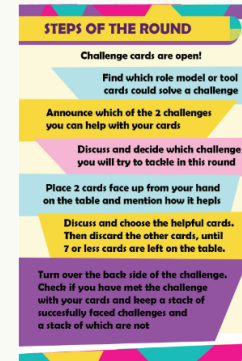
62 role model cards



34 challenge cards



6 summary cards



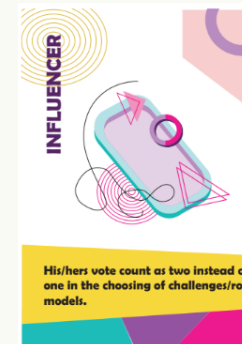
6 cards appendix (explanation of the field cards)



45 cards with business tools (15 different x 3)



6 Personas cards with different roles



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BASIC ASPECTS

Number of players: 2-6
Duration: 45 - 60 minutes
Age: 17+

SCOPE OF THE GAME

In the game, players are faced with business challenges and consult certain role models as mentors to deal with them. They also use business concepts that can help. As the challenges are met, the players learn more about the role models and business concepts and can more easily tackle more and win the game.

HOW TO PRINT THE GAME

Download the printing PDF files of the game from our website, while you choose your language.

THE OUTPUTS

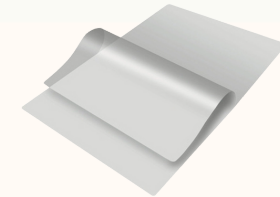
NEWS

CONTACT US



Any white A4 200-300gsm paper is recommended.

Or use A4 normal paper and laminating pouches to make the cards more stiff.



Print the PDF files in A4 format, colored, on both sides of the paper.

Output Color:

Color	▼
Color	
Black and White	

When printing Portrait files and Rulebook on both sides of the paper, choose "flip on long edge" in order to print them correctly.

Print on both sides of paper

Flip on long edge Flip on short edge

When printing Landscape files on both sides of the paper, choose "flip on short edge" in order to print them correctly.

Print on both sides of paper

Flip on long edge Flip on short edge



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HOW TO CUT THE GAME CARDS

1. Laminate the printed papers before trimming.



2. Use the trim marks on the front side of the cards to cut them to the right size.



3. Do not worry about the bleed that will be cut off on the back side of the cards.

It is added in case of a printers' obliquity in printing on both sides of the paper.



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GAME SETUP

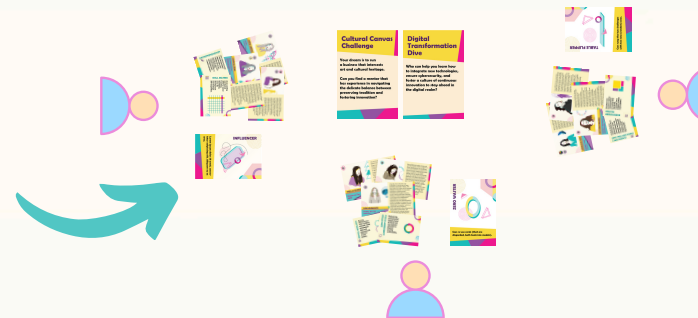
- 1 The role model cards are shuffled and each player gets 3 in his/her hand which he/she reads without revealing the information to the other players. Then in the same way the cards with the business tools are shuffled and each player takes 2.



- 2 The challenge cards are shuffled and 2 are placed in the centre of the table on the side with the challenge. Players read aloud the information from each challenge card



- 3 Each player also takes a Persona card



- 4 As an aid to the game, each player is given a card with an explanation of the symbols and a card with a summary of the round. Then the game is ready to begin.



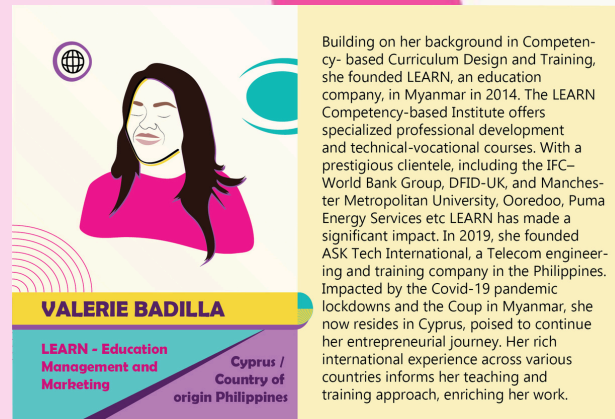
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HOW TO PLAY THE GAME

Step 1

After reading each challenge, players look at the role model cards in their hand and try to find information that can help them solve the challenge. They do the same with the business tools cards.



VALERIE BADILLA

LEARN - Education Management and Marketing

Cyprus / Country of origin Philippines

Building on her background in Competency-based Curriculum Design and Training, she founded LEARN, an education company, in Myanmar in 2014. The LEARN Competency-based Institute offers specialized professional development and technical-vocational courses. With a prestigious clientele, including the IFC–World Bank Group, DFID-UK, and Manchester Metropolitan University, Ooredoo, Puma Energy Services etc LEARN has made a significant impact. In 2019, she founded ASK Tech International, a Telecom engineering and training company in the Philippines. Impacted by the Covid-19 pandemic lockdowns and the Coup in Myanmar, she now resides in Cyprus, poised to continue her entrepreneurial journey. Her rich international experience across various countries informs her teaching and training approach, enriching her work.

Cultural Canvas Challenge

Your dream is to run a business that intersects art and cultural heritage.

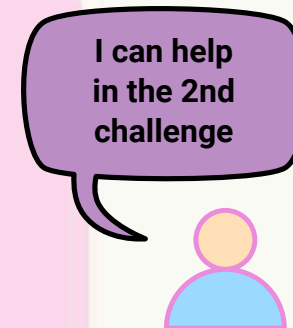
Can you find a mentor that has experience in navigating the delicate balance between preserving tradition and fostering innovation?

Digital Transformation Dive

Who can help you learn how to integrate new technologies, ensure cybersecurity, and foster a culture of continuous innovation to stay ahead in the digital realm?

Step 2

When a player thinks s/he has information about a challenge, s/he announces to the other players which of the 2 challenges he can help with his cards.



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Step 3

When all players have indicated which challenge they can help with, they then discuss with each other to decide which challenge they will try to tackle in this round.



Step 4

After deciding, then everyone puts 2 cards face up from their hand on the table (when there are 2 or 3 players, they put down 3 each). These cards can be either role models or business tools. Each player then mentions how each card can help overcome the challenge.

VALERIE BADILLA

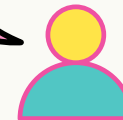
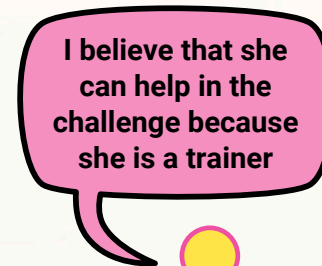
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CHANGE MANAGEMENT

Change management is a systematic approach to dealing with the transition or transformation of an organization's goals, processes, technologies, or culture. Especially in the tech space, where the change is constant, evolution is necessary to remain competitive, and enhance overall efficiency.



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Step 5

Players discuss among themselves whether or not a suggested card can be helpful and respectively accept those they find helpful or discard those they think are not helpful. Cards that are not helpful are returned to the hand of the player who discarded them. At the end there must be down 7 or fewer cards that the players feel they can meet the challenge.



Digital Transformation Dive

Who can help you learn how to integrate new technologies, ensure cybersecurity, and foster a culture of continuous innovation to stay ahead in the digital realm?



Associated Role models

- Florentia Fourli
- Valerie Badilla
- Iffat Rose Gill
- Sonja Bernhardt
- Melanie Perkins

Associated tools

- Disruptive Innovation
- Change Management

Step 6

Then players turn over the back side of the challenge card they want to face. On this side they will see the names of 2 or more role models who are best suited to help meet the challenge, as well as the names of 2 business concepts. The players then look at the cards they have placed on the table:

- If at least 3 are present on the challenge card then they complete the challenge successfully.
- If it is less than 3 then players lose this challenge.

There are also 5 challenges in the game whose case is related to one of the field categories. In these challenges there are no names of role models behind the challenge cards, as all role models in this category are considered ideal. So if players put down at least 3 role models of this category, they can pass the challenge.



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Step 7

If the challenge is met then it goes into a stack where successful challenges are placed. Similarly there is a stack for those that were not met. Then a new challenge takes the place of the previous one and the players read it out loud. Also all players draw as many cards as needed to have 3 role models and 2 cards with business concepts in their hand again.

END OF THE GAME

The game ends when players have 3 successful challenges and are considered winners. However, if the number of challenges not completed reaches 5, players lose.

Personas Cards

Players during the game can use their Persona card and follow the directions written on the card when possible, to make the game more interesting.

Each role can activate its abilities only one time during the game.



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Personas

Influencer: Their vote count as two instead of one in the choosing of challenges/role models.

Zero waster: Can re-use cards (tools/role models).

- Can take up to two cards from the discarded stack of cards, and exchange it with 2 of their cards, at any point after the reveal of the challenges and before turning upside down the selected challenge.

Table flipper: Can swap the two challenges with two new (random) ones.

- The challenges not selected go to the stack with the discarded cards.

Multitasker: Can select also the second challenge for the current round. The two challenges are merged into one.

- In order to win this round, players should have 3 associated cards from either of the two challenges

Positive thinker: Can remove a negative point (from unmet challenges)

- One unmet challenge is removed from the stack with the unmet challenges in the end of the round.

Out of the box thinker: Can rise the number of cards used to pass the challenge up to 9

- Applicable for 3+ players. The card can be played at any point after the reveal of the challenges and before turning upside down the selected challenge.



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DISCLAIMERS

Disclaimer 1:

For the presentation of information regarding the role models included in the game: for some of them we conducted interviews via questionnaires, emails, or in-person, obtaining explicit consent for the use of their information. For others, the information was gathered through desk research from publicly available sources, and we believe their consent is implicit due to the public nature of the information.

Disclaimer 2:

The challenges presented, the entrepreneurial tools and the personas are entirely fictional and created for illustrative purposes only. Any resemblance to real persons, living or dead, or actual events is purely coincidental. The content and details presented in them are products of the imagination and do not reflect the actions, situations, or experiences of any real individuals or businesses. Any similarities to actual events or persons are purely coincidental and unintentional. These case studies are designed to provide a generic example and should not be construed as advice, guidance, or an accurate representation of any specific entrepreneurial endeavours.



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