

Different formats for playing *Business on the Move*

The versatility of *Business on the Move* is demonstrated by the different formats possible for game play:

1. 'EXPRESS' VERSION for EXHIBITIONS/CAREERS FAIRS

The 'Express version' is particularly suitable for exhibitions, careers fairs or similar scenarios where you want to demonstrate the essence of how the game works within very limited time constraints.

For readers already familiar with the standard game, the key difference is **not** using the Order cards.

Instead the assumption is every 'Customer' has placed one order and the player delivering to a Customer first is the only one to get paid.

Players are invited to compete either against the clock, if playing alone, or with one another and make the most profit they can within a specified time from as few as 10 minutes up to, at the most, 20-30 minutes.

They must aim to maximise the value of their deliveries, balancing more lucrative long-distance orders with smaller but speedier deliveries nearer to base.

2. FUN CONTRIBUTION to a CORPORATE 'AWAY' DAY

This format is exclusively facilitated either by the game creators themselves, Andy and Pat, or trainers they have personally trained.

Its precise shape will depend on the number taking part ~ typically from 20-100 in any one session ~ and on the time available, the minimum being 90 minutes.

The common feature will be parallel games taking place ~ each with a 'Banker' briefed in advance ~ involving teamwork, competition, newsflashes challenging players' strategies, a comprehensive 'performance page' and prizes (such as 'fastest to deliver', 'most profit', 'most carbon friendly', 'most resilient' and most 'innovative'). Expect serious rivalry and lots of enjoyment!

3. COMPETITION VERSION for CONFERENCES/EVENTS

This competition format provides up to 128 participants with a meaningful experience of *Business on the Move*. Although players in competing pairs will play more slowly (experience shows they argue tactics!), such discussion is to be welcomed. Three rounds work well:

ROUND 1 (Allow 70 minutes as first time ever played): These 64 pairs are divided across 16 games/tables with 4 pairs competing at each table. Play the basic Level One game ~ winning pair on each table to be one completing 4 deliveries first

ROUND 2: (Allow 55 minutes) If only **the winning pair from each table*** progresses to the next round, that would reduce your participating pairs in this next round to 16 pairs.....spread across 4 games/tables. Introduce use of Skills cards (for purchase during the game) and winner to be pair achieving the most deliveries

ROUND 3 /FINAL (Allow 55 minutes): Again, if **only the winning pair** from each of the previous 4 games/tables progresses, then only 4 pairs are left, one game/table perfect for your FINAL.

At very start of the Final introduce and distribute 3 EDI cards per pair with highest asset value according to the game's balance sheet.

* If you prefer a 'tournament format' that keeps all (128) participants playing for the whole session, then instead **top two pairs from each table** move to the next table with again 64 pairs spread across 16 tables.

More details about the three formats are available on request at info@businessonthemove.org stating the format that interests you and any specific questions you may have.