



## GETTING STARTED for FAMILIES (UK EDITION)

### Who is it for?

Your players can literally be of any age from 9-99! The game is proven to work well with young people from as young as 9 years old through to postgraduates and experienced business professionals.

Designed originally for young learners in schools, we have always been bombarded with questions about “where can the game be bought?” and “which shops sell it”. But only now, since lockdown, are we making our game available to families, very aware that playing for fun will not only generate lots of laughter but also lots of incidental learning too.

*Business on the Move* involves 2, 3 or 4 freight businesses competing against each other. The competing companies can be run by one player or by a partnership of two players. A single game therefore may involve 2-8 players.

Do allow, however, for the natural disagreements that partnerships always have! Doubling-up with 5-8 players per game leads to some very interesting discussions but does inevitably slow down play. It is completely acceptable to have some companies run by a partnership and others by individuals.

### The crucial role of ‘Banker’

We recommend\* appointing a neutral ‘Banker’ to facilitate each game.

The Banker will be the busiest person in the game, actively involved in every turn. (S)he guarantees financial fair play, distributes ‘assets’, explains the rules to the players and ensures the whole game runs smoothly.

This person may be an older learner or, ideally, a parent or grand-parent who can bring their own perspective on the world of work to the game.

*\*If you prefer not to have an independent Banker, we suggest splitting the Banker’s role between two players, one to look after the money and plastic pieces/assets, while the other distributes the various cards in the game and ensures they are obeyed!*

### How long do you need?

The first game tends to take longer than expected as players learn the rules and get used to the pattern of play. We recommend:

- allowing 90 minutes for the first game plus an extra 20 minutes for working out the balance sheet (if you choose to use it).
- making good use, ideally in advance, of the (A5) ‘Guide to Delivering Learning’, which accompanies every game and contains everything you need to know. **For your first game see pages 1-2 to get ready to play and use pages 5-8 to start playing** (with an ‘Air & Sea’ turn).



Each game will typically require a large table to fit on the large (A1 size) game board and to allow for the necessary working space around it.

A laptop with power point is recommended **IF** you want to make use of the slides we use in schools to introduce the game, explaining the rules, possible newsflashes and working out the winner.

Go to our website and the Resources tab, scrolling down to the [Downloads](#) page. The slides you need are in the first download you will see, "**Download 2, Playing the UK Edition**". Simply select the slides you wish to use.

### How do you win?

With 4 different ways to 'win', the focus of the game can be geared to meet your preferences:-

- First to deliver 4 orders (**simplest and recommended way to play your first game**).
- Delivering most orders (a useful natural extension of the above, especially if one player delivers their initial 4 orders way ahead of other players).
- Maximum profit and/or highest total asset value (using the balance sheet supplied). This is frequently combined with the above, demonstrating how there are 'different ways to win' in business.
- Minimising carbon footprint (using the tally sheet for CO2 emissions supplied).

### How can the game be made more challenging or sophisticated?

The intrinsic versatility of *Business on the Move* enables you to select the game level to be played. The seven different levels are described on **pages 23-4 of the Guide**.

We strongly recommend all players, including adults (!), start at Level 1:

- **Level 1:** players race to be the first to deliver 4 orders. Each player receives one of four the pre-determined Order cards sets (see page 2).
- **Levels 2-5:** players can receive a new Order/Pallet Order\* card every turn to grow their business. Players must, however, guard against expanding too fast and having dissatisfied customers still waiting for their deliveries at the end of the game.  
*\*Pallet Order cards are part of Level 4.*
- **Level 6:** Instead of using cash, Banker records transactions on a downloadable spreadsheet. The specially designed spreadsheet is normally only available to schools and training organisations with a minimum of 3 games, However, if your family is really keen to have a go at this, email us to request the spreadsheet.
- **Level 7:** experienced players may use the larger and more sophisticated (A5) Rules card. The other key difference is the introduction of reverse logistics and, in parallel, Return Order cards.

**In addition** to increasing the game's level, **optional extras** can be introduced at **all levels** such as Productivity gains and Green logistics. See page 25 of the Guide.

**Your comments and photos will be gratefully received.....[info@businessonthemove.org](mailto:info@businessonthemove.org)**

**Enjoy!**

