

GETTING READY FOR PLAYING THE LEVEL ONE GAME OF THE GLOBAL EDITION

Pages 1-4 of 'A Guide to Delivering Learning', found in every game box, are essential reading before you start playing. The notes enhance those four pages.

Get ready to play Level One

Pages 1-2 explain how to get ready, listing what each competing business should start with including **one Company base, one Insurance card and cash of \$150,000.**

The first time you play you will need to find and **extract 8 cards** marked with an 'A' or 'B' in their bottom left-hand corner from the **dark green Order card pack.**

Do **likewise for the 8 cards** marked with a 'C' or 'D' in their bottom left-hand corner from the **orange Order card pack.**

These 16 cards are the only Order cards used in a Level One game.

Each business receives one set of **4 Order cards** with the **same** letter, 'A', 'B', 'C' or 'D'.

Businesses with **dark green Orders 'A' or 'B'** always start from **Terminal East** and follow the dark green arrows to their dark green customers.

Businesses with **orange Orders 'C' or 'D'** always start from **Terminal West** and follow the orange arrows to their orange customers.

These cards are pre-determined for the Level One game to provide 'a level playing-field' in terms of their cumulative value and the cumulative dice score required to deliver to the 4 customers.

Top tip! For convenience and speed on the day we suggest **arranging in advance each player's** cards and money etc into **either** 4 separate (A5) envelopes **or** 4 transparent and zipped 'freezer bags'!

Pages 3-4 explain the 4 steps that players must go through EVERY turn.

These 4 steps are at the heart of the game and laid out clearly on both sides of the **small (A6) Rules card** which every player should have in front of them for the whole game.

Players **choose which side** of the card to play and then **must play the 4 steps in the sequence shown** to complete their turn.

There are **2 different visual media options** which you may choose to help explain how to play and enable all your games to start together. Both options are freely **downloadable from the "How to Play" pages of our website.**

(1) The PowerPoint slides, downloadable to support playing the Level One game.

These are ideal if you prefer slides that you can easily edit and take at your own pace.

Slides 1-2 are **Welcome** slides: feel free to omit slide 2.

Slides 3-5 provide an introduction to global supply chains and the use you put them to will very much depend on your players' experience of supply chains.

Slides 6-9 explain the players' challenge and the cash and cards they start with

Slides 10-20 guide players through the 4 steps of their first 'Air & Sea' turn

Slide 21 is an important holding slide, inviting players to carry on playing 'Air & Sea' turns but now playing all 4 steps successively when it is their turn.

Slides 22 & 23 provide two alternative ways of introducing the idea of players paying \$5000 to offset their carbon footprint and rethrow a dice showing CO₂. Page 11 of the Guide goes into more detail.

Slide 24 repeats slide 22 as the holding slide

Slides 25-34 explain how to play a 'Rail & Road' turn, ideal for use when players are starting to land containers into 'Container Handling'. If you judge your players don't need this detail, then simply announce that players should follow the same 4 steps to play a 'Rail & Road' turn, except invest in trains & trucks instead of planes & ships.

Slide 35 takes over as the new holding slide

Slides 36 & 37 provide two alternative ways to introduce the option of players throwing green dice rather than white dice.

Slide 38 is a variant of slide 35 and acts as the holding slide

Slide 39 advises players that the end of the game is approaching.

Slide 40 is shown only when all the turns have been played and the game is finished.

Slide 41 explains how the balance sheet is completed.

Slide 42 includes an optional 'applause' button you may wish to click on as the results are announced.....???!?

Slide 43 provides contact details for the game's creators

Slide 44 acknowledges the invaluable contribution of the University of Warwick.

(2) A series of 4 sequenced video clips, especially suitable for players receptive to a 'punchy' approach, able to absorb instructions quickly and then apply them.

This video is especially helpful when there are multiple games being played at the same time.

Play the clips in the order below as the game progresses.

If you have Bankers on each table who have played the game before, you may prefer to watch each clip right through and then take questions.

If there are no experienced Bankers, we recommend you pause each video clip at the timings **shown in blue** below.

Do note that these timings are approximate and only for guidance. By playing the 4 clips through in advance, you will best judge if and when to pause and check understanding.

Part 1	INTRODUCING THE GLOBAL EDITION (first part is 4.43 mins of cumulative running time of approx. 13 mins)
	This clip relates the idea of global supply chains to the game. You might introduce by asking who in the group has recently ‘clicked & collected’ or received a parcel at home? Have you ever wondered HOW your parcel reaches you?
START	This game demonstrates how goods reach us from the other side of the world
PAUSE at 1.00	Ask players to look at the colour of the 4 Order cards they have been given: Do you understand where your ships and planes start from? <ul style="list-style-type: none"> • Players with dark green Order cards start from East to West (right to left) • Players with orange Order cards start from West to East (left to right).
RESTART	The next 90 seconds shows how you will take charge of a ‘global supply chain’ delivering to your 4 customers on the other side of the world.
PAUSE at 2.48	Pause the clip at this point. Players must now find their 4 customers named on their 4 Order cards.
RESTART	Once all the customers have been found on the game board, the next part of the clip explains the other items that each player has ~ Company base, Cash and Insurance card.
PAUSE at 4.43	Is everything understood and are players ready to start playing? If so, proceed to the next part of the video clip, PLAYING AN ‘AIR & SEA’ TURN.

Part 2	PLAYING AN ‘AIR & SEA’ TURN (This second part is 3.11 mins of cumulative running time of approx. 13 mins)
	This next clip gets play started. Ask every player to look carefully at their (A6) Rules card during this clip. There are 2 key things to remember about the Rules.....what are they?
RESTART	
PAUSE at 5.10	Check players understand the 2 things: (1) Only one side of the Rules card can be used in any one turn & (2) a turn consists of 4 steps in strict order.
RESTART	Explain that the rest of this clip guides players through the 4 steps of an Air & Sea turn. Step 1 will now be explained and then Player 1 (only) on every table will play Step 1 as that game’s lead or “demo” player. The other players are to listen and watch, in readiness the play their turn once Player 1 has completed his or her turn.
PAUSE at 5.45	Check players understand, in Step 1, that a plane is twice as fast as a ship but a ship unloads 3 times more than a plane. Instruct the lead/demo player (on every table) to do Step 1 only , “Buy assets, that is planes and ships”, and place them at their starting Terminal (see colour of Order cards).

RESTART	The next few seconds explain Step 2
PAUSE at 6.00	Check understanding of Step 2 e.g. ask if a player has one ship, what (staff/operational) costs must be paid to the Bank every turn? What about for one plane and one ship? What if owned 3 ships? Ensure players understand \$2k PER asset EVERY turn. Instruct the lead/demo player (on every table) to do Step 2 only , "Pay costs"
RESTART	The next 30 seconds explain Step 3
PAUSE at 6.30	Instruct the lead/demo player (on every table) to carry out Step 3 and take an 'Air & Sea' card. Ask if any lead/demo player received such a bad card that they used their Insurance card? Check insurance is understood.
RESTART	Now watch and listen to how to play Step 4 to complete your turn.
PAUSE at 7.27	Check players understand 3 important facts about the dice throw:- <ul style="list-style-type: none"> • One dice per asset (= ships + planes); e.g. 3 assets means 3 dice • Add dice throw together and use as wish • A dice showing CO2 counts as a zero Ask FIRST players to carry out Step 4 to complete their turn.
RESTART	After the lead/demo player for each game has completed their first turn, the final 30 seconds of the clip act as a reminder to play all 4 steps on the Rules card in the order shown .
END at 7.54	Play now continues in a clockwise direction with the second player taking their turn and so on.

Part 3	PLAYING A 'RAIL & ROAD' TURN (The third part is 2.07 mins of cumulative running time of approx. 13 mins)
	Wait until the game is well under way and players are starting to unload their first containers at 'Container Handling'. The clip only lasts 2 minutes and is best played continuously from start to finish. Introduction: This clip shows you 2 ways you can move your containers from Container Handling to your customers....and get paid:- <ol style="list-style-type: none"> 1. by truck alone delivering directly to customers 2. how trains and trucks can work well together to deliver to customers
RESTART	
END at 10.00	Any questions? Play continues

Part 4	FINISHING THE GAME (Finally, the fourth part is 3.05 mins of cumulative running time of approx. 13 mins)
	We suggest you play this final clip when 5-10 minutes left to play. Distribute Balance sheet to every Banker (having added Table number) If all your Bankers are experienced, you may prefer to run this clip without any pauses until 12.50 where the applause kicks in for the results.
RESTART	
PAUSE at 10.25	Pause clip at this point until all players have had equal turns and finished. When all finished, explain that the rest of this clip shows how to work out who has won
RESTART	
PAUSE at 11.05	Pause clip while all delivered containers are returned to the Bank
RESTART	
PAUSE at 11.22	Pause clip until players' assets are moved to their respective Company bases and cash balances have been counted
RESTART	
PAUSE at 12.10	Pause clip while Total Asset Values are added up. Check players' names have been inserted
RESTART	
PAUSE at 12.45	Allow time for the balance sheets to be finished and checked. Collect all the completed balance sheets Request that players help to return all plastic parts and cards to the Game box and generally tidy up. Meanwhile double-check arithmetic and identify winner for each game/table. Announce results when ready ~ in ascending order by table works well.
RESTART	
PAUSE at 12.50	Applause if so wished!
END at 13.05	Return to 12.50 if wish to repeat applause

Enjoy!