



GETTING STARTED for FAMILIES (GLOBAL 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 marginally 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?

We recommend playing ‘*Business on the Move Express*’ for your first game to get used to the pattern of play.

With just a couple of players ‘*Express*’ can take as little as 30 minutes.

Depending on how many players take part, ‘*Express*’ can take up to an hour or so.

Without experiencing *Express* first, playing the full Level One game might take a little longer than expected as players learn the rules and get used to the pattern of play. **For Level One:**

- Allow 90 minutes for the first game plus an extra 20 minutes for working out the balance sheet (if you choose to use it).



- Make good use, ideally in advance, of the (A5) 'Guide to Delivering Learning', which accompanies every game and contains everything you need to know. **Please do not attempt your first game without reading closely pages 1-2 to get ready to play and pages 3-4 on how to start 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.

You may choose to use a laptop to play either the PowerPoint or the Video (depending on your preference) from these **HOW TO PLAY** pages if you want help the game along.

Both make timely use of newsflashes (complete with music!) to add to the challenge!

How do you win?

To win the 'Express' game, make more profit than anybody else.

There are 4 different ways to 'win' the **Level One** game:-

- a) First to deliver 4 orders (**simplest and recommended way to play your first game**).
- b) Delivering most orders (a useful natural extension of (1), especially if one player delivers their initial 4 orders way ahead of other players).
- c) Maximum profit and/or highest total asset value (using the balance sheet supplied).
 - a. This is frequently combined with (1), demonstrating how there are 'different ways to win' in business. Note the glossy sheet in the box is a photocopy master!
- d) Minimising carbon footprint (using the tally sheet for CO₂ emissions supplied) ~ an optional extra you might prefer to leave until a later game?

Your comments and photos will be gratefully received.....info@businessonthemove.org

Enjoy!