

INCREASING THE CHALLENGE, HIGHER LEVEL GAMES (GLOBAL EDITION)

The 'Guide to Delivering Learning', the booklet that accompanies every game explains how to make game play more of a challenge.

Pages 21-24 describe different **dimensions** that raise the bar for players at **any level**. The fact these 'dimensions' are so versatile that they can be introduced at all levels of game play make them the obvious choice for boosting the challenge to players right from Level One.

The 'Green Logistics' theme, described on page 20, should not really be omitted, not least when the desire to reduce carbon emissions is so prevalent across the world. The 'green dice' are, in fact, an important and enjoyable element of most games.

The 'Investing in Skills' cards and the 'EDI' cards (=Electronic **D**ata **I**nterchange) are very useful if you wish to speed up game play or wish to add even more fun and excitement (see bottom of page 21 and top of page 22 respectively).

The 'Palletisation' dimension (explained on page 22) enhances the game's realism.

The same can be said of the 'Accounts' dimension, mentioned on page 23, but players do need to be well versed with game play before being incorporating the bespoke spreadsheet into game play. Do note too that the 'Accounting' dimension needs to be downloaded from our Learning Zone which requires a personal login, normally only available to those organisations with a minimum of 4 games.

If your wish is to increase the game's sophistication and challenge to the players even more, then page 20 explains how the game itself can be changed by playing at a **higher level**:

- **(Strategic) Level 2:** players can receive a new Order card every turn to grow their business. They must, however, guard against expanding too fast and having dissatisfied customers still waiting for their deliveries at the end of the game.
- **(Executive): Level 3:** 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.

There is no one singular pathway to gradually ratcheting up the nature of the challenge; so much depends on which elements of the game are most relevant and appealing to you and your players. The options are very flexible, so much so that no one game needs to be the same as another. These approaches below may assist:

IF PLAYERS ARE NEW TO THE GAME:

Always start with Level One

Introduce at least some of the 'Green Logistics' dimensions described on page 21.

Introduce Level Two (for all) when first player completes their 4 deliveries (as per page 20).

Consider introducing the "Investing in Skills" cards

IF PLAYERS HAVE PREVIOUSLY PLAYED THE GAME:

- Introduce Level Two at the start (page 20) and, likewise, the 'Green Logistics' dimensions described on page 21.
- Introduce the "Investing in Skills" cards early on (page 21), certainly during the first 15-20 minutes
- Next introduce the 'Palletisation' dimension (with/or without extra pallet pooling option) as explained on page 22.
- Introduce the "EDI" cards (page 22)

FOR BUSINESS STUDIES STUDENTS

- The 'Accounts' dimension described on page 23 requires the use of a spreadsheet downloadable from the Learning Zone....as long as you have a personal login, normally awarded to organisations with minimum of 4 games.

LEVEL THREE FOR EXPERIENCED PLAYERS ONLY:

- Level Three introduces 'Reverse Logistics' and requires a switch to the use of the (A5) 'Advanced' Rules card ~ see the bottom of page 20 and page 16 for more detail.
- You are recommended not to play at this 'ultimate' level without positive prior experiences at Levels One and Two.
- This 'ultimate' higher level (Executive) game is really aimed at students of logistics, new entrants to the industry and experienced sector professionals.

Ideal when wishing to "raise the bar", both when moving to Level 2 or 3 and when introducing a new dimension to game play, are our '**Newsflashes**'.

Select from the 20+ 'Newsflash' video clips, downloadable from our Learning Zone **as long as** you have a personal login, normally freely available to organisations with a minimum of 4 games. The clips communicate in 'newsroom' style the ideas on pages 20-23 of the Guide.

If you have not got a personal login then, accessible through our '[Downloads](#)' page, are some sample newsflashes that you may find useful, especially Downloads 19 and 20 as you raise the bar with your players.

You are further recommended to read our answer to our [Frequently Asked Questions \(FAQs\)](#) on our website where the answer to Question 26 , in particular, should prove helpful.