



## GETTING STARTED WITH THE 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 friends and family, with young people from as young as 9 years old, postgraduates and experienced logisticians.

*Business on the Move* involves 2, 3 or 4 multimodal 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.

Of course, the more games you have, the more people can play at the same time. For instance, with 2 games, then 8 'businesses' and 16 players could take part in your first session.

We recommend you play a **single game** with a maximum of 4-8 players (plus a Banker) **before** attempting to play multiple games at the same time in a classroom scenario.

### Room & facilities

Each game may require 2 tables joined together to fit on the large (A1 size) game board and to allow for the necessary working space around it.

In educational settings a power point facility and screen are recommended to introduce and facilitate multiple games being played at the same time together in the same room. These slides are available and downloadable the 'How to Play' pages of our website. The slides include two different ways to introduce the game, explaining the rules, possible newsflashes, working out the winner and 3 ways to debrief. Simply select the slides you wish to use.

### The crucial role of 'Banker'

In addition to having 2-8 players 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 a fellow learner, a teacher/trainer, staff colleague, governor or business partner. Contacts involved in business would be especially appropriate.

The most effective way to roll out / cascade *Business on the Move* is to develop a team of 'Bankers', that is people who have played the game at least once beforehand and are willing to pass on their experience by acting as 'Banker' in a future 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?

- Allow 30-60 minutes to play the “**Express**” **game first**, ideal for parents/ teachers /trainers / players wanting to learn the game’s basics. Download all you need to play ‘Express’ from the “**How to Play**” page. Depending on the number of players, allow 30-60 minutes.
- Allow 90 minutes for the **first Level One game** plus an extra 20 minutes for discussion.
- To save time during the session make good use, **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).

Note that higher level games can last from 90 minutes to 2 or even 3 hours, depending on how challenging you want to make the game!

### How do you win?

There are 4 different ways to ‘win’ which can be geared to meet the needs of your group:-

- First to deliver 4 orders.
- Delivering most orders (both for the Express format and as a natural extension of the above, especially if one player delivers their 4 orders very quickly).
- 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 CO<sub>2</sub> emissions supplied).