

INCREASING THE CHALLENGE (HIGHER LEVEL GAMES, UK EDITION)

How can the game be made more challenging or sophisticated?

- **'Business on the Move 'Express'** can be used as a quick introductory game.
- We strongly recommend all players, including experienced logisticians, play the **Level One game supported by our PowerPoint slides**, all of which are freely downloadable.
- The **Level One** game itself can be enhanced and made more challenging by incorporating **optional extras** such as Productivity gains and Green logistics. See page 25 of the Guide.
- The challenge facing players can also be gradually increased through **'Levels Two-Seven'** according to which of the options are most appropriate. There are lots to choose from, explained in pages 23-25 of the 'Guide' in each game box and in our FAQs website page. The intrinsic versatility of *Business on the Move* enables the teacher/trainer to select the game level to be played.
 - **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 only available to those organisations with a minimum of 3 games and a personalised login that provides full access to our Learning Zone.
 - **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.

How you progress beyond the Level One game is very much a matter of choice.

It is not strictly necessary to graduate one level at a time from Level One through to Seven.

For instance:

IF PLAYERS ARE NEW TO THE GAME:

Always start with 'Express' or Level One.....or even play both in quick succession!

Introduce Level Two (for all) when first player completes their 4 deliveries

Progress next to:

- Level Four alone (palletisation with/or without extra pallet pooling option)
- Or Level Five
- Or introduce level Four and then, possibly, also level Five

IF PLAYERS HAVE PREVIOUSLY PLAYED THE GAME:

Start with Level Three

Progress next to:

- Level Four alone (palletisation with/or without extra pallet pooling option)
- Or Level Five
- Or introduce level Four and then, possibly, also level Five

LEVELS SIX & SEVEN ARE FOR EXPERIENCED PLAYERS ONLY:

- Level Six is particularly relevant to Business Studies students and requires the use of a spreadsheet.
- Level Seven introduces 'Reverse Logistics' and requires a switch to the use of the (A5) 'Advanced' Rules card.

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.

Another link, accessible through our [Downloads](#) page will take you to some sample newsflashes that you may find useful, especially Downloads 19 and 20 as you raise the bar with your players.