



GETTING STARTED BY PLAYING *BUSINESS ON THE MOVE* EXPRESS GLOBAL EDITION

WHO IS IT FOR?

'Express' is especially suited to players who have never previously played *Business on the Move*. Players can be of any age from 9 years old upwards and might even be postgraduates or experienced business professionals! *Business on the Move* normally involves 2, 3 or 4 freight businesses competing against each other. It is, however, so flexible that one player can even play on their own against the clock ~ making it an ideal way to get to know the game.

Competing companies can be run by one or two players working together. A single game therefore may involve 2-8 players.

WHAT DO I NEED?

You will need a table large enough to fit on the (A1 size) game board and to allow for the necessary working space around it.

**YOUR COMMENTS
AND PHOTOS WILL BE
GRATEFULLY RECEIVED**

Please send to:
info@businessonthemove.org

WHAT IS THE AIM OF THE GAME?

You run a logistics / supply chain business delivering goods from your Company base from one side of the world to the other:

- **EITHER** from **West to East** following the **orange** arrows
- **OR** from **East to West** following the **dark green** arrows

It is important that each player trades in **one direction** only. Your **dual aims** are to make as many deliveries **and** as much profit as you can within an agreed time limit e.g. 60-90 minutes. (This means it is possible to have two winners of the same game!)

HOW DO I PLAY?

The next page will explain all, but first provide every player with these 4 items ~ a Company base + \$150,000 cash + a complimentary Insurance card + (crucially) the smaller (A6) Rules card.





QUICK START GUIDE

- A. Appoint a neutral 'Banker' to guarantee financial fair play, to distribute 'assets', to explain the rules to the players and to ensure the whole game runs smoothly. (S)he will be the busiest person! *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!*
- B. Take turns with your opponent(s), completing as many turns as you can within the time allowed. If playing solo, compete against the clock (e.g. for 20-30 minutes) or previous players' performances.
- C. Choose to play **EITHER** an 'Air & Sea' turn **OR** a 'Rail and Road' turn. You **cannot** do both.
- D. Turns always require **4 steps** ~ complete the 4 steps **in the order** of the (A6) Rules card shown on page 3.
- E. The **first** player to **deliver** an order to a named customer receives the \$ value shown on page 4.
- F. Deliver to whoever you want but remember that every customer can only accept (and pay for) **one** delivery!
- G. The game finishes at the end of an agreed time period as soon as players have had an equal number of turns.
- H. You can use the 'Balance Sheet' on page 5 to calculate who has won the game and record the results in the table on page 6.
- I. Before play, **print:**
 - **For the organiser** ~ one copy of pages 1-4 & page 6... PLUS sufficient copies of page 5 to be able to give every player their own copy when the game ends.
 - **For each player** ~ one copy of page 3 and page 4 to refer to as they play.

Enjoy!

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QUICK START GUIDE

Decide **which** type of turn you are going to play.

'Air & Sea' turn

Step 1: Buy new assets

- i. Decide how many **planes & ships** to buy
- ii. Keep in mind that **planes** unload 1 container, **ships** unload 3 containers and you throw one dice per asset you own.

Step 2: Pay costs

- i. **\$2,000 per plane + per ship every turn**
- ii. Applies even if you do not move asset!

Step 3: Pick up card

- i. Some cards are denoted with the letter "I" for "Insurable". Players can avoid bad consequences if they are insured and play their Insurance card
- ii. Insurance costs \$5,000 to renew or you can play without insurance.

Step 4: Throw dice

- i. Planes and ships start from either the **West Air or Sea Terminal** (in direction of **orange** arrow) or the **East Air or Sea Terminal** (in direction of **dark green** arrow)
- ii. One dice is thrown per plane & ship (max. 4 dice)
- iii. Throw all dice together, add up and use to move planes & ships as you wish
- iv. CO₂ counts as zero
- v. You can rethrow any dice showing if you pay \$5,000 into the Carbon Reduction Fund
- vi. Planes unload 1 container whereas ships unload 3 containers.
- vii. Once a plane or ship unloads its containers, it should be returned to its Company base, ready to re-use from its Start. No dice are thrown

'Rail & Road' turn

Step 1: Buy new assets

- i. Decide how many **trains & trucks** to buy
- ii. Trucks may start in either direction **loaded with 1 container** from the UK Road Start **or start unloaded** from any Railhead.

Step 2: Pay costs

- i. **\$2,000 per train + per truck every turn**
- ii. Applies even if you do not move asset!

Step 3: Pick up card

- i. Some cards are denoted with the letter "I" for "Insurable". Players can avoid bad consequences if they are insured and play their Insurance card
- ii. Insurance costs \$5,000 to renew or you can play without insurance.

Step 4: Throw dice

- i. Trains depart from the Rail Start where their containers have been unloaded (showing their correct arrow colour), carrying 1 or 2 containers. Trucks may begin, loaded with 1 container, from their Road Start or unloaded from either Railhead.
- ii. One dice is thrown per train and truck (max. 4 dice)
- iii. Throw all dice together, add up and use to move trains and trucks as you wish
- iv. CO₂ counts as zero
- v. You can rethrow any dice showing if you pay \$5,000 into the Carbon Reduction Fund
- vi. Trains only unload at Railheads and trucks at a Customer.
- vii. Once a train or truck unloads, it should be returned to its Company base, ready to re-use from its Start. No dice are thrown



VALUE OF ORDER

VALUE **DIRECTION EAST-TO-WEST
(DARK GREEN ARROWS)**
CUSTOMER

\$11k	Century DC
\$12k	HFW London
\$15k	Nisa Retail
\$18k	GS1 UK
\$18k	Waitrose
\$17k	John Lewis
\$15k	Nestle
\$21k	Henderson Wholesale
\$24k	DOPsys
\$27k	Zenith Passion
\$29k	SHD Logistics
\$23k	Clipper DC
\$26k	Mark Millar
\$30k	Worldwide Chain Stores (WCS)
\$33k	Michigan State University

VALUE **DIRECTION WEST-TO-EAST
(ORANGE ARROWS)**
CUSTOMER

\$11k	CHEP/Brambles DC
\$12k	M&S Hong Kong
\$15k	HFW Singapore
\$18k	HFW Sydney
\$18k	MCC India
\$17k	M&S India
\$17k	CEVA Logistics
\$21k	Customs Clearance Ltd
\$24k	Nestle
\$27k	APICS
\$29k	Edge
\$23k	DB Schenker DC
\$26k	SHD Logistics
\$30k	Pick 'N Pay
\$33k	Worldwide Chain Stores (WCS)



BALANCE SHEET

At the end of the game, print off this 'Balance Sheet' to add up the total asset value of each player's business. You can record the overall results on page 6.

COMPANY PERFORMANCE

BY _____

ON _____

TOTAL NUMBER OF DELIVERIES COMPLETED

TOTAL ASSET VALUE

	EACH ASSET (\$K)	ASSET VALUE (\$K)
COMPANY BASE	100	100
PLANES	30	
SHIPS	20	
TRAINS	40	
TRUCKS	20	
UNDELIVERED CONTAINERS	5	
CASH	(starting cash \$150k)	
TOTAL VALUE OF ASSETS (\$k)		



RESULTS

NAME	TOTAL NUMBER OF DELIVERIES	TOTAL CLOSING VALUE OF BUSINESS \$