



# GETTING STARTED BY PLAYING *BUSINESS ON THE MOVE* EXPRESS UK 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](mailto:info@businessonthemove.org)

## WHAT IS THE AIM OF THE GAME?

You run a logistics / supply chain business delivering goods from China into the UK. Your aim is to make as much profit as you can.

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.

## HOW LONG DO I NEED?

The 'Express' UK Edition can be played in 30-60 minutes, depending on how many players there are.





# 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 customers can only accept **one** delivery, the first container to arrive.
- 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

- Decide how many **planes & ships** to buy
- 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

- £2,000 per plane + per ship every turn**
- Applies even if you do not move asset!

### Step 3: Pick up card

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

### Step 4: Throw dice

- Planes and ships start from the China Terminal
- One dice is thrown per plane & ship (max. 4 dice)
- Throw all dice together, add up and use to move planes & ships as you wish
- CO<sub>2</sub> counts as zero
- You can rethrow any dice showing CO<sub>2</sub> if you pay £5,000 into the Carbon Credits Fund
- Planes unload 1 container whereas ships unload 3 containers.
- 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

- Decide how many **trains & trucks** to buy
- 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

- £2,000 per train + per truck every turn**
- Applies even if you do not move asset!

### Step 3: Pick up card

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

### Step 4: Throw dice

- Trains depart from the UK Rail Start in either direction loaded with 1 or 2 container(s). Trucks may begin, loaded with 1 container, from the UK Road Start in either direction or unloaded from any Railhead.
- One dice is thrown per train and truck (max. 4 dice)
- Throw all dice together, add up and use to move trains and trucks as you wish
- CO<sub>2</sub> counts as zero
- You can rethrow any dice showing CO<sub>2</sub> if you pay £5,000 into the Carbon Credits Fund
- Trains only unload at Railheads and trucks at a Customer.
- 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	CUSTOMER	FREIGHT INSIDE CONTAINER
<b>CLOCKWISE</b>		
£12k	Century DC	Toy cars / Push chairs
£13k	Home Bargains	Wellingtons / Kettles
£14k	BITA	Forklifts (large / small)
£15k	Bisham Consulting	Cameras / Office desks
£18k	Collect+	Smartphones / Fast fashion
£20k	M & S. Online-Mobile	Girl's dresses / Men's suits
£18k	PGS DC	Office chairs / Bicycles
£18k	Shop Direct ~ Very	Lamps / Blue dresses
£20k	Edge	Computers / envelopes
£21k	Morrisons Local	Conflake nests / Ice lollies
£23k	Waitrose	Chinese ready meal / Soy sauce
£24k	University of Chester	Textbooks/Engineering equipment
£25k	Tesco Express	Lynx / Magnum
£25k	Unilever DC	PG Tips / Persil
£28k	Calor Gas	Gas BBQs / Boilers
<b>ANTI - CLOCKWISE</b>		
£12k	Home Bargains On-line	Cuddly toys / Tables
£13k	Shop Direct ~ Isme	Coats / Tunics
£14k	Calor Gas Genius	Gas cylinders / Tanks
£15k	Objets D'Amour	Baubles / Bowlovers
£18k	M & S.Simply Food	Stir fry sauce/ Beef salad bites
£19k	Allport Cargo Services	Perfume / Red dresses
£18k	Prologis DC	TVs / Christmas trees
£19k	Autotech Controls	Robots (large & small)
£20k	LCP	Garden furniture / White shirts
£23k	Shop Direct~Littlewoods	Bunk beds / Girls' tops
£24k	CEVA Logistics	Car wheels / Photocopiers
£25k	Morrisons	Christmas puddings / Pumpkins
£30k	John Lewis	Tea sets / Dolls
£30k	Tesco Extra	Microwaves / DVD players
£30k	Your M & S	Lip gloss / Ladies coats



# 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)	
<b>TOTAL VALUE OF ASSETS (£k)</b>		



# RESULTS

NAME	TOTAL CLOSING VALUE OF BUSINESS £	NOTES