

ActionTrack – Business 4 Five



NEW TEAM GAME – "Collaborative tabletop business simulation"

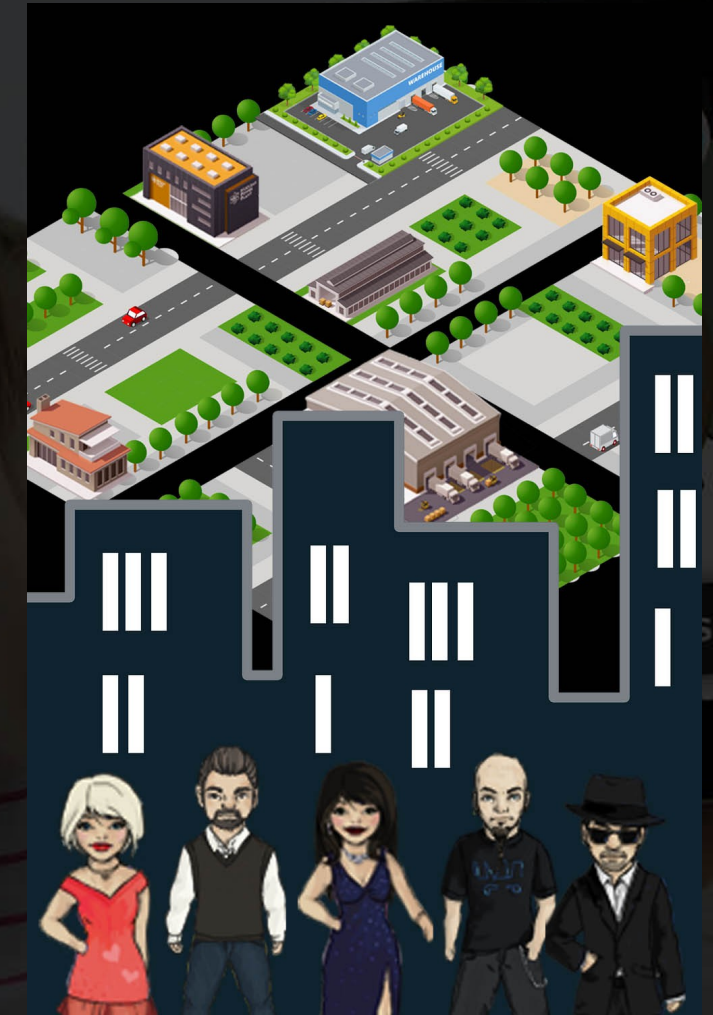
- by **Team Action Zone**
- Multi-award-winning technology provider

The game suits equally well for small or very large groups



Game overview

- Business for Five is a **90-minute** business simulation team game, in which players have different roles and collaborate to make the highest profit in a given time.
- The team needs form a strategy, plan their budget, work with subcontractors, organize logistics, manage production lines at the factory, make deals with customers and deliver the products in time.
- The team with the highest profit wins.



Each team in the game consists of 5 players

- Each team in the game consists of five players:
 - Chief executive officer
 - responsible of the overall strategy and operations
 - Sales director
 - responsible of making sales agreements with customers
 - Production manager
 - responsible of manufacturing
 - Chief buyer
 - responsible of purchasing the key raw materials (subcontracting)
 - Logistics officer
 - responsible of transportation of the key raw materials and products between warehouse, factory and customers



Game phases

- The game consists of FOUR PHASES
 - **Phase 1:** Players get their roles
 - **Phase 2:** Pre-planning (up to 15 minutes)
 - Each team member gets his/her role specific information, and the team plans together how to play the simulation phase
 - **Phase 3:** Field execution (60 minute simulation)
 - The team needs to manufacture chosen products, sell and deliver them to the customers
 - **Phase 4:** After sales (10 minutes)
 - The last phase allows the team to monetize the goods remaining at the warehouse and factory



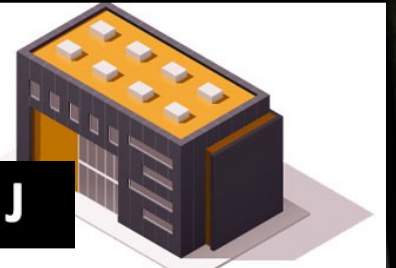
Subcontractors

- The company uses four subcontractors to deliver the key raw materials.
- The subcontractor H delivers the raw material A, and is able to sell a 100 units batch in every 5 minutes. The subcontractor I delivers the raw material B, and is able to sell a 200 units batch in every 5 minutes. The subcontractor J delivers the raw material C, and is able to sell a 1000 units batch in every 5 minutes.
- The fourth subcontractor, K, is able to deliver all raw materials, either 100 units of A, 200 units of B or 1000 units of C, every 5 minutes.

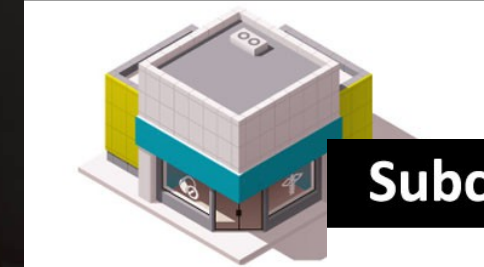
Subcontractor H



Subcontractor I



Subcontractor J

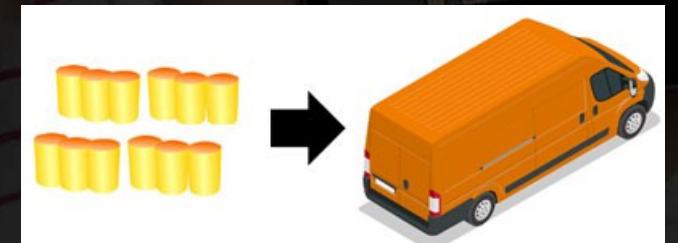


Subcontractor K



Warehouse

- The company needs to regularly deliver the key raw materials from the main warehouse to the factory to avoid interruptions in the production.
- The company has two means of transportation. First, without additional cost, the company may move the raw materials with their own truck. This requires some effort and time.
- The company may also make a transportation deal with a subcontractor. The subcontractor can take full care of moving the raw materials. Transportation is fast, but this option has a price tag.



Factory

- Each product line, P, Q, R1 and R2 needs to be separately leased for the whole period, in case the company intends to manufacture products 1, 2 or 3, respectively (R1 and R2 both manufacture the product 3).
- Product line P can create 50 units of product 1 in 5 minutes (the batch needs 200 x raw material A).
Product line Q can create 100 units of product 2 in 5 minutes (the batch needs 200 x raw material B).
Each product line R1 and R2 can create 200 units of product 3 in 5 minutes (each batch needs 500 x raw material C).



Customers

- The customer X has placed a purchase order of 100 units of product 1, 200 units of product 2, and 800 units of product 3, for which they need a commitment by the given deadline.
- The customer Y has placed a purchase order of 200 units of product 1, 400 units of product 2, and 1600 units of product 3, for which they need a commitment by the given deadline.
- The customer Z has expressed their willingness to purchase at any time 50 units of product 1, or 200 units of product 2, or 400 units of product 3.

Customer X



Customer Y



Customer Z



Additional game elements

- The customer X has been estimated to have 50% probability to run momentarily out of cash.
- **The frame agreement with Y needs to be renegotiated in the beginning of the period by the CEO.**
- It is a bad flu season, and any employee might catch a flu with 50% probability and be at home rest for 5 minutes (no working during that time, except chat messaging if really needed). To avoid this, it is recommended to take a vaccination for the whole company, which naturally costs a bit.



Additional game elements

- There is a rumor that a new potential overseas customer (a big one, very profitable) is likely to make an urgent purchase order during this period.
- **The market situation allows some room for negotiations with subcontractors (50% lower unit prices). Negotiations can be made by the CEO, visiting subcontractor head offices.**
- The company (Logistics officer) also needs to order and pre-pay product deliveries to the customers.
- There are existing inventories of raw materials and products to consider.



Additional game elements

- At the factory, the product lines P and Q are likely to have 5-minute maintenance breaks during this period. The product lines R1 and R2 have been recently maintained, and are in very good condition.
- The game features still some additional surprises to the teams. Each surprise will have a probability, and each game is thus a bit different.
- The players can also solve up to 50 brain teasers to score additional points if they have any spare time during the game play.

**Maintenance
break for
5 MINUTES**



**Maintenance
break for
5 MINUTES**



Screenshots

BUSINESS 4 FIVE

Business for Five is a business simulation game, in which players are allocated different roles and they need to collaborate to make the highest profit in a given time.

Each clan in the game consists of five players (each with a mobile device), who get the following roles: Chief Executive Officer, Sales Director, Production Manager, Chief Buyer and Logistics Officer.

The game consists of a planning phase (15 minutes), a simulation phase (60 minutes) and an after sales phase (10 minutes).

Cancel Download

Bruce
0
0:03:31
2/5

Subcontractor I
Chief buyer can activate this checkpoint to make an...

Catzy
0
0:05:36
3/5

You need to accept the purchase orders from customers X and Y within 15 minutes from now. At later phase the purchase orders are no longer acceptable, and are thus considered automatically rejected.

Continue

Have fun playing!

