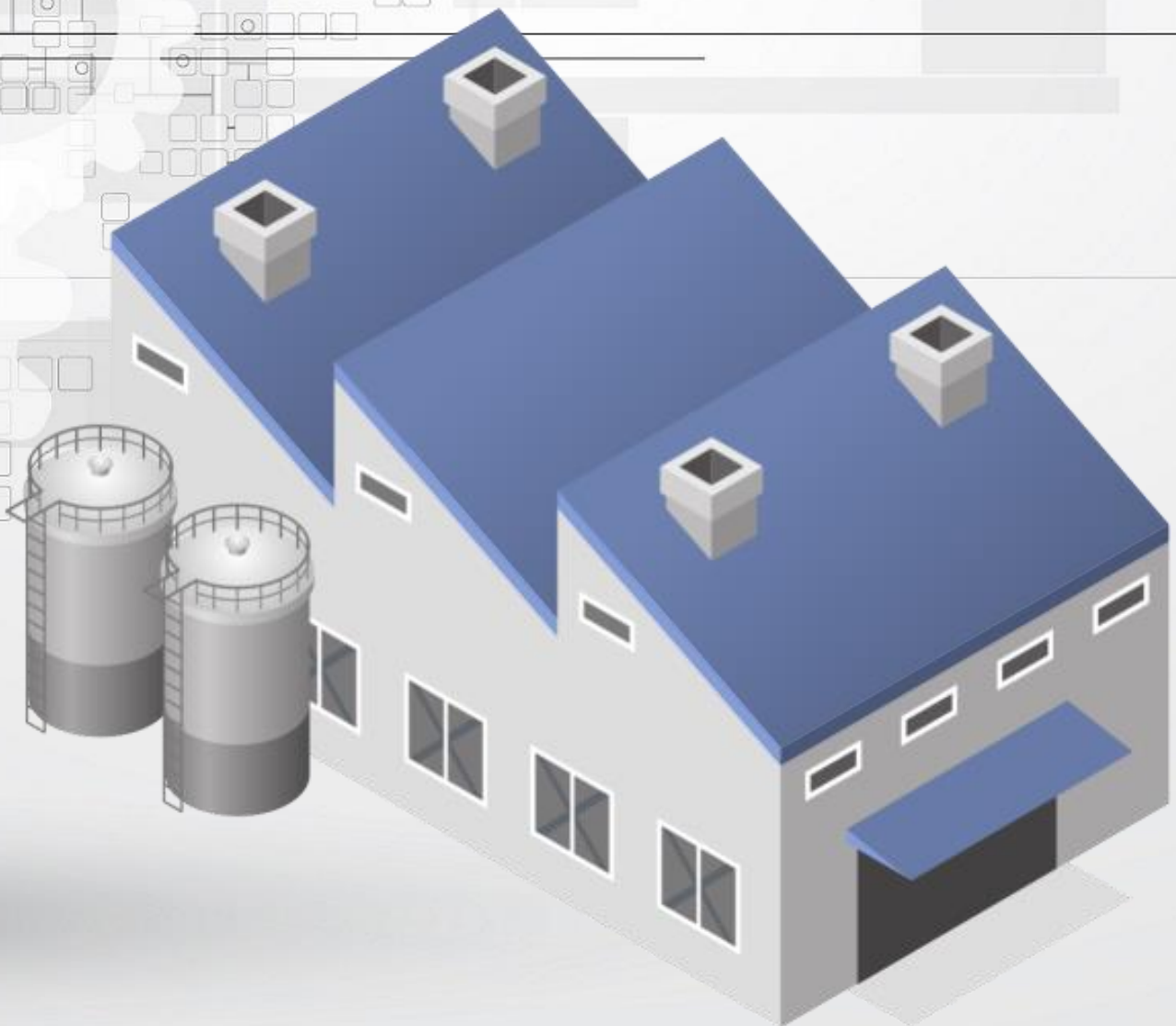


UPGRADE!™

Simulation rules



UPGRADE!™

The story

Your company has assigned you to plan and co-ordinate the modernisation activities at a manufacturing facility. The facility has four departments Administration, Manufacturing, Warehousing and Logistics.

As you get involved, each department in the facility has a low-tech solution in place. Your brief is to upgrade these solutions to a level that will allow the facility to contribute fully to the company.

About this game

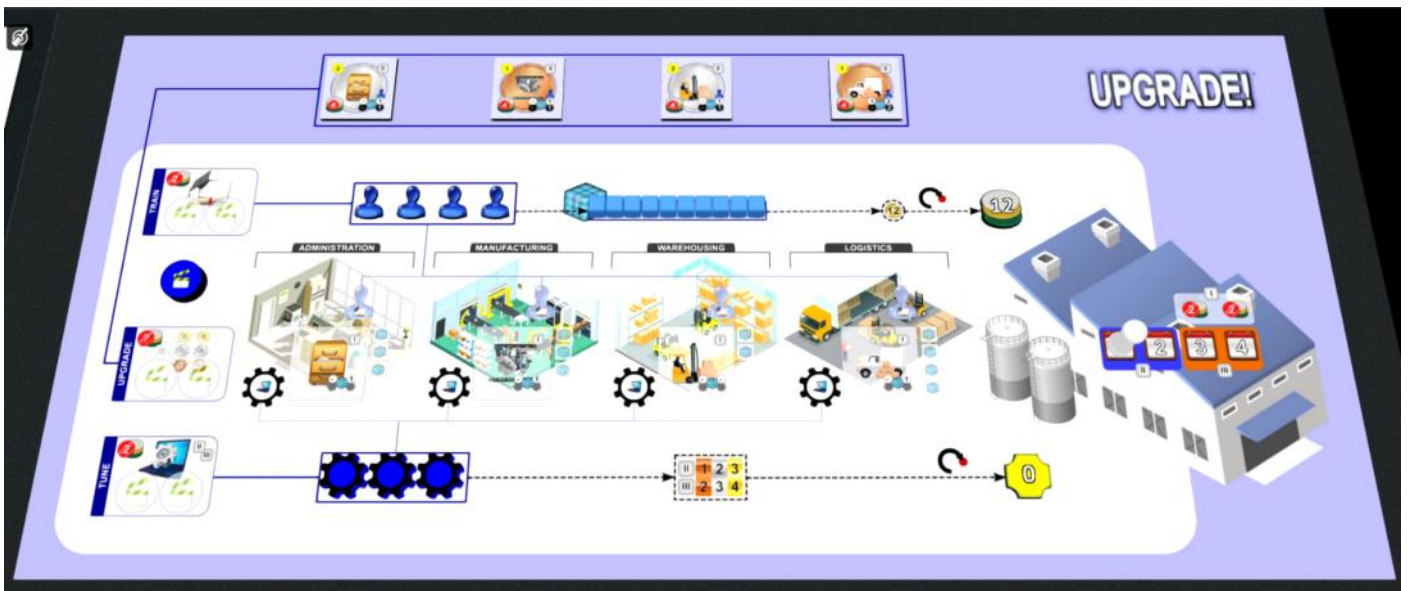
This is an introductory game set in the world of UPGRADE!, a corporate training game from Game-changing Insight.

The full game has many moving parts with a lot to consider on every turn. It is also played against other individuals or teams.

Every effort has been made to give you the feel of the game in a form

Your Mission:

Perform a total of 12 actions, using the 3 available: (Upgrade, Train and Tune)



Gameplay overview

Play over 4 rounds

Perform 3 actions:

Only perform actions for which you have sufficient money. If you have no money to perform an action move straight to scoring

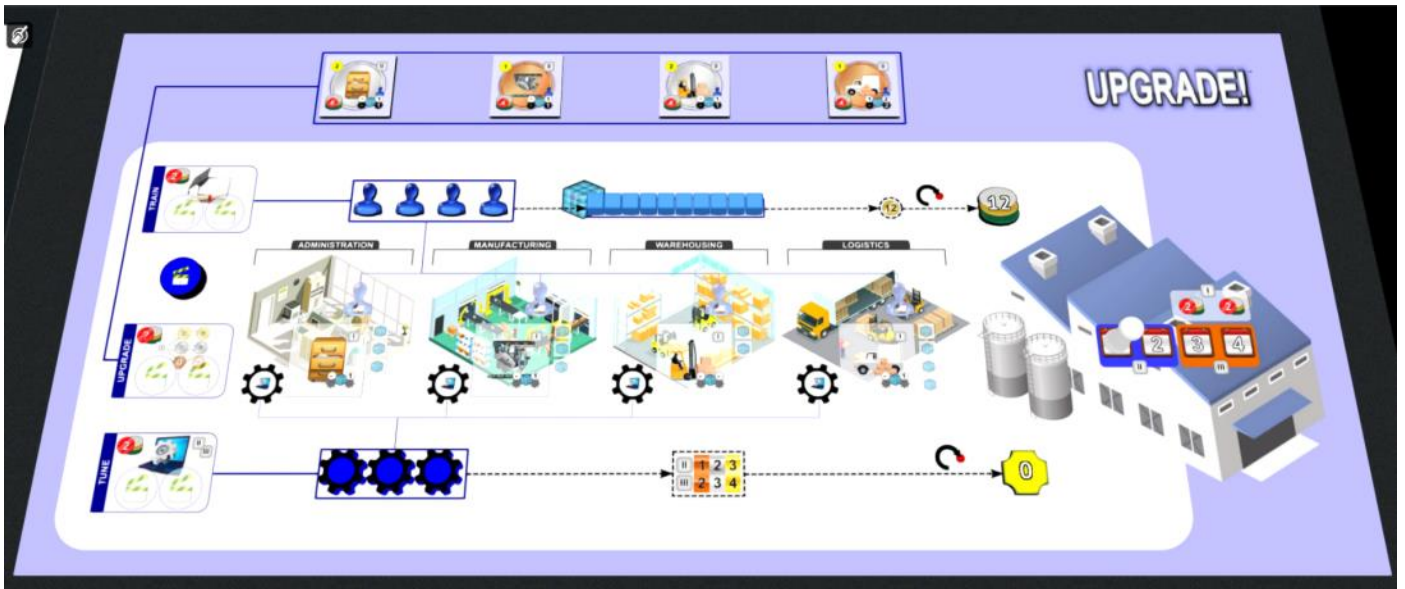
- Place an unused action token onto an available action space
- Perform the action

Score

- Generate business value
 - Increase business value by solution value and tuned solutions
- Increment your money by your income
 - (Trained workgroups - used workloads + 12)
- Advance the round marker if able, otherwise



Over the following pages, we explain the rules in detail through an example first round.



Action: Upgrade

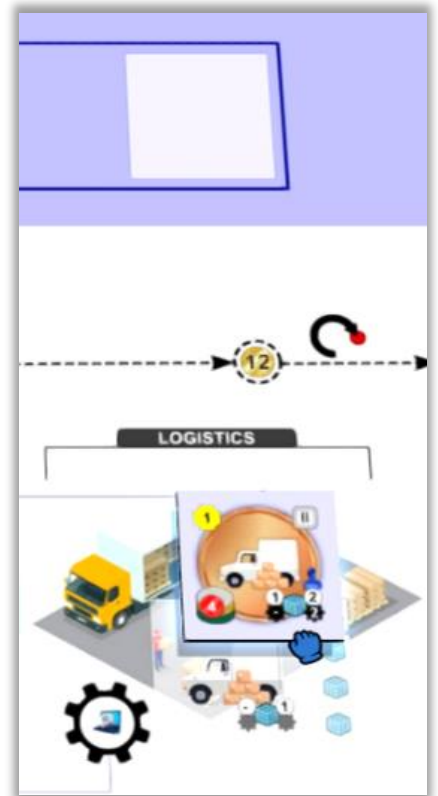
Upgrading from level I to II

Decide which department will be upgraded and move the corresponding solution upgrade tile from the top of your board onto the department solution space.



Move an unused action token to an available spot in the Upgrade action

Move your chosen upgrade tile to its associated department, covering the level I



TIP: double click on a tile to take a closer



Pay for work

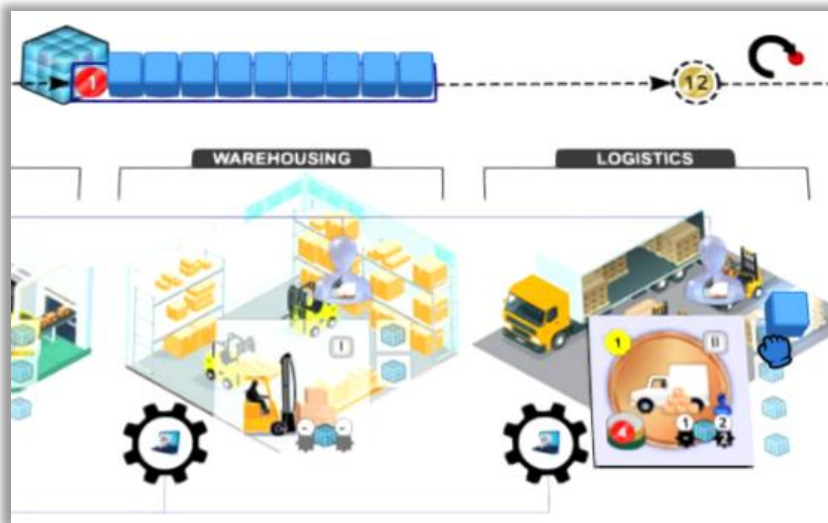
Look to the bottom left of the tile to see the work cost to complete the action.

This Upgrade costs 4 from your budget, reducing it, from its starting amount of



Set workload

The department has not had an additional workgroup trained and the solution is not tuned, so use the top left



The solution requires a workload of 1. Move a workload cube down from the supply into the solution's workload area.

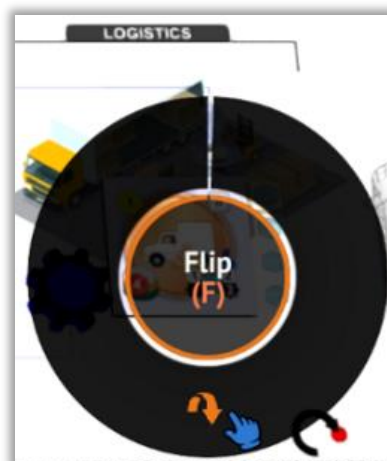
You will see that moving the cube from the supply has revealed the cost for

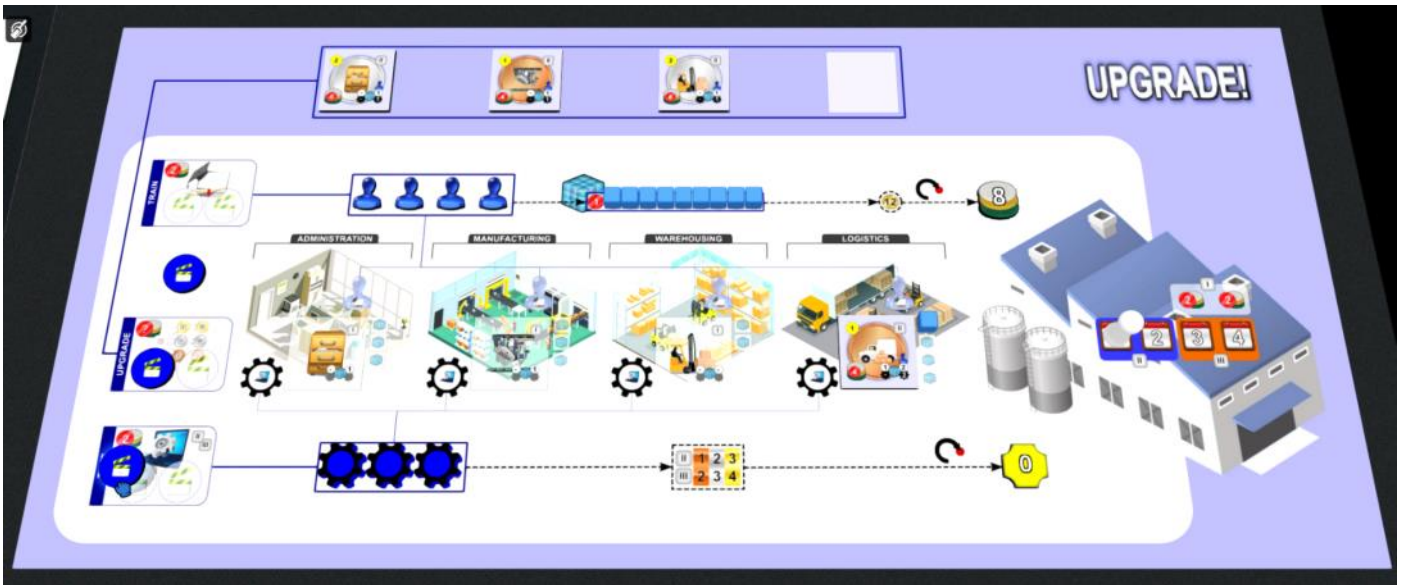
Upgrading from level II to III

Flip the solution upgrade tile to reveal the level III side. Note: you must be in round 3 or 4 to upgrade to level III

Pay the amount of money shown bottom left of the tile (level III side).

Check the amount of workload





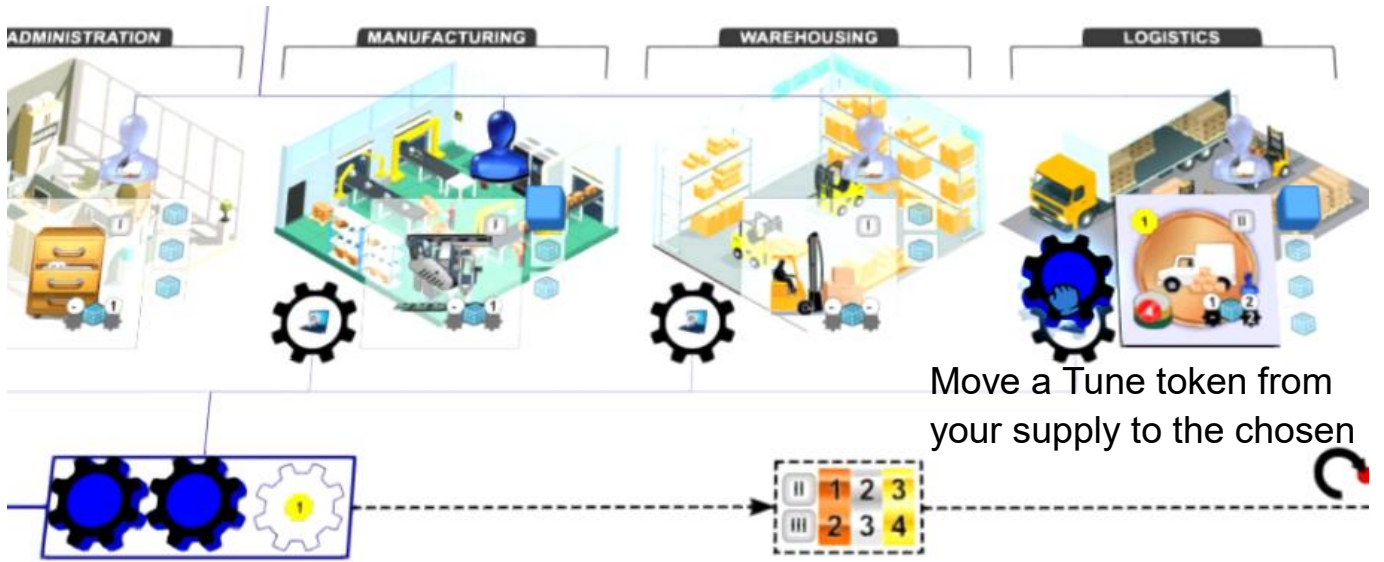
Action: Tune

The Tune action represent optimisation activities where the performance and workload profiles of a level II or III solution are assessed and changes made to procedures and configuration. These lead to an improvement in performance for the users and may also impact the workload needed to run the solution.

Decide which solution will be tuned and place a tune token to the left of the

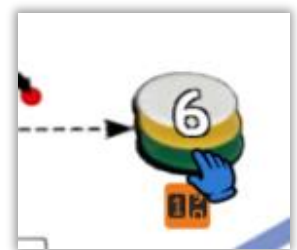


Move an unused action token to an available spot in the Tune action area



Pay for work

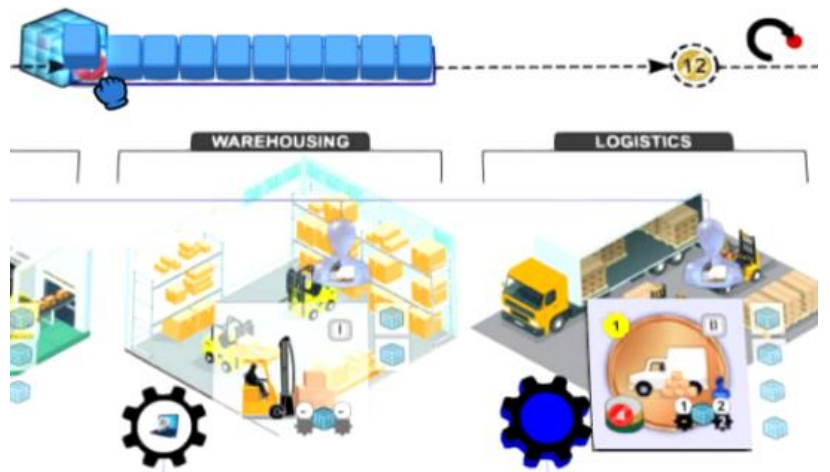
The Tune action costs 2 money to pay for the work.
Reduce your available

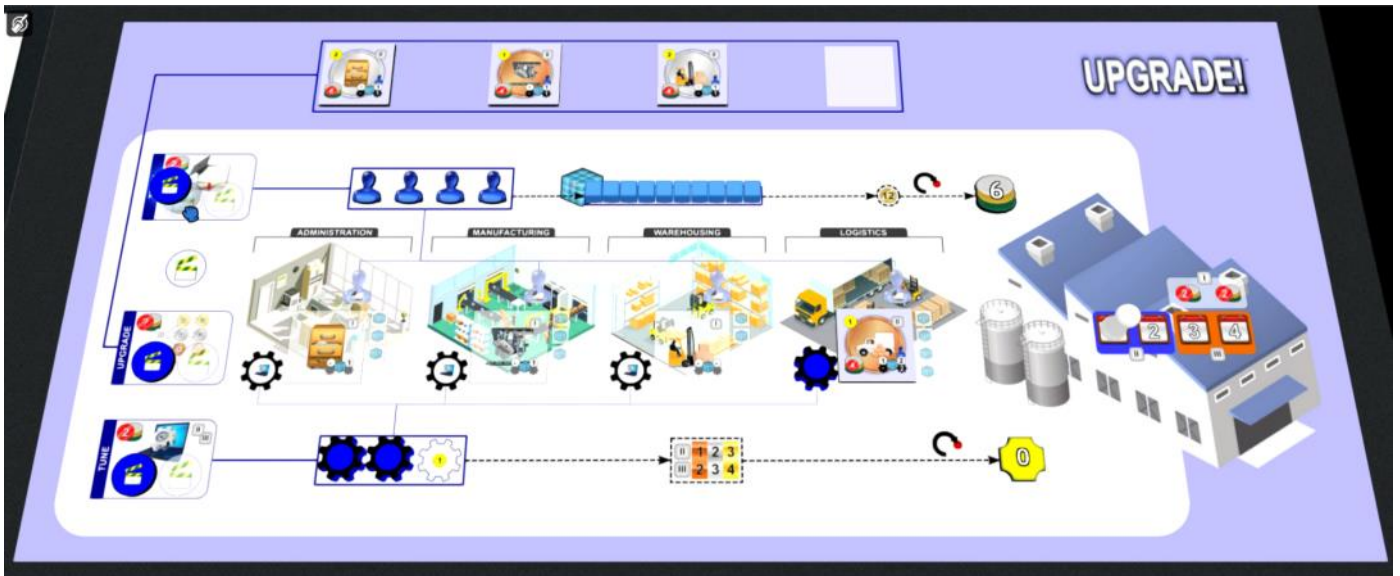


Set workload

The department has not had an additional workgroup trained, so use the bottom left number to give your workload need (it would be bottom right if there was training).

In this case, the workload is reduced from 1 without





Action: Train

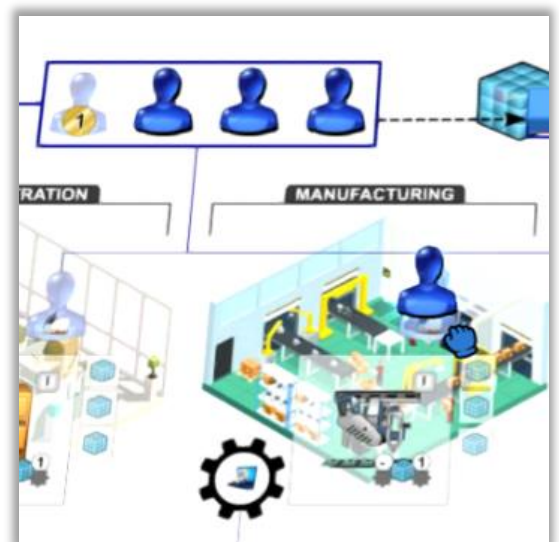
The Train action represent training an additional group of users to give more widespread adoption of the solution. Training increases your income.

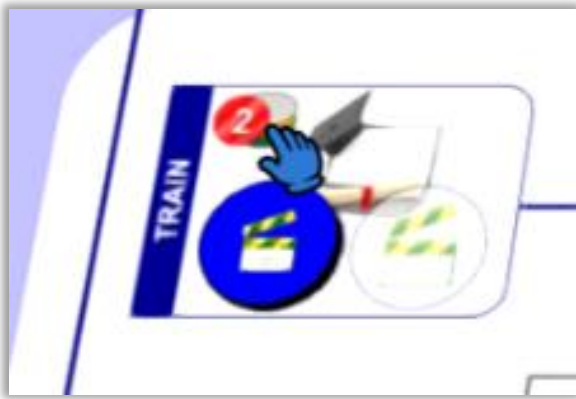
Decide which department will be trained and place a train token above the solution tile, on the spot provided.



Move an unused action token to an available spot in the

Move a Train token from your supply to the department

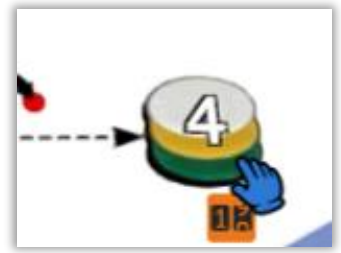




Pay for work

The Train action costs 2 money to pay for the work.

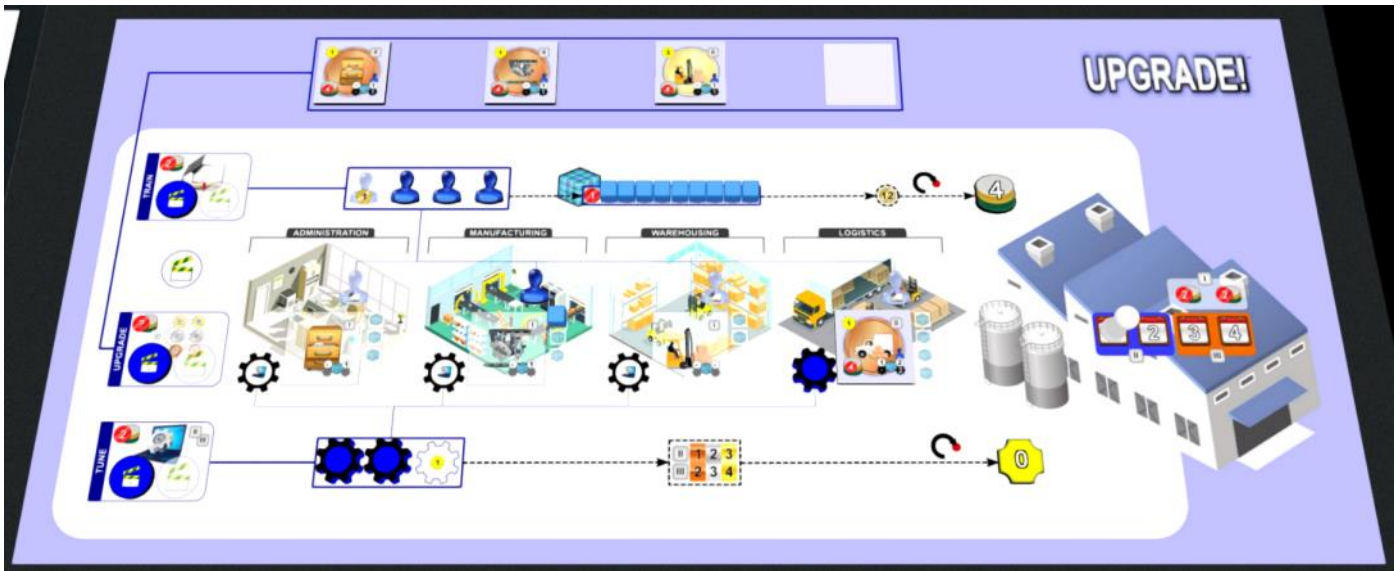
Reduce your available



Set workload

The department has not had an additional workgroup trained, so use the bottom left number to give your workload need (it would be bottom right if there was training).





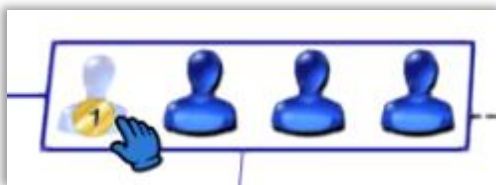
End of round

Once you have completed your actions you update your money, gain business

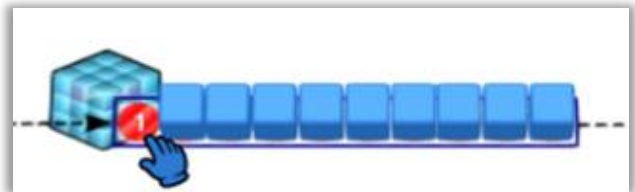
Update your money



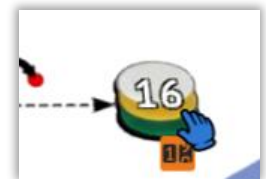
You receive additional money for trained workgroups (1 in this case)



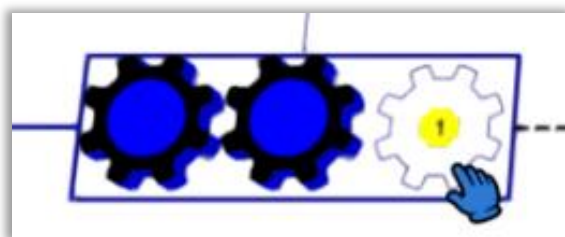
You must however cover the cost of your workloads (each one costs 1)



Finally add on your base budget of 12.
Since the training and workload cancel each other out, you will add 12 to your money for



Gain business value



You receive one business value point for each Tune completed.



You receive the business value points printed on the solution upgrade tiles that have been

In this case you will add 2 business value points to you total, taking it from 0 to 2.



Recover your action tokens

Move your 3 action tokens back to your supply location, stacking them on top of each other.

You may notice that the lower token turns orange. This

Advance the round marker

If your marker is currently on the fourth round, the game is over.





<https://www.gamechanginginsight.com/>