

<b>START</b> Company Name Company Type	2	3 Venture partner	4	5	6 Organization Structure	7 <sup>e</sup>	8	9	10 Capital	11									
38 Company Launch	<h2>VENTURE VOYAGE</h2> <h3>Let's Start Blank</h3>									12									
37										13 Registration Licenses (!)									
36										14									
35 Enterprise Team Ready (!)										15									
34										16									
33										17 Customer Analysis (!)									
32 Job Profiles										18									
31										19									
30 Advertising Promotion										29	28	27 Product/service pricing (!)	26	25	24 Competition Analysis	23	22	21	20 Market Analysis

Show Registration, Pricing & Enterprise Team Cards. If not collected, start again.

Show Registration & Pricing Cards. If not collected, start again.

Show Organization Structure & Capital cards. If not collected, go back to Venture Partner Cell.

Show Registration Card. If not collected, go back to Capital Cell.

Show Customer, Market & Company Analysis Cards. If not collected, go back to Registration Cell.

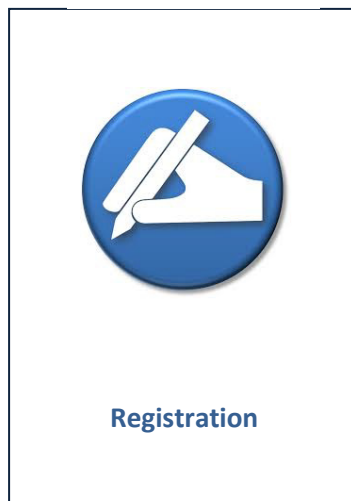
## Materials Required

1. Dice and coins as used in any board game.
2. The board as shown above.

## How to Play

1. The game can be played by 4-5 players.
2. Each player gets one coin. Coins are based on business type.
3. Players will start at 1 - to start, they need to get a 1 or 6 on the dice.
4. When a player's coin lands on a business essential, he/she will collect the relevant card. The card will display conditions (as shown in call-outs on the board), and if the conditions are not met, the learner has to go back as directed in the card (example, below). Please note that the actual template for the board will not display the call-outs.
5. **Registration, Customer Analysis, Pricing, and Enterprise Team** are essential cards. If these are not collected, the company cannot be launched and the player has to start from the beginning, at 1.

Card Front



Card Inside

