

FLATLINED GAMES

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Boardgame production quote request
ref: 2013Q4-RITH

Madam/ Sir,

Flatlined Games is currently in the process of sourcing manufacturers for a new board game.

This document describes our production specifications.

We would like you to provide us with a quote for the fabrication, assembly and shipping as per these specifications.

This document is organised to make it as easy as possible for you to provide us with an exact quote. It should contain all the required information, but we are constantly looking forward for ways to improve it : your feedback on the contents, organisation, and information contained is therefore of great value to us.

Also, please note that we do value your expertise and production suggestions. For instance if the box or another component's size closely matches an existing die or design you have in stock, please do let us know!

We also welcome you to suggest us better or more efficient ways to produce the game, such as suggesting which production parameters to tweak in order to improve the quality/price ratio : number of cards, materials, ...

We do expect a detailed item per item quote, in order to fully understand and evaluate the cost of each component on the whole. We however fully understand the pricing of the individual items is only valid as part of the whole, and not as individual items.

I will be your single point of contact for this quote request, for both financial and technical matters. I have good knowledge of the whole pre-press and print process, as well of the different aspects of board games production and assembly, which will hopefully come in handy to establish good communication over this project.

Eric Hanuise.

Document Organisation

Project overview : a short description of the game, and its target market.

Components overview : a summary list of all the components for one unit.

Paper/cardboard components specifications : exact specifications for each component (size, paper/cardboard quality, printing, coating, dies, assembly, etc.)

Other components specifications : specifications for all non-cardboard/paper components (dice, plastic, ...)

Assembly and packaging : anything relevant to the assembly and packaging

Print run : print run information, over- and under-run allowance.

Proofing and approval process : proofing and approval contacts, workflow and hierarchy.

Technical aspects : file formats

Shipping : shipping information.

Annexes : any relevant annexes such as die templates, assembly schematics, etc.

Project overview

Game Description :

Rumble in the house (RITH) is a party game for 3 to 6 players. Each player has a secret character among 10 characters in an 10 room apartment. Players move and eliminate characters in the apartment, trying to guess which are the other player's characters and to conceal their secret character's identity while keeping it out of harm's way.

Versions :

We will collate several language versions of the game in the same print run, with different box and rulesbook for each language.

An annex details each language version's specifics.

Target Market :

Mass-market, ages 8 to adult.

Regulations :

This game will be sold in Europe, US, and the rest of the world.

CPSIA (Children Products Safety Improvement Act)

The game is targeted at children aged 8 and more, so for the US market CPSIA compliance must be provided : all components used must be certified as CPSIA compliant by the manufacturer. Compliance can come from independent lab tests coordinated by the manufacturer, of from compliance certificates provided by the parts sources. Should US authorities deem the product non CPSIA compliant, all liabilities and resulting charges will be borne by the manufacturer, not Flatlined Games.

Other regulations

We do expect all components to comply with current European and US toys and games safety regulations. (No Lead, Phtalates, Heavy metals, ...)

Components overview

Paper/cardboard components specifications

A note about measurements, stock sizes and qualities

Based in Europe, we do make use of metric system measurements for all our specifications : sizes are in millimetres, stock thickness is in grams per square meter (gsm) or in millimetres thick, etc.

Regarding paper stock, there seems to be no reliable and easy way to convert imperial measurements such as #, lbs and points to metric so we do require that your quote at least includes a metric system equivalent or that you provide stock samples (unprinted is OK) of all materials not specified in metric system in order to assess their suitability to our purposes before we can confirm any such order.

Game Box (1) - depends language :

The box is a 2-part box (sliding top). The external box size is about 140x140x50mm.
The top and bottom have 4-color printing, coated on the exterior, and are mounted on 1.2mm chipboard.
Coating should have a textured finish (linen finish dispersion varnish) and not be glossy. Aqueous inks and coating is preferred.

Card tray (1) :

material: GD 2 - 500 g/m²
print: 4-coloured euro scale on one side with dispersion varnish, as per box.
size: goes with bottom: 135 x 135 x 55 mm
1 pocket in the middle (approx. 110 x 110 mm)

Die-cut components (12 flats) :

The individual flat size is 100x100mm.
Both sides have 4-color printing, coated, and are mounted on 1.2mm chipboard.
Coating should have a textured finish (linen) and not be glossy. Aqueous inks and coating is preferred.
Each flat has a unique design on each face.
All 12 flats use the same die cut pattern. (see annex for die cut patterns)

Scoretrack (1 flat) :

This is a square board, sized 100x100mm.
Both sides have 4-color printing, coated, and are mounted on 1.2mm chipboard.
Coating should have a textured finish (linen) and not be glossy. Aqueous inks and coating is preferred.
This board is cut using the same die as the 12 flats above (and is flat #13).

Rules Booklets (1) - depends on language :

Page size is 100x100mm.
There is one multilingual booklet, 4-pages (8 faces).
It should be stitched using 2 rust-free stitches.
The booklet is 4-color printing, on 70gsm paper, coated.
The covers are the same quality paper as the booklets insides.
Aqueous inks and coating is preferred.

Other components specifications

Component sourcing

For all components sourced to third parties, please do include information about the component's source (country of origin, materials used, manufacturer).

stacking counters (2 x 6) :

Each game box must contain 12 stacking counters, in 6 colors x 2 counters (6 pairs of matching counters). The counters should be round and 12mm in diameter, made of plastic.

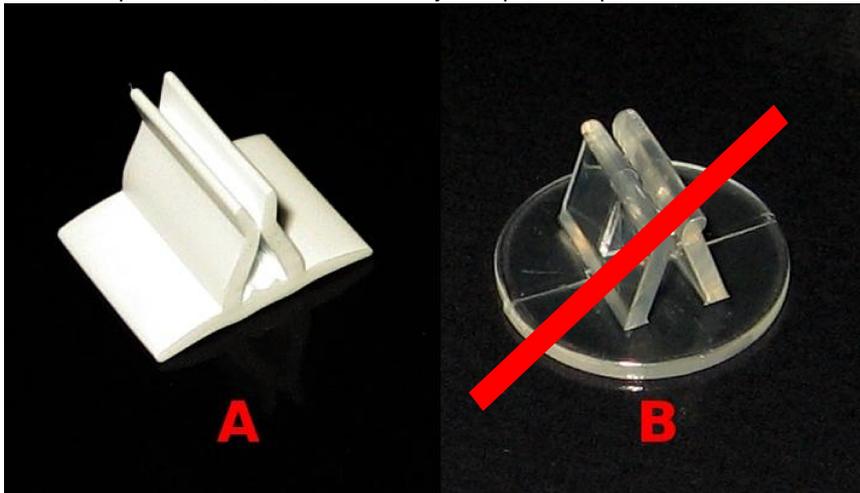


!!! Please be careful about the counter colors !!!

Rumble in the House : 2 each in pink, purple, orange, brown, yellow, white - in a ziplock bag

Plastic stands (12) :

Each game box must contain 12 small plastic stands, which can easily hold punched pieces of the above mentioned 1.2mm thickness.



The stands should **not** be in clear transparent plastic (such as B) as this is too rigid and breaks too easily, they should be in a more bendable material (such as A)

Zip-loc plastic bag (1)

The stacking counters and plastic stands should be in a small clear plastic bag, with a 'zip-loc' type resealable opening. Bag size must be no less than 70x100mm.

NB - If easier for manufacturing purposes, the plastic counter and stands can be shrinkwrapped or in a sealed bag, in which case an empty zip-loc bag should still be present in each box.

Assembly and packaging

Box contents

One finished game is made of the following parts, from box top to bottom :

- 1 zip-loc bag containing 12 plastic stands and 12 stacking counters (2x6)
- 1 rules booklet (depends on language)
- 1 score track
- 12 die cut component flats
- Card tray
- Game box, shrinkwrapped. (depends on language)

Shipping cartons

Individual game boxes must be packaged in cartons of 10 units for transportation, using walled cardboard boxes.

Box weight, parcel weight, pallet size

Please do mention an estimation of weight for a single box, for a parcel (carton), and for a full pallet (pallet included.)

Please also do mention the number of parcels per pallet, as well as an estimation of a full pallet size (Width, Height, Depth)

We will use this information to clear up storage room for your shipment.

Print run

Print run

We would like a quote for 5.000 units, and the variation in price for 7.000 and 10.000 units as well as the plate change costs for the components that vary according to language.

Variation : over runs and under runs

We do understand that producing an exact number of boxes is a challenge and that some variation on the actual number of items produced is inevitable. The actual print run must be within 10% of the specified print run. So for a 1000 pc. print run, the actual print run must be comprised between 950 and 1050 ex. (+5% or -5% for a total 10% variation allowance.)

The quoted price must factor in that variation.

Shipping

We would like your quote to include two options for shipping :

- Option 1 : Shipping to Ludres, France.
- Option 2 : Shipping to Jettingen-Scheppach, Germany.

Please make sure your shipping quote includes insurance for the full value of the goods shipped.

Proofing and approval process

Contact person

Eric Hanuise will be your single point of contact for this project.

Eric Hanuise
(street addresss, phone and email redacted)

Hierarchy

Eric Hanuise will be your single point of contact for this project.

Proofing and approval workflow

After we place our order, we will send you all files for the production of the game.

We will first require a 'white sample' of the game components : box, and cardboard samples, ... Along with a first proofing to check that all files render correctly, which can be digital/online.

Once all components have passed that first check, we will require a color proofing of all the printed components.

If you recommend it, a last proofing will then be made on a fully assembled production sample.

Only then will the final approval be issued for the full print run ('Bon à Tirer').

Technical aspects

Files formats

We work with open source software : Inkscape and the Gimp for graphic files, and Scribus for page setting and layout.

We will provide all files in adobe PDF format (1.5), and can provide the collated Scribus source files if you are able to use them.

The PDF files will either include all fonts embedded, or for some (non-book) files have all text converted to vectors.

Files Nomenclature, versionning

As we all are painfully aware, any error at the printing stage can have a huge financial impact. To avoid such exposure, all our files have version numbers in the filename, to make sure the latest one is used when several versions of the same file have been passed along. The final order confirmation ('Bon a tirer') will include all filenames and version numbers relevant to the project.

Regarding versions and languages we will upload a complete set of files for each version and language.

NB - All files not fit for printing will bear the mention '**lowres**', '**proof**' or '**sample**' in the filename. ***These should never be used in production.***

Annexes

Versions and languages specification :

This annex details the components of each version and language for the 2013Q4 RITH reprint. Please be careful about the component differences for each language.

Rumble in the House : 2 languages

Items in green are common. Items in red are language specific.

Rumble In The House Fr/Nl

* Rumble in the House Game Box (LF264) - Fr/Nl version

- Rumble in the House Card Tray

- 13 Rumble in the House cardboard flats, die cut

* 1 Rumble in the House 8 pages rules book - Fr/Nl version

- 12 plastic stacking counters (2 each in pink, purple, orange, brown, yellow, white) in a ziplock bag

- 12 plastic stands in a ziplock bag

Chicane dans la Cabane Fr/En

* Rumble in the House Game Box (LF264) - Fr/En canadian version

- Rumble in the House Card Tray

- 13 Rumble in the House cardboard flats, die cut

* 1 Chicane dans la Cabane 8 pages rules book - Fr/En Canadian version

- 12 plastic stacking counters (2 each in pink, purple, orange, brown, yellow, white) in a ziplock bag

- 12 plastic stands in a ziplock bag

Die Cut patterns flats and box insert

