Instruction Manual

This game is developed to give the entire company, from the design department to finance and marketing a glimpse of supply chain management. Explained in a very simple and fun game that relates directly to the fashion industry. Through this game it shows how extremely important it is that everybody at each level of the chain is informed well and at the same time to achieve the best result and cater to the demands of the consumer.

For who:
This instruction booklet is written for the person in charge of the presentation and consultancy from Martine Veldink. Please read carefully and divide all cards, usb-sticks as told in the instruction and then see and wait for the consultancy moment to find out the results of the game.

Game Box
Content

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<td>I</td>
<td>Bullet Point Bord</td>
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The Players

**Designer**  ---  Phase 1  - step 1

**Color designer**  ---  Phase 1  - step 2

**Print designer**  ---  Phase 1  - step 2

**Silhouette designer**  ---  Phase 1  - step 2

**Buyer**  ---  Phase 1  - step 3

**Communicator 1**  ---  Phase 2  - step 1

**Communicator 2**  ---  Phase 2  - step 2

**Supplier**  ---  Phase 3  - step 1

**Producer**  ---  Phase 4  - step 1

Depending on the size of your company you can choose how many people you like to add to each job role.

*The job of communicator 1 and 2 are set but you can add more communicators in between that communicate the message from communicator 1 before it reaches communicator 2. The more the better!*
**STEP 1**

Let the first player pick a card from the pile of Garment Cards (A). The player writes out a short description on the description card (B+C).

**STEP 2**

PLAYER 2  Chooses from the 3 different color cards (D) the card that fits the description best.

PLAYER 3  Chooses from the 3 different print cards (E) the card that fits the description best.

PLAYER 4  Chooses from the 3 different silhouette cards (F) the card that fits the description best.

**STEP 3**

PLAYER 5  The next player gets to see all three cards for two seconds. Three possible samples (G) are shown and the player chooses the one that matches his memory of the cards best.

**Result:**

A final garment choice made by Player 5 and will be given to the Supplier in Phase 3 of the game.
**STEP 1**

The audio message on the USB stick (H) is being played **one time** for Player 6.
After hearing the message it has to be communicated to the next player.
(Note: here you can decided how many employees you’d like to have play along, the more the better!).

**STEP 2**

When the final player receives the message it has to decide how many styles are being ordered and which style. Then whispers this information to the next player: **Supplier**

**STEP 1**

The supplier receives the Garment Card from Phase 1 and the message from Phase 2, Step 2. The supplier gets the order for (I+C) and fills this in as clear as possible.

**STEP 1**

The Producer receives the bullet point bord (order form) and all the garment cards, color cards, print card, silhouette cards and has to choose which ones fit the bullet point bord the best. (A + D + E + F + I)

**Result:**

The final outcome of the Producer will be checked with the card Player 1 chose from the box.

Lets see how clear the message is being translate through-out all the chains!
And these are not even all the options that can be set up by the players in the game! Will the perfect match be reached?
The order form from the producer that will be handed over to the supplier who makes the final decisions.
This is the final outcome and will be analyzed and crossed with all the information and choices being made before the Producer.