


Issuing party LongPack Co., Ltd. Location: Shanghai, China Email info@longpack.com Website www.longpack.com	To Nicky Schubert Company Nicky Schubert Email info@talebones.net		Notes:	No. Q27723		
				Date 2024/11/29	Version 2.0	
				Project Name. Talebones:A Dark Fantasy TTRPG		
	Telephone number			Country Germany		
		Prepared By. Vinnie Wang				

Delivery Terms: **Ex-work**


Quotation valid from:	2024/11/29
Quotation valid until:	2024/12/29

Game specific list								Cost breakdown per set @ quantity				
ID	ITEM	Qty	SIZE	MATERIAL	PRINTING	FINISHING	NOTES	1,000	1,500	2,000	3,000	language plate change cost
1	RPG BOOK	1	215.9x279.4mm	cover:4pp+Ends sheet:8pp+inner:192pp cover: 157g gloss paper+2mm board 4C/0C Ends sheet:200g gloss paper 4C/0C Inner:128matte paper 4C/4C	4C/4C	Lock line hardcover, plug cloth,2 ribbons Cover:matte lamination End paper +Inner:Matte varnish	shrink wrap for each book, and then pack into the master cartons directly	\$2.20	\$2.08	\$1.87	\$1.55	\$1,260.00
2	Cards	50	63.5x88.9mm	300gsm white core card	4C/4C	Glossy varnish,round coner	Cello into one deck,then out in the shipping carton	\$0.41	\$0.40	\$0.38	\$0.35	
10	Amount							\$2.61	\$2.48	\$2.26	\$1.90	\$1,260.00
							One set digital sample to one destination:	\$200.00				

Game specific list								Cost breakdown per set @ quantity
ID	ITEM	Qty	SIZE	MATERIAL	PRINTING	FINISHING	NOTES	100
2	Cards	50	63.5x88.9mm	300gsm white core card	4C/4C	Glossy varnish,round coner	Cello into one deck,then put in the shipping carton	\$3.27

General Production Schedule




Issuing party LongPack Co., Ltd. Location: Shanghai, China Email info@longpack.com Website www.longpack.com	To Nicky Schubert Company Nicky Schubert Email info@talebones.net		Notes:	No. Q27723		
				Date 2024/11/29	Version 2.0	
				Project Name. Talebones:A Dark Fantasy TTRPG		
				Prepared By. Vinnie Wang		
	Telephone number	Country Germany				

Delivery Terms: **Ex-work**

Quotation valid from:	2024/11/29
Quotation valid until:	2024/12/29

Design Verification (Check and approve)	Dependent on receipt of all files	Initial step to confirm all files, artwork and designs are viable for quality manufacturing. To conform to LongPack's file requirement guidelines, the client will be required to provide and upgrade the files iteratively. Please see here for more details: http://www.longpackgames.com/resources/	1.1 Upload print files, component designs, and component spec sheet to LongPack (via Dropbox, WeTransfer or Google Drive). 1.3 Amend and renew print files and component designs as necessary. 1.5 E-proof confirmation.	1.2 Analyze print files, component designs, and component spec sheet for production feasibility; Provide forehanded feedback on design engineering change; Provide Design For Manufacturability (DFM) report. 1.4 Upload E-proof for print files upon approval.	DFM
	2 weeks Additional time may be required to accommodate change requests or for complex, custom projects	Create a physical Pre-Production Sample (PPS). This includes a full set of (normally) digital prints and sample components. This is CRITICAL as PPS approval is the final verification check prior to mass production. Due to different production methods in sampling versus mass production, digital and component samples may vary slightly from final production. Please refer to the Instruction of Pre-Production Sample (IPPS) for detail.	2.1 Confirm sample quantity and provide shipping address. 2.3 Setup PPS review meeting with your LongPack Account Manager. 2.4 Submit feedback and/or Engineering Change Notice (ECN). 2.6 Approve ECN (if any).	2.2 Create pre-production sample (PPS) and component sample. Send client PPS and the Instruction of PPS by express airmail. (Instruction of PPS). 2.5 Process Engineering Change Notice (ECN) and submit to client for approval.	PPS IPPS docs



Issuing party LongPack Co., Ltd. Location: Shanghai, China Email info@longpack.com Website www.longpack.com	To Nicky Schubert Company Nicky Schubert Email info@talebones.net		Notes:	No. Q27723		
				Date 2024/11/29	Version 2.0	
				Project Name. Talebones:A Dark Fantasy TTRPG		
				Prepared By. Vinnie Wang		
	Telephone number	Country Germany				


Delivery Terms: **Ex-work**

Mass Production	8-10 weeks	Full-scale mass production step. We will provide a Mass Production Sample (MPS) to you in 4 to 6 weeks for approval. Upon approval, we will complete mass production within 2 to 4 weeks.	3.2 Provide and approve shipping plan, including any changes to shipping costs, where appropriate (if any). 3.4 Setup MPS review meeting with your LongPack Account Manager. 3.5 Review and approve MPS and pay the balance.	3.1 Begin mass production upon client's approval of the PPS. 3.3 Provide Mass Production Sample (MPS) and its Instruction. 3.6 Complete mass production, ready for shipping.	1.Mass Production Sample 2.Instruction of Mass Production Sample (IMPS)
	1 week	Execute shipping plan.		4.1 Execute shipping plan and provide shipping documents.	Shipping documents

Terms & Conditions

Shipping time	Shipping by boat is estimated to take 30-50 days when handled by LongPack Games' shipping services, depending on location (ask your account manager for more info).
FOB / Sea freight	FOB/Sea freight costs are calculated for 1 shipment to 1 destination. If the shipment is to be split for multiple destinations, please inform your account manager in advance.
Customs Check Cost	All related government/customs check costs (inside and outside of China) will be covered by the customer, not LongPack, as our quotes do not include these costs. This relates to all deliveries terms of Ex-work,FOB,CIF,DDU and DDP.
Packaging	All games will be shrinkwrapped before being transferred into shipping boxes, and can be loaded onto pallets upon request.
Payment terms	50% deposit is required upon order confirmation. The remaining balance is to be paid after confirmation of production samples but before partial or full deliveries . 100% pre-payment is required for tooling costs. Currency: USD (United States Dollars)
Local delivery	A local delivery window to the shipping forwarder of 5-10 days will be advised, upon the completion of mass production.
Tooling costs	In order to clarify the responsibilities and obligations of LongPack and our client(s) for the development of molds; please refer to our Mold Development Agreement. Please sign this agreement and send it back to us. (Please note: this agreement applies to all molds developed by LongPack for our customers including past projects).
Warranty policy	All products manufactured by LongPack Ltd. are warranted under our warranty policy; for more details on the terms and conditions, please refer to our website: https://www.longpackgames.com/wp-content/uploads/2022/04/Warranty-Policy.pdf
Testing	LongPack Games can provide testing certification (costs to be paid by the customer) for games requiring this; please ask your account manager for more information.
Quotation validity	All prices quoted are valid for 30 days from date and subject to change according to market fluctuation in material and freight costs, as well as currency exchange fluctuations.
Quotation Confirmation Validity	Upon signing of this quotation, this quote is confirmed on the condition that mass production starts within 90 days from the signing date. If you expect the period between signing date and mass production to exceed 90 days, AND you still want to lock-in this price, please consult with your account manager about our price lock-in policy. (We will not execute our price lock-in policy without your signature on << Price Lock-In Policy >> whether the pre-payment is made or not)



Issuing party LongPack Co., Ltd. Location: Shanghai, China Email info@longpack.com Website www.longpack.com	To Nicky Schubert Company Nicky Schubert Email info@talebones.net		Notes:	No. Q27723		
				Date 2024/11/29	Version 2.0	
				Project Name. Talebones:A Dark Fantasy TTRPG		
				Prepared By. Vinnie Wang		
		Telephone number	Country Germany	Quotation valid from: 2024/11/29		
				Quotation valid until: 2024/12/29		

Delivery Terms: **Ex-work**

Artwork	All artwork will be checked and approved by LongPack Games and must adhere to the requirements as specified in the Artwork Guidelines document to qualify for production.
Marking	The client is responsible for including barcodes, safety markings, symbols and logos. A LongPack production batch number (LongPack xxxx-xxx) will be added next to the box barcode.
Overproduction	0-1% over production (max. 100 games) is anticipated, though not guaranteed, free of charge, to cover any potential defects of delivered products. of delivered production.
Marketing	Your project may be used by LongPack Games for marketing and promotional purposes both on- and offline, unless explicitly requested otherwise.
Warehousing Fee	We provide free warehousing for 4 weeks after assembly is completed. If your product remains in our warehouse after 4 weeks, we will charge \$6 USD per pallet, per week.
China Domestic Delivery Notice	If you intend to deliver your final goods in China domestically, please refer to https://www.longpackgames.com/wp-content/uploads/2023/resources/ChinaDomesticDeliveryNotice-1.pdf
License and Copyright	You are responsible for ensuring you hold the legal right, license or copyright for all products LongPack Games is to manufacture on your behalf. We are not responsible for any losses or damages resulting from intellectual property rights disputes.

We care about and value you!

Our account manager will handle the daily needs for your project. However, if you have any problems or concerns with the communication, service, quotation, order manufacturing, quality or shipping that our account manager hasn't been able to resolve, then please contact customer success team at help@longpack.com

LongPack Co., Ltd.

Sign *Vinnie Wang*

Sign

