



A3 DTF Printer Challenge

Gamified educational initiative by **am.co.za**



GRIDGAME: Learn the Machine. Beat the Clock, and WIN!

GRIDGAME is a gamified educational initiative by **am.co.za**® where teams test their engineering, diagnostic, and problem-solving skills in a hands-on machine challenge. In the first game, teams receive an A3 DTF Printer to disassemble, reassemble, and operate within 10 working days. Teams of 1–5 players work independently in secure workspaces during official hours.

Entry Fee: R10,000 per team. *This may be waived for selected launch or promotional games.*

If you can learn the machine and beat the Clock, you get to keep the DTF Machine.



Game Structure & Levels

Level 0: Day 1

Training & Orientation

- Facility tour, showroom overview, and business insights.
- Training on software installation, machine configuration, firmware backup, colour management, white ink printing, powder application, and heat pressing.
- No machine issued on this day.

Level 1: Days 2 & 3

Testing & Disassembly

- Receive the fully functional A3 DTF printer.
- Test and verify operation based on Day 1 training.
- Disassemble into smallest functional units (e.g., remove belts/gears from motors but do not destroy motor function).
- Organise parts using provided/own containers.

Elimination - If not fully disassembled by end of Day 3 (16:00), the team is eliminated.

Level 2: Days 4–6

Reassembly

- Reassemble the printer to original, fully functional condition.
- Address missing/broken parts by purchasing replacements from our online store or AM counter.
- ****Elimination:**** If the machine is not fully operational by end of Day 6 (16:00), the team is eliminated.

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Level 3: Days 7–10

Operation & Final Production

- Receive additional components (printhead, inks, printing medium, software).
 - Produce DTF films and a final finished product (using showroom powder applicator and heat press if needed).
 - Output must meet showroom quality standards.
- Successful production** of an acceptable final product by end of Day 10 (16:00) means Team Wins the GridGame Challenge & The Machine

Challenge Details

Entry Fee & Prizes	Required Equipment &	Location & Hours	Conduct, Safety & General
• Winners: Keep the fully functional A3 DTF printer*, software, and components. • Losers: Forfeit entry fee and all components. No refunds. • Entry Fee: R10,000 per team (payable in South African Rand). This may be waived for initial promotional games.	• Mandatory: Laptop (Windows OS with network port), at least two sturdy boxes/containers for parts. • Recommended: Multimeter, additional containers, personal tools. • Players are responsible for their own tools and must bring them daily. • Blank garment (e.g. T-Shirts) to produce final DTF print result on	• Mon-Fri: 07:30 - 16:00 • Saturday: 07:30 - 12:30z • Gridgame Location: am.co.za Sunnyrock HQ: 2 Makro Place, Sunnyrock, Germiston, 1401 • GPS: -26.167, 28.170	• Follow all safety instructions and use required PPE. • Work only in the assigned area. • No tampering with other teams' areas or machines. • Remote research, video calls, and multimedia are allowed. • No external person may enter the game area to assist.

*The prize will not be consider as normal sales therefore no warranty of whatsoever.

Team Details

Team Name		Team Captain No (User # Number below)		Official Use / Players Don't Fill This	
		Team Number	Official		
		Start Date	Official Cell		

#	Full Name	Surname	ID / Passport No.	Cell No.	Signature	Date (DD/MM/YY)
1						
2						
3						
4						
5						

By signing above, each participant confirms that they have read, understood, & agree to be bound by **this document**, the applicable game rules, all safety instructions, and **General Terms & Conditions For GridGame Participation Document** any briefing notes issued by the **am.co.za**®.



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