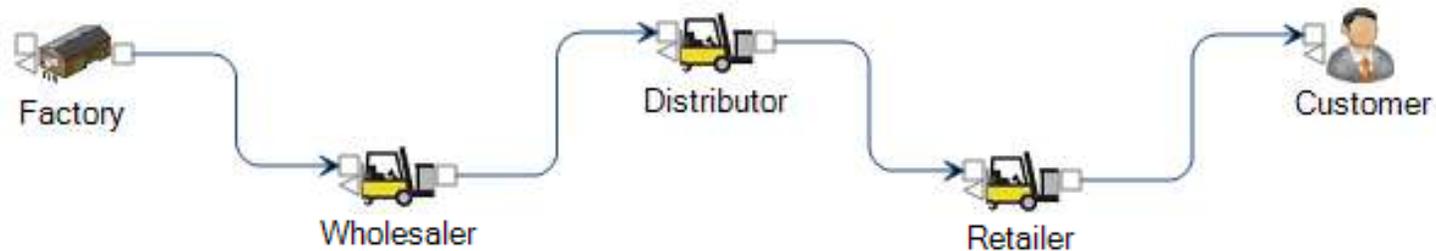


# BGOS: Beer Game on Steroids Tutorial



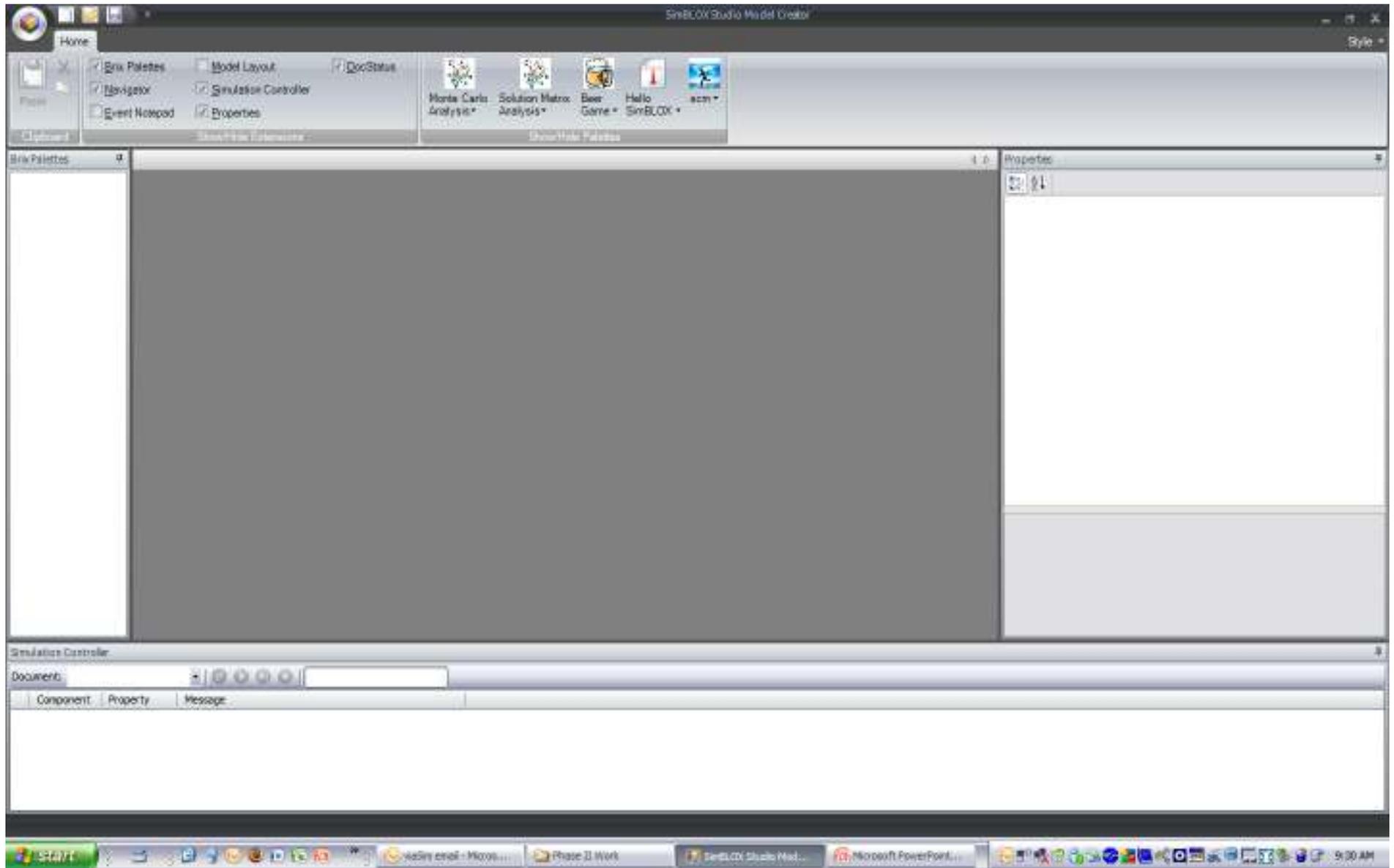
Created by:



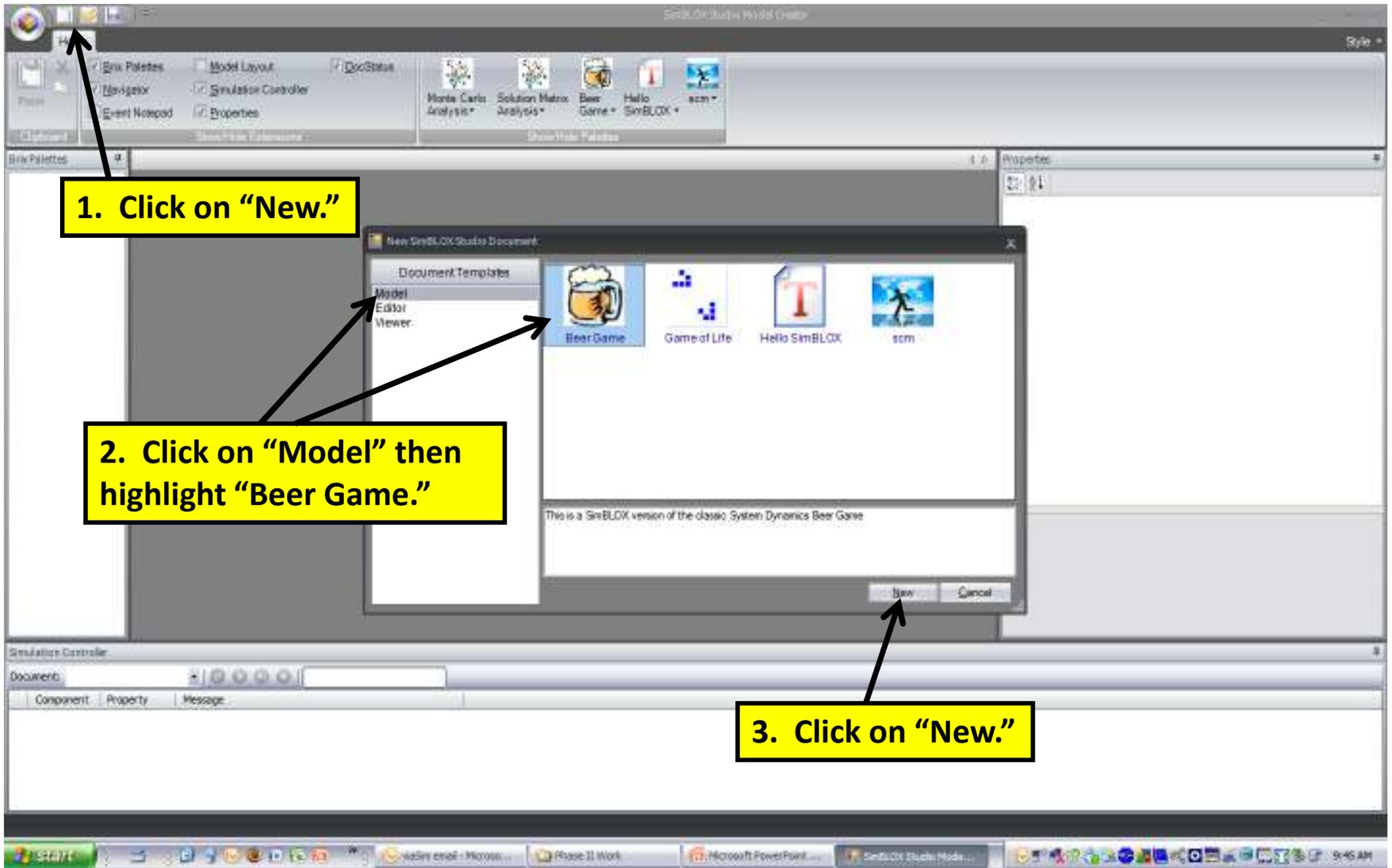
Powered by:

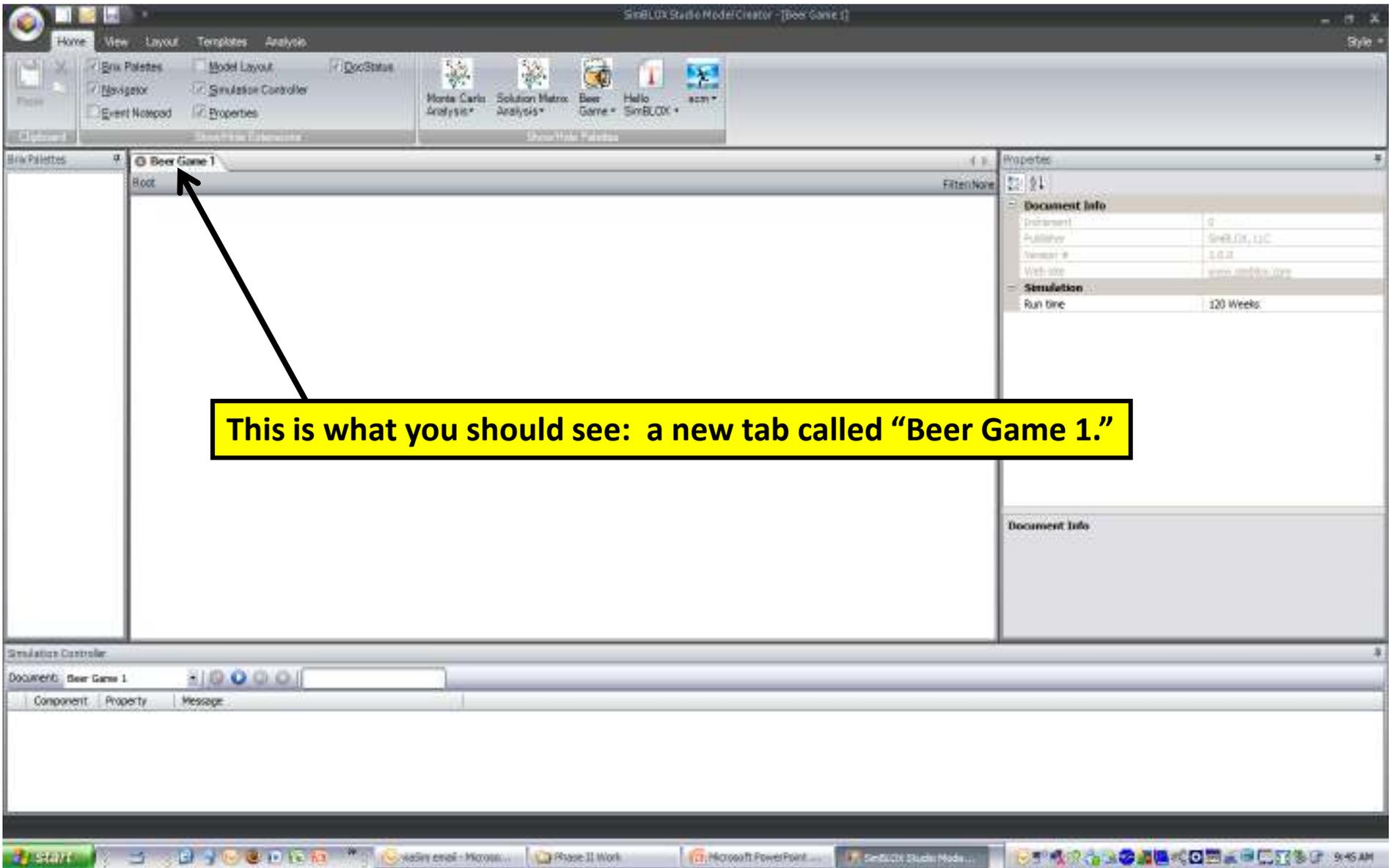


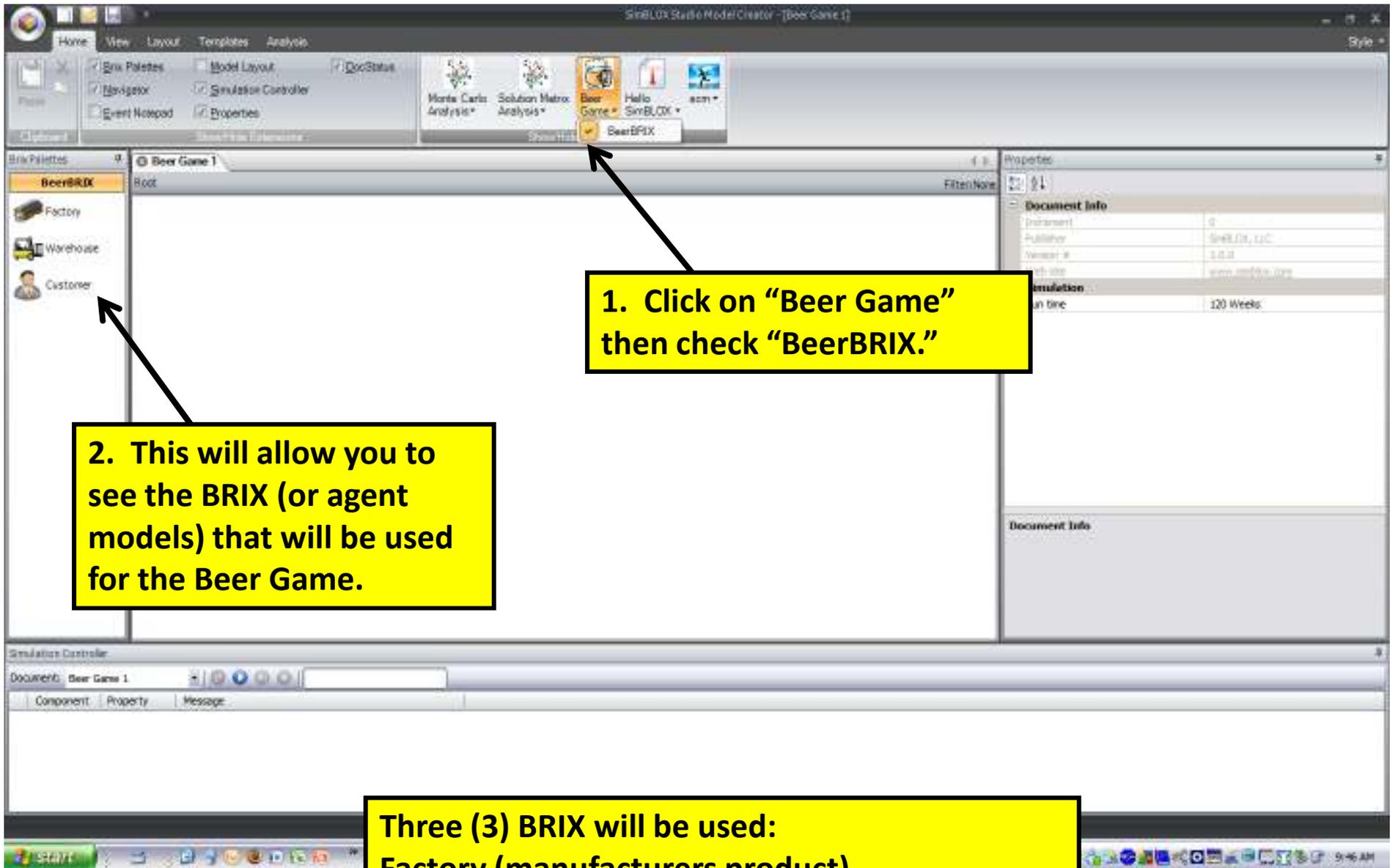




**This is what you should see when you open BGOS.**



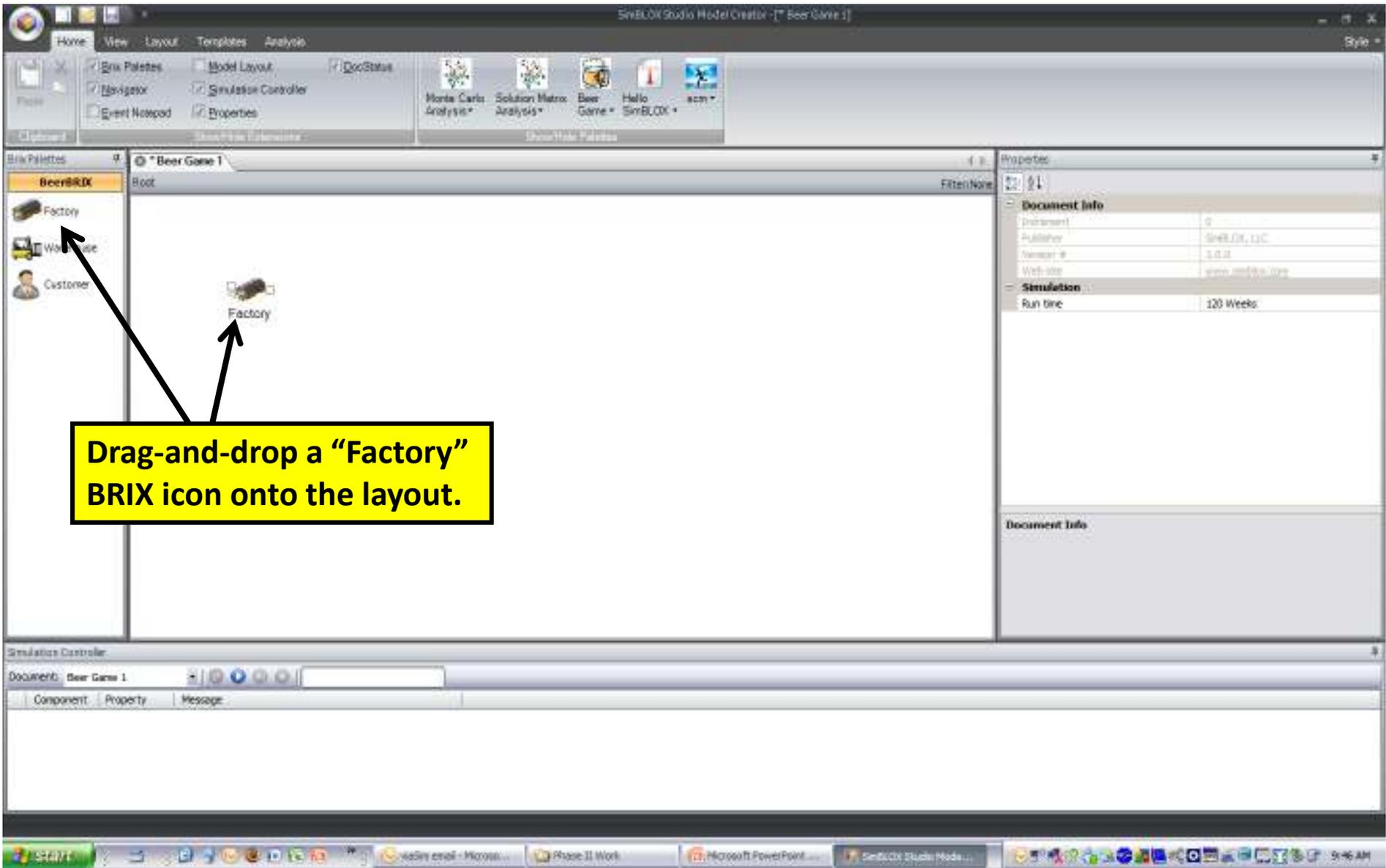


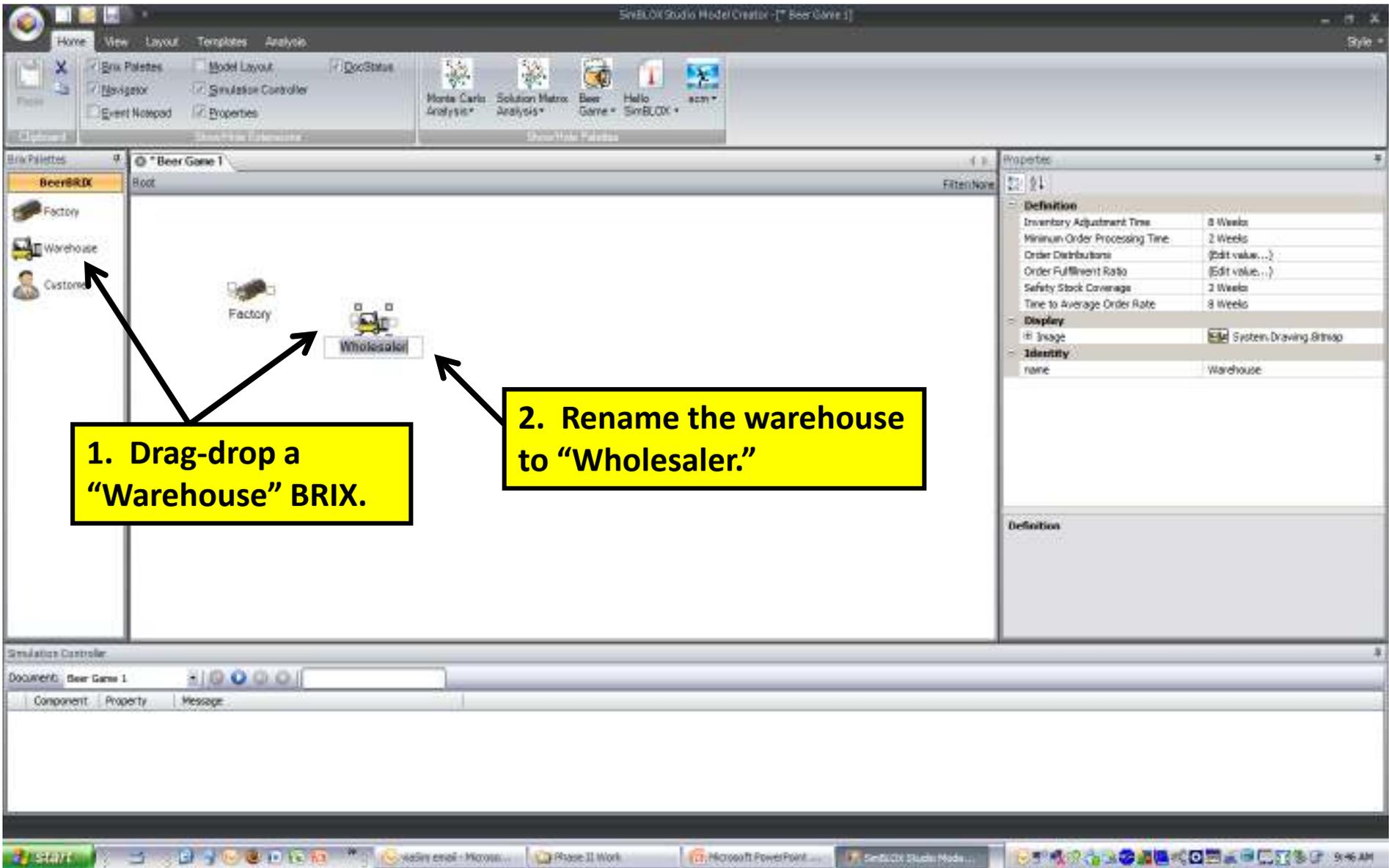


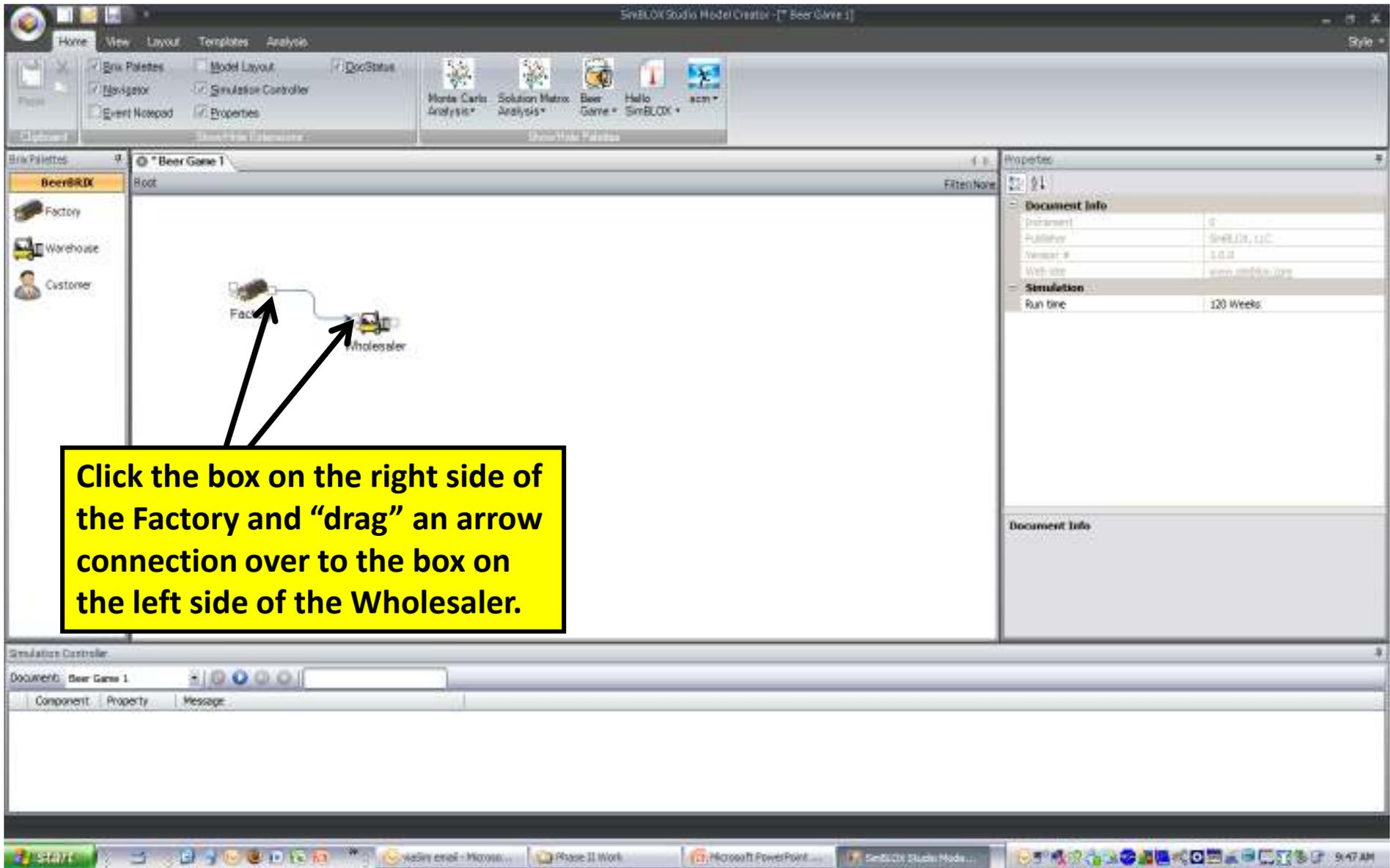
1. Click on "Beer Game" then check "BeerBRIX."

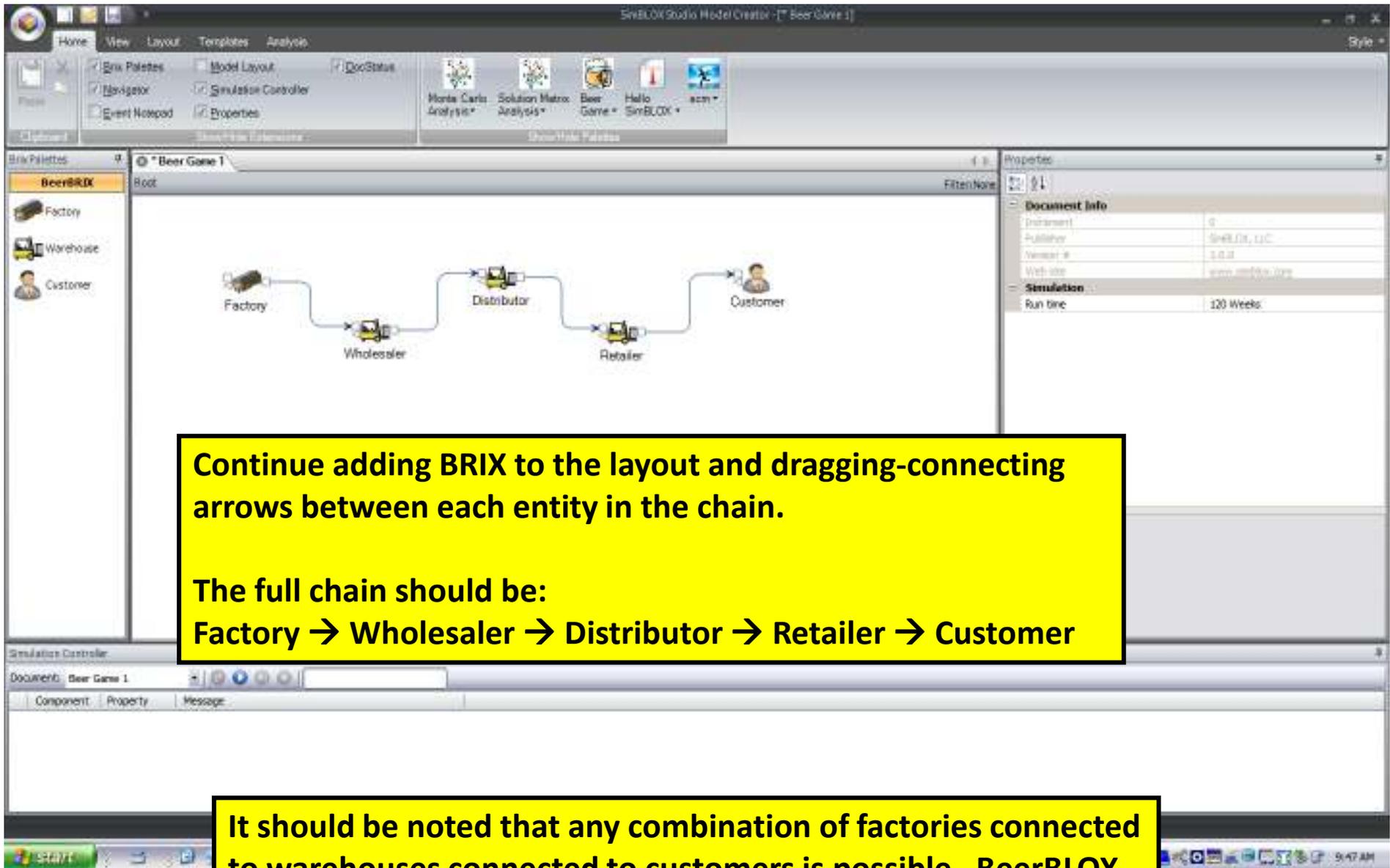
2. This will allow you to see the BRIX (or agent models) that will be used for the Beer Game.

Three (3) BRIX will be used:  
Factory (manufacturers product)  
Warehouse (stores product, no manufacturing)  
Customer (orders/receives the end product)





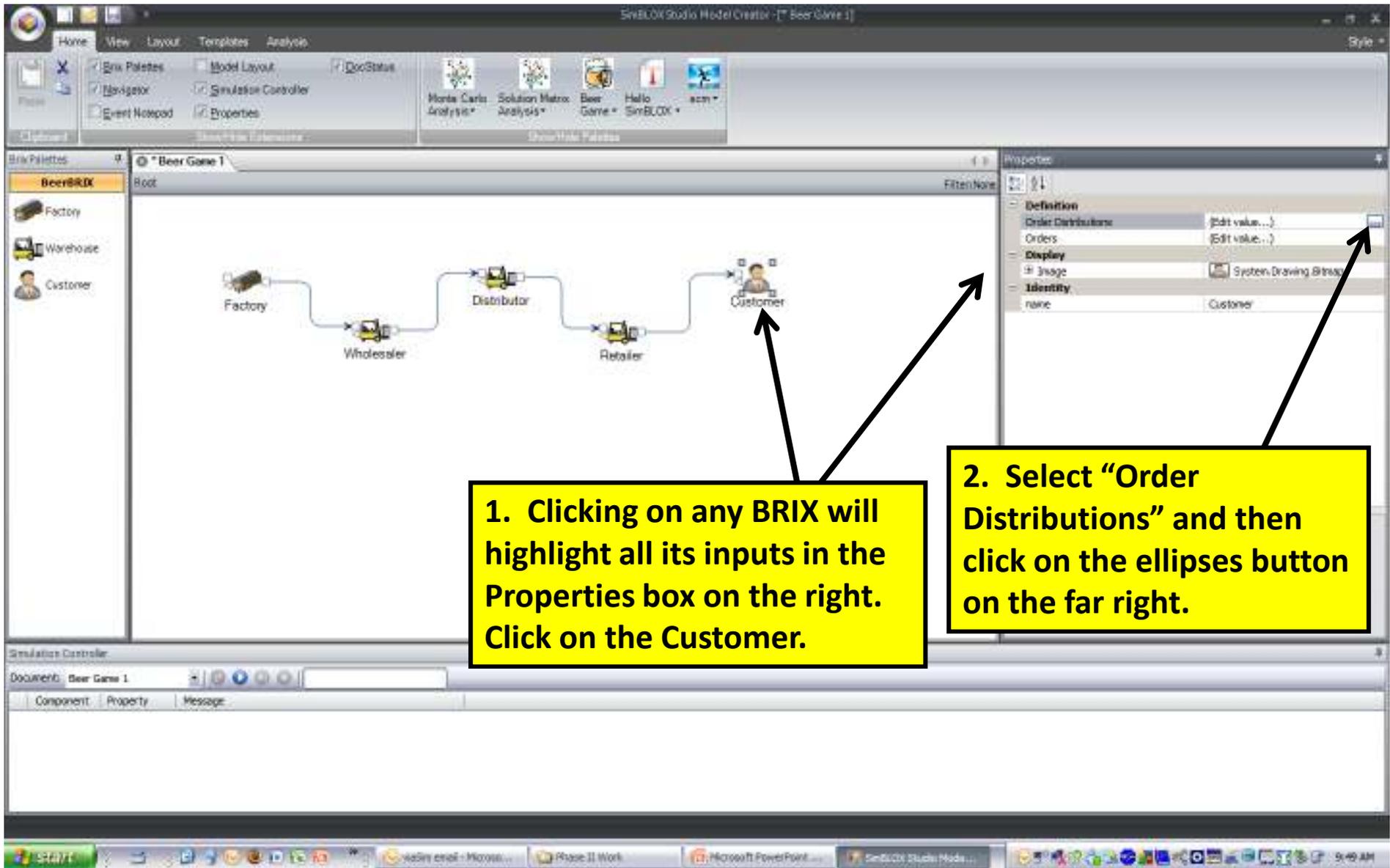




**Continue adding BRIX to the layout and dragging-connecting arrows between each entity in the chain.**

**The full chain should be:  
Factory → Wholesaler → Distributor → Retailer → Customer**

**It should be noted that any combination of factories connected to warehouses connected to customers is possible. BeerBLOX automatically aggregates orders/shipments accordingly if, for example, there are multiple customers connected to a single warehouse.**



**1. Clicking on any BRIX will highlight all its inputs in the Properties box on the right. Click on the Customer.**

**2. Select "Order Distributions" and then click on the ellipses button on the far right.**

The screenshot shows the SimBLOC Soda Model Creator interface. On the left, a 'BeerBRDX' palette lists 'Factory', 'Warehouse', and 'Customer'. The main workspace displays a supply chain diagram with 'Factory' connected to 'Wholesaler', which is connected to 'Customer'. An 'Edit Order Distributions' dialog box is open, showing a table with the following data:

Supplier	% of Orders
Retailer	100

A yellow callout box with a black border points to the '100' value in the table. The callout text reads: 'Set the “% of Orders” to 100, indicating that 100% of the Customer orders are going to the Retailer.'

On the right side of the interface, a 'Properties' panel shows the 'Identity' section with the name 'Customer'. Below it, a description for 'Order Distributions' states: 'Specifies how the orders to suppliers are distributed on a per-material basis.'

**In this case, if more than one Retailer was connected to the Customer, the Customer could distribute orders in any way and even change this distribution over time so that there is a shift in orders as the simulation progresses.**

The screenshot shows the Simulink 2014a Model Creator interface. The main workspace displays a supply chain model with entities: Factory, Wholesaler, and Customer. A dialog box titled "Edit Order Distributions" is open, showing a table with the following data:

Supplier	% of Orders
Wholesaler	100

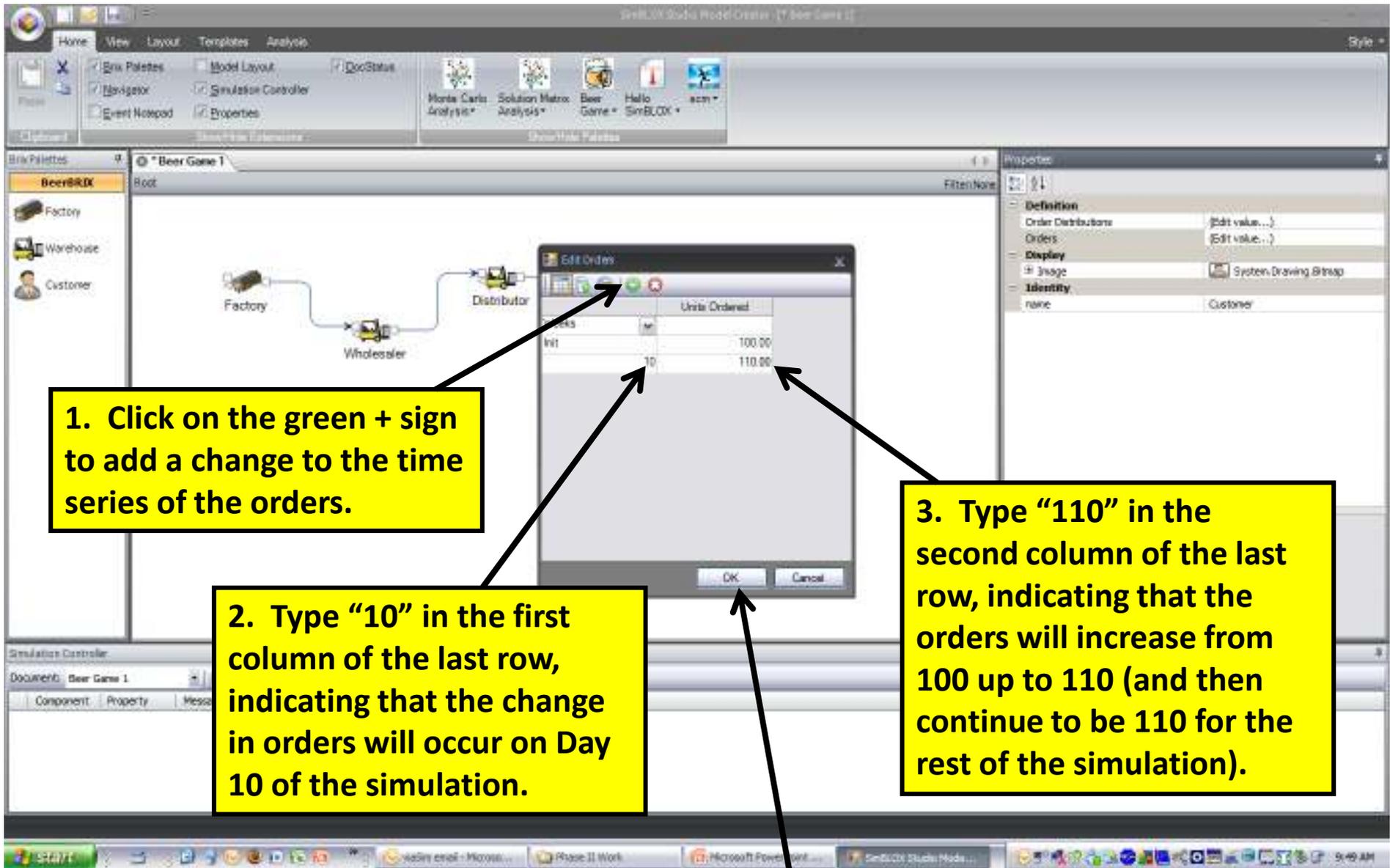
The value "100" in the "% of Orders" column is highlighted by a yellow callout box with the following text:

**Repeat this process of setting order distributions to 100% for each entity in the model that has a supplier attached to it. In this case, this is required for:**

- Customer**
- Retailer**
- Distributor**
- Wholesaler**

1. Click on the Customer again to show its inputs.

2. Select "Orders" and then click on the ellipses button on the far right.



1. Click on the green + sign to add a change to the time series of the orders.

2. Type "10" in the first column of the last row, indicating that the change in orders will occur on Day 10 of the simulation.

3. Type "110" in the second column of the last row, indicating that the orders will increase from 100 up to 110 (and then continue to be 110 for the rest of the simulation).

4. Click OK to accept the change.

SimBLOK Studio Model Creator - [\* Beer Game 1]

Home View Layout Templates Analysis

File Palettes Model Layout DocStatus  
Navigator Simulator Controller  
Event Notepad Properties

Monte Carlo Analysis\* Solution Matrix Analysis\* Beer Game\* Hello SimBLOK\* etc\*

BeerBRX  
Factory  
Warehouse  
Customer

\* Beer Game 1  
Root FilterNone

```
graph LR; Factory --> Wholesaler; Wholesaler --> Distributor; Distributor --> Retailer; Retailer --> Customer;
```

Properties

- Definition
  - Order Distributions [Edit value...]
  - Orders [Edit value...]
- Display
  - Image [System Drawing Bitmap]
- Identity
  - name Customer

Orders  
Defines the orderbook profile (in units per week).

Simulate Controller

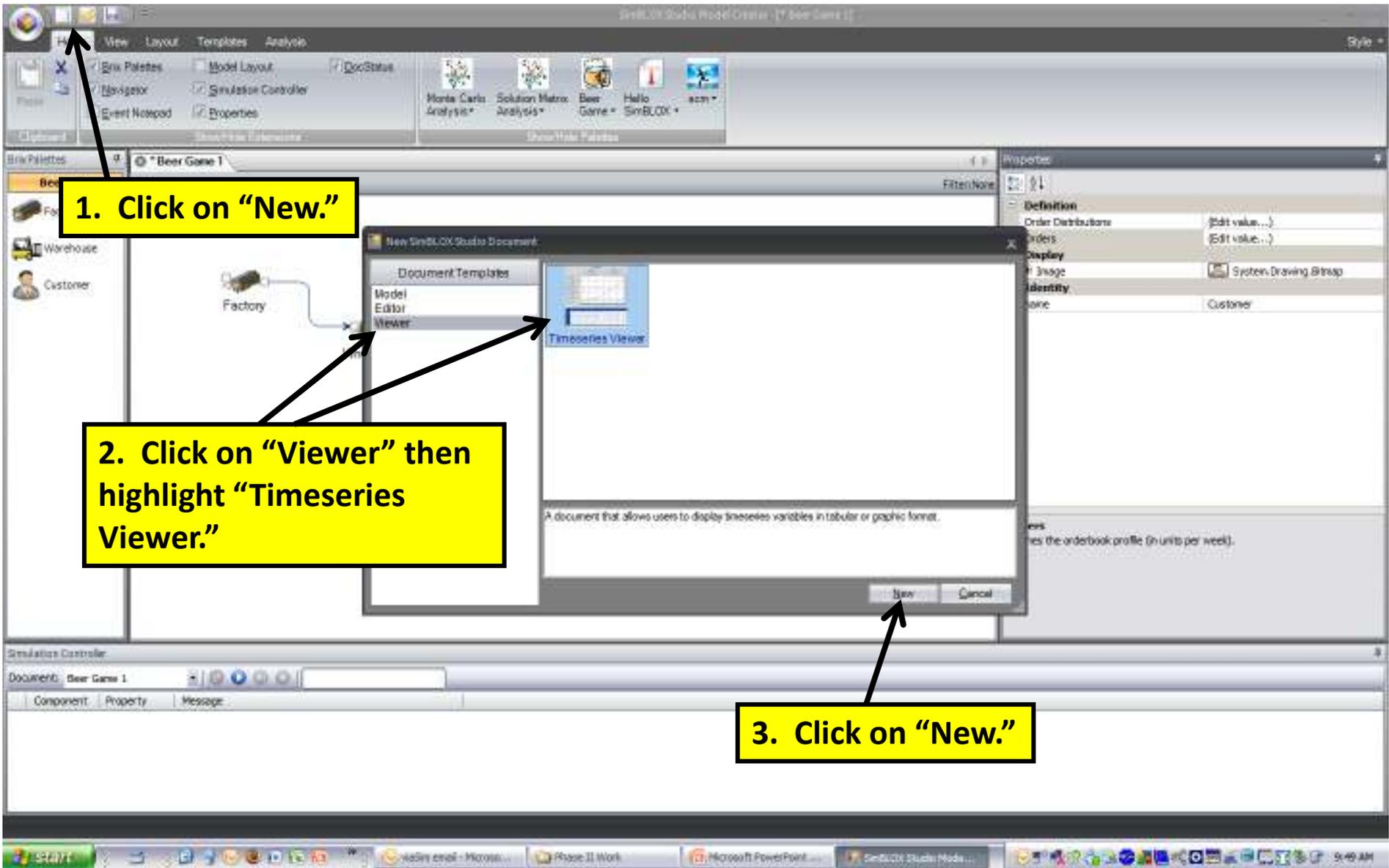
Document: Beer Game 1

Component Property Message

3471

ready excel - Microsoft... Phase II Work Microsoft PowerPoint... SimBLOK Studio Model... 9:48 AM

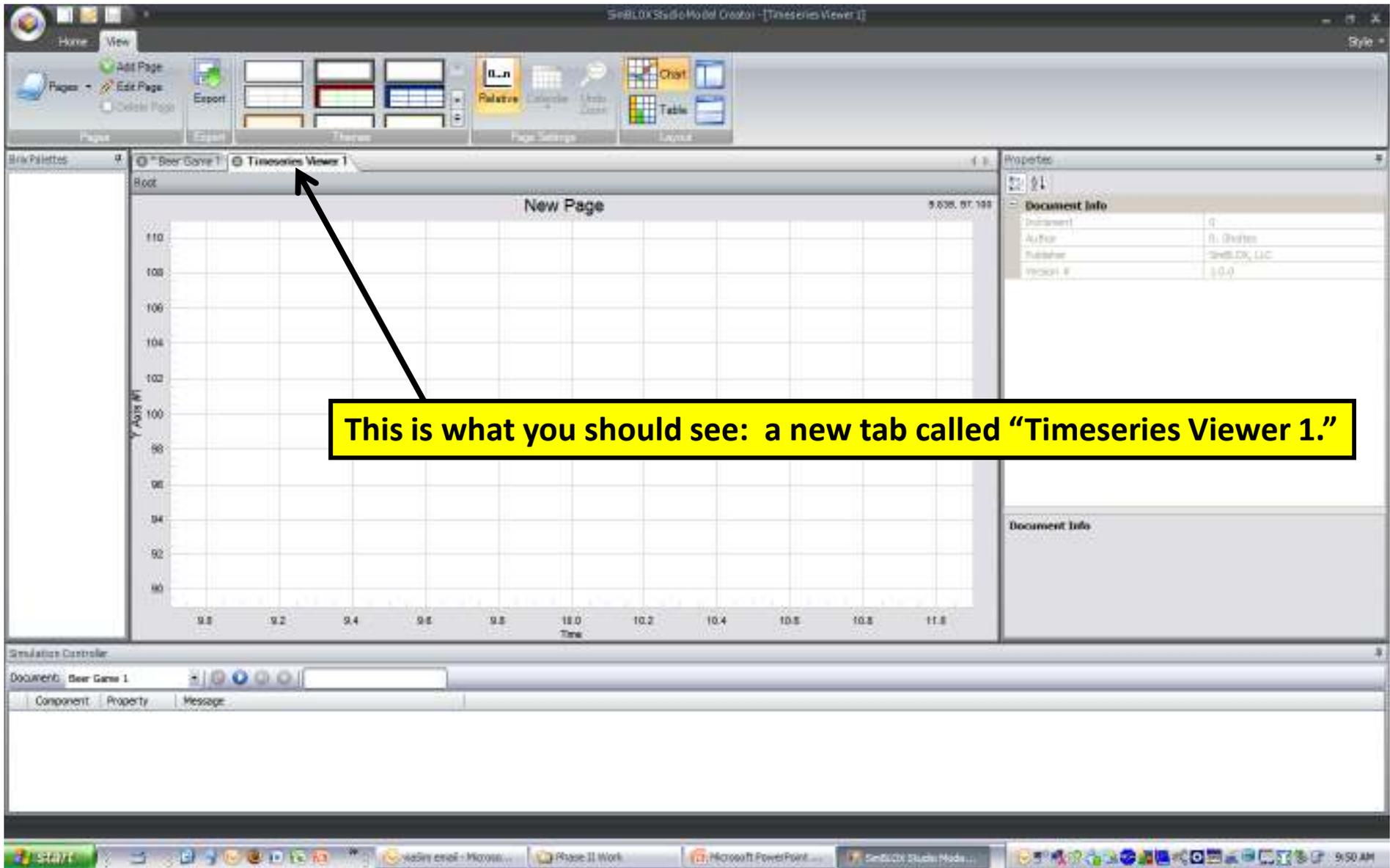
**The model is now ready to be simulated.**



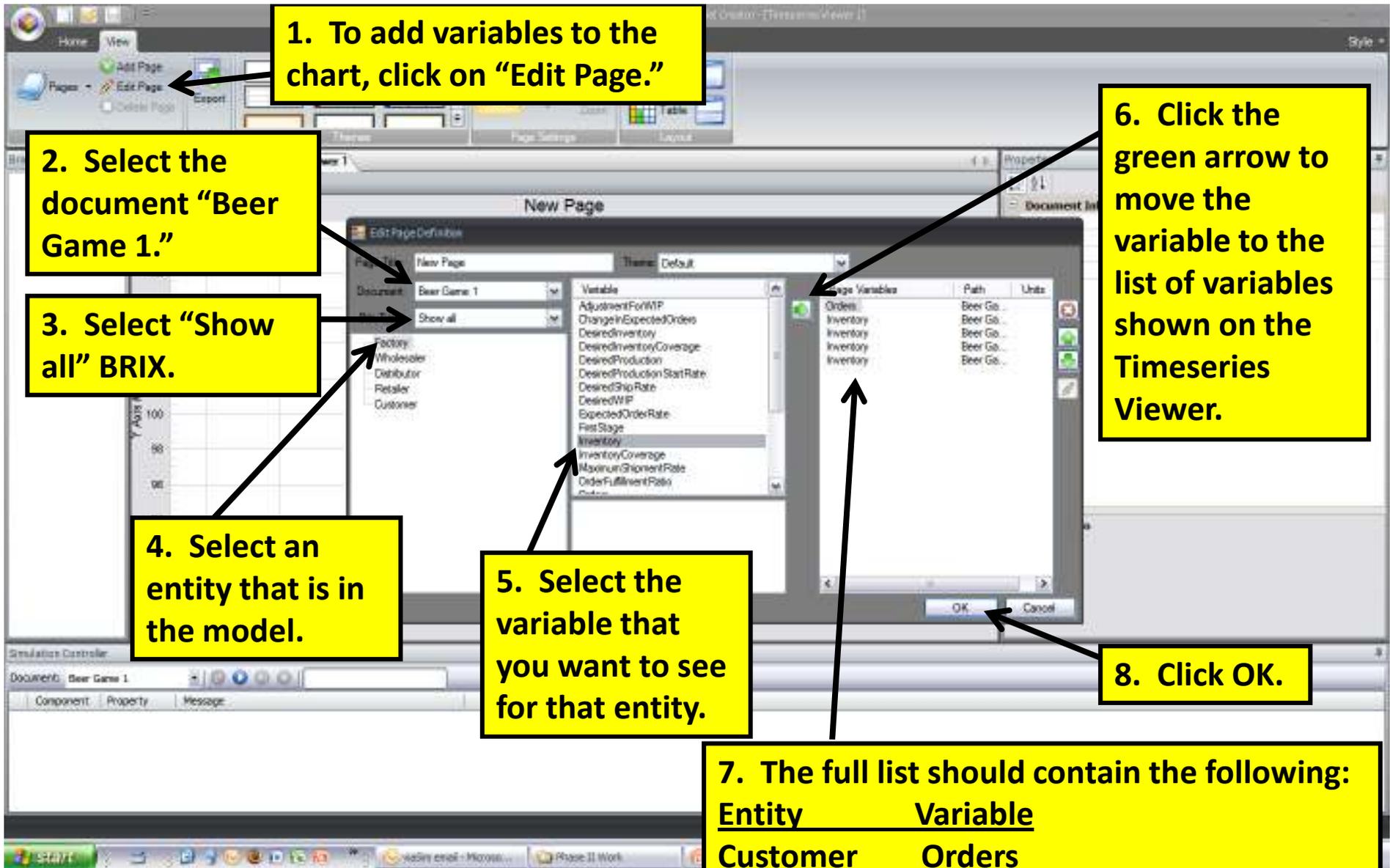
1. Click on "New."

2. Click on "Viewer" then highlight "Timeseries Viewer."

3. Click on "New."



**This is what you should see: a new tab called "Timeseries Viewer 1."**



1. To add variables to the chart, click on "Edit Page."

2. Select the document "Beer Game 1."

3. Select "Show all" BRIX.

4. Select an entity that is in the model.

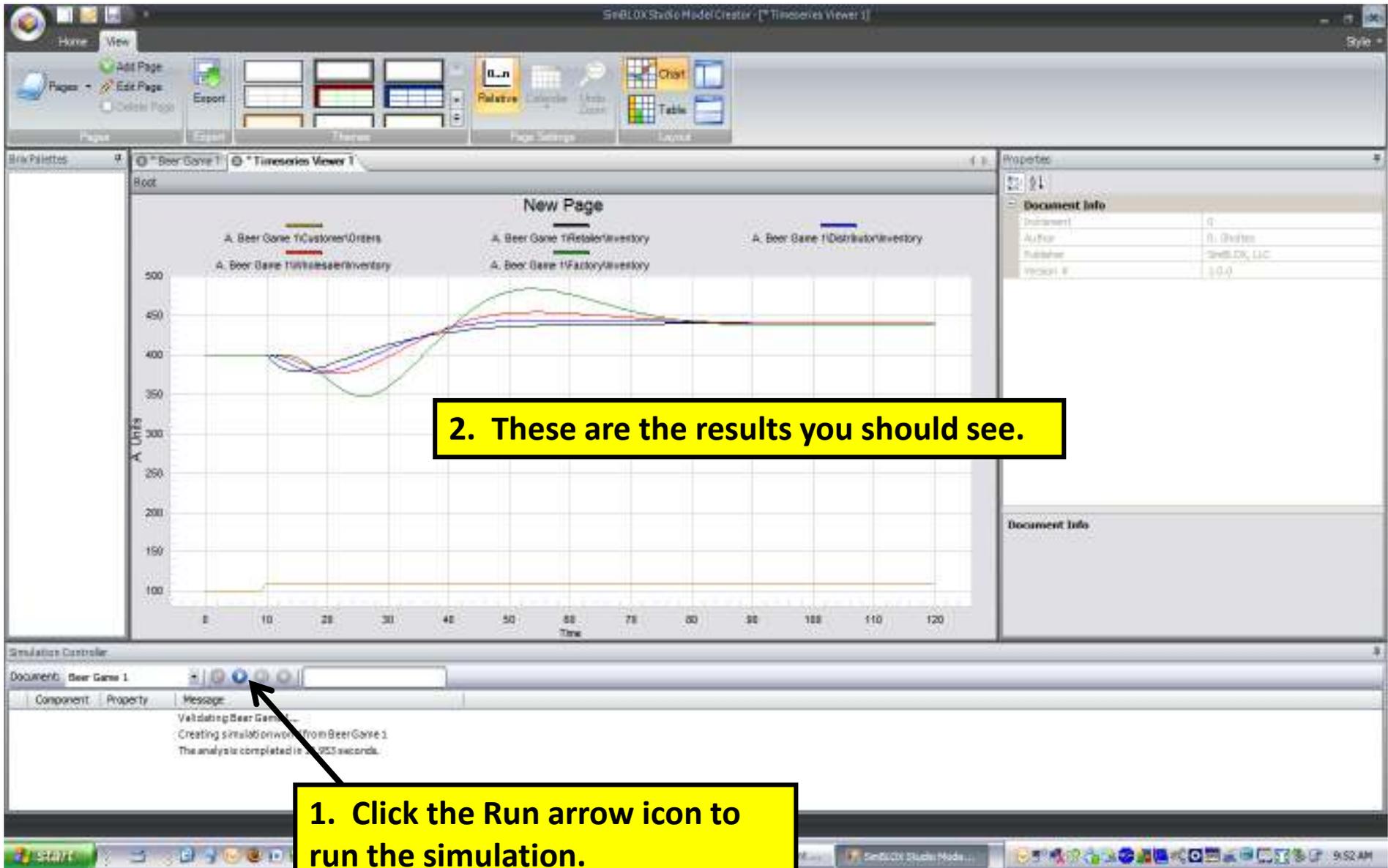
5. Select the variable that you want to see for that entity.

6. Click the green arrow to move the variable to the list of variables shown on the Timeseries Viewer.

8. Click OK.

7. The full list should contain the following:

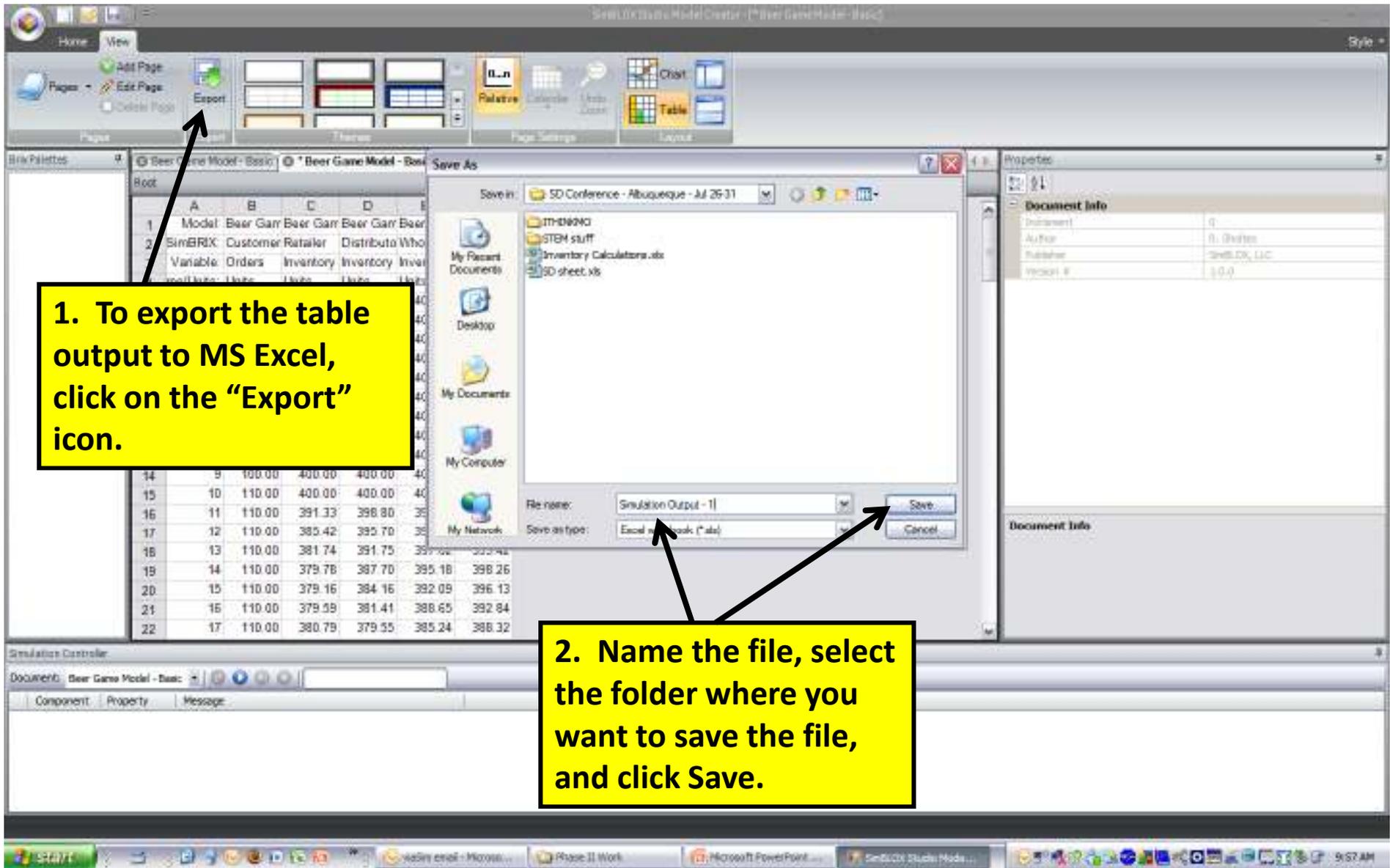
<u>Entity</u>	<u>Variable</u>
Customer	Orders
Retailer	Inventory
Distributor	Inventory
Wholesaler	Inventory
Factory	Inventory



The screenshot shows the SimBLOX Studio Model Creator interface. The main workspace displays a data table with the following content:

	A	B	C	D	E	F
1	Model:	Beer Gam	Beer Gam	Beer Gam	Beer Gam	Beer Gam
2	SimBRIX:	Customer	Retailer	Distributo	Wholesale	Factory
3	Variable:	Orders	Inventory	Inventory	Inventory	Inventory
4	ma/Units:	Units	Units	Units	Units	Units
5	Init	100.00	400.00	400.00	400.00	400.00
6	1	100.00	400.00	400.00	400.00	400.00
7	2	100.00	400.00	400.00	400.00	400.00
8	3	100.00	400.00	400.00	400.00	400.00
9	4	100.00	400.00	400.00	400.00	400.00
10	5	100.00	400.00	400.00	400.00	400.00
11	6	100.00	400.00	400.00	400.00	400.00
12	7	100.00	400.00	400.00	400.00	400.00
13	8	100.00	400.00	400.00	400.00	400.00
14	9	100.00	400.00	400.00	400.00	400.00
15	10	110.00	400.00	400.00	400.00	400.00
16	11	110.00	391.33	398.80	399.90	400.00
17	12	110.00	385.42	395.70	399.21	399.89
18	13	110.00	381.74	391.75	397.62	399.42
19	14	110.00	379.78	387.70	395.18	398.26
20	15	110.00	379.16	384.16	392.09	396.13
21	16	110.00	379.59	381.41	388.65	392.84
22	17	110.00	380.79	379.55	385.24	388.32

The toolbar at the top contains icons for 'Table' and 'Chart'. A yellow callout box with a black border points to the 'Table' icon, containing the text: "To see the output in table form, select the 'Table' icon."



The screenshot displays the SimBLOX Studio Model Creator interface. The main window shows a time series chart titled "New Page" with the y-axis labeled "A Units" (ranging from 100 to 500) and the x-axis labeled "Time" (ranging from 0 to 120). The chart contains five data series: "A. Beer Game 1 Customer Inventory" (yellow), "A. Beer Game 1 Retailer Inventory" (red), "A. Beer Game 1 Distributor Inventory" (blue), "A. Beer Game 1 Wholesaler Inventory" (green), and "A. Beer Game 1 Factory Inventory" (purple). A yellow callout box with a black border contains the text: "To get back to the chart view for the output, click on the 'Chart' icon." An arrow points from this box to the "Chart" icon in the top toolbar. The toolbar also includes icons for "Table" and "Layout". The right sidebar shows "Document Info" with fields for Document, Author, Publisher, and Version. The bottom status bar shows "Simulation Controller" with a message log.

Document Info

Document	0
Author	B. Givites
Publisher	SimBLOX, LLC
Version	1.0.0

Simulation Controller

Document: Beer Game 1

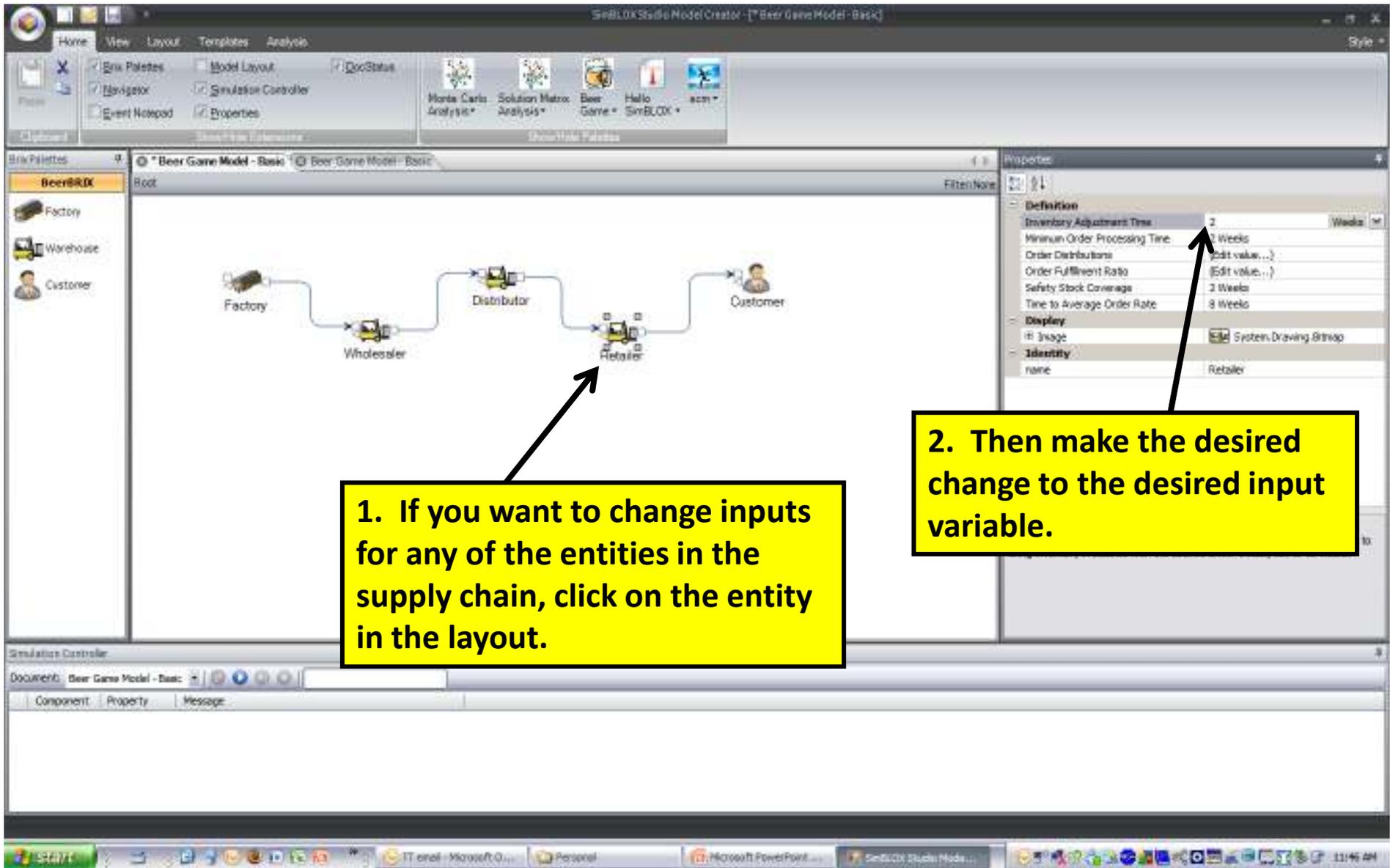
Component	Property	Message
		Validating Beer Game 1...
		Creating simulation world from Beer Game 1
		The analysis completed in 15.953 seconds.

9:52 AM

The screenshot displays the SimBLOX Studio ModelCreator interface. The main workspace shows a flow diagram of a Beer Game Model with components: Factory, Wholesaler, Distributor, Retailer, and Customer. A yellow callout box with a black border contains the following text:

**To get back to the model, select the tab for the model. In this case, the model was saved as "Beer Game Model - Basic.blx" and the viewer was saved as "Beer Game Model - Basic.viewer."**

The interface includes a menu bar (Home, View, Layout, Templates, Analysis), a toolbar with icons for various analysis tools (Monte Carlo Analysis, Solution Matrix Analysis, Beer Game, Hello SimBLOX, etc.), a left sidebar with a 'Brx Palettes' panel, a top toolbar with 'Clipboard', 'Navigator', and 'Event Notepad', and a right sidebar with a 'Properties' panel. The 'Properties' panel shows document information (Document, Publisher, Version, Web site) and simulation parameters (Run time: 120 Weeks). The bottom of the window features a 'Simulation Controller' panel and a Windows taskbar with various open applications.



SimBLOX Studio Model Creator - [Beer Game Model - Basic]

Home View

Pages: Add Page, Edit Page, Delete Page

Export

Themes

Page Settings: Relative, Absolute, Grid Lines

Layout: Chart, Table

Root

New Page

A. Beer Game Model - BasicCustomerOrders  
A. Beer Game Model - BasicRetailerInventory  
A. Beer Game Model - BasicDistributorInventory  
A. Beer Game Model - BasicWholesalerInventory  
A. Beer Game Model - BasicFactoryInventory

500  
450  
400  
350  
300  
250  
200  
150  
100

0 10 20 30 40 50 60 70 80 90 100 110 120

A Units

Time

Document Info

Document	0
Author	B. Givites
Publisher	SimBLOX, LLC
Version #	1.0.0

Document Info

Simulation Controller

Document: Beer Game Model - Basic

Component	Property	Message
		Validating Beer Game Model - Basic...
		Creating simulation on world from Beer Game Model - Basic
		The analysis is completed in 15.934 seconds.
		Validating Beer Game Model - Basic...
		Creating simulation on world from Beer Game Model - Basic
		The analysis is completed in 15.936 seconds.

11:34 AM

**Re-run the simulation and see the new results.**

For more information, please contact:



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