How to make and deliver Components for One-Stop-Games

Please create your data according our specifications. To achieve a perfect printed result. To avoid mistakes in the run-up, the following points are relevant for producing printing data:

1 Supported Platforms
Our preferred platform is Mac OSX

2 Supported Applications
Our Preferred lay-out application is Adobe InDesign (CS3). QuarkXpress (7.3) is also supported.

We prefer that you make your lay-out in a typical lay-out application like Adobe InDesign and not in Adobe Illustrator or Adobe Photoshop. Images can be prepared in eg Adobe Photoshop and vector drawings can be made with eg Adobe Illustrator. Later text, images and vector drawings are combined in the lay-out application.

High-res PDF files (press quality) can be processed but be aware that changes can not be made without the open data.
We prefer PDF 1.4 files or higher. PDF 1.3 files can cause problems when transparency is used. In our "Creating pdf-files" section on our website, we explain how to create pdf-files from each application.

3 Colors
All files must be converted into CMYK or spot colors. RGB files will not be supported.
Spot colors should appear accordingly.
Total ink coverage may not be more then 270%.
Black text must be 100% black and put in overprint.

4 Fonts/text
Provide us all the used fonts.
Fonts used in files which are placed in the lay-out application, are not exported if you use the "collect" or "package" function. Don't forget to include these fonts as well. Even better is to vectorize fonts that are used in placed files.
Please check this carefully before sending the material. Even if the text is vectorized, don't forget to deliver us the used fonts. Just in case of unexpected text corrections.

5 Bar-code/EAN-code/UPC-code
Barcode must be in 100% black.
Create your barcode as a vector-file and not as an image.

6 Die-cuts and Templates
All die-cuts and templates must be vector files and also delivered together with the native files.
Die-cuts must be on a separate layer and in a separate spot color (die) and put in overprint.
If you need a die-cut or template, please ask.

7 InDesign
Pay attention on the default setting for Black: Overprint Black and Black at 100%.
Create a separate lay-out file for each component.
Bottom-lid boxes must be created on a separate page, but all in the same InDesign/QuarkXpress lay-out file.. So 1 document but 2 pages.
The page size in InDesign/QuarkXpress has to be the finished component size. Add 10 mm bleed.
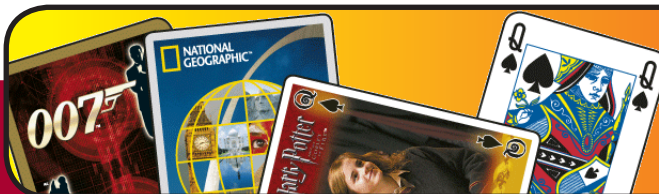
Text and important elements should be placed at least 4 mm from the edge.
Place the die line of the components on a separate layer and in a separate spot color (die) and put in overprint.
If you use Adobe InDesign, place native Photoshop files (.psd) for images and native Illustrator files (.ai) for vector drawings. Never place EPS files. EPS used to be a graphic standard, but in modern work flows it is obsolete and can cause a lot of problems, as it does not support transparency.
Do not scale placed images too much in the lay-out application (maximum 20 to 30% of the original size).

8 Images

The images which are placed in your lay-out application, can be prepared in eg Adobe Photoshop.
Images can be placed as .psd, .tiff or .eps (only in QuarkXpress) file. Do not use JPG or GIF files.
The resolution should be at least 300 dpi, line-art saved as an image should be at least 1200 dpi.
Don't place RGB images in the lay-out application. Always place CMYK images, but don't embed color profiles in the CMYK images. For more information about converting RGB images to CMYK images refer to our "RGB to CMYK" section on our website.
Place all your text in the lay-out application and not inside the image, because this restricts the quality of the product.
Don't use Photoshop as a lay-out application. This results in extra pre-press work and costs.

9 Vector files

Vector drawings can be made with eg Adobe Illustrator.
Text placed in Illustrator should be vectorized.
Even if the text is vectorized, don't forget to deliver us the used fonts. This in case of unexpected text corrections.
For use in Adobe Indesign, save your files as .ai. For use in QuarkXpress, save your files as .eps.
Remove invisible and unused layers and objects.
Use CMYK color mode.
Put your effects/ "Document Raster Effects Settings" to CMYK and 300DPI.

10 Game box Top-Bottom

We can send you the requested die line of the box (bottom and lid) on which you can lay-out your box.

Print size

Final paper size

A

Print Area

H

Print Area

Print Area

A

I

A

Print Area

A

L
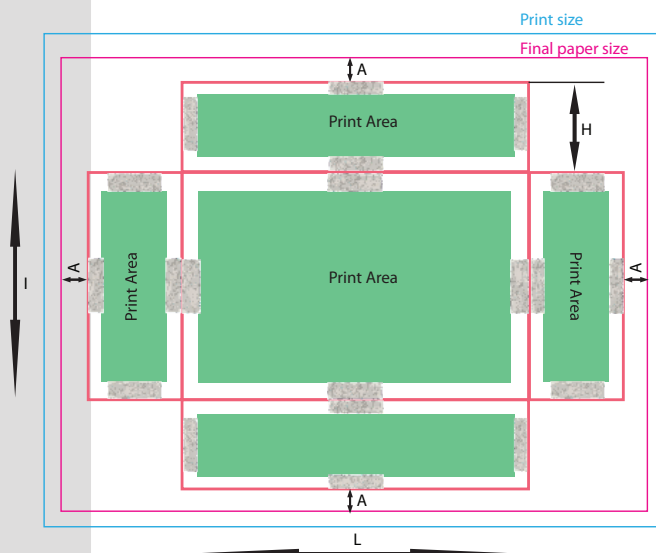
Legend:
Printing size = final size + 5 mm
A = 15 mm
L = Top/bottom length
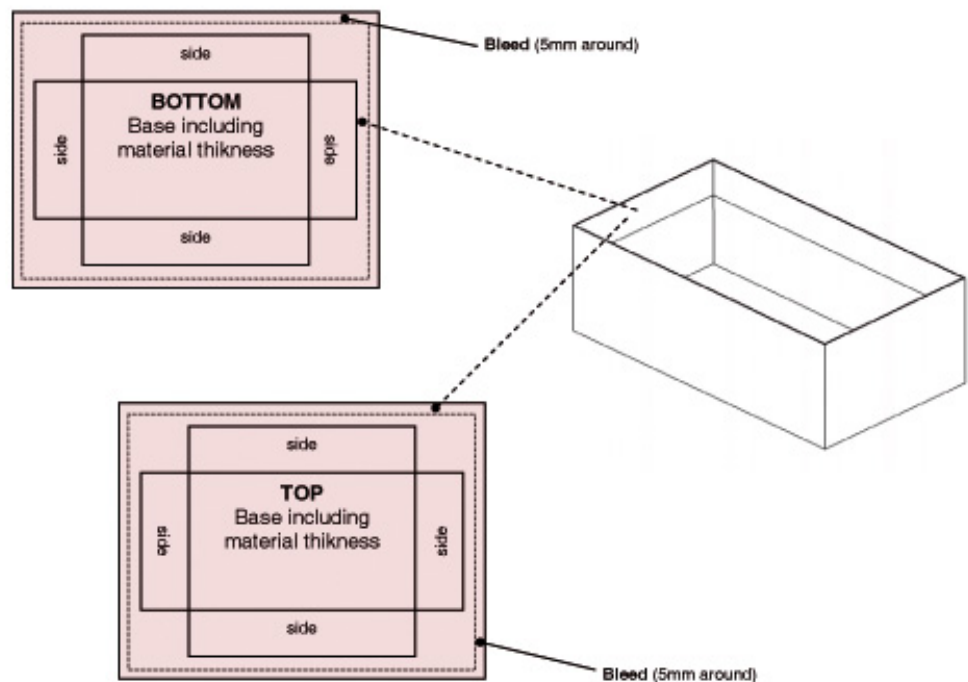I = Top/bottom height
Top/bottom folding area. No text in this area.

You can get a dimensioning layout sheet for your specific game box size from your sales representative.
Bleed must run out into the four corners and into the wraparound- and bleed margin.

11 interior view of the box

We need 15 mm wraparound margin of the cover paper for the inside of the box.
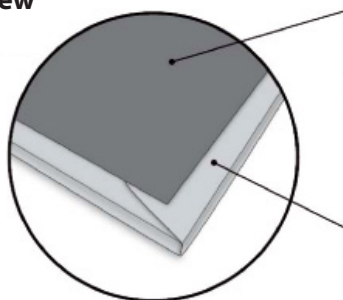Please fill out this margin, the four corners at the side parts and the bleed completely with graphics.

It is possible to make a paper-turn inside the box of 25 mm.

12 Game board

Create the Game board in Indesign.
The front side of the Game board must have a bleed area of 15 mm to fold over the edge of the Board.
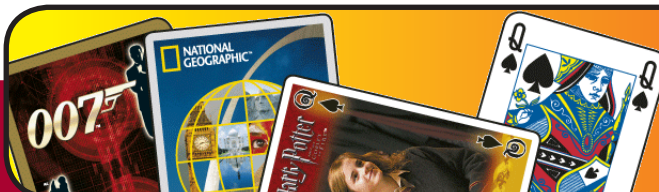
Back view

Reverse Side
Around 4 mm less than the finished (open) size of the game board.
For Example: For a finished game board size of 500x500 mm, the size of the cut cover paper for the reverse is 492x492 mm.

Wrapped around front side
Because of the wraparound, the cut cover paper for the front must be 15 mm larger than the finished (open) size of the game board.
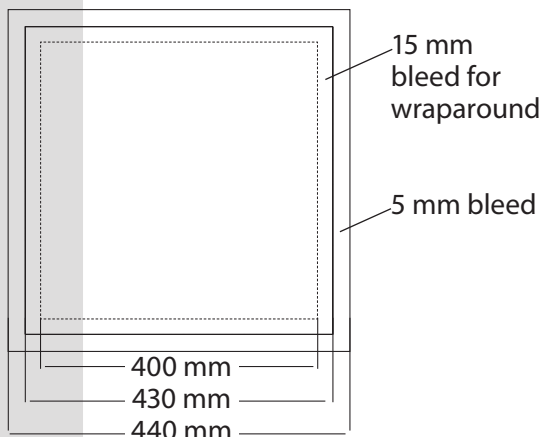
Game board Lay-out example
Finished (open) size of the game board: 400x400 mm

Layout data for cover
Front: 430x430 mm

layout data for cover
Reverse: 400x400mm

15 mm
bleed for
wraparound

4 mm bleed

5 mm bleed

400 mm
430 mm
440 mm

392 mm
400 mm
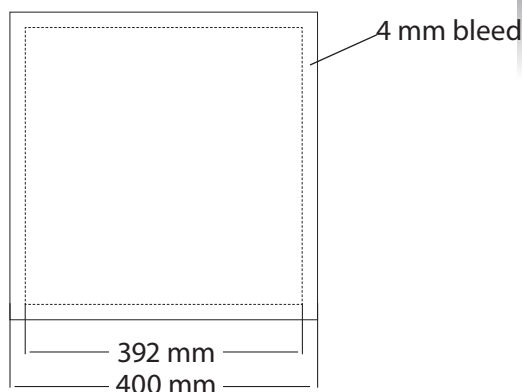
14 Punched board
Every item on the punched board needs 3 mm bleed around.
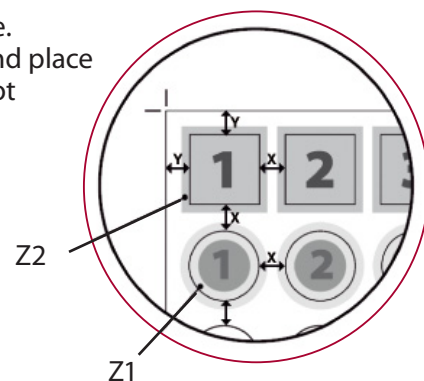The graphic elements inside the die-cut must keep 3 mm away from the die-cut.
The distance of two die-cuts to each other and to the edge of the punched board should be 10 mm.
Pay attention on the Front to Back registration in your file.
Send us your die-cut template as a separate vector file and place it in your design on a separate layer and in a separate spot color (die) and put in overprint.
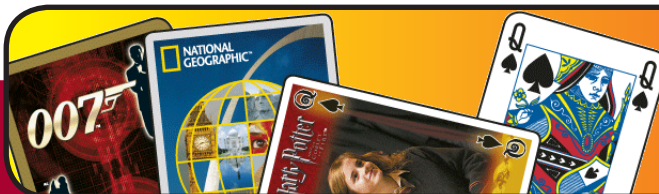
Z2

Z1

Tolerance table

	Weight grames / Thikness (mm)			
	700/1,0	900/1,5	1100/1,7	1200/1,8
X (mm)	4	5	5	6
Y (mm)	5	5	7,5	7,5
Z_1 Min	3	3	3	3
Z_2 Min	3	3	3	3

Example

Picture/Graphic data   +   die-cut vector file   =   lay-out
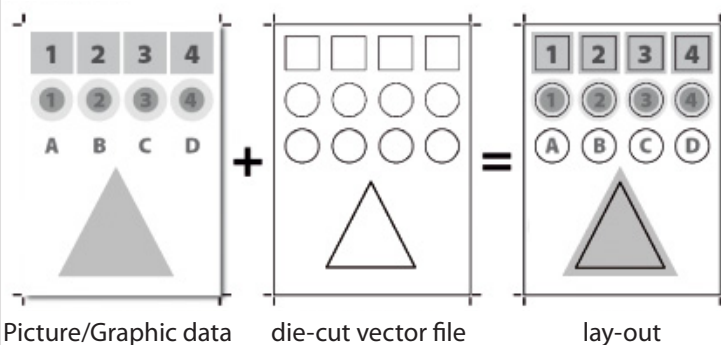
15 Game Rules

Please make single pages in your lay-out file (indesign/QuarkXpress).
Do not impose them yourself. Page 1 in your document is page 1 in the game rule. Page 2 is page 2, ...
Always make 3mm bleed around the pages.
When accordion folding is requested, please add fold marks outside the document setup and inform us about the kind of folding you require.

16 Dice

Please send us the data as a vector file.
In case of images, please be sure to make them 300 dpi on a 1-to-1 scale.