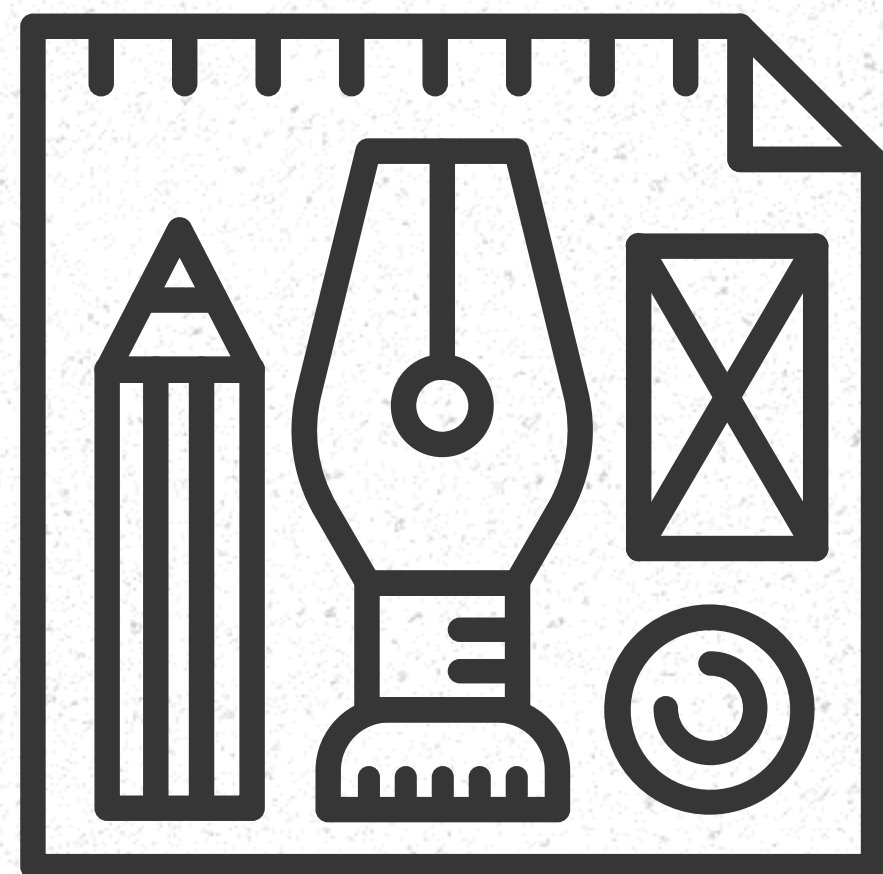


NANJIAN GAMES

Printing File

Output Guidelines



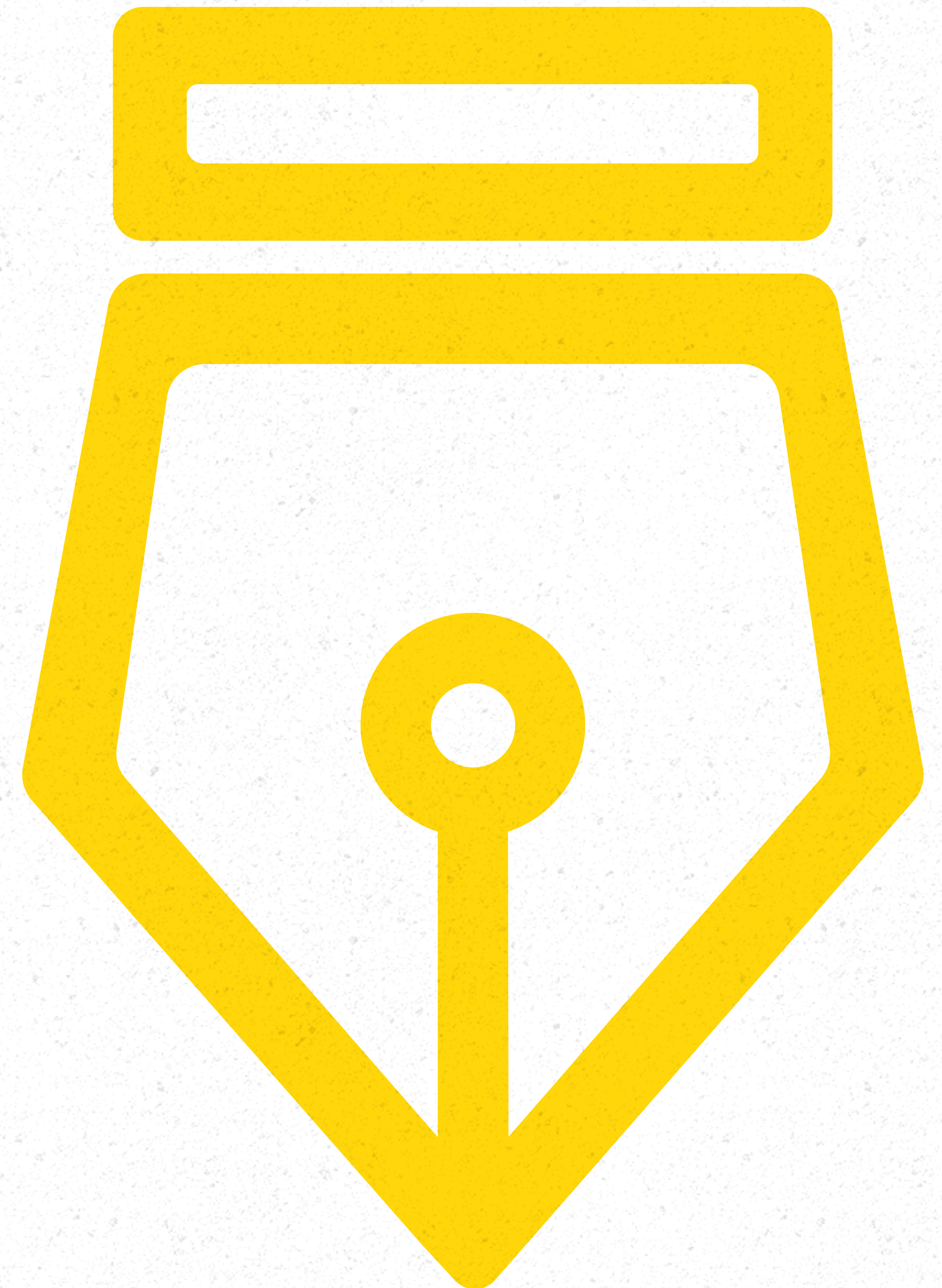
nanjiangames.com



Introduction:

This document outlines the guidelines for preparing files for printing.

Its goal is to help optimize production, maintain high-quality printing, and avoid common issues like inaccurate cutting, distorted text, blurry graphics, and color inconsistencies.



I. File Format

II. File Settings

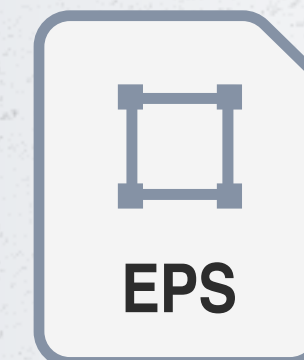
1. Unit
2. Size
3. DPI \geq 300
4. Font Handling
5. Color Mode
6. Color Profile (ICC profile)
7. Editability
8. Naming Convention

III. Content Design

1. Embedded Images
2. Bleed
3. Separate Files for Front and Back Designs
4. Matching Page Count with Printing Quantity



File format: Adobe Ai or PDF. (Ai is recommended.)

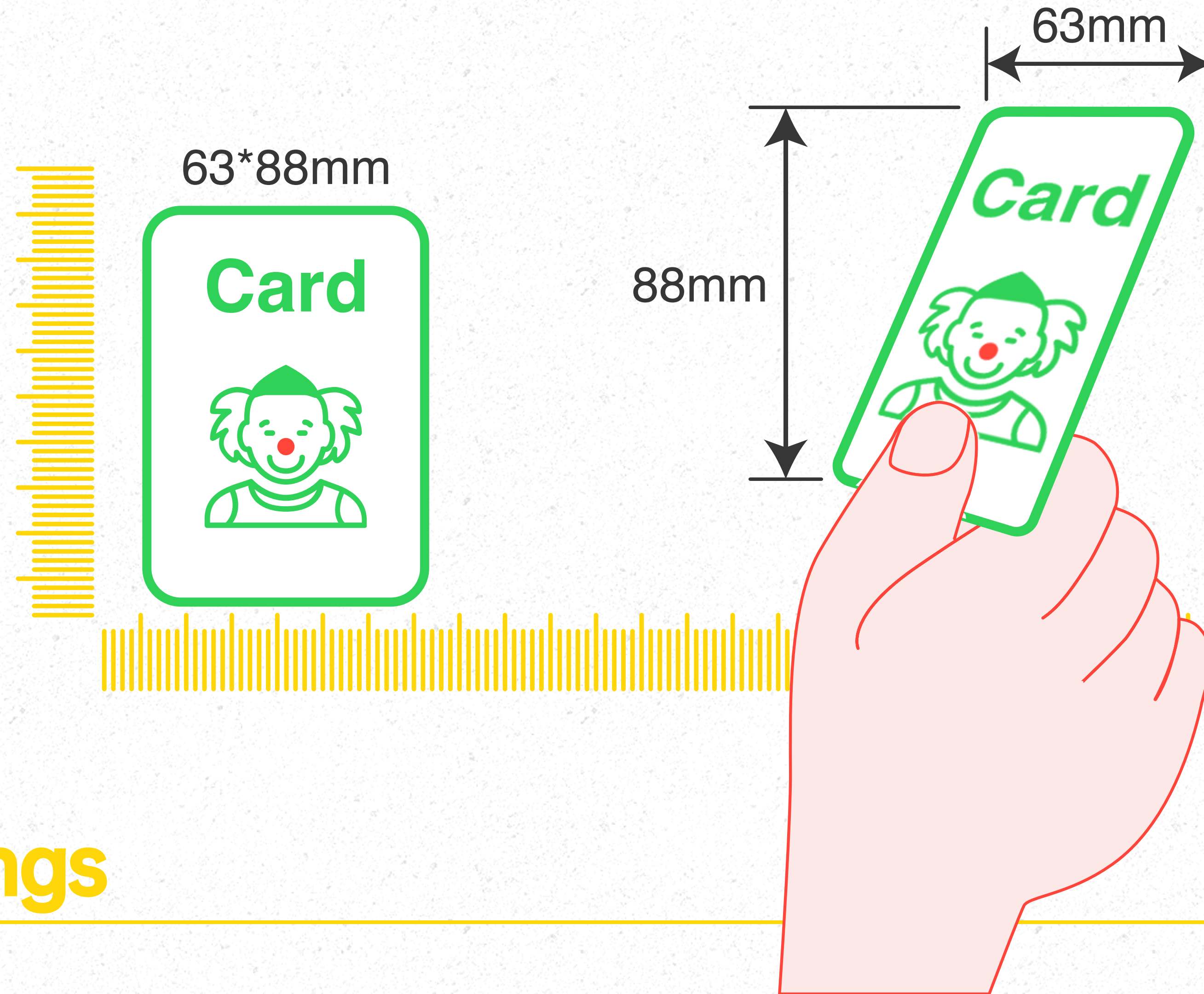


1. Unit: Set the unit of measurement to **millimeters**.



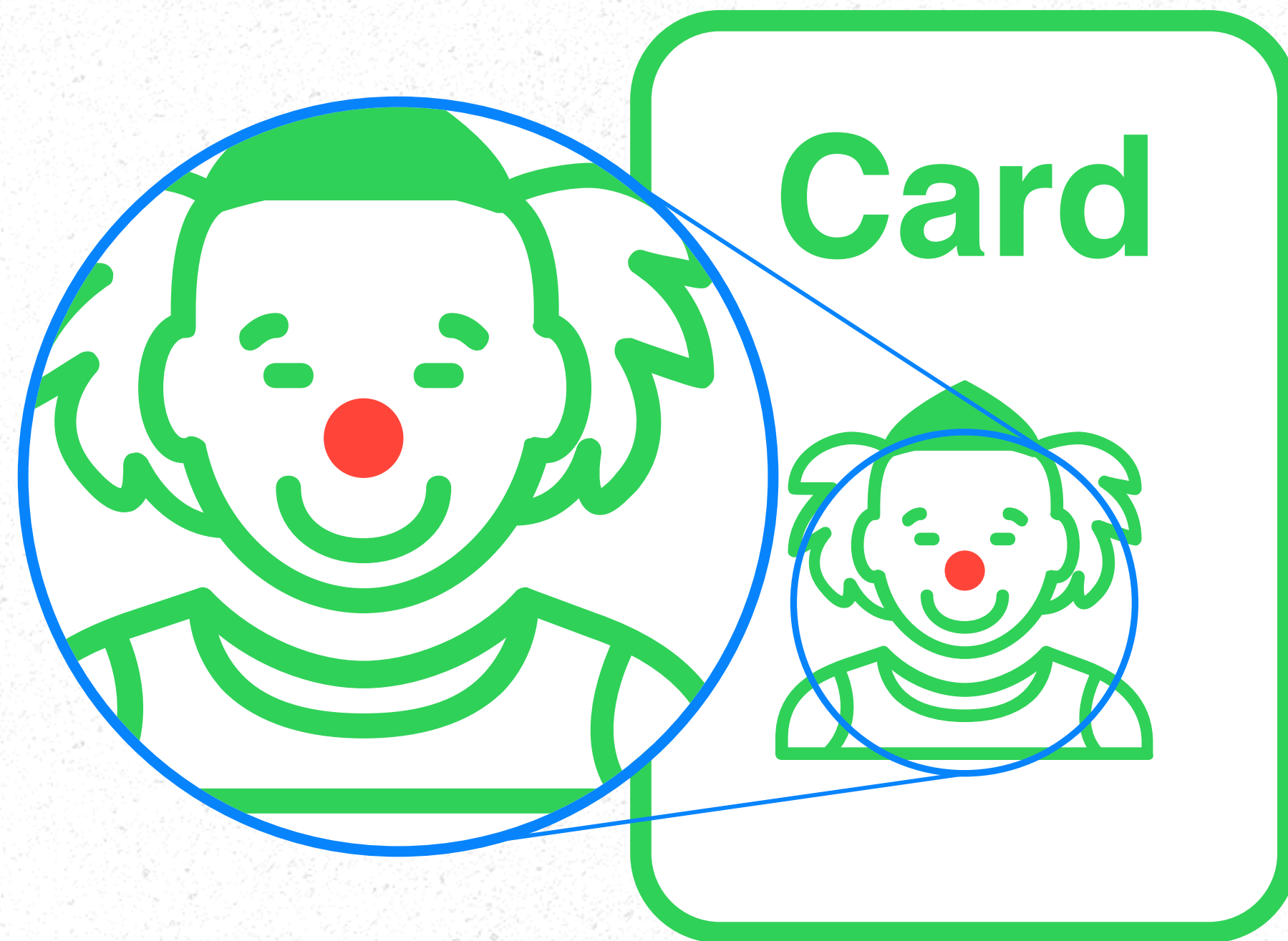
II. File Settings

2. Size: Ensure the dimensions match the required product size.

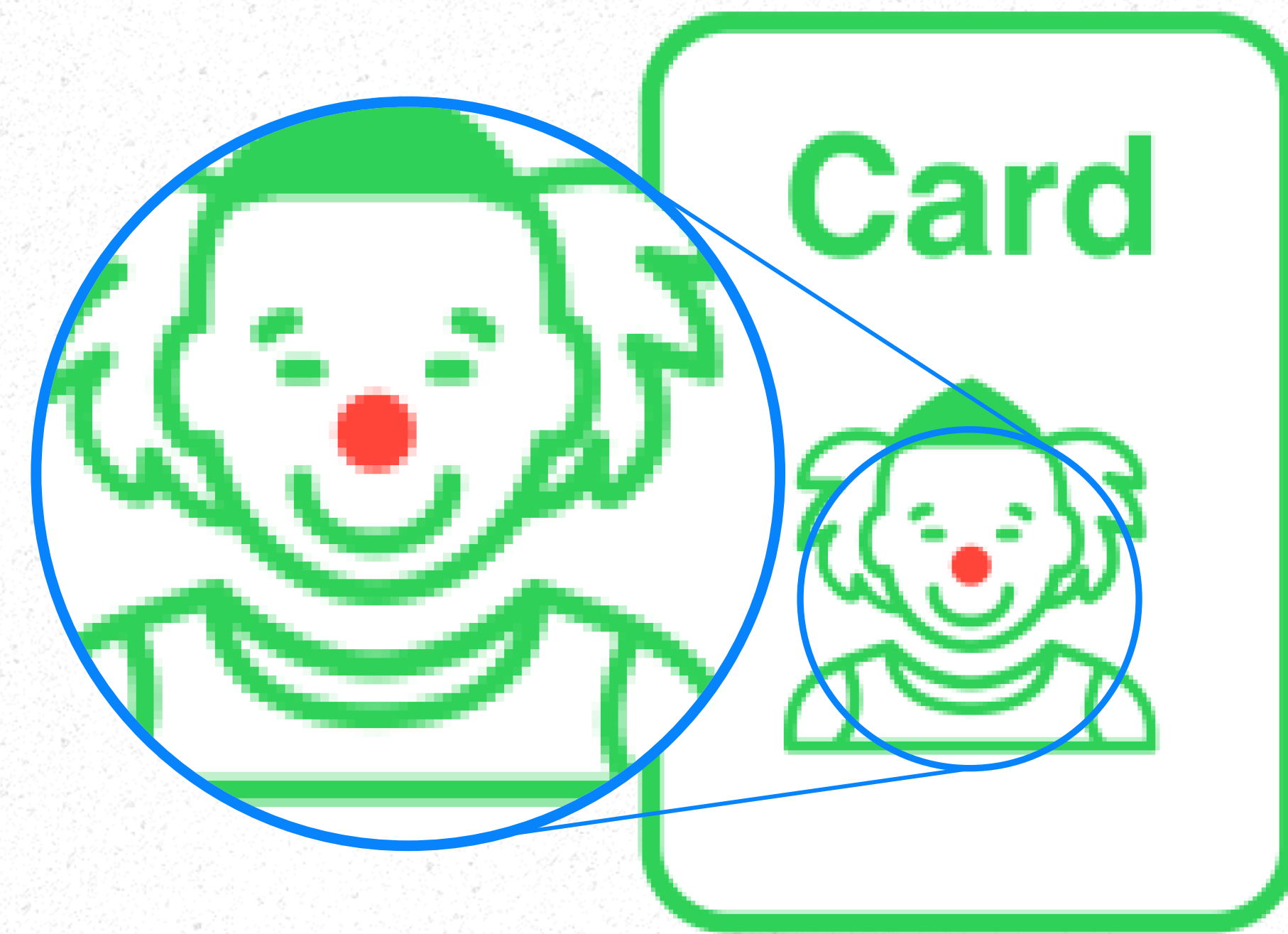


3. DPI \geq 300: Maintain a minimum of 300 dots per inch (DPI) for clear printing.

DPI \geq 300



DPI $<$ 300



4. Font Handling: Convert fonts to outlines or provide font files for consistent display across different software.

Create a profile

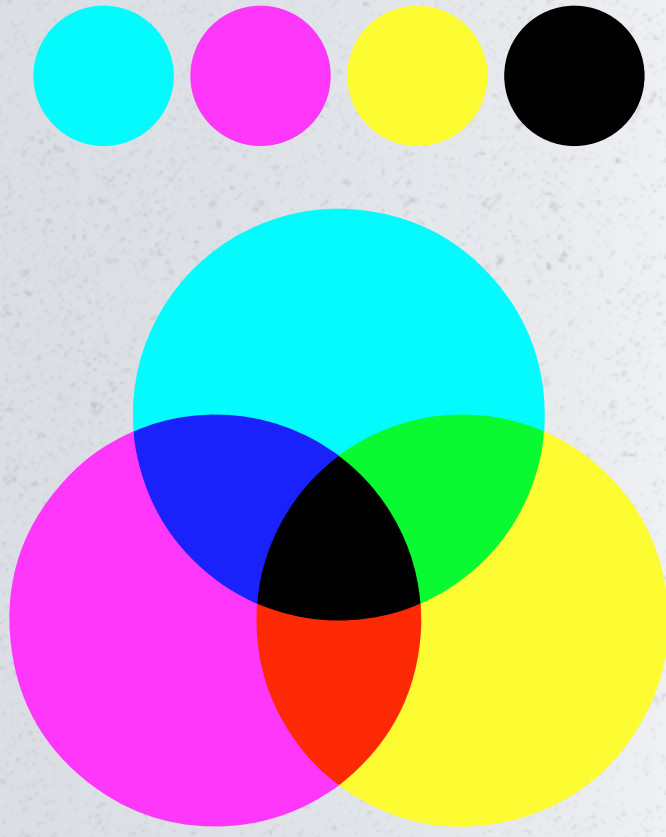
or

Aa

FONT

5. Color Mode: CMYK.

✓ **CMYK**



The diagram illustrates the CMYK color model. At the top, four small circles represent the primary colors: cyan, magenta, yellow, and black. Below them is a large Venn diagram with three overlapping circles: cyan (top), magenta (left), and yellow (right). The intersections of these circles create various shades, and the central intersection of all three is black, representing the 'K' in CMYK.

✗ **RGB**



The diagram illustrates the RGB color model. At the top, three small circles represent the primary colors: red, green, and blue. Below them is a large Venn diagram with three overlapping circles: red (top), green (left), and blue (right). The intersections of these circles create various shades, and the central intersection of all three is white, representing the 'B' in RGB.

5. Color Mode: CMYK.

CMYK



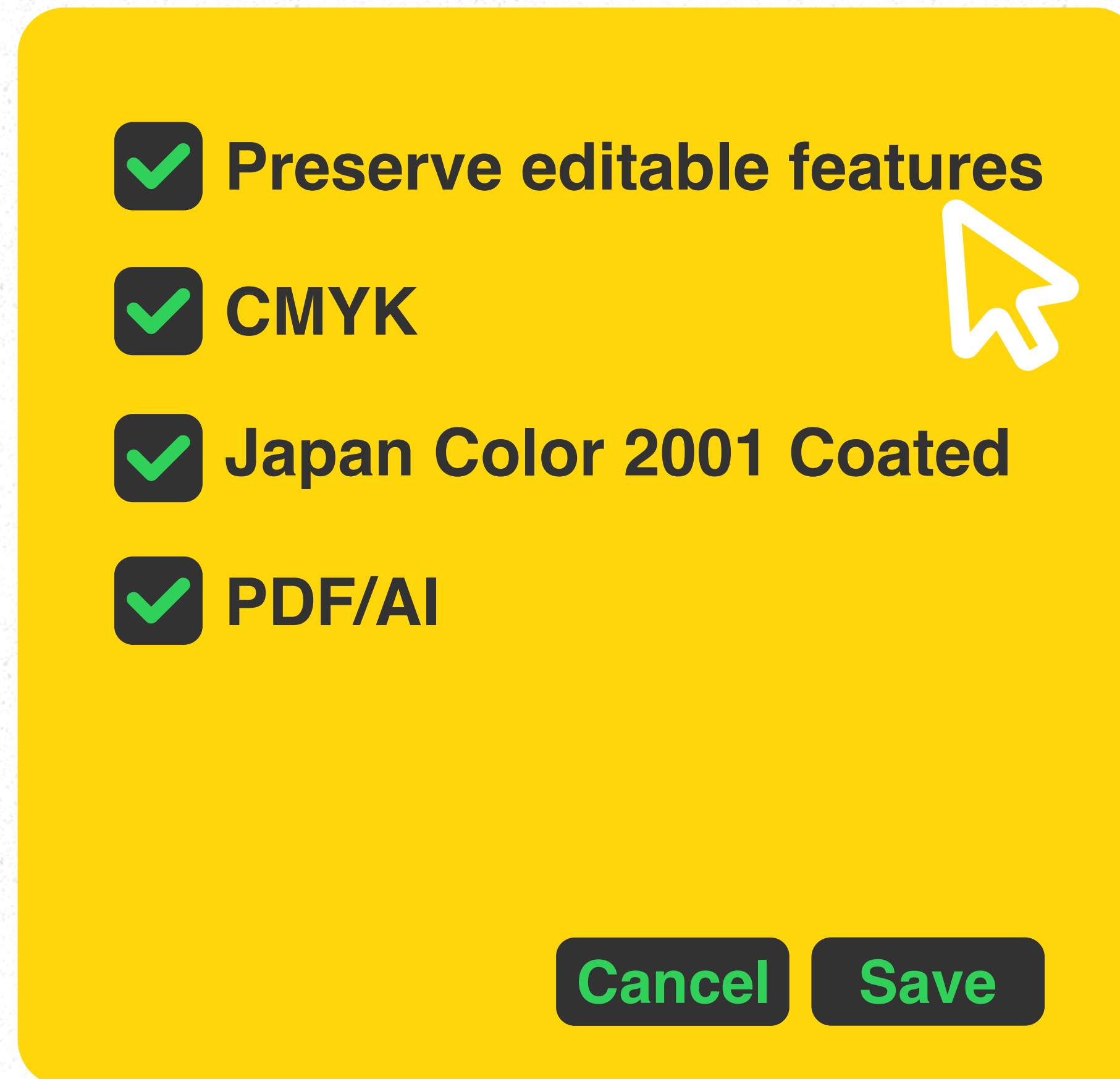
RGB



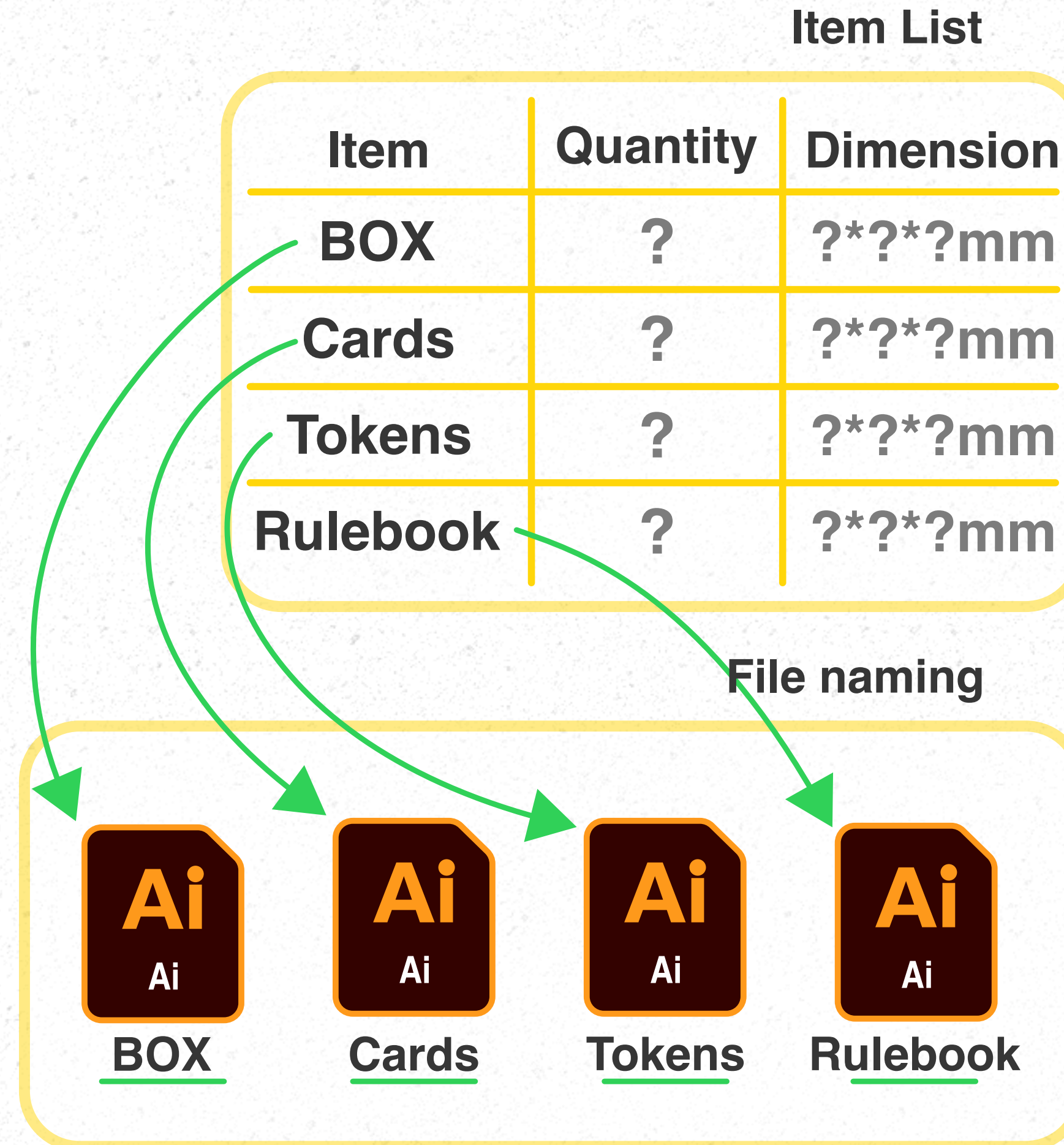
6. Color Profile (ICC profile): Use Japan Color 2001 Coated for more precise colors (It's optional, not mandatory).



7. Editability: Ensure the document is editable, not read-only.

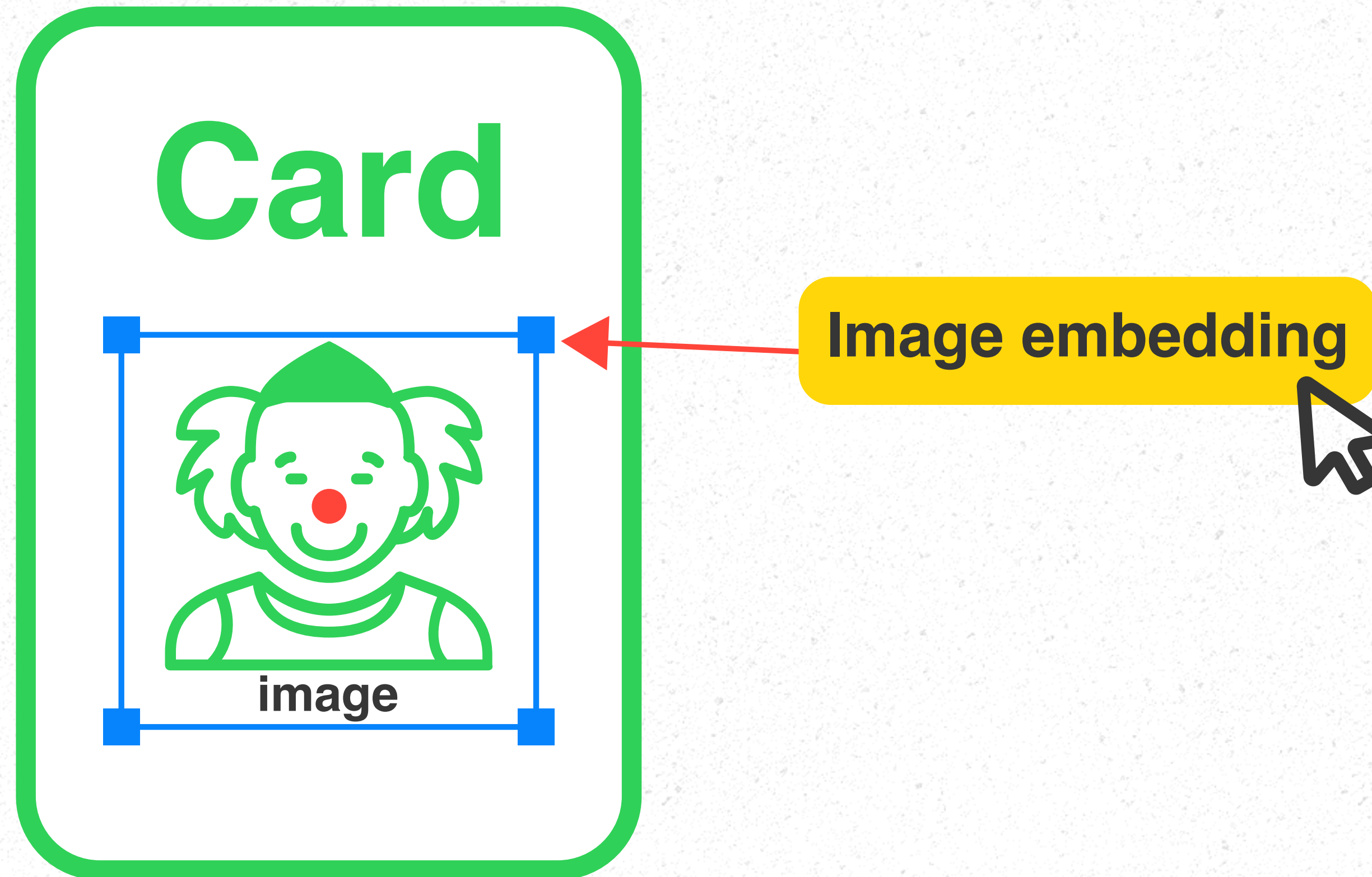


8. Naming Convention: Keep file names consistent with the provided item list and specify front and back designs.

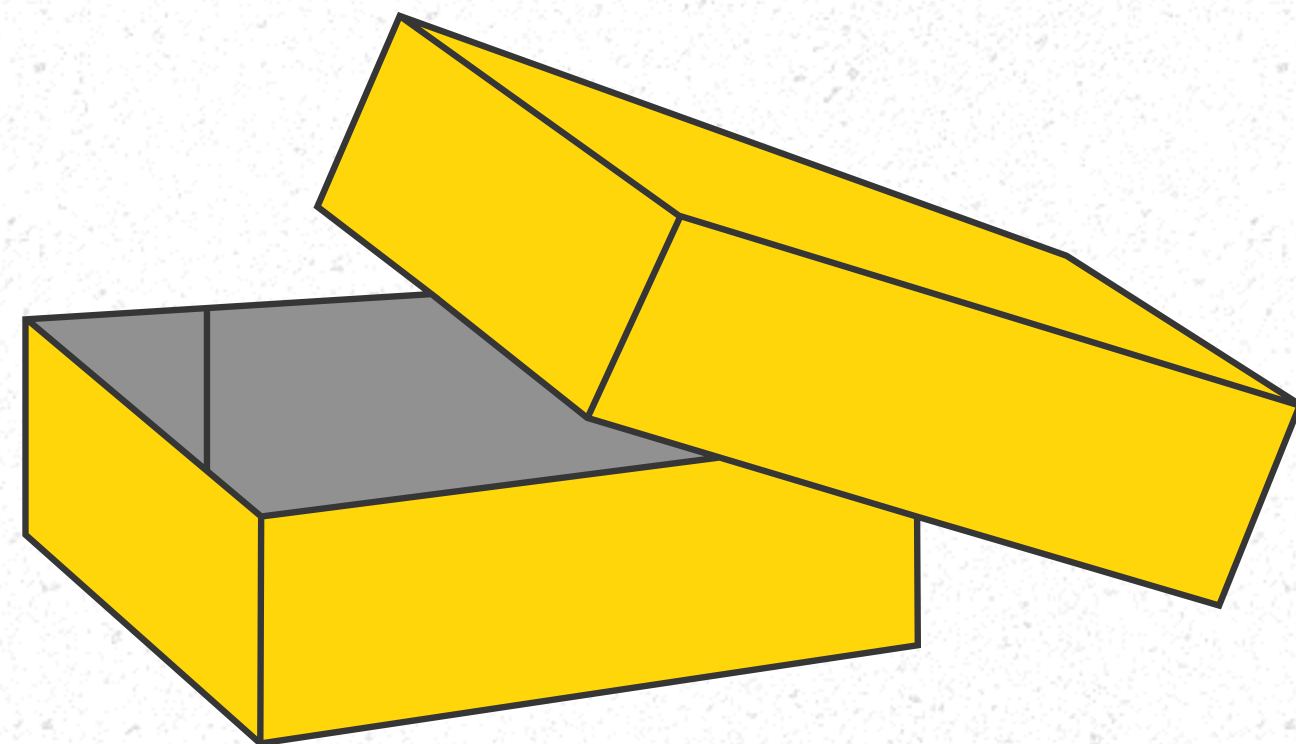


II. File Settings

- 1. Embedded Images:** Embed patterns in the document, but not linked, to avoid loss during file migration.



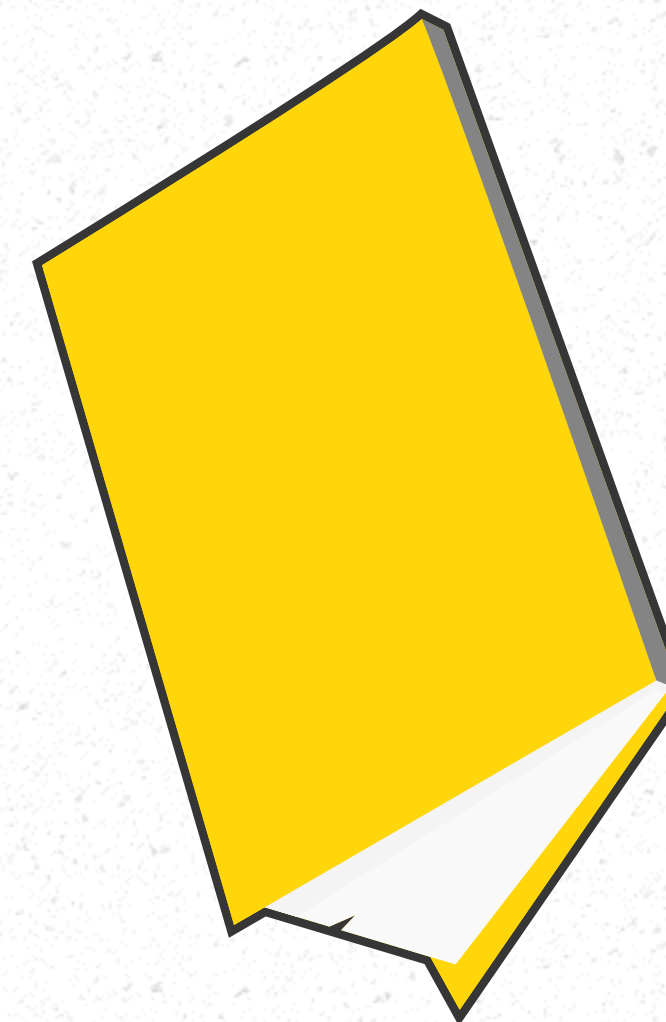
2. Bleed: Include at least 3mm bleed on all edges for paper print products like cards, game boards, tokens, and boxes, which **includes both 3mm internal bleed and 3mm external bleed.**



Boxes



Cards

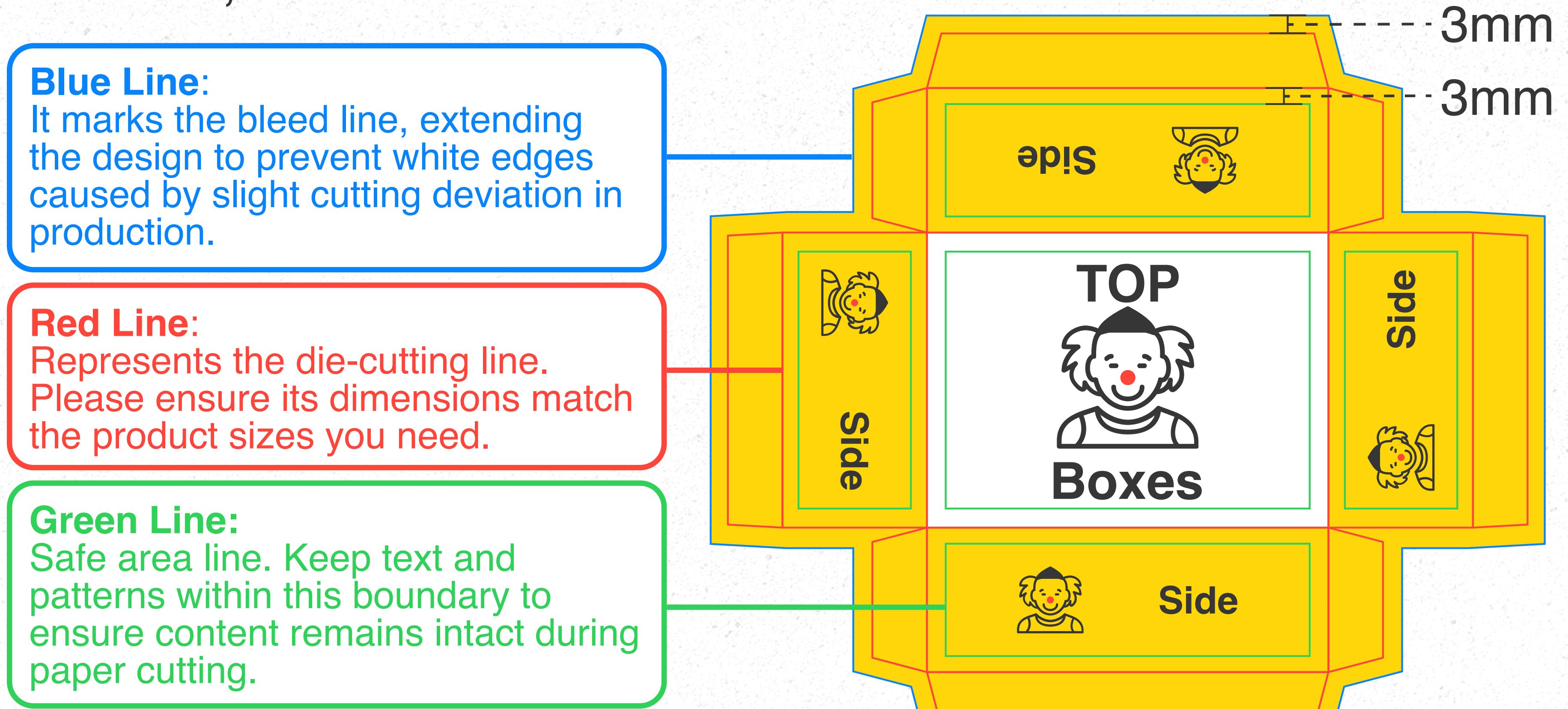


Rulebook



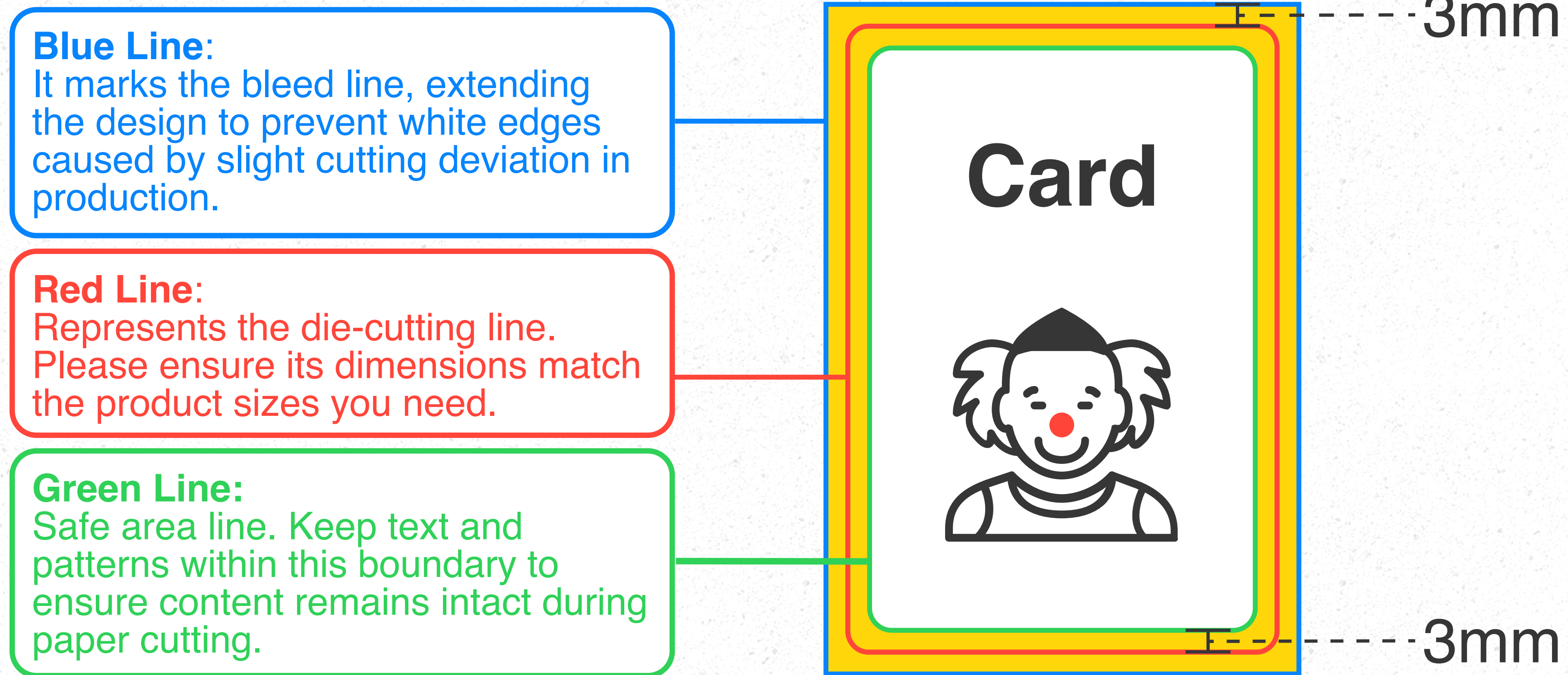
Tokens

2. Bleed Example: (Very Important) Applicable to all paper print products, including boxes, cards, manuals, score sheets, tokens, game boards, and more.



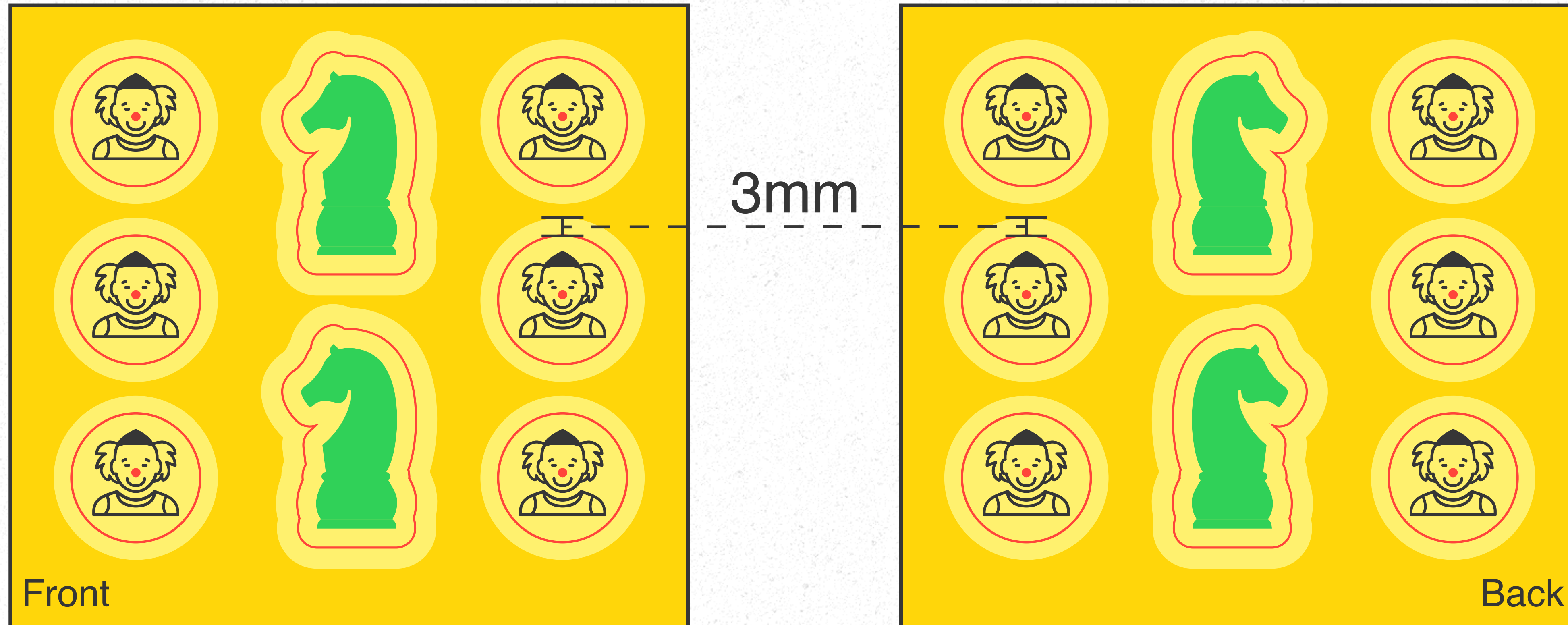
III. Content Design

2. **Bleed:** The principle of front and back is the same.



III. Content Design

2. Bleed: Pay attention to the layout order of the front and back.



★ For small tokens under 30mm, include at least 1mm internal bleed for accurate printing positioning.

III. Content Design

3. Separate Files for Front and Back Designs: Save front and back designs as separate files, each corresponding one-to-one. For example, if you have 20 Type A cards, create a file with 20 pages for the front and a corresponding file for the back.

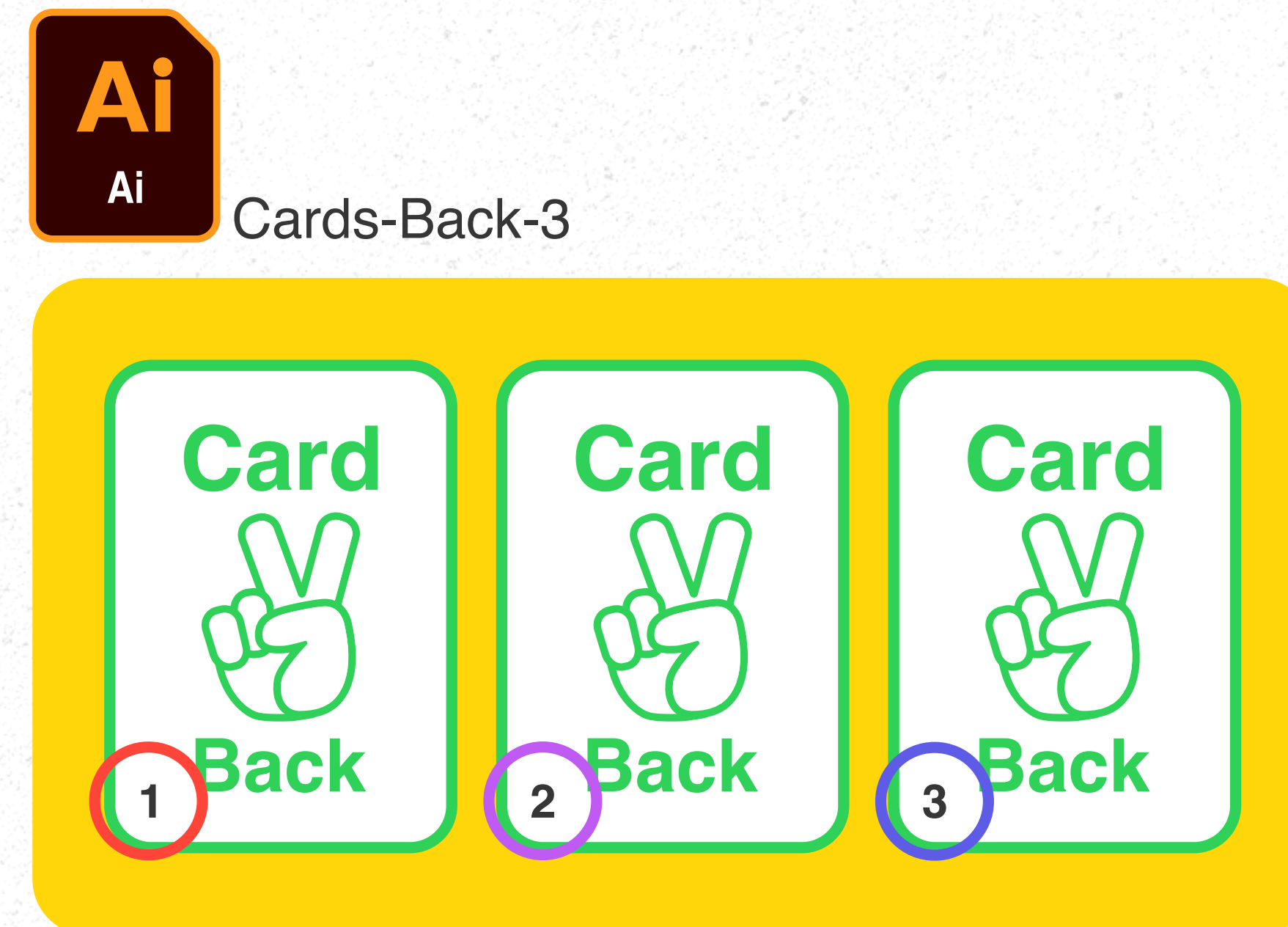
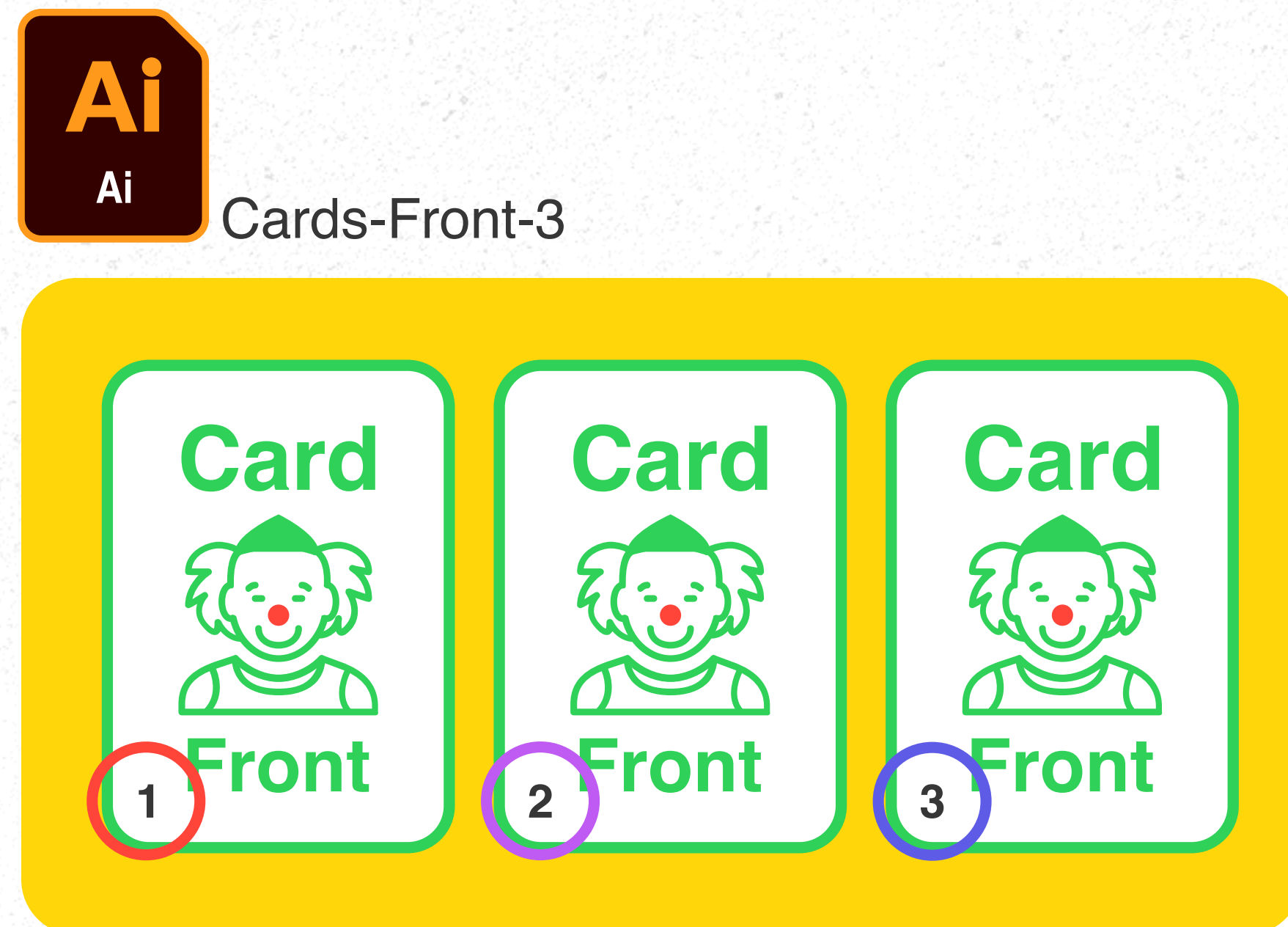


Cards-Front



Cards-Back

4. Matching Page Count with Printing Quantity: Ensure the number of pages in the file matches the actual printing requirement, regardless of whether the designs are the same. For instance, if you have 20 Type A cards, include 20 pages in both the front and back files (even if the designs are identical).



III. Content Design

That's everything you need to know before printing. Here's to your game's success and widespread acclaim!

If you have any questions or need a final check for your files, feel free to contact us anytime at contact@nanjiangames.com. We look forward to hearing from you.

