

Graphic Design Guidelines

A Full Design Guidelines for Board Games
By Starry Games



**At Starry Games,
we strive to
bring more
games and fun
to the world.**

Starry Games

Introduction.

HELLO!

Welcome to our graphic design guidelines, a practical guide to help you get through the design check process and start game manufacturing as quickly and easily as possible.

Whether you are a hobbyist, a professional, or somewhere in between, this guide will give you with the basic knowledge to create your own board games or improve your existing ones.

Board games are more than just a collection of rules and mechanics. They are also a form of art and expression, a way to tell stories and create experiences. Graphic design is an essential part of board game design, is not just about making your game look good, but also about making it work well.

We hope you enjoy this guide and find it useful for your board game design journey.

Sincerely,
Starry Games Team

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Graphic Design Guidelines

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Part 1 General Information

1.1

Design Check Process

At Starry Games, we understand the importance of creating memorable board games that can exceed your expectations.

In order to ensure the seamless manufacturing, we conduct a design check process for every project, aiming to enhance the quality of your games. We engage in continuous file uploading and revisions until they are approved for production, ensuring a smooth process.

Customers

Upload completed artwork files with die lines and specifications.

STEP 01

Customers

Continue file uploading and revisions until files are confirmed for production.

STEP 03

Customers

Approve the white samples and digital print proofs.

STEP 05

Starry

Review all files for production readiness and provide guidance on corrections if necessary.

STEP 02

Starry

Supply white samples and digital print proofs for size, binding method, material, and printing effect confirmation.
Time: ~2-3 weeks

STEP 04



GOAL!

1.2

The Basic Seven

By following the below 7 steps, you can assure the quality of your project.

Most importantly, preparing correctly your files will gain you time for error correcting at a later stage.



1.2.1 Rules of file naming

Please make sure file name shows clear and correct information, including the project name, component type, side and language. For all updates and revisions, please also show the appropriate version number on the file name. A clear file name will enable us to find the right file promptly and avoid any misunderstanding.

Example: (Proj Name (Ext Name))_ (Component Name) _ (Side) _ (Language) _ (Version)

Project Name	EXT Name	Component Type	Side	Language	Version
ABC	Core	Game box	Top	EN	/
...	Deluxe	Game board	Front	EN	V1
	...	Punchboard	Top	Common	V2
		Rulebook	/	SP	/
		Cards	Back	FR	/
		...	...	...	...



1.2.2 Submit all files as PDFs

PDFs are the most commonly used when printing. When saving PDF files, please be noted:

- PDFs should be compatible with [Acrobat 7 \(PDF 1.6\)](#) or higher.
- Do not include trim marks, registration marks, or color bars in files.

Notes:

Please use Adobe InDesign (preferred) or Adobe Illustrator to create your final PDFs, instead of Photoshop.





The illustration above is 300ppi and will be ok to print.



The illustration above is only 72ppi and will print poorly.



1.2.3 All files in CMYK color mode

Offset printing is commonly used for large-scale commercial printing, with CMYK plates (Cyan, Magenta, Yellow, black). Ensure that the design is in the **CMYK color mode** rather than RGB, as this will help ensure that the colors in the final printed product are accurate.



1.2.4 Use a image resolution of 300ppi or above

The resolution of images should be high enough to ensure they print clearly and do not appear blurry or pixelated. Typically, a resolution of **at least 300ppi** is recommended for print materials.



1.2.5 All fonts used are embedded or outlined in PDFs

When fonts are **embedded or outlined** into a PDF file, the appropriate fonts are displayed when the file is transferred or printed. If you expect someone to be editing the pdf file in the future, embedding the entire font is a good idea.

1.2.6 Black text is pure black (C:0% M:0% Y:0% K:100%)

K

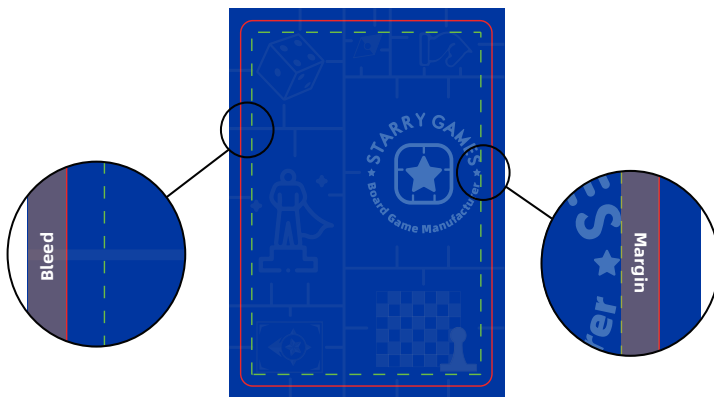
100%

Pure Black is the optimal color choice out of the four colors available for text printing, as it provides the best readability for the human eye. This is because CMYK prints use four-color plates, text that contains other colors besides 100% black will also print the other colors along with black. If the color plates are not perfectly aligned (registered), this could result in blurry text.

1.2.7 All files have 3mm bleed and at least 3mm margin

Bleed, a term commonly used in printing, refers to the additional space surrounding the design's edges, which gets trimmed during the printing process. This prevents unprinted areas from appearing on the final output. Each file requires a 3mm bleed on all sides, and specific components may even require a larger bleed.

On the other hand, the **margin** signifies the gap between the main content and the page's edge. It's crucial to keep this margin without text or images to prevent accidental cropping of content and avoid an off-centered final product. Most printed components tolerate trimming variances of +/-1mm, emphasizing the importance of keeping artwork and text within the margin line.



Checklist for Sending Files to Starry Games.

Before sending your files to Starry, refer to this checklist:

- 1. Are the files complete?
- 2. Have you conducted a content and spell check?
- 3. Did you incorporate bleeds and margins into your files?
- 4. Have you adhered to the basic requirements?

NOTE

1. Please double-check the accuracy of your design file content. While our assessment ensures files are production-ready, we don't validate content accuracy during this process.

2. Different components like the box, cards, and rulebooks may involve additional requirements. For specific guidelines on each component, refer to the relevant page.

1.3

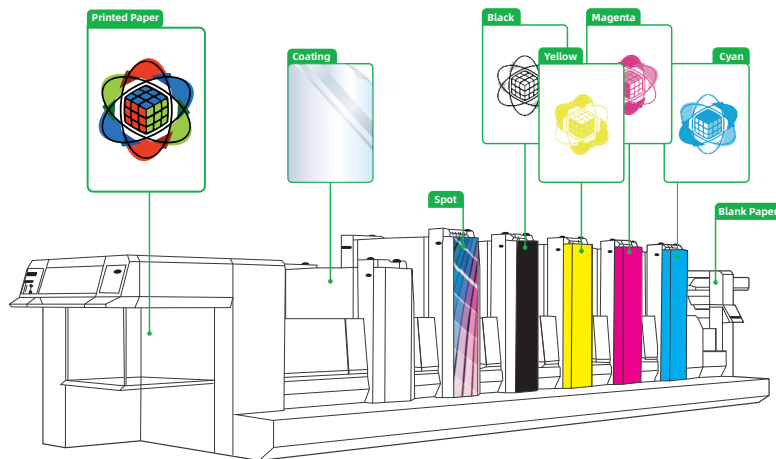
Offset Printing

We use offset printing, a favored option for large print runs owing to its ability to deliver high-quality and consistent prints at a low-cost rate. With the capability to render crisp and intricate images and text, offset printing is well-suited for producing game components.

1.3.1 Offset Printing

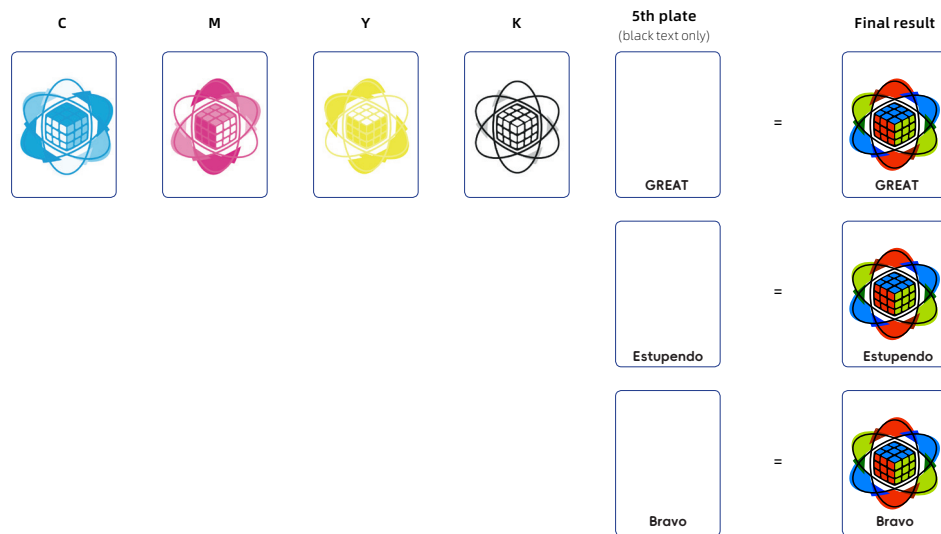
Printing Process:

Offset printing presses incorporate wells designed to contain the four primary ink colors—cyan, magenta, yellow, and black (referred to as **CMYK**). Typically, a fifth well is available for spot color, metallic ink, or additional black ink.



During the offset printing process, the print file is divided into its individual CMYK colors, with each color applied to a metal plate. These plates are loaded onto the press and ink is applied. The inked image is then offset from the metal plate onto a rubber mat and subsequently transferred to the printed surface. This efficient process can yield thousands of printed sheets per hour.

Tips for Printing in Multiple Languages



When producing a product in various languages, a strategic approach can streamline the process. Consider adjusting the black plate (K) to exclude all text. Subsequently, generate distinct plates for each language, incorporating solely the text specific to that language.

During printing, the initial four plates (cyan, magenta, yellow, and black) handle non-textual elements. By substituting the 5th plate containing the language-specific text, you can print multiple languages without altering the original CMYK plates. This method enhances cost-effectiveness and eliminates the need to modify the original plates.

Effectively, it paves the way for an economical and efficient printing process.

NOTE

When preparing files for text replacement, consider that some translations may require more space than the original text. Hence, it's vital to allocate sufficient room for partners and their translations to prevent potential layout complications.

English:

Playing board games is a delightful way to spend time with friends and family. It's a fun and immersive pastime that fosters togetherness and forges enduring memories. Whether your preference leans toward strategy games, party games, or traditional classics, there's something to delight everyone.

Word count: 52

Spanish:

Disfrutar de juegos de mesa es una maravillosa manera de compartir tiempo con amigos y familiares. Es una actividad entretenida y envolvente que fomenta la unión y crea recuerdos perdurables. Ya sea que prefieras juegos de estrategia, de fiesta o clásicos tradicionales, hay algo para complacer a todos.

Word count: 58

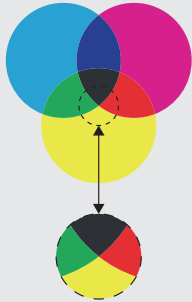
French:

Partager des moments autour de jeux de société est une merveilleuse façon de passer du temps avec amis et famille. C'est une activité amusante et immersive qui favorise le rapprochement et forge des souvenirs impérissables. Que votre préférence aille vers les jeux de stratégie, de société ou les classiques, il y a de quoi ravir chacun.

Word count: 62

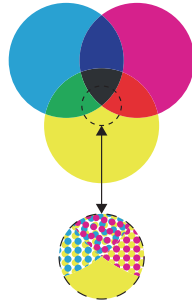
1.3.2 Spot and Process Colors

Within the realm of printing, "spot colors" and "process colors" denote distinct color reproduction methods.



Spot colors

pertain to pre-mixed ink shades tailored for printing. Formulated to yield specific hues, these inks supplement the standard process printing colors (cyan, magenta, yellow, and black). Spot colors find prominence in printing logos and intricate designs that demand precise color matching. They excel in producing colors challenging or unattainable through process colors alone.



Process colors

emerge from the fusion of cyan, magenta, yellow, and black ink dots in varied combinations, yielding a wide spectrum of hues. This printing approach, known as CMYK printing, finds common application in photographs, magazines, and assorted printed materials. While process printing is generally cost-effective compared to spot colors, it might not achieve the same level of color precision.

1.3.3 Differences between offset printing and digital printing

	Offset Printing	Digital Printing
Printer	Traditional printing	Digital printer
Press setup	✓	✗
Plate creation	✓	✗
Setup time	✓	✗
High-quality prints		>
Extensive print runs		>
Showcasing crisper		>
More vivid colors		>
Cost-effective	Large print runs	Smaller print runs

Customization:

Digital printing thrives in customization and variable data printing, permitting personalized text or images on each printed piece.

1.4 Printing Effects

Printing effects encompass an array of techniques integrated into the printing process. Their purpose is to enhance visual appeal, bolster durability, and elevate the overall quality of printed materials. Beyond aesthetics, these effects often serve a functional role, guarding against fingerprints, smudges, and scuffs.

Among the effects to consider are:

Varnish

A transparent coating offering glossy or matte finishes.

Lamination

Boosts durability with glossy, matte, pearly, or soft-touch surfaces, safeguarding against water, tears, and wear.

Foil Stamping

Adds a reflective touch for opulence or elegance.

Embossing/Debossing

Adds tactile dimension by raising or recessing design or text. The prevalent choice is the linen finish, a paper texture that replicates the appearance and tactile sensation of linen fabric.

Die Cutting

Introduces visual interest through custom shapes or motifs.

Spot UV

A glossy coating applied selectively for contrast between brilliance and matte, often used to highlight elements.

Laser Engraving

Achieves precision by etching or burning surfaces with a laser beam.

Scratch-Off

Hides information beneath foil, revealed through scratching in various shapes and sizes.



To ensure smooth execution, create a separate PDF file or layer within the primary artwork file. This designated area will precisely indicate where these effects should appear.



Part 2 Printing Components

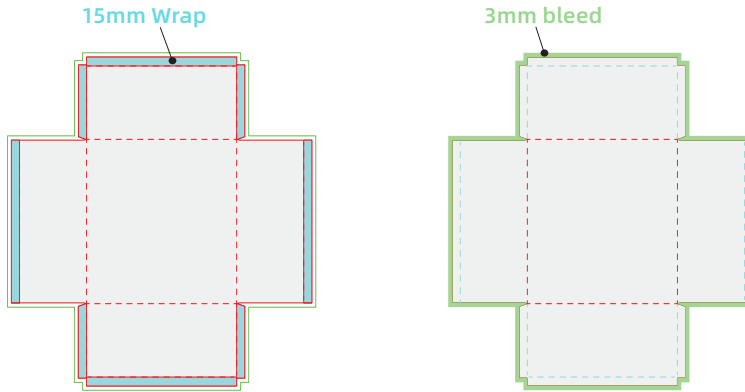
2.1 Game Boxes

The first impression of a board game comes from the game box. It's crucial to invest extra care and attention in designing and packaging the game box, ensuring it distinguishes itself and grabs the focus of your intended audience. Furthermore, the game box aids in safeguarding game components from harm during shipping and storage.

2.1.1 Two-Piece Boxes

A **two-piece game box** is a type of board game box comprising two distinct components that interlock to form a complete box. Typically, these components consist of a lid and a base, ensuring a snug fit that secures the box's contents.

3mm Bleed + 15mm Wrap: Box files (both top and bottom) necessitate an 18mm bleed on each side. This includes 3mm of standard bleed and an additional 15mm wrap that extends to the inside of the box for a clean edge.



Ensuring Component Compatibility:

It is vital to verify that your game box can accommodate all components adequately. The dimensions of the box should exceed your largest component by at least 15mm in each dimension, allowing for convenient removal of the components. If you're uncertain about the optimal box size for your game, feel free to seek assistance from us.

For Two-Piece Boxes

Specific requirements for Two-Piece Boxes:

- Large enough to fit all components
- Specific to Two-Piece Boxes
 - 3mm bleed+17mm wrap for box cover and bottom
 - Box markings
 - Safety markings

Box Markings:

Please consult section 2.1.3 for further details.

Checklist:

Please refer to section 2.1.4 for guidance.

For Tuck Boxes

Specific requirements for tuck boxes:

- Specific to Tuck Boxes
 - Box markings
 - Safety markings
- No Specifics to Foil Packs

2.1.2 Tuck box and foil packs

Tuck boxes and **foil packs** stand as two prevalent packaging methods used for board games. These packaging options often house game components like cards, tokens, and dice.



A tuck box is a folding carton crafted from a single sheet of paperboard. It's commonly employed to encase playing cards or small game components.

For games primarily consisting of cards or requiring a compact storage solution within the main box, a lighter one-piece tuck box proves a suitable choice.



Foil packs emerge as compact, heat-sealed envelopes fashioned from a thin layer of aluminum foil. These packs find common use in safeguarding collectible cards, booster packs, and other game components against moisture and environmental factors.

Bleed and Margin: All tuck box files necessitate the standard 3mm of bleed and margin.

2.1.3 Box Markings

Game box markings play a pivotal role in board game design, conveying crucial details about the game and its components. When exporting games to diverse countries, adhering to specific box-marking requirements is essential.

Made in China

Mandatory - The country of origin is vital for customs declarations. Our manufacturing facilities are located in China.

Publisher Name & Address

Mandatory - A point of contact is necessary for client communication. The details may vary based on the target market.

EUROPEAN UNION:

Distributor address: If your game will be sold in Europe, you must list your distributor's address.

UNITED KINGDOM:

Distributor and importer address: If your game will be sold in the UK, you must list both your distributor and importer's addresses. This may be the same entity.

USA:

The address can optionally be placed in the rulebook or any accompanying documentation

Number of Players & Play Time

Recommended.

If you possess your own lot number, kindly inform your project manager.

Recommended Age Range

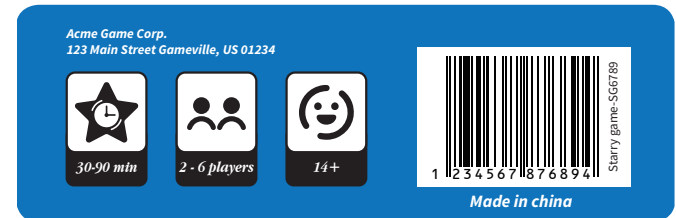
Required - Adding an age range is essential. It helps classify the game as a toy or not (refer to the next page for more insights).

UPC/EAN13

Recommended - While not obligatory, using a UPC/EAN13 is strongly advised. Having a UPC simplifies game handling for all parties involved. Individual UPC codes can be purchased online from various sources specializing in UPC barcodes.

Lot Number

Required - The lot number is indispensable for identifying a production run, particularly for unlikely recall scenarios. We typically add a small lot number and icon beside the UPC. Maintain at least 5mm space to the right of the UPC for this marking.



Key terms:

Definition: "toy" is any item explicitly crafted or intended for use in play by children under 14 years old.

European Union / United Kingdom (EN-71)**2.1.4 Safety Markings**

Safety markings hold significance in ensuring product safety. Manufacturers must adhere to safety standards outlined in the Toys (Safety) Regulations 2011. These regulations encompass responsibilities for manufacturers, authorized representatives, importers, and distributors.

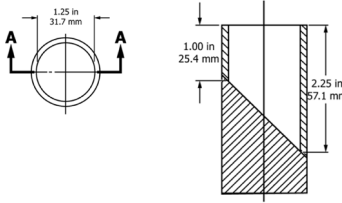
Compliance with the standard is legally required for all toys sold in different areas. Regulations updated frequently evolve, kindly talk with your product manager to stay informed and compliant.

height min: 10mm  <i>The proportions match outlined in the official request.</i>	CE marking Ensure the product complies with the applicable requirements and affix the CE mark on the products.
height min: 10mm  <i>The proportions match outlined in the official request.</i>	UKCA marking Applicable for products sold within the UK. Since Aug 1st 2023, UKCA requirement is removed, affirming the CE mark's validity for most goods as a sign of conformity.
height min: 10mm  <i>The proportions match outlined in the official request.</i>	Age-warning symbol Warning: Not suitable for children under three years.

US Marketing

ASTM F963 is a safety standard, toy safety testing for children under 14 years, including mechanical, physical, flammability, and chemical composition.

USA

	Warning marking Choking hazard small parts warning labels. Warning label must be displayed on the product packaging.
 FIG. 3 Small Parts Cylinder	Small Parts Testing The small parts regulation exists to prevent children from choking on, inhaling, or swallowing small parts, parts that can be fit inside the cylinder are considered small pieces, warning label is necessary.
Tracking label review Both the product and its packaging must display the following information. If label information cannot be accommodated on the product, its presence on the packaging is considered adequate. 1) Manufacturer info. 2) Production address (Country and city), 3) Production date	

Other Countries.

For inquiries regarding testing procedures in other countries, kindly discuss the matter further with your project manager for detailed information.

2.2

Game Boards

The game board serves as the focal point of your tabletop gaming experience. While crafting a flat board may seem straightforward, incorrect margin and bleed settings can lead to complications.

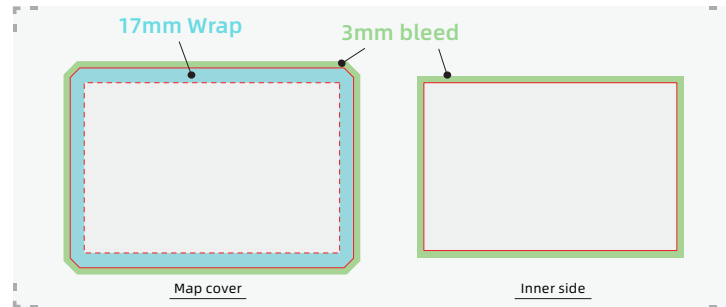
2.2.1 Game Boards

Double-Sided Boards

Elevate your game board with a cost-effective custom back print. For double-sided boards, the back side should be 3mm smaller on each edge than the front side. This is because the front side edges wrap over the back sheet when the board is mounted. Remember to include a standard 3mm bleed for the back side file. An additional 3mm bleed is unnecessary if an edge wrap isn't needed.

Bleed and Margin

Similar to the game box, the board requires 20mm total bleed, encompassing its edges. This safeguarding wrap prolongs the board's life by shielding it from wear and tear.



Maximum Size:

The largest game board achievable is 860mm x 560mm.

For a larger playing surface, two boards can be placed adjacent. Alternatively, we can together explore alternative material options like fabric or vinyl.

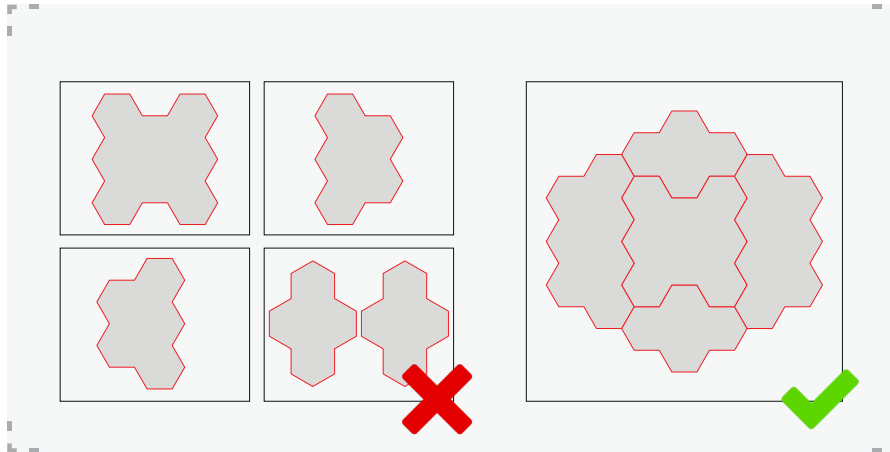
2.2.2 Interconnected Game Boards

Interconnected Game Boards involve multi-board designs allowing player movement between various modules depicting distinct locations or scenarios. They foster dynamic and immersive gameplay, adapting to player choices and actions.

Dieline:

When shapes must be cut from the entire board, furnish the entire board art file and a whole-board dieline. This dieline should feature 3mm bleed and 3mm margin.

A dieline file for game boards outlines cut and fold locations. This dieline file should be separate from your regular art layers, either as a distinct PDF or a separate layer.



For Game Boards

Specific requirements for game boards:

- Front side: 3mm bleed+17mm wrap
- Reverse side of the double-sided game board:
3mm smaller than the front on all four sides.
- Max. size: 860x560mm

To request a template, kindly inform us.

2.3

Player Boards & Screens

For Player Screens

Specific requirements for player screens:

- Show trim and fold lines on a separate PDF or layer

Dieline

A dieline file for player screens delineates cut and fold regions. This dieline file must be distinct—either a separate PDF or a layer within your PDF file. Avoid merging the dieline with your standard art layers. If a template is required, kindly inform us.

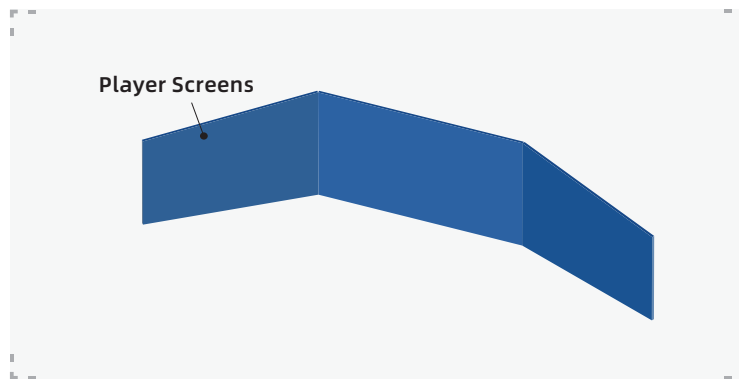
2.3.1 Player Boards

Beyond the primary board, smaller boards may be essential for your game—intended for individual players, token storage, scorekeeping, and more. These boards, resembling cardboard mats, lack folds or wrapped edges. For efficient cardboard mat design, we suggest employing square corners.

2.3.2 Player Screens

A folded player screen not only conceals information from your opponents but also introduces balance and versatility. The fold creates an angle supporting stability and offers additional panels to showcase rules, tips, or scores during gameplay.

Bleed and Margin: *All player boards and player screens should feature 3mm of bleed and 3mm of margin.*



2.4 Punchboards

Unleash creativity with punchboards—craft remarkable game components from versatile greyboard material, allowing you to carve out any shape or size. Fashion game boards, token sets, player boards, or even intricate 3D structures like towers and castles.

A) Bleed and Margin

Align punchboard sizing comfortably within your game box by ensuring it's at least 15mm smaller in length and width than the box top.

Example: A 200mm x 250mm box accommodates a 185mm x 235mm punchboard.

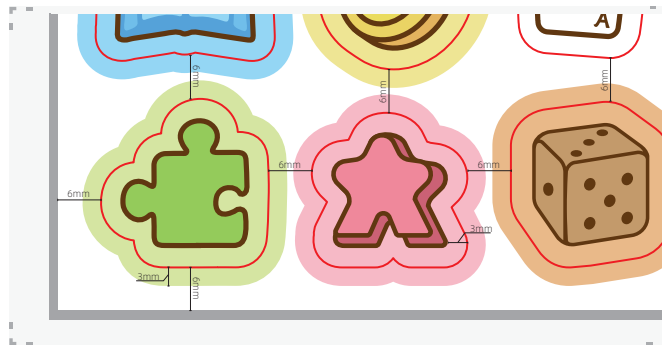
B) Individual Token Size

Tokens as small as approximately 8mm x 8mm are producible, with the smallest edge in any unique shape measuring at least 3mm.

Note: *Due to the physical result of the punching process, the front side of the tokens will have a slightly rounded edge.*

C) Label and Numbering

Label and number punchboards sharing identical dielines and similar art to prevent production confusion. Marks and numbers can be positioned outside the board dieline, as this portion is discarded upon assembly.



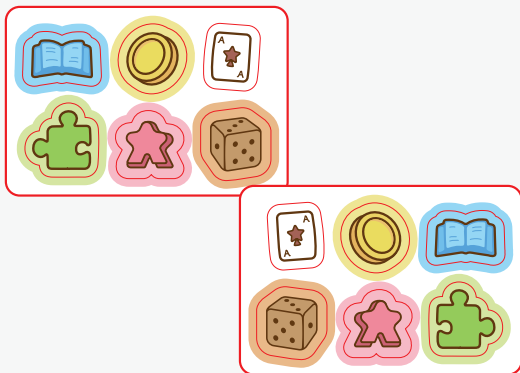
D) Whole Board Dieline

The punchboard mandates an inclusive "whole board" dieline, featuring 3mm bleed and 3mm margin, matching the contract-specified punchboard size.

E) Token Spacing

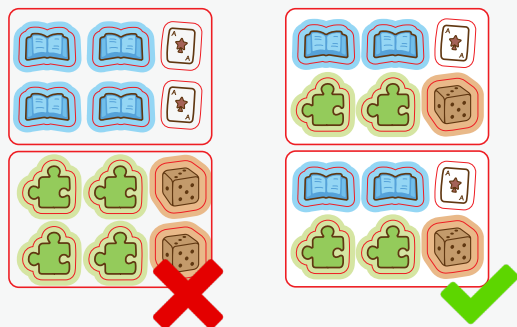
Maintain a minimum 6mm space between dielines, whether token to token or token to whole board.

Each punch-out (token) should extend by 3mm beyond its dieline, accompanied by a 3mm (at least 2.5mm) margin between the dieline and non-background art, encompassing text and border lines.



F) Back Side Layout

Ensure the back sheet of the punchboard mirrors the front layout, as illustrated on the right.



G) Shared Dielines

For efficient space usage, employ shared dielines for some tokens. This method suits tokens with straight edges like triangles, rectangles, and hexagons. Tokens must align with the punchboard's discardable edge, and matching content margins are imperative due to lack of bleed.

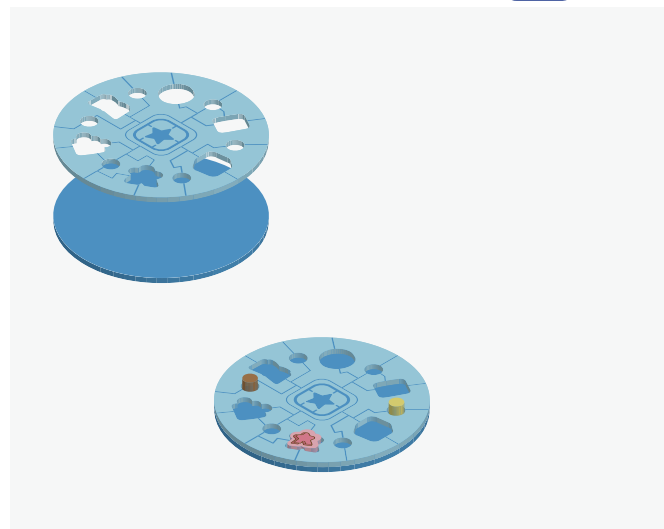
2.4.2 Double-Layer Punchboards

Elevate gameplay with double-layer punchboards, featuring two layers adhered together.

The top layer houses cutouts for additional game pieces, such as cubes, discs, meeples, or miniatures. Manage resources, actions, or scores with double-layer punchboards, creating a 3D effect or immersive game theme.

Ensure bottom layer images align seamlessly with top layer punchouts.

Punchouts should exceed component size by at least 1.5mm.

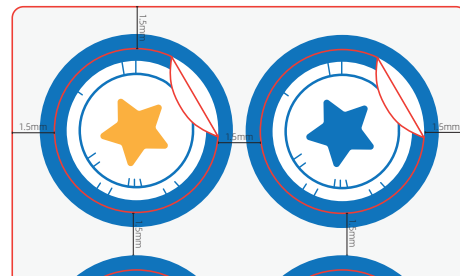


2.5 Stickers

Elevate gaming elements with personalized stickers. Adorn dice, tokens, and boxes for a polished touch. Stickers enhance enjoyment by adding character and flair to your games.

Layout

Sticker sheets require a 1.5mm bleed and margin, distinct from the 3mm standard. Sticker sheets can also share dielines among various stickers, offering flexibility.



2.6

Booklets & paper sheets

Rulebooks, or booklets, play a vital role in your game, often crafted with diverse paper stocks and secured by staples. Meanwhile, paper sheets offer flexibility, serving as single, foldable pages—ideal for concise rules or swift references. Versatile paper pads come in various sizes, enabling edge-bound gluing for added convenience.

Bleed and Margin

Uphold a consistent 3mm bleed across all rulebook and paper sheet files. For rulebooks, margin dimensions adjust based on page count:

1-28 pages: *Employ the standard 3mm margin.*

32-64 pages: *Extend the margin to 5mm.*

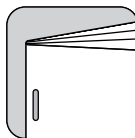
68+ pages: *Explore templates and alternative binding approaches.*

Page Count

For saddle-stitched rulebooks, the total page count must be a multiple of four. (Rule sheets can be single or double-sided.) Opt for multi-page PDFs, one page per booklet page—avoid combining two pages together, as our production team will arrange the printing sequence.

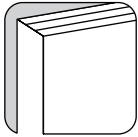
Binding Options

Diverse binding methods cater to board game rulebooks, accounting for page count, size, and style.



Saddle Stitch

Ideal for smaller page counts (typically up to 48) and standard sizes (like A4 or A5). While economical and allowing flat page opening, it's less durable with thick paper.



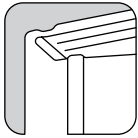
Perfect Binding

Glue binds the spine, with a cover affixed to the trimmed book block. Suited for medium to large page counts (usually up to 192), it doesn't lay flat and may wear over time.



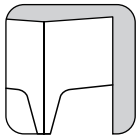
Spiral Binding

Flexible and durable, accommodating any page count and size, while enabling flat and rotatable page opening. It's versatile but may lack the visual elegance of other bindings.



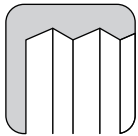
Case Wrap Binding

A hardcover option, utilizing a hard board for the cover and suitable for any booklet size or page count. Premium and impressive, it adds durability and elegance but comes with a higher cost and weight.



Pocket Folder

Featuring one or multiple pockets, these store papers or items like reference sheets and rules, crafted from materials like paper or plastic. Ideal for a modest number of separate sheets.



Fold

The total number of pages is not large, and it can be made into folding pages when it is not convenient to bind.

For Booklets

Specific requirements for booklets:

- Page count must be a multiple of 4
- Larger margin for pages over 32
- No two-page spreads in PDFs
- Choose a binding type for the booklet

2.7

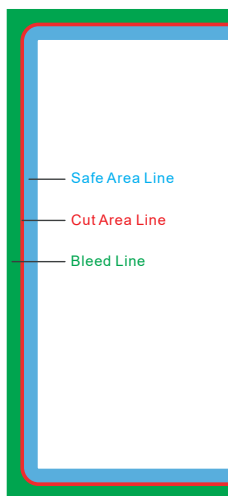
Cards

Cards offer boundless gaming joy, composed of paper or thin cardboard. With cards, you can engage, educate, challenge, and delight in subjects like math, logic, strategy, and history. A world of fun awaits through the versatility of cards.

For Cards

Specific requirements for cards:

- Upload decks as multi-page PDFs
 - A deck with a single back: 1 file with deck fronts in order, and a back at the end of the file
 - A deck with multiple backs: 1 file with all deck fronts, 1 file with all deck backs in the same order
- Use border black (C:40% M:0% Y:0% K:100%) when applicable



Bleed and Margin

Ensure a 3mm bleed and margin for your cards. Let background artwork extend beyond the bleed line, while vital text and artwork remain within the margin line.

File Format

Compile a multi-page PDF with a single card front on each page for submission. Avoid individual PDFs per card. If the card backs are uniform, place them on the last page. If they vary, upload two files—one for fronts, and another for backs—using descriptive filenames.

Examples: *Deck A has one back for all 54 cards. The PDF has 55 pages, with the last being the card back. For Deck B with diverse backs, provide two PDFs in the corresponding order. Use clear names for your files.*

Border Black

Achieve a deep, uniform black for consistent color matching across print runs and expansions, with this formula: (C:40% M:0% Y:0% K:100%).

44 x 68mm
Compact size.

70 x 70mm
Square format.

57 x 89mm
Another slightly
narrower option.

63.5 x 88mm /
63.5 x 88.9mm
Standard for most
card games.

Ultimately, card size hinges on game design and mechanics. We suggest you contact us for additional sizes.



Design Checklists

Basic Requirements

All files should follow below basic requirements:

- ☐ Submit all files as PDFs
- ☐ All files in CMYK color mode
- ☐ Use a image resolution of 300ppi or above
- ☐ All fonts used are embedded or outlined in PDFs
- ☐ All files have 3mm bleed and at least 3mm margin
- ☐ Black text is pure black (C:0% M:0% Y:0% K:0%)
- ☐ Use one file with multiple pages, e.g. cards, booklets.
- ☐ Content check before sending to Starry

For Game Boxes

Specific requirements for game boxes:

- ☐ Large enough to fit all components
- ☐ Specific to Two-Piece Boxes
 - ☐ 3mm bleed+17mm wrap for box cover and bottom
 - ☐ Box markings
 - ☐ Safety markings
- ☐ Specific to Tuck Boxes
 - ☐ Box markings
 - ☐ Safety markings
- ☐ No Specifics to Foil Packs

For Cards

Specific requirements for cards:

- ☐ Upload decks as multi-page PDFs
 - ☐ A deck with a single back: 1 file with deck fronts in order, and a back at the end of the file
 - ☐ A deck with multiple backs: 1 file with all deck fronts, 1 file with all deck backs in the same order
- ☐ Use border black (C:40% M:0% Y:0% K:100%)when applicable

For Punchboards

Specific requirements for Punchboards:

- ☐ At least 15mm smaller in length & width than the box top
- ☐ Minimum token size: 8x8mm
- ☐ Dieline Space
 - ☐ Min. 6mm between dielines of each token and token to the board
 - ☐ 3mm bleed between a token and its dieline
 - ☐ At least 2.5mm margin between the dieline and any non-background art
- ☐ Include whole board dieline
- ☐ Dieline as a separate file or a separate layer
- ☐ Label and number your punchboards
- ☐ Punchboard back should be a mirror image of the front
- ☐ Consider shared dielines for multiple boards
- ☐ Specific to Double-layered Punchboards
 - ☐ Images on the bottom layer line up correctly with punched-out positions of the top layer
 - ☐ The Punchout is larger than the size of component it holds

For Player Screens

Specific requirements for player screens:

- ☐ Show trim and fold lines on a separate PDF or layer

For Game Boards

Specific requirements for game boxes:

- ☐ Front side: 3mm bleed+17mm wrap
- ☐ Reverse side of the double-sided game board: 3mm smaller than the front on all four sides.
- ☐ Max. size: 860x560mm

For Booklets

Specific requirements for booklets:

- ☐ Page count must be a multiple of 4
- ☐ Larger margin for pages over 32
- ☐ No two-page spreads in PDFs
- ☐ Choose a binding type for the booklet

For Printing Effects

Specific requirements for printing effects:

- ☐ Create a separate PDF file or layer within the primary artwork file that indicates the precise location where the effect should be applied

Part 3

File Format

1.Data setting



Illustrator & Indesign & Photoshop
color and output setting.

1.1 All files in CMYK color mode

1.2 Color settings

Edit_Color Setting_Working Spaces

Working Spaces

RGB: sRGB IEC61966-2.1

CMYK: Coated FOGRA39(ISO 12647-2:2004)

1.3 Output settings

File_Export Adobe PDF_Output

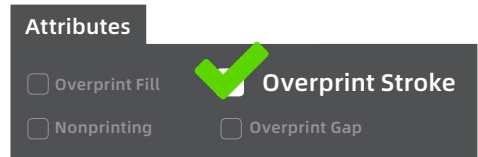
Colour

Colour Conversion: No Colour Conversion

Profile Inclusion Policy: Don't Include Profiles

For further assistance with templates, kindly reach out to STARRY.

2.Set the line to "Overprint" in the "Attribute" panel.



3.Special color for the die cutter



CMYK red color :
C:0%,M:95%,Y:95%,K:0%



Special red color :
Pantone Rhodamine Red C

4.Create the outline files

Basic Requirements

All files should follow below basic requirements:

- ☐ Submit all files as PDFs
- ☐ All files in CMYK color mode
- ☐ Use a image resolution of 300dpi or above
- ☐ All fonts used are embedded or outlined in PDFs
- ☐ All files have 3mm bleed and at least 3mm

Basic Requirements

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