GAME PUBLISHING FOR THE CLASSROOM

GAME COMPANIES

ART + DESIGN

GAME PRODUCTION

MakePlayingCards.com

(QP Printing)

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Lower cost

Fast service
Custom boxes - All sizes

Varied box options

Small instruction folder option

Upward scalability (up to 5k+)
Templates for game cards

5 Card weights

6 Finishing options/effects

Disadvantages

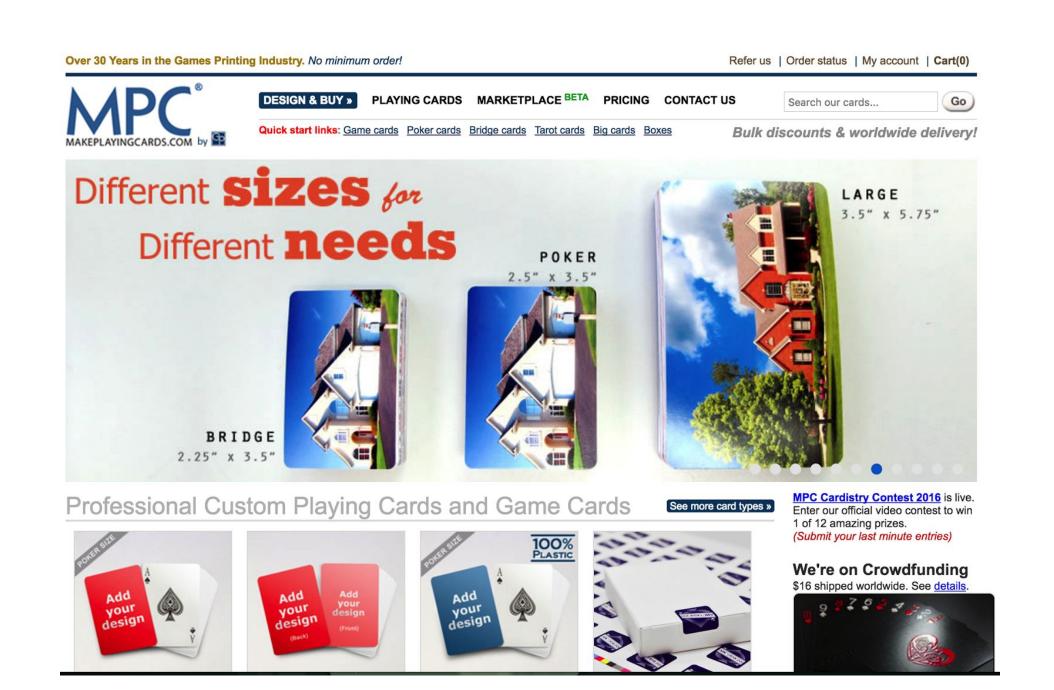
Only cards

Requires high resolution images

Only one size card per order

Difficult to lay out cards

• (All backs, then all fronts)



The Game Crafter

(TheGameCrafter.com)

Advantages

Accepts lower quality images

Array of game parts & pieces

Mix decks, boards, pieces, rules

Easy to use deck editor

• (back & front, card by card)

Box array for mixed game parts
Provides online storefront

Enforces proof work

Disadvantages

Scale price tops at 100 games

Assembly price of \$0.89/game

Highly variable production time

Search CATEGORIES Getting Started Frequently Asked Questions File Preparation Game Editor Production Design Tools + Artwork Getting started takes three simple steps: Step 1: Create

Game Art Sources

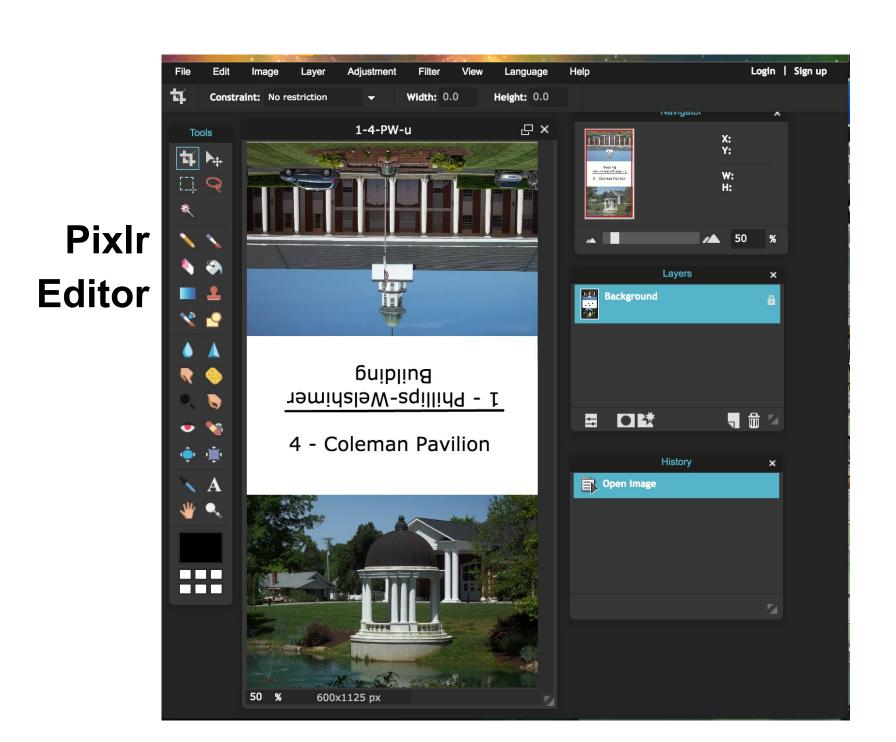
(Addressing Copyright Concerns)

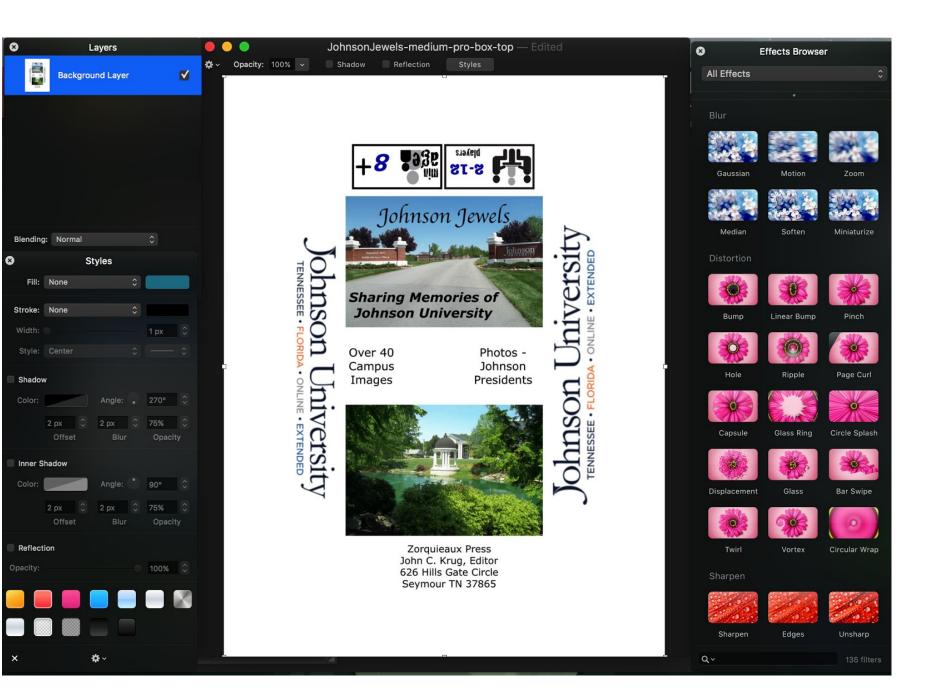
Source	Considerations
Kickstarter.com	Contact directly if not funded
Pond5.com	Licensed by the piece
CoolClipArt.com	Packages of 50-150 items
Fiverr.com	Negotiated commissions

Game Design Software

(Preparing Camera Ready Game Pieces)

Source	Considerations
Pixlr Editor	Prepares multi-layered images
Google Drawing	Use for angled or slanted print
Pixelmator	Use for rastered layouts over 4000 x 4000





Pixelmator

Games for Demo

Game

BOSC (64 minicards, tuck box)

BOWS - NTS/OTS
(54 minicards, each, tuck box)

Crown, Dove, and Lamb
(90 Poker size cards, tuck box)

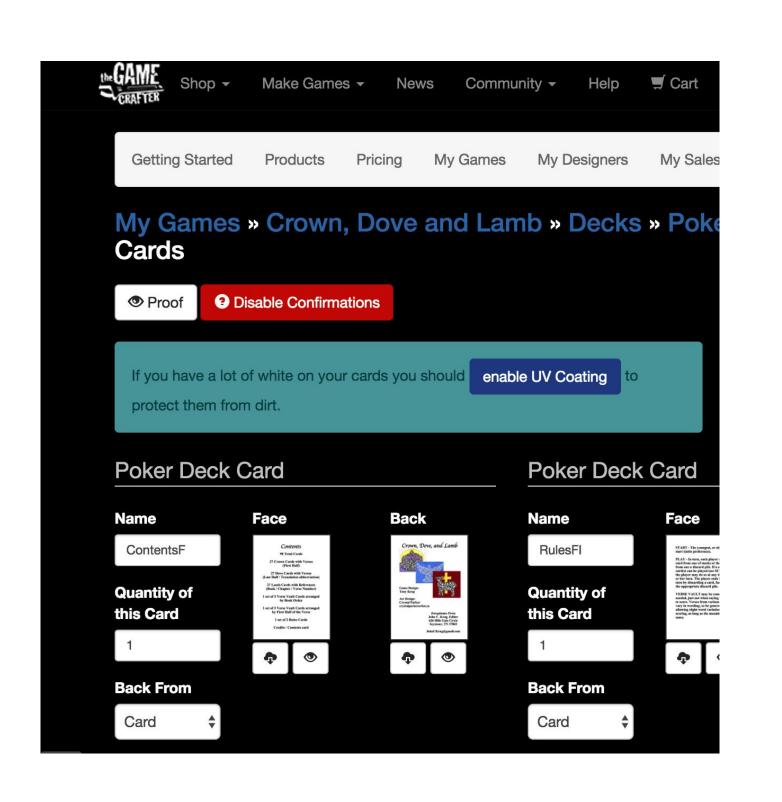
Johnson Jewels
(144 domino cards, 12 Hex cards, 12 jewels, 6 houses, booklet, game box)

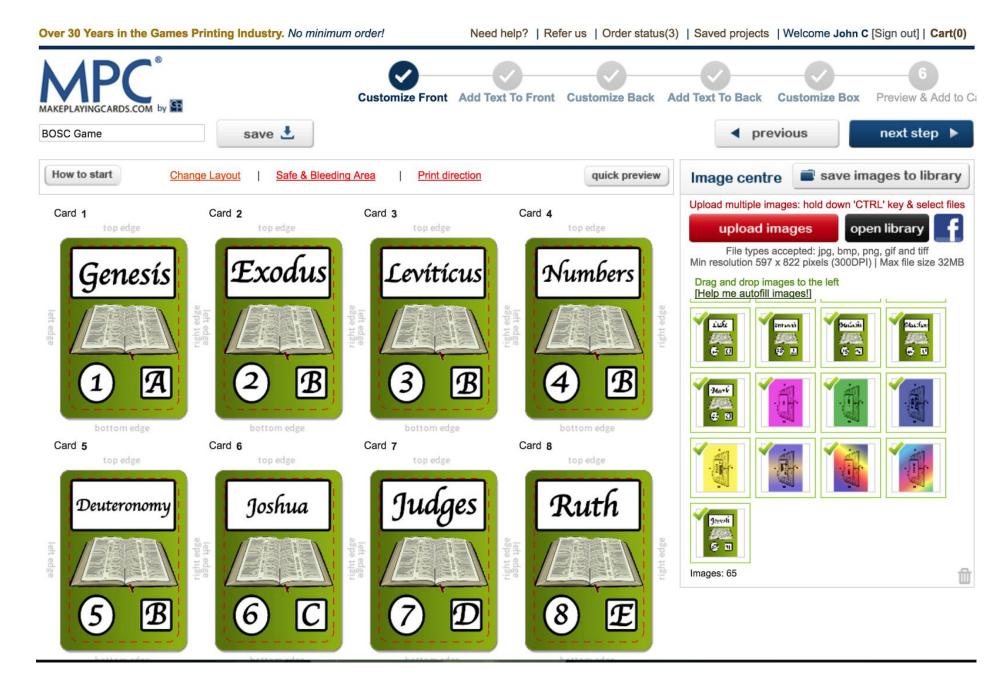
NakePlayingCards/Pond5

MakePlayingCards/CoolClipArt

The Game Crafter/Kickstarter

The Game Crafter/Photos





Timeline

Production Element Develop the idea	Considerations Samples of game pieces?
UPC Source	www.nationwidebarcode.com
Prepare: Alpha Edition/Proof	Finished copies for game testing
Arrange game testing/reviews	Several places/reviewers
Prepare: Beta Edition/Proof	Use game testing reviews
Order Full Production	Longer than the proof & testing