How to Make Card Promos

Tools Required (Links are purely to show you the items I use.)

Sharp Pair of Scissors

Cutting Mat - <u>http://www.ebay.co.uk/itm/A4-CUTTING-MAT-KNIFE-BOARD-NON-SLIP-SELF-</u> HEALING-MATT-/351347549648

12" Metal Ruler - <u>http://www.ebay.co.uk/itm/6-12-SCALE-RULER-SET-SMALL-LARGE-Measure-Rule-Metal-Stainless-Steel-30cm-/201672972643</u>

Stanley Knife - <u>http://www.ebay.co.uk/itm/Genuine-Stanley-99E-Classic-Retractable-</u> Trimming-KNIFE-HANDLE-ONLY-NO-BLADES-/182162251605

A4 Labels -1 Label per sheet -

http://www.ebay.co.uk/itm/141271945844? trksid=p2057872.m2749.l2649&var=4403835 18071

Premium Euro Card Sleeves (59x92mm) -

http://www.boardgameextras.co.uk/item.php?id=188&name=50+Premium+Euro+Card+Sle eves+(+59x92mm)&cat=48&sub_cat=41#.WCB-HfmLRPY

Instructions

- 1) Print out the PDF files of the cards on to an A4 1 per sheet label. Remember to print at 100% on to size A4 Paper - NOT Letter size. Each page will have 9 cards in a 3x3 grid
- 2) Carefully remove the thin edge off the printed sheet **and** off another unprinted blank sheet.
- 3) Stick the printed sheet on to the second plain A4 label be careful to remove any trapped air as you double up the sheets. This will ensure that the image on the base card doesn't show through on to your new promo.
- 4) Using the metal ruler, the Stanley knife and the cutting board carefully cut the sheet into 9 'cards' following the guide lines. Don't rush this stage.
- 5) Select a playing card and then peel the base layer off one of the new card / labels. Be careful that you peel the base label and not the intermediate layer.
- 6) Carefully place the label sticky side up on to the cutting board. Then carefully place the playing card on to the label there is approximately 1mm excess all around the card and it can be tricky to line up properly.
- 7) Cut the excess label from the card using scissors.
- 8) Repeat steps 5-7 if your promo needs labels on both sides being careful to line up the cards correctly.
- 9) Sleeve the new card.