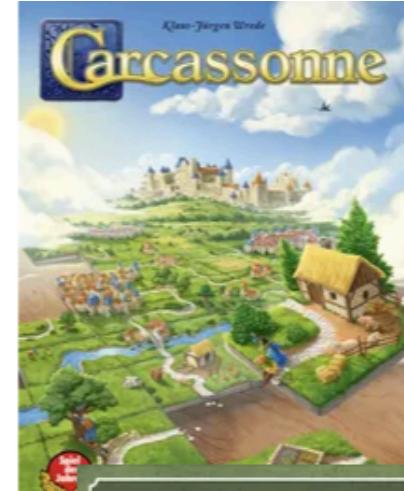
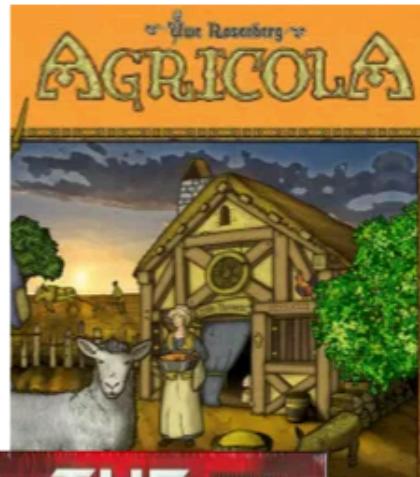


Tabletop games <3 FOSS

Yes Tabletop games

- Boardgames
- Cardgames



Me

Åke Forslund

Embedded software developer at Leine Linde

Mastodon: @forslund@mastodon.nu

E-mail: ake.forslund@gmail.com



Our games





Photo by @shelf_no_shame



Overview

- Making a Tabletop Game
- The tools we ended up with
 - The good parts
 - The bad parts

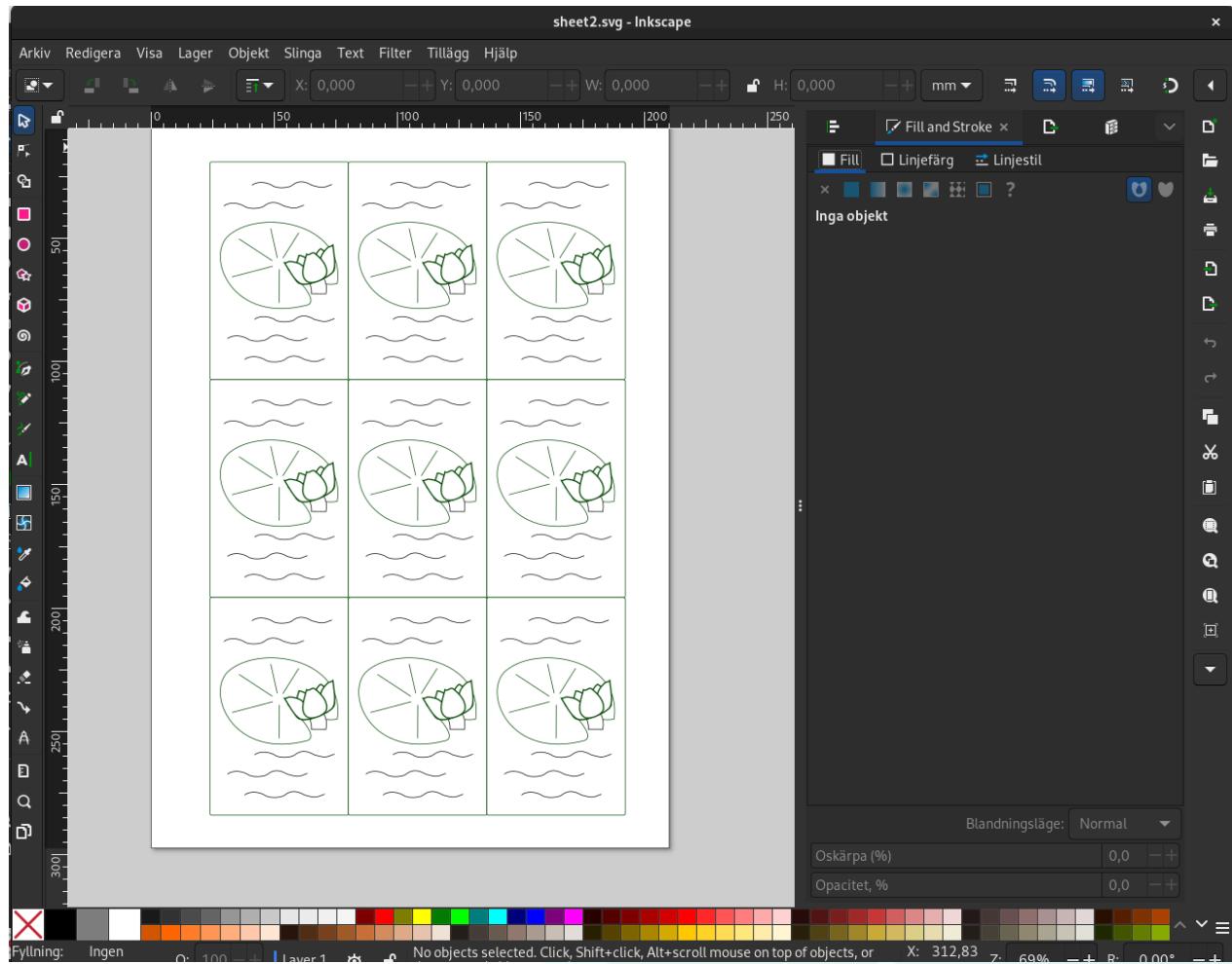
Making a boardgame

1. Thinking it's a good idea...
2. Prototype -> Cut & Paste
3. Preview version -> Nice artwork
4. Mass-produced version

Prototyping



Inkscape



What's good about it?

- Easy to move things around
- "Page" based
- High Skill ceiling
- "Modern" interface



Creating a Preview version

All of a sudden it needs to look good...



Working with an artist



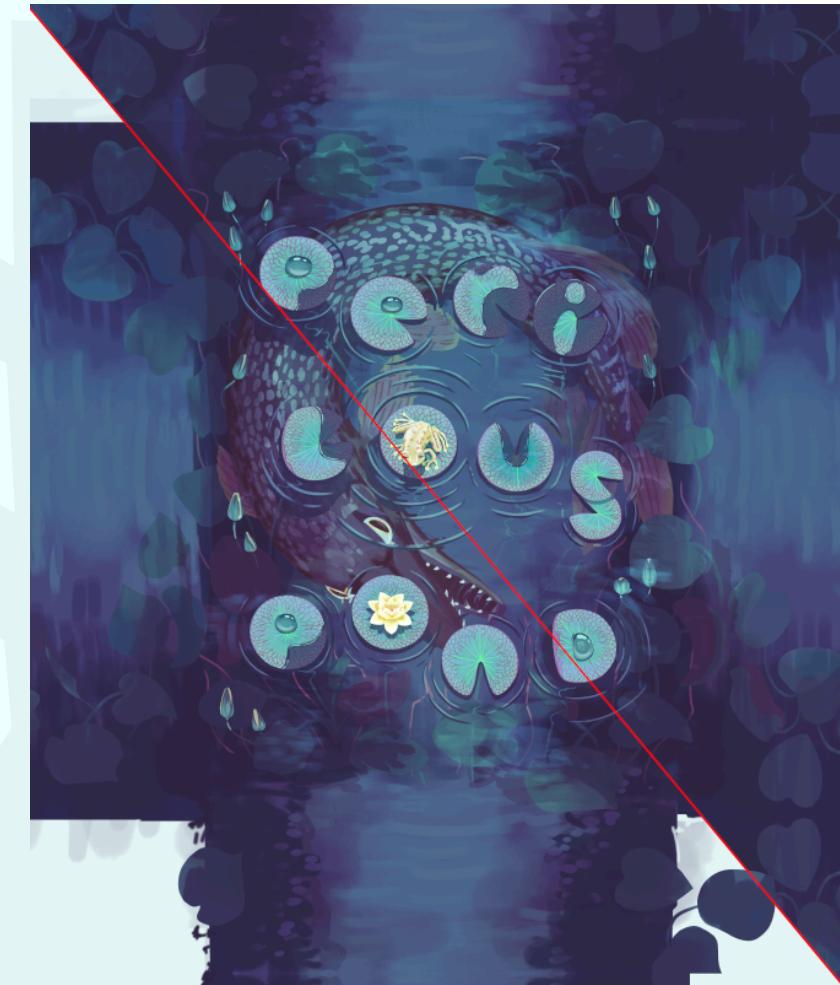
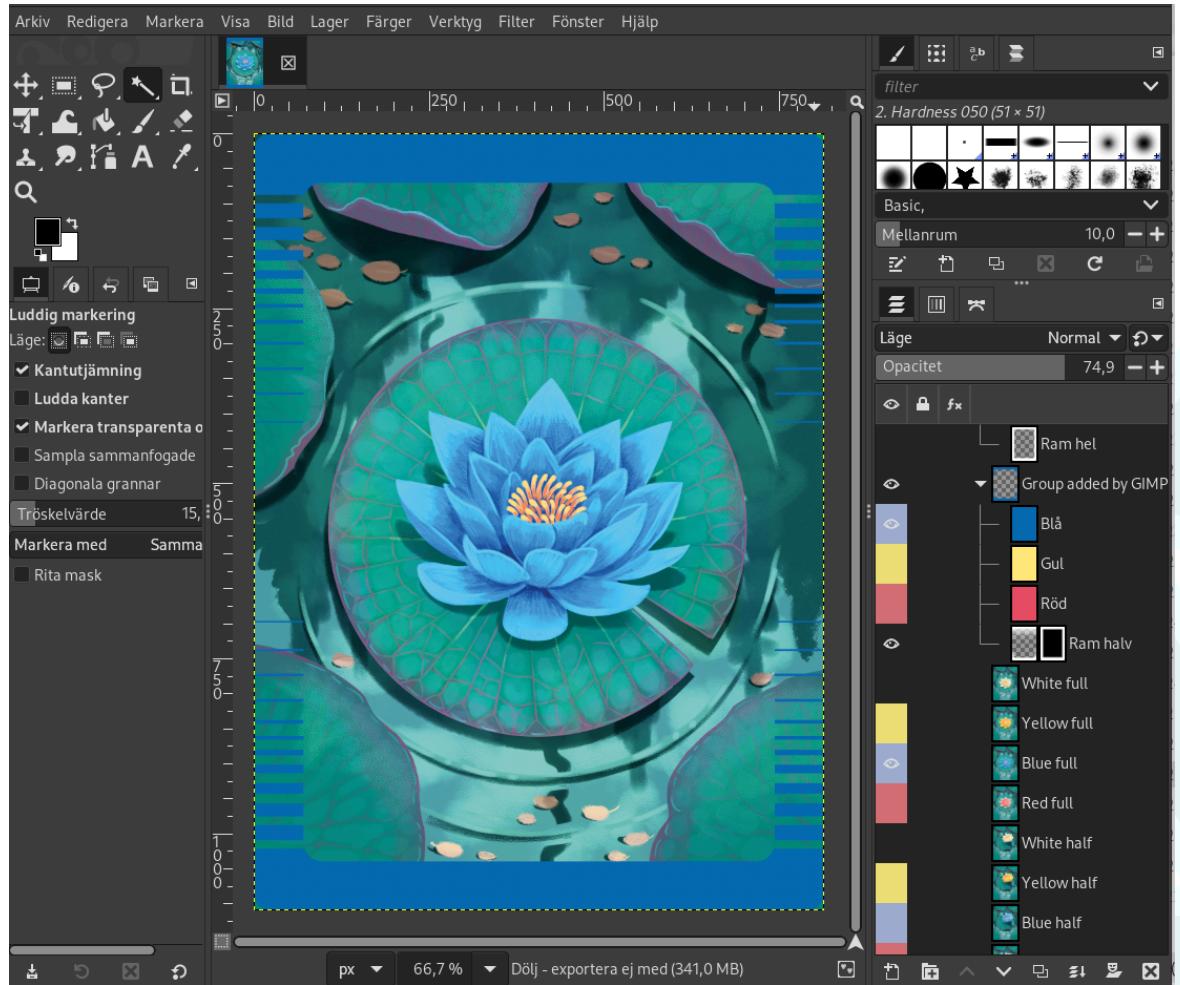
What do we need now?

- Interoperability
- Ability to make changes

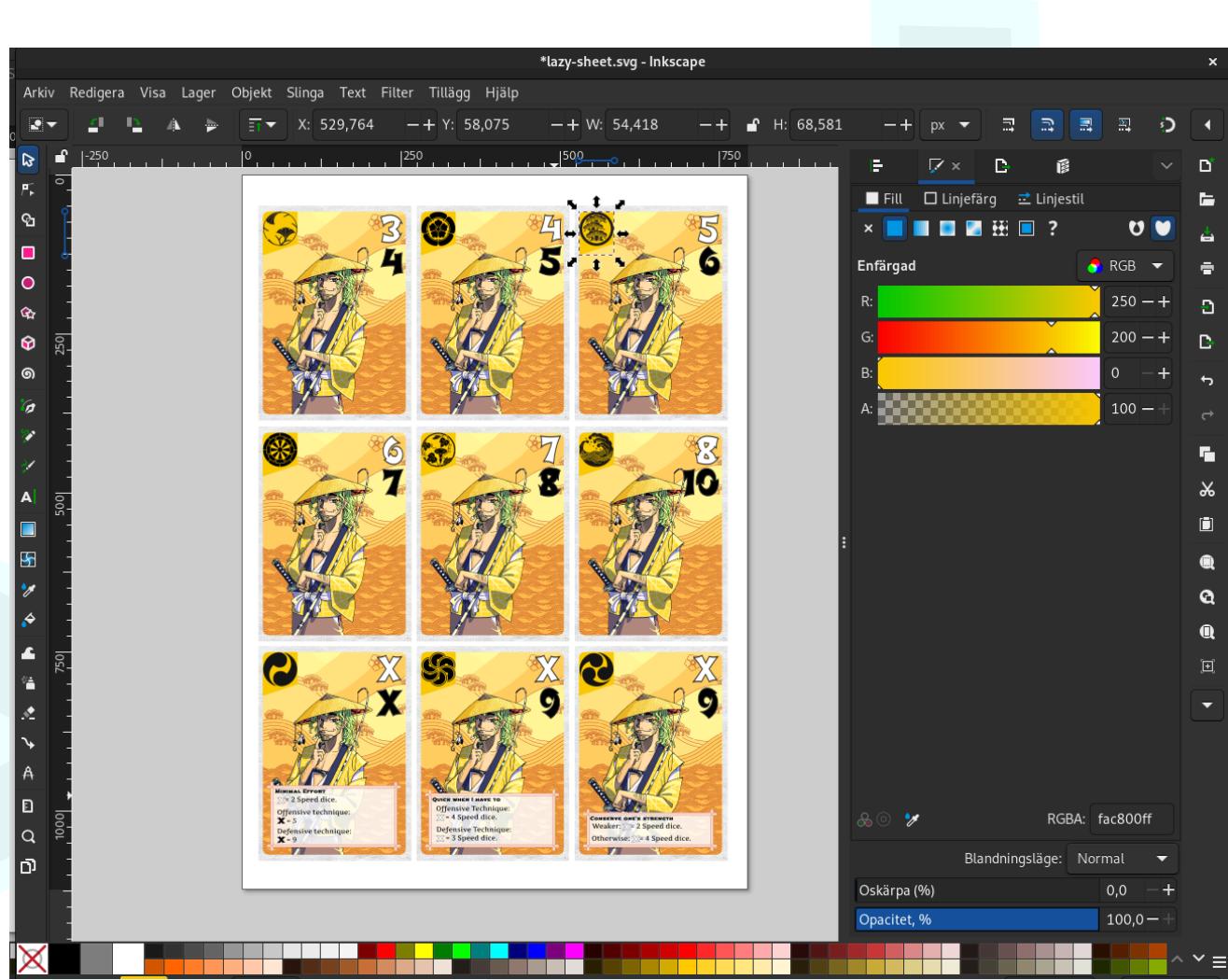
GIMP

- Bitmap image editor
- Great for common actions (cropping, correcting levels etc.)
- Great support for reading Photoshop files
- Constantly improving

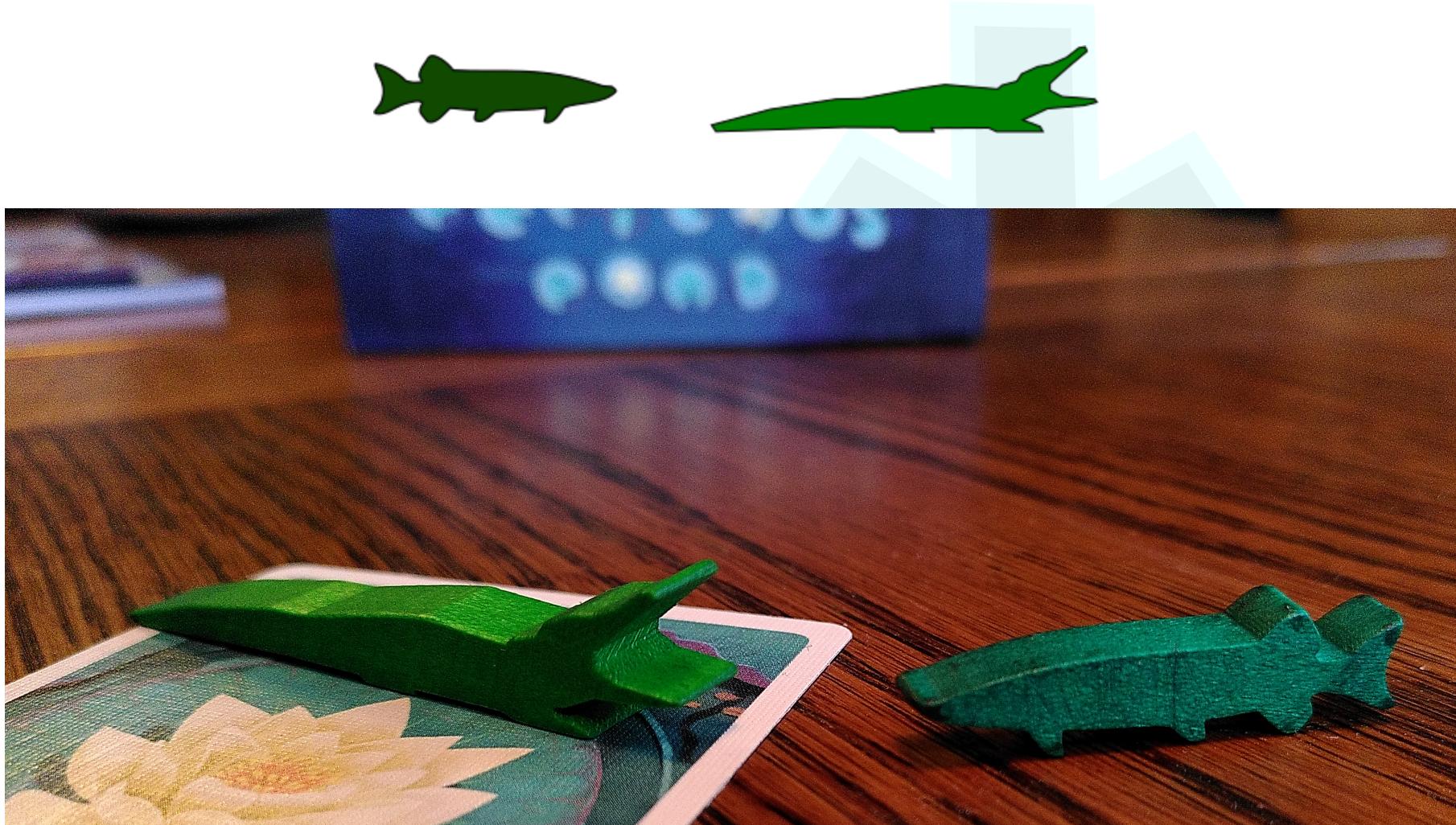




Inkscape is still useful



Wooden components



Getting a game produced



Working with a production company

Things get tricky...



GENERAL REQUIREMENTS

Document preparation at a glance

Your print-ready PDF/X files must be compliant with the following guidelines:

- The content must be checked for errors before data delivery; an approval PDF serves only to check the data was transferred correctly to the printer print shop, not to check for errors of content.
- We only accept PDF files created with our **LF_PDF job options** or in standard **PDF/X4:2008**.
- Image resolutions of 300 pixels per inch (dpi)
- Printing preferences **ISO coated_v2_300_eci.icc** (EC I) (ECI <http://www.eci.org/de/downloads>)
- Black text must be set up in pure black (C: 0 %, M: 0 %, Y: 0 %, K: 100 %).
- At least 3 mm safety margin between important elements and the final format or the outline
- Bleed at least 3 mm
- A dieline must be placed for tableaus, stickers and box inserts

Picture resolution: All illustrations/images must have a resolution of at least **300 dpi**; line art and bitmaps with at least **1200 dpi**. Images can appear blurred or pixelated at lower resolutions.

Colour: All files must be delivered in CMYK format and the **ISO coated_v2_300_eci.icc** (ECI) profile. Do **not use RGB format** for colour files as these do not print correctly. Please also note the maximum area coverage of **300 %**, as otherwise the products cannot be processed.

Pure black: If your texts are coloured black, please ensure that it is pure black (C: 0 %, M: 0 %, Y: 0 %, K: 100 %).

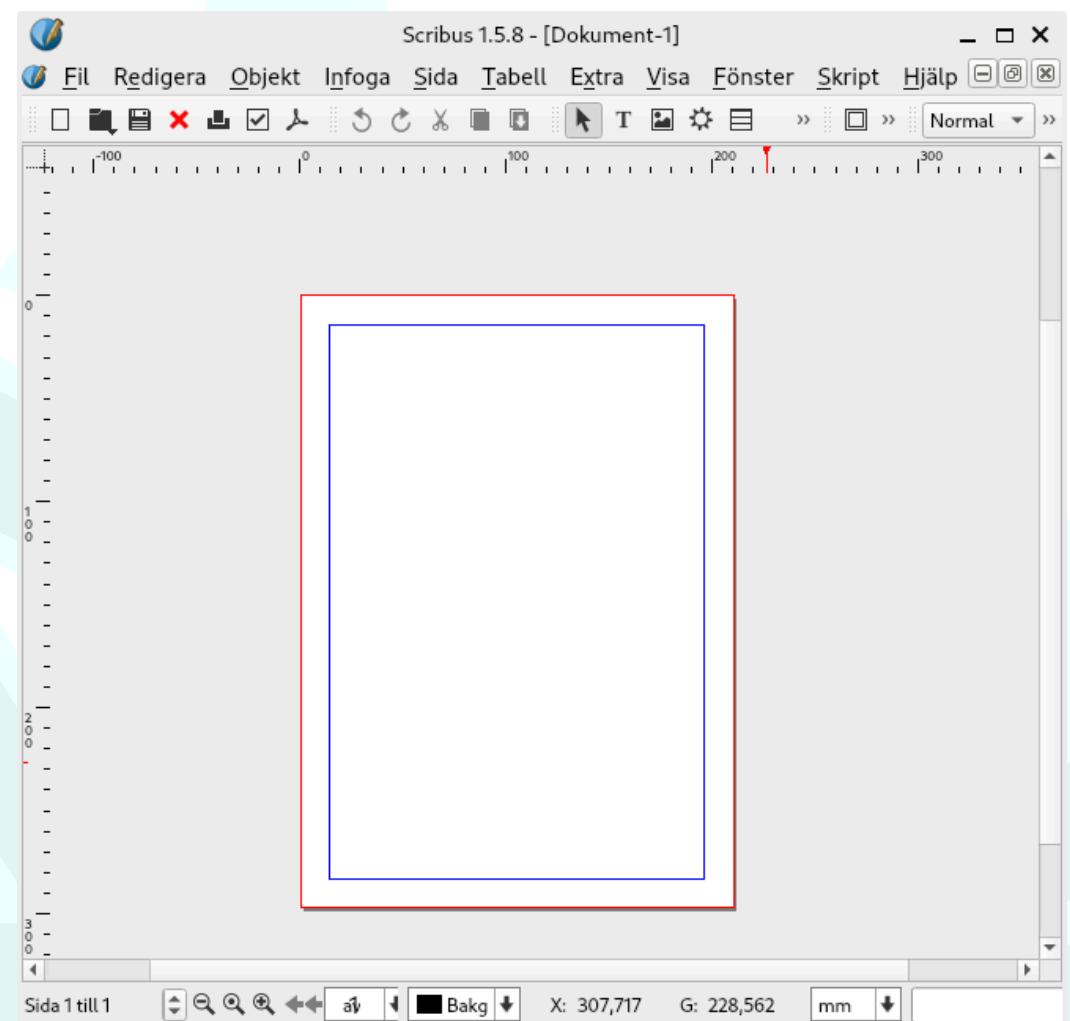
- Printer specifics
 - CMYK
 - Die lines
 - Bleed settings
 - Specific Pdf versions
- New file formats for wooden components

What do we need now?



Scribus

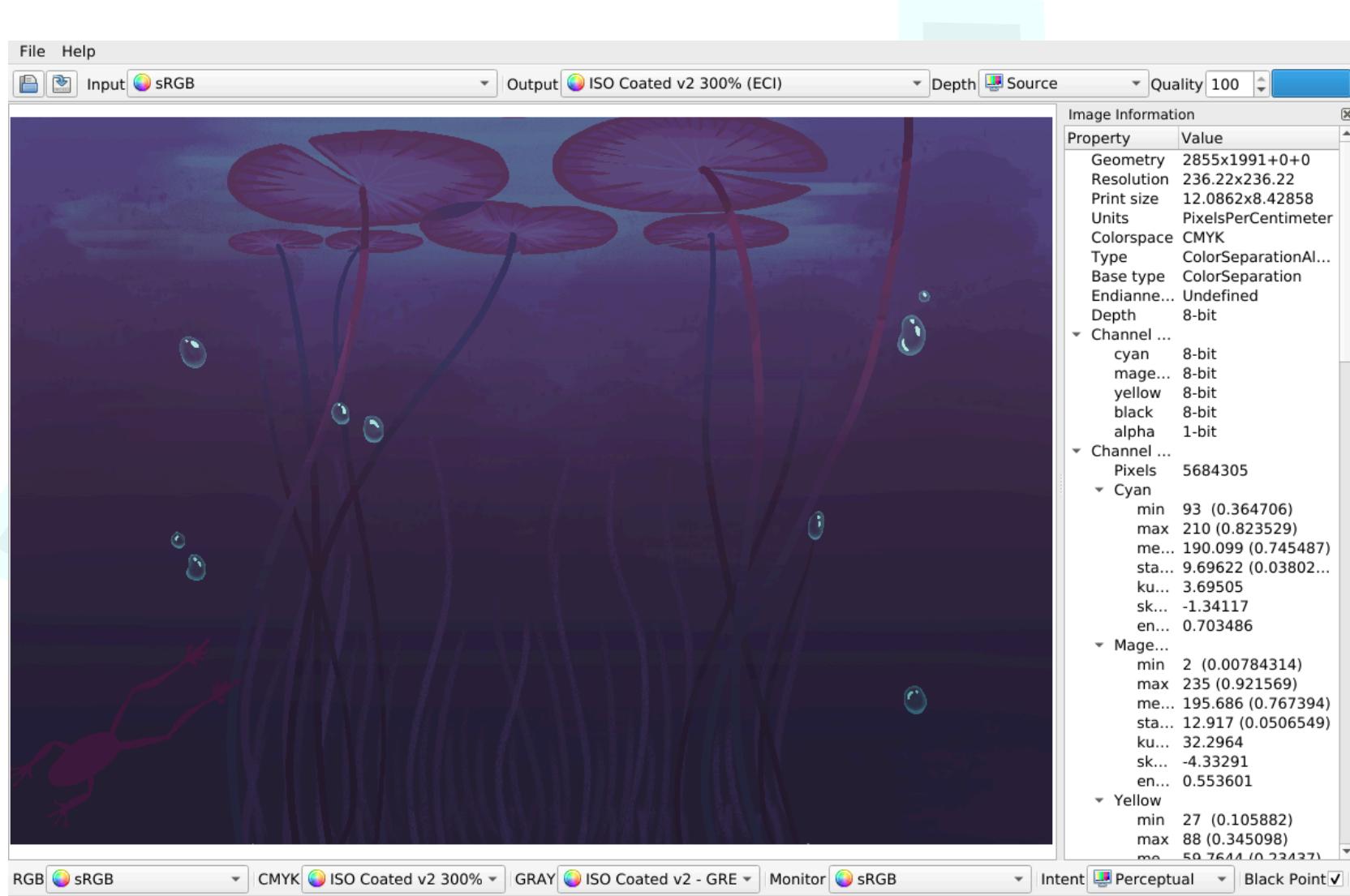
- Desktop publishing software
- Very competent
- Works great with SVGs
- Very good pdf export



CMYK

- ICC color profile
- Convert bitmap images & colors used in vector files

Cyan



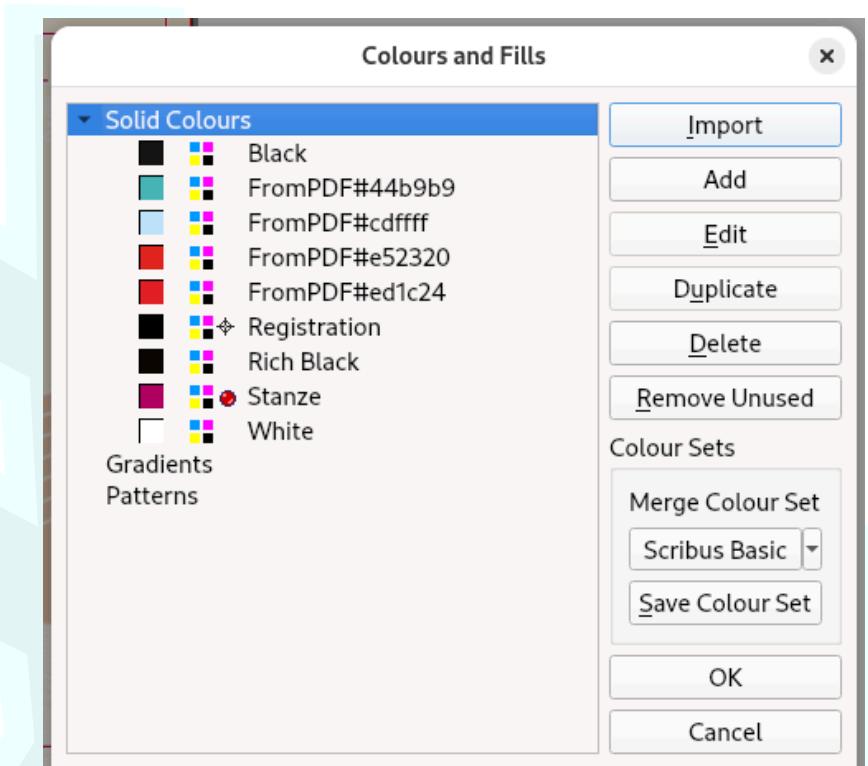
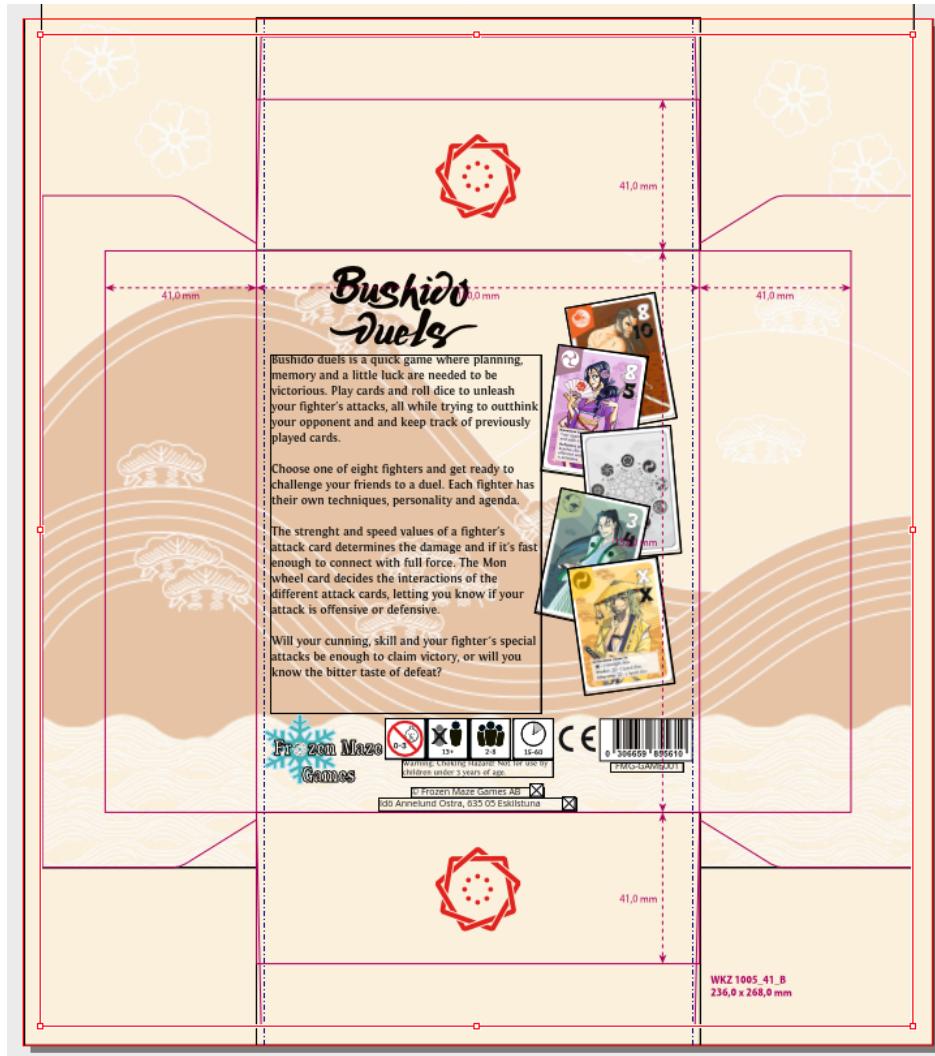
Pdf version / variant

- Pdf 1.3: CMYK, Spot colors, Notes
- Pdf 1.4: 1.3 + Transparency

[...]

- Pdf/X-4: Embedded color profiles

Die-lines



Over-print

Scribus 1.6.1 - [/home/ake/Dokument/frozen maze/perilous pond/production/rules/english/regler-en.sla]

The screenshot shows a Scribus 1.6.1 document titled "Perilous Pond" game rules. The document contains several sections:

- Title Page:** Features a frog on a lily pad and the text: "Life in the pond isn't easy for a small frog. The pond is filled with challenges making every day a fight for survival. Roll the dice up to 3 times per turn and navigate your frog across the lily pads in your quest for the tastiest fireflies the pond has to offer. It is by walking, jumping, pushing, manipulating the lily pads, as well as luring and catching fireflies you'll reach your goal to become the dominant frog in the pond. But beware, the game board will change depending on your actions and movements. What's worse, something even more dangerous lurks beneath the surface... Goal: Collect the most points by catching fireflies of different colours and fulfilling objective cards."
- Components:** Lists game components including 4 frog meeples (1 yellow, 1 blue, 1 red and 1 green), 1 pike meeple, 65 fireflies (20 white, 15 blue, 15 yellow and 15 red), 5 dice (2 white, 1 blue, 1 yellow and 1 red), 24 objective cards, 20 lily pad cards (7 white, 6 blue, 4 yellow and 3 red), 4 pike cards, 1 round tracker card, and 1 rulebook.
- Table of Contents:**

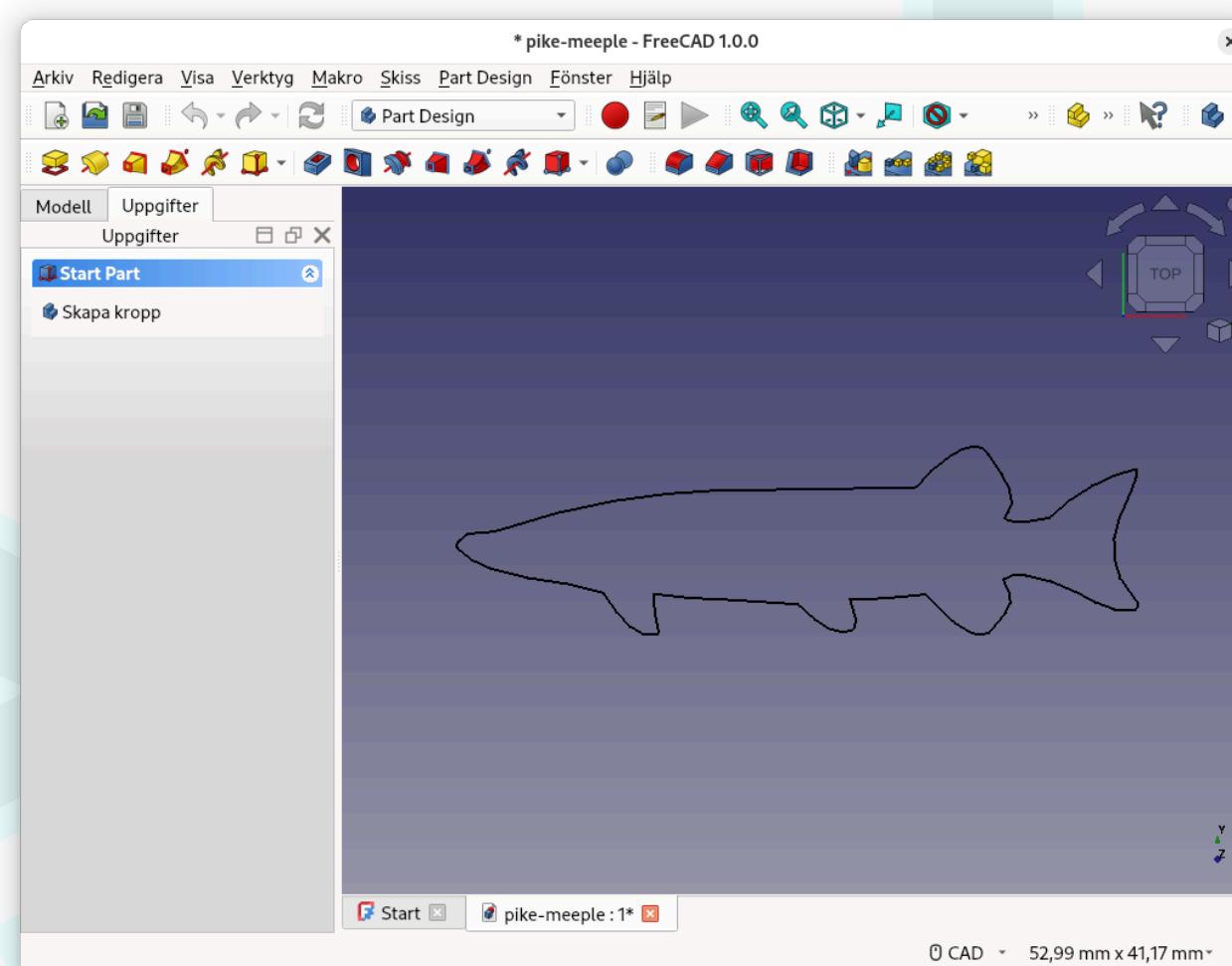
Components	Page
Setup	3
Playing the Game	5
- Climb Back Up	6
- Roll the Dice	9
- Resolve Actions	11
- Move the Pike	27
- Fulfil Objective Cards	30
End of the Game and Scoring	32
Objective Cards	37
- Warning:** In real life fireflies are poisonous and not an advisable food source for frogs.
- Table of Contents:**

Components	Page
Setup	3
Playing the Game	5
- Climb Back Up	6
- Roll the Dice	9
- Resolve Actions	11
- Move the Pike	27
- Fulfil Objective Cards	30
End of the Game and Scoring	32
Objective Cards	37
- Components Overview:** Shows images of Frog Meeples, Objective Cards, Round Tracker Card, Pike Meeple, Pike Cards, Fireflies, Lily Pad Cards, Dice, and a comparison between Front (Floating) and Back (Submerged) lily pad cards.

The Properties panel on the right shows the following settings:

- Geometry:** X-Pos: 5,482 mm, Y-Pos: 46,138 mm, Width: 94,037 mm, Height: 91,686 mm, Rotation: 0,0 °, Basepoint: Top Left.
- Level:** Level 68.
- Effects:** Drop Shadow, Shape, Line, Colours.
- Fill:** Fill Mode: Solid, Fill Type: None, Colors: Black, Blue, Red, Registration, Rich Black, White, Yellow, bg-blue, dice-outline, examples, notes.
- Shade:** Shade: 100%.
- Overprinting:** Overprinting: Overprint.
- Transparency:** Transparency: Display only used colours.

Wooden components



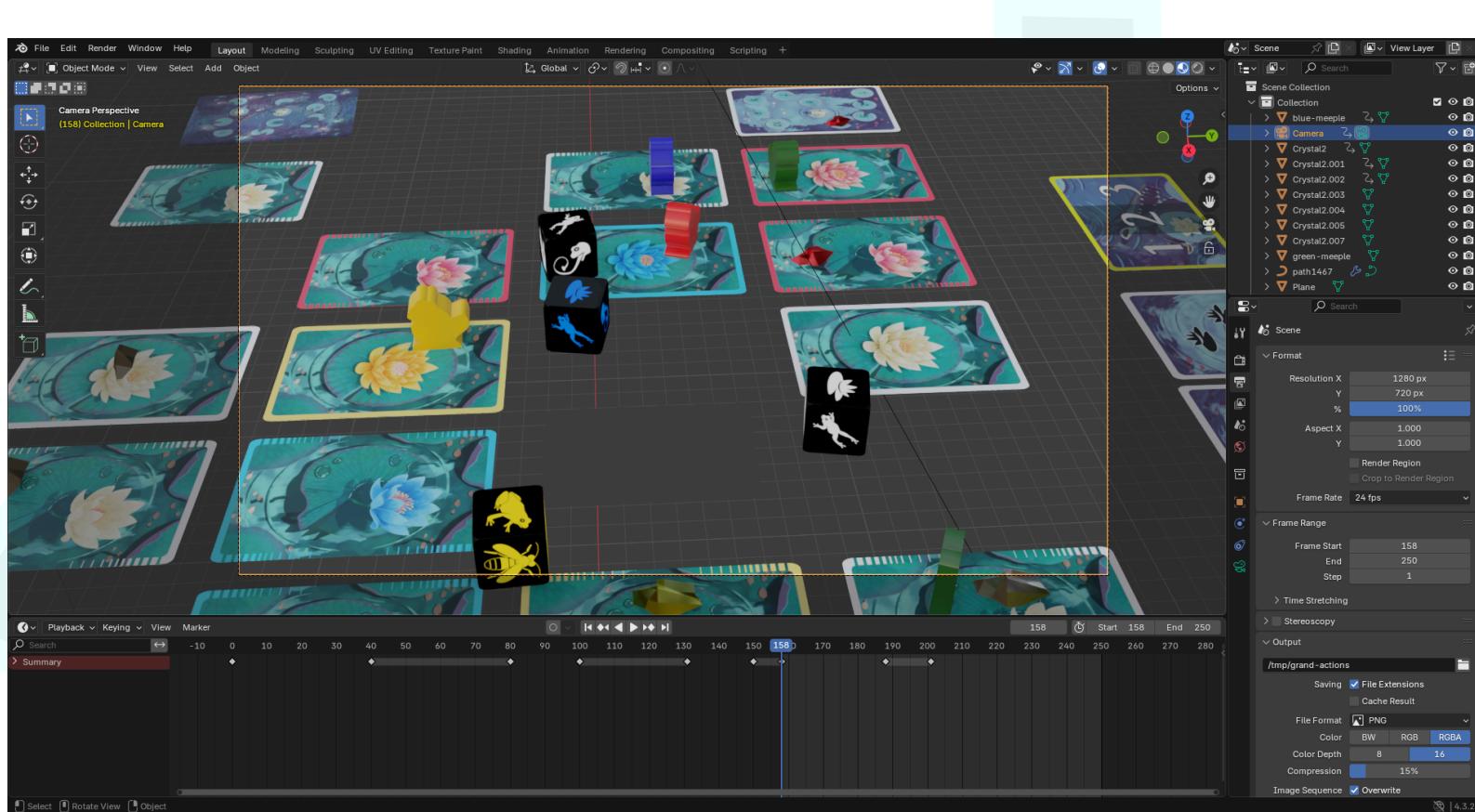
Honorable mentions

pdftools

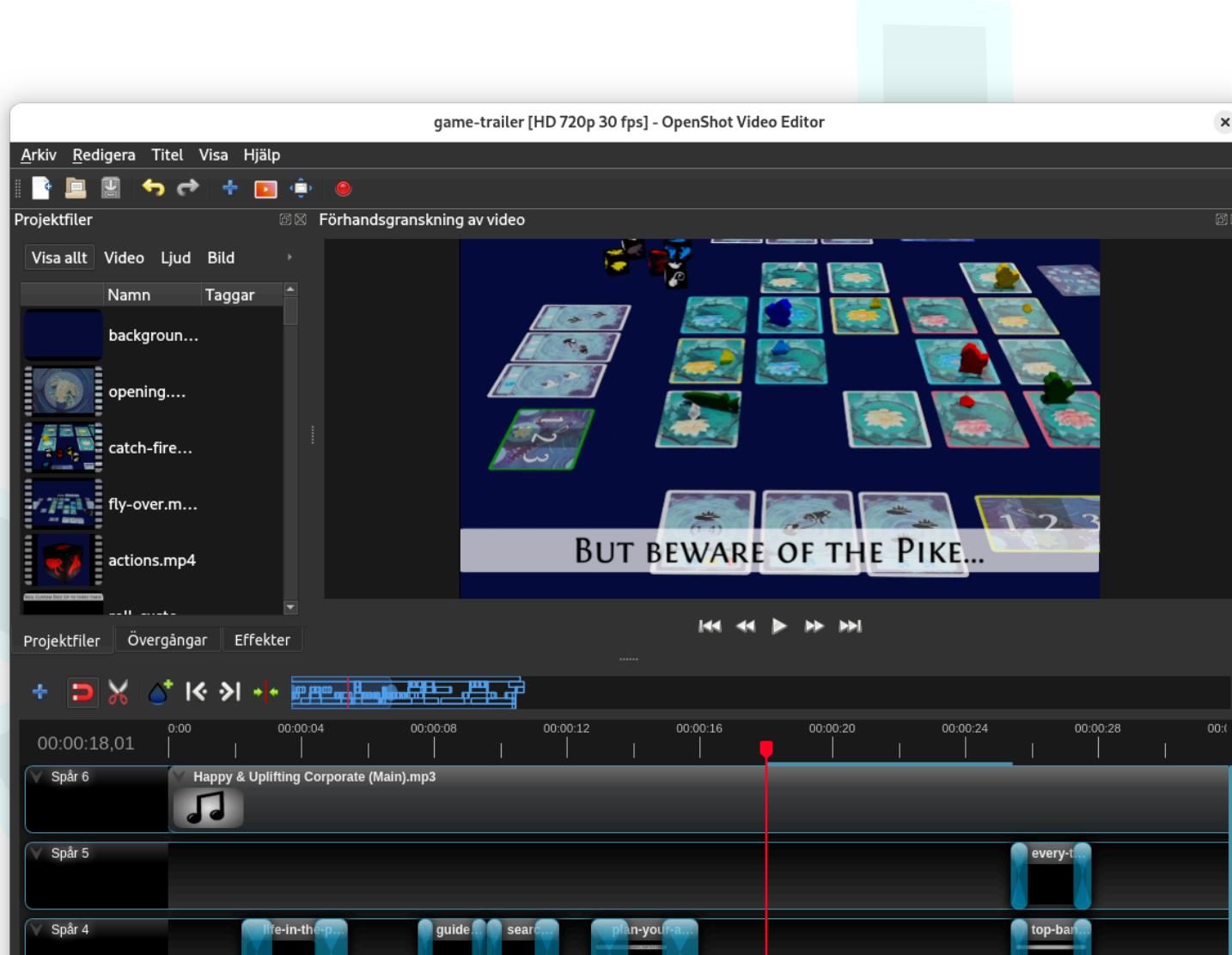
```
$ pdfinfo presentation.pdf
```

```
$ pdfimages -list presentation.pdf
```

Blender



Open Shot



Isn't it awesome?



```
tree = ET.parse(argv[1])
root = tree.getroot()

black_things = [o for o in list(root.iter())
                if o.attrib.get('PCOLOR') == 'Black'
                or o.attrib.get('PCOLOR2') == 'Black']

without_overprint = [o for o in black_things
                      if o.attrib.get('doOverprint', '0') != '1']

coloured_things = [o for o in list(root.iter())
                    if o.attrib.get('PCOLOR') != 'Black'
                    and o.attrib.get('PCOLOR2') != 'Black']
coloured_overprint = [o for o in coloured_things
                      if o.attrib.get('doOverprint', '0') == '1']

# Remove text with no color from list
coloured_overprint = [o for o in coloured_overprint
                      if not (o.attrib.get('PTYPE', '0') == '4'
                              and 'PCOLOR' not in o.attrib
                              and 'PCOLOR2' not in o.attrib)]

lookup_ptype = {
    '2': 'Image',
    '4': 'Text',
    '5': 'Line',
    '6': 'Polygon',
    '8': 'Text on a Path',
    '7': 'Polyline',
    '9': 'LaTeX',
    '12': 'Unknown',
    '16': 'Unknown'}
```

Contributing back

- Contributing €
- Translations

Icon pack

<https://github.com/forslund/boardgame-icons>

Based on the original work of Sinister design



2-4



30-60



10+

Finally! It's over!

You've been a lovely audience

Questions?

