

Artwork File Submission Guide

Boda Games
Guides



To help us review and process your artwork efficiently, please organize your files using the folder structure provided in this ZIP file.

The folders are:



Please place each artwork file in the relevant folder. Folders that are not applicable to your project can simply be left empty or deleted.

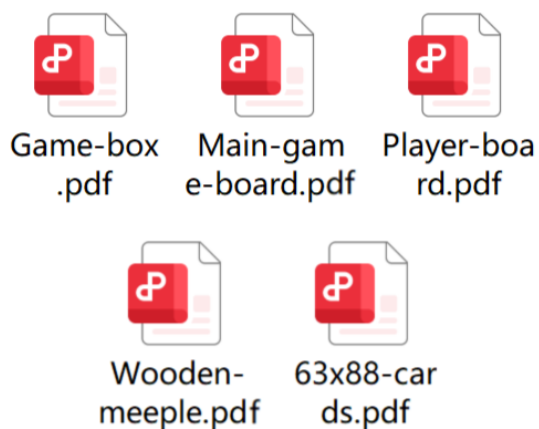
File Naming

Where possible, please use the **same component names as shown in your quotation** when naming your artwork files.

For example,
if your quotation lists:

	A
1	ITEM
2	Game Box
3	Main Game Board
4	Player Board
5	Wooden Meeple
6	63 × 88 mm Cards

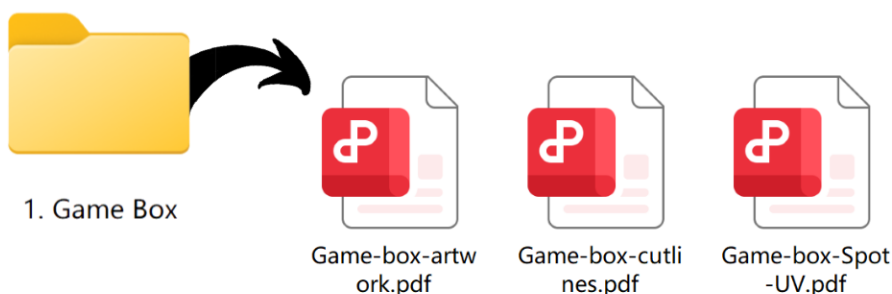
Please use similar names for the
corresponding artwork files:



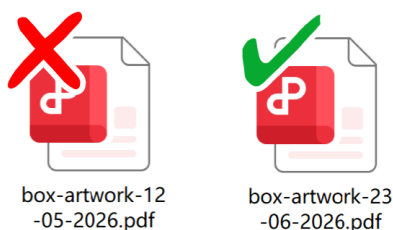


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If there are multiple files for the same component, please **make their purpose clear in the file name**, for example:



Please **avoid generic file names** such as final.ai, new version.pdf, or artwork 01.ai, as these make it difficult to identify which component the file belongs to.



Please also submit **only the latest version of each file**. Where possible, remove old or superseded versions before sending the artwork package.

Sending Your Files

Whenever possible, please send us the **complete set of artwork files at the same time**, rather than sending individual components separately over multiple submissions. This helps us check the project as a whole and reduces the risk of files being missed or different versions being mixed together.



You can send the files to us using whichever file-sharing method is most convenient for you, such as **WeTransfer, Google Drive, OneDrive, Dropbox**, or a similar service.



Clear folder organization, consistent file naming, and submitting the full set of current files help us compare your artwork against the quotation, identify missing files, and reduce questions or delays during the artwork checking process.