

PRINTING KIT

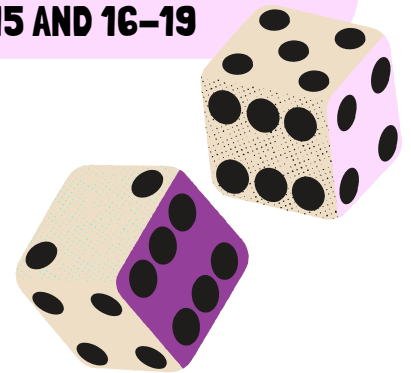
"UNLOCK THE TRUTH ISLAND"

Educational Board Game
Sexual Education & Critical Thinking

EDUCATIONAL BOARD GAME

Unlock the Truth Island is an inclusive educational board game designed to promote sexual education, emotional awareness, consent & rights literacy and critical thinking through peer competitive- interaction

**DESIGNED FOR YOUNG PEOPLE
12-15 AND 16-19**



Each NGO is responsible for the content translation to their own language.

This document contains all technical and production specifications required for the local printing and assembly of the board game Unlock the Truth Island.

Any printer or NGO should be able to reproduce the complete game using only this manual.

CARDS



Arranged in A3 pages

[*CMYK Cards BACKS A3 With bleed.PDF](#)

[*CMYK Cards FRONT A3 With bleed.PDF](#)

[*RGB Cards BACKS A3 With bleed.PDF](#)

[*RGB Cards FRONT A3 With bleed.PDF](#)

Cards are divided in CMYK and RGB files. Cards are created with an automatic system in RGB originally.

CMYK are printer ready files, RGB are for reference to compare and be sure the colors are in the right mode.

For all card backs, use the file BackCMYK.

ALWAYS DO A PRINT PROOF FIRST

[*Cards Cut Template 2 Layers For Punchout or guillotine.PDF](#)

This file contain the cutlines in VECTOR FORMAT divided in 2 layers:

- Guillotine layer: for regular sharp corners
- PunchOut layer: for punchout with the curved corners

MUST PICK ONE OR THE OTHER, SOME PRINTING SERVICES WILL ONLY PROVIDE LINEAR CUT WITH MANUAL CORNER CUT, OTHERS WILL USE PUNCHOUT CUTTING ALL CARDS AT THE SAME TIME PER PAGE WITH THE CURVES (normally this leaves behind a small dot or leftover used to hold the cards after the punch).

[*Card Bleed and Margin Reference.pdf](#)

[*Poker-card reference.pdf](#)

[*Cards Cut line Example.jpg](#)

Reference files to understand the bleed and margins of the cards files.

BOARD



*[Board 360x280mm Fold in 4.JPG](#)

Print ready file in CMYK. It fits in a regular A3 page

To fold inside the box needs an horizontal centered cut from center to right side.

BOX



*[Box Model Crop Marked.PDF](#)

*[Box Model No crops.PDF](#)

As requested the box is an editable file in CMYK ready to print or edit to fit in generic printing services.

WARNIGN: THE CURRENT TEMPLATE MAY NOT FIT ALL ELEMENTS INSIDE, IT IS RESPONSABILITY OF THE CORRESPONDING PRODUCTION TEAM TO ENSURE THE BOX FOLLOWS THE PRINTING SERVICE INSTRUCTIONS, CONTROL THE OVERALL PIECES AND HOW THEY WILL BE PLACED INSIDE THE BOX.

AS A GENERAL RULE: the useful internal measure of the box, that is, the actual space available inside once assembled, must always be checked:

- If the largest item is the rule book brochure accompanied by the board folded into four, the inside of the box must be greater than 210 mm.
- If the largest element is the board folded in half, the inside of the box shall be greater than 281 mm.

To avoid confusion, these measures should always be understood as internal minimum measures, not external measures of the box. Before production is approved, it is also recommended to check the thickness of components, manufacturer tolerances and the space required for comfortable installation and removal of parts.

TOKENS



*PlayerTokens 15mm or 20mm.PDF

Editable CMYK File with 3 layers.

- 20mm cut line: for the punchout for 20mm tokens
- 15mm cut line: for the punchout for 15mm tokens
- Image: final design of the cards visible.

Since the file includes two troqueling options, it must be decided which final size to manufacture before sending it into production. Once selected, only the cut line corresponding to that size should be used.

It is also important to check that the design is correctly centered with respect to the chosen cut line and that no relevant graphic elements, such as text, icons or edges, are too close to the cut edge.

It is also recommended to check that the safety margin and bleeding are appropriate for the selected size, both in the 15 mm version and in the 20 mm version, in order to avoid visible deviations once the chips have been cut.

RULEBOOK



*Rulebook Final A5 page size.PDF

Print ready pdf to print as A5 booklet

*Rulebook Covers.pdf

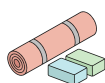
The cover in A4 format to create the cover of the booklet.

DICE



For the effective practice of the game it is necessary to have 1 common data of 6 sides. Ask at the printing press if they have, otherwise it will have to be obtained independently.

MATERIALS



The use of cardboard for all items and lamination to prevent wear and tear should always be preferred. In case the printer cannot propose this material, another material may be used.

CONTACT FOR TECHNICAL QUESTIONS

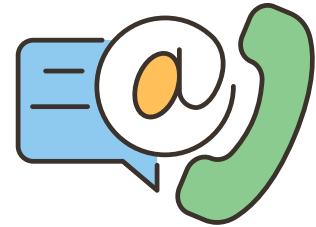
Project Name: Unlock the Truth Island

Email: Info@highonlife-network.com

Organisation: High On Life

For production clarifications only

Do not modify components without written approval.



INTELLECTUAL PROPERTY & USAGE NOTICE

Unlock the Truth Island and all associated materials, graphics, texts, layouts, and structural designs are protected intellectual property of the project owners.

The game may not be modified, adapted, redesigned, translated, or altered in any way without prior written authorization from the project coordinators.

This game is intended for educational use only.

Commercial redistribution, resale, or unauthorised commercial exploitation of the game or its components is strictly prohibited.

Printing is authorised solely for approved educational, non-commercial purposes under the conditions agreed with the project coordinators.

For authorization requests or clarification,
contact the project email provided in this Printing Kit.

EDUCATIONAL & ETHICAL HANDLING GUIDELINES

Unlock the Truth Island is not only a physical board game. It is an educational tool that addresses sensitive topics, including sexual education, emotional relationships, consent, gender identity and health. Its use requires responsibility, awareness and ethical care.

Any organisation reproducing or facilitating this game must ensure that it is implemented within a safe, respectful and age-appropriate educational framework. The game must always be used in supervised and structured learning environments such as schools, youth centres, NGOs or community programmes. It is not intended for unsupervised distribution or casual entertainment use without facilitation.

A responsible adult facilitator must be present during gameplay. The facilitator's role is to create a respectful, non-judgmental and inclusive environment. They must monitor group dynamics, prevent mockery or discriminatory comments, and encourage thoughtful discussion. The facilitator guides the conversation but must not impose personal beliefs or moral judgments.

Participation must always be voluntary. No participant should be pressured to answer a question, share personal experiences or engage in a discussion that makes them uncomfortable. Players must be allowed to skip questions or opt out of specific topics without explanation. Silence or hesitation must be respected.

Given the sensitive nature of some topics, facilitators should be attentive to signs of discomfort. Emotional reactions should be acknowledged calmly and without drawing unnecessary attention to individuals. Short pauses or breaks may be offered if needed. The game must never be used to expose, interrogate or single out participants.

The game promotes diversity, gender inclusivity and respect for different identities and experiences. Any harmful or stigmatizing behaviour must be addressed immediately. If serious personal disclosures arise during a session, facilitators must follow local safeguarding procedures and refer participants to appropriate support services. Confidentiality should be respected within the limits of safeguarding obligations.

By reproducing or using this game, organisations commit to upholding its educational integrity, social responsibility and ethical standards.

The game must never be modified in ways that distort its educational purpose or used in contexts that promote discrimination, shame or misinformation.