This document will cover the basics of printing Print and Play cards as slips to put in front of extra Retail cards. For more adventurous readers, the end of the document will also discuss printing on thicker cardstock and double-sided printing, and arranging the cards for print on your own.

# Print and Play - Slips

This is the most accessible option for most players, and many probably have experience with making proxies this way for casual events like COCO or Silver Spanner.

Things you’ll need

* Access to a computer with a printer and paper for it
* A copy (download) of the appropriate Print and Play document
* Scissors
* Spare Retail MLP:CCG cards
* Opaque card sleeves (if you can see the back of the card, they aren’t opaque)
* Either:
  + Transparent tape (e.g. Scotch tape), or
  + Glue (e.g. craft glue, white glue, spray adhesive), or
  + Inner sleeves (e.g. KMC’s Perfect Size, Dragon Shield’s Perfect Fit; we recommend Dragon Shield Perfect Fit Smoke to help with sleeve opacity issues)

## Paper

First, determine what size of paper you’re using, which is probably either Letter (North America) or A4 (basically everywhere else). If your standard paper size is neither of these, you can attempt to print at Actual Size/100% or ask us about a printable document for your paper size.

When printing slips to go in front of spare commons, regular office paper will work. We suggest not using a glossy paper especially if you’re using a laser printer as the toner will tend to flake off when you cut the cards apart.

## Documents

The documents provided here have the cards correctly sized for printing at 100% or Actual Size - no fighting with how big the images need to be!

These documents have nine cards per page. There are thin white lines between the cards if you zoom in.

Letter: <https://mega.nz/#!085A3a4C!Hv3CpFxf6ygZeihJEiFFdwNeRsM5ooszi5o3CjF8ScY>

A4: <https://mega.nz/#!555QFKLK!J97uv46RiQzH8tnzuyqJ7dNE-9n4C2x4z3HOTb2yed0>

If your printer cuts off parts of the cards when printing the nine cards per page document, here is an alternate set with six cards per page.

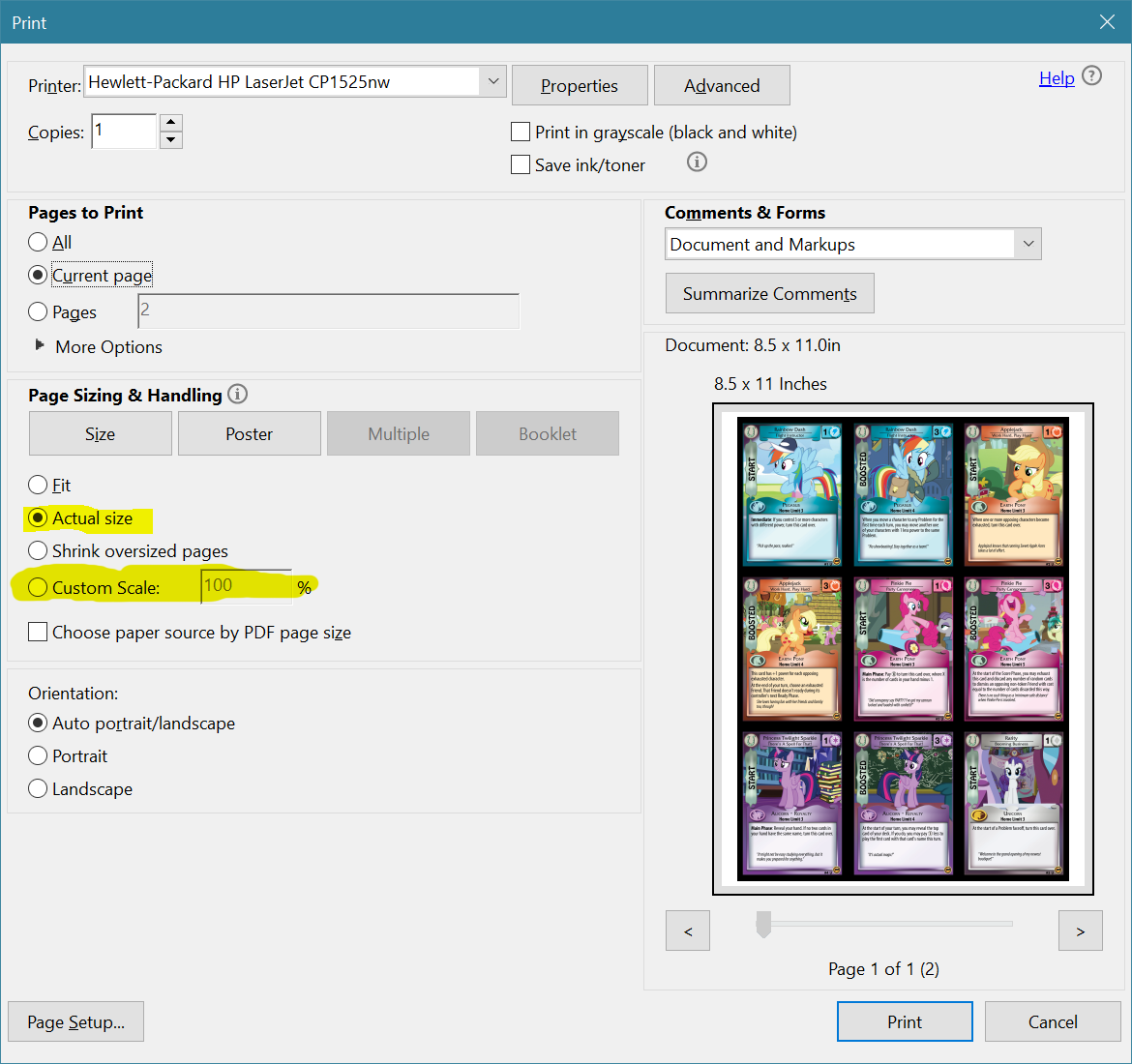
Letter: <https://mega.nz/#!sxwCnAia!KvJymp2Dpbfo35Fvskt-6A2RCEJUrwXRfDnZyvssrUI>

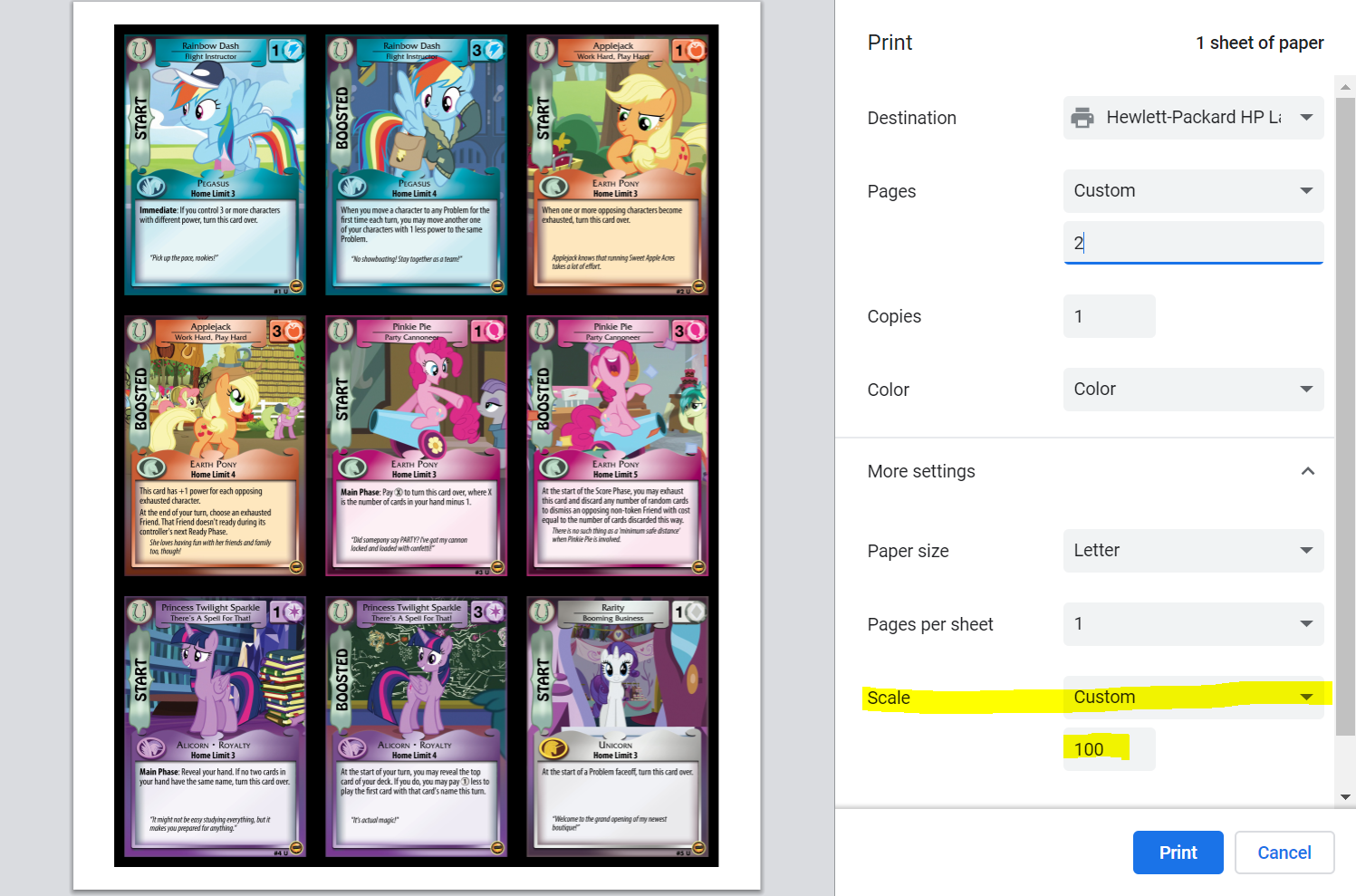
A4: <https://mega.nz/#!UxhwEQjK!Fk-Do0KreTfZ9K4gDoca7QfuM2EismxSxzUbmbqZcwA>

It is suggested that you open these documents using Adobe Acrobat Reader as this guide is written for printing from Acrobat Reader, or printing from Chrome as a second option.

## Printing

When you go to print from Acrobat Reader, a window like this will pop up. The important thing here is that either “Actual Size” or “Custom Scale: 100%” is selected - you may find that one or the other does not work correctly on your printer.



In Chrome, the window looks like this. Here, Scale must be set to Custom and 100%.

Some printers may also support automatic double sided printing or full duplex mode. You’ll want to turn this off if your printer supports it - search your printer’s manufacturer’s website for help on how to do this if you’re not sure how.

If possible, you should print in color. Cards are much easier to distinguish when they’re in full color. Also, Pinkie looks sad when she’s all gray. If you know color printing isn’t an option or is prohibitively expensive, check the box labeled “**Print in grayscale (black and white)**” or in Chrome, change the Color option to “Black and white”

Before committing to printing everything, print a test page and make sure that the cards are the right size in comparison to an Officially Printed card.

For a full playset of every card, choose **3 copies** and **All pages to print**. You’ll end up with a few extra Mane Characters, but you don’t have to cut all of them out. If you wish, you can also print specific pages to get just the cards you want.

## Cutting cards apart

You’ll need a pair of scissors, but if you have access to a paper cutter, you can use that to speed things up a bit. Try to get sharp scissors if possible - they’ll cut better and leave a nicer edge.

On the nine cards per page documents, you’ll want to cut **on** the white lines between the cards. It’s OK if you cut into the black border a little, as long as at least half of it is still there.

Once each card is free from the sheet of paper, trim away any little bits of the white lines that are left with a pair of scissors. Try to cut as little of the black border as possible when trimming at this point.

On the six cards per page documents, you’ll want to cut **connecting** the small black lines around each card, as straight as possible. This should cut off about half of the black border on each side of the card. The extra thickness of the black border is called the bleed area and helps with double sided printing or die cutting.

## Attaching the slips to spare cards

You’ll need some spare Retail MLP:CCG cards to attach to the slips you’ve just created. The cards you use here should be extras that you don’t need - **don’t** use your rare or expensive cards!

Just like in the game, Mane Characters get special treatment. Since Manes are double sided and both players always know what card it is, you can use a transparent sleeve and just insert the start side and boosted side slips on either side of the spare card - no need for tape.

For all other card types, you need an opaque sleeve so that neither you nor your opponent can tell that which cards are print and play when the cards are in a draw deck or a problem deck, and you need to secure the slip to the card so it isn’t visible from the open end of the sleeve.

Here are some sample options for attaching your slips to Retail cards:

### Option 1: Tape

If you pick this option, you’ll need some transparent tape. The way we’ll tape the slip to the extra card will keep the slip from visibly separating from the card.

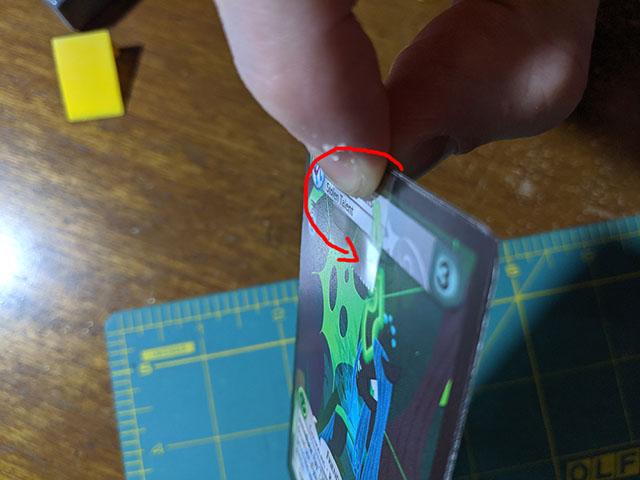
Most people sleeve their cards with the opening at the top, so we’ll tape the top of the card to the top of the slip. If you sleeve your cards with the opening at the bottom, tape the bottom of the card to the bottom of the slip instead.

Start by putting a short piece of tape on the top of the back of the spare card and just let it stick out for a moment. We don’t want to fold it over yet.

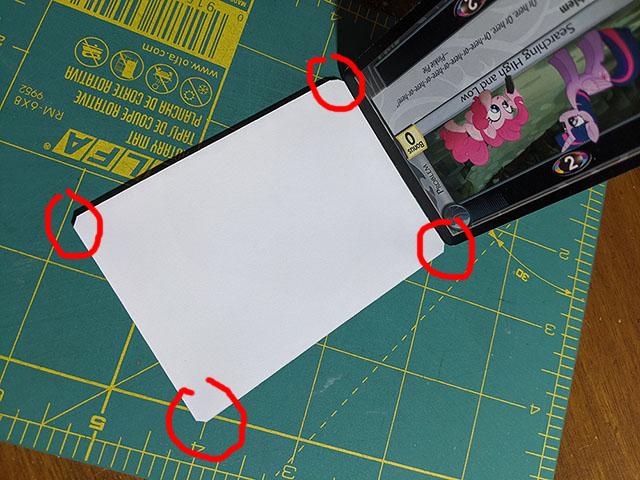


Put the slip on the front of the card, and align it to minimize the amount of the slip you can see from the back of the card. It doesn’t need to be perfect. Once you’ve got it where you want it, fold the tape over the top of the spare card and press it to the slip to secure it.





Once the slip is taped to the card, take your scissors and trim off any bits of the slip that are visible from behind the card. The corners will need trimmed, but it’s possible the edges will at well. You can cut into the black borders, but not into the card art.



Finally, put the card into the sleeve. The tape should be on the open end of the sleeve.



### Option 2: Glue

If you pick this option, you’ll need an adhesive of some type. PVA glue (white glue, school glue, etc) or rubber cement are examples that may be available to you. Spray adhesive, while somewhat messy, is ideal for this task. Since this will likely permanently attach the slip to the Officially Printed card, you’ll want to be absolutely sure it is an extra copy.

First, cut off about half of the black border of the slip to ensure it doesn’t stick over the sides of the Officially Printed card. Generally you’ll want to apply adhesive to the Officially Printed card first, then place the slip on it and adjust the slip if the adhesive allows.

Use only the minimum amount of adhesive necessary to attach the entire slip - the layer should be as thin as possible. Excess adhesive will make a mess and potentially make the card thick enough to be considered marked.

Once the adhesive dries, trim off any bits of the slip that are visible from behind the card and put the card into the sleeve.

### Option 3: Inner sleeves

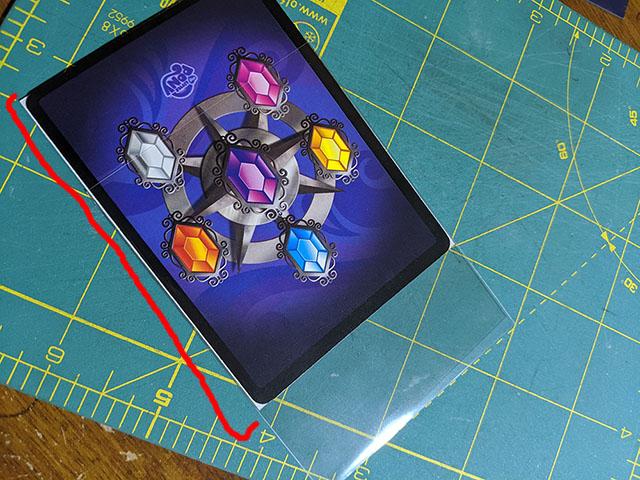
If you pick this option, you’ll need enough inner sleeves for all of your cards. The inner sleeves must fit in the opaque sleeves. The way we’ll assemble the sleeves uses both to seal the slip and card together, allowing you to forego taping the slip to the card.

Ideally you’ll put a blank piece of paper behind your non-Print and Play cards as well to make all of the cards in your deck consistent.

Most people sleeve their cards with the opening at the top, so we’ll put the inner sleeve on **backwards, with the opening at the bottom**. If you sleeve your cards with the opening at the bottom, put the inner sleeve on with the opening at the top instead.

Start by trimming the slip so that it is no larger than the card. You can cut a little bit into the black borders on each side of the card - it shouldn’t take much.

This is an example of a slip that’s too large and needs trimmed down further. You can see the white line along the edge of the Retail card, which is the back of the slip.



Insert the slip and card into the inner sleeve upside down with the opening of the sleeve at the bottom of the card. They should fit without the slip bowing away from the card, being folded or being bent.



Put the inner sleeved card into the opaque sleeve, open end of the inner sleeve first.



# Advanced Print and Play

If you want to try double sided printing on cardstock, want to arrange the images on your own, or are up to something more sophisticated, read on.

From here on, it is assumed that you have some experience with printing, or at least are willing to fight with your printer and experiment until things start making sense.

## Double sided printing and cardstock

Instead of printing on office paper and sticking that to a spare card, another option may be to purchase 300 GSM / 130 Lb cardstock with a gray or blue core, and print on both sides of it to produce a directly usable card.

Note that getting this right is significantly more difficult than the slip option - the cardstock **must** be the right weight, you’ll need a printer that can handle not bending the paper, and your cuts must be precise.

The Tournament Floor Rules specify: Printing a Print and Play card on comparable cardstock to Officially Printed cards, either yourself or through a professional printing service. The cardstock must be 300 GSM with a gray or blue core. The card must be cut to a 63x88mm rectangle, may not differ from these dimensions by more than 0.5mm (the thickness of two Officially Printed cards) on either axis, and the corners should be rounded to 3mm in radius, but may be rounded to between 1.5-3.2mm.

If you’re still up for the challenge, read on.

The cards are centered on the page, which allows you to print the card backs on one side of the paper, flip the paper over (you’ll need to figure this out on your own - each printer is different; watch the orientation so that you don’t print the card backs upside down) and print the faces of the cards on the other side.

From Adobe, you can specify pages multiple times (e.g. 6,1,7,1,8,1 …) to get it to print the backs on every other page if this is helpful to you.

Because these cards are used directly, their size must be precise and the edges must be straight; cut *exactly* on the provided lines (six cards per page) or *exactly* on the edge of the card (nine cards per page) - a paper cutter is really suggested here.

## Arranging images on your own

If you want these, you probably know what you’re doing (possibly better than we do), are willing to waste a lot of paper and ink, or are engaging a 3rd party to print the cards for you. Good luck!

600 DPI images with bleed area:

<https://mega.nz/#!A4p0UYKS!joij8-BFeRjeb_RbcIx1448I1bk751ADixkRIC7IjXg>

600 DPI images trimmed:

<https://mega.nz/#!B5wiBKLQ!EfDb3mWBgASCKsFIyxK_LNUtu_FYPXuPNuq38CcWVkE>

**Print and Play cards with altered images are not legal as per the Tournament Floor Rules. The printed image must match the released image.**

With the bleed area, the images are 1632x2220 pixels, 2.72x3.7 inches or 69.09x93.98 mm.

The size of the printed card is 1488x2076 pixels, 2.48x3.465 inches or 63x88 mm.

The images use the sRGB IEC61966-2.1 color profile.

## Digital use

Ponyhead sized images in PNG format:

<https://mega.nz/#!Y5pgRYoR!gWZSPmyuvuXUrzOON6Leicy7ZQd5WsPcCPLgTaKqRkM>

These images are NOT suitable for printing - they do not carry the correct size information and are at significantly lower resolution than the ones for printing above.

If you don’t mind a small quality hit for a large size (and download speed) savings, you can convert these to JPEG though if you’re interested in doing this you’re probably also savvy enough to pull the optimized images from Ponyhead, just saying…