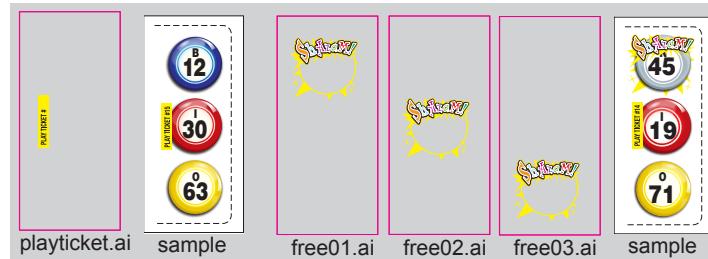


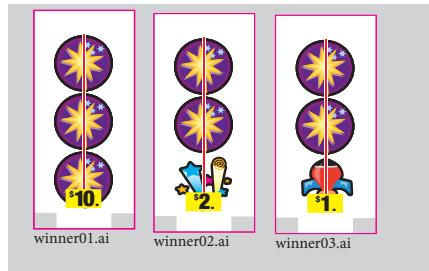
GAME NAME: SHAZAM! BALLS **FORM: 52655** **STRUCTURE: 5F** **COUNT: 700** **UPS: 8**

PATH: ART> PREP> 5F WINDOW> SHAZAM BALLS> DM> 52655> images>

HOLDS 1-25

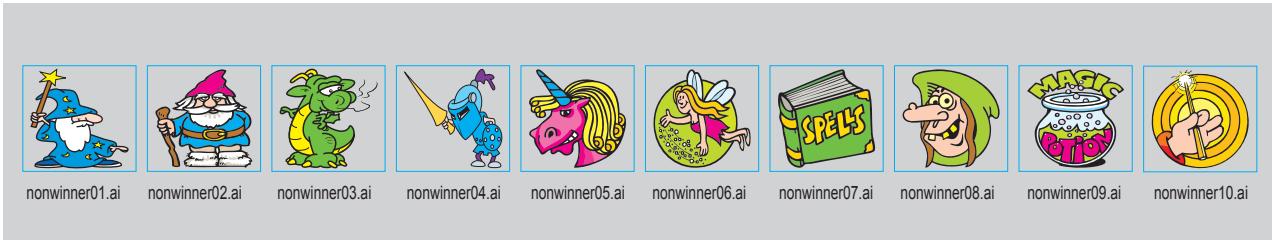


INSTANT WINNERS



Qty: 1 Qty: 4 Qty: 48

NON WINNERS



ART:

1. Create 1up Hold, Instant & Non Winners using proper naming conventions **hold0X.ai**, **winner0X.ai**,
2. **nonwinner0X.ai**, **pick0X.ai**, **free0X.ai**
3. Save as separate ARTBOARDS in the game folder:
GAME NAME > DM>FORM > images
4. Rename files to remove “-”
5. Fill out DM SYMBOL KEY & DESIGN MERGE PROCEDURE FORMS.
6. Print forms and give to Hui with WS symbol print out

PROOFING:

1. Check winning, hold and non winning symbol against worksheet
2. Proof 1 to 2 ups for the entire game
3. Check 1 BI page through ALIGNMENT CHECKER



TOP OUT - TC508

