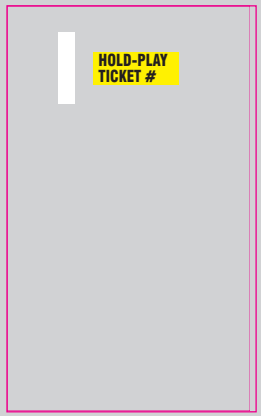
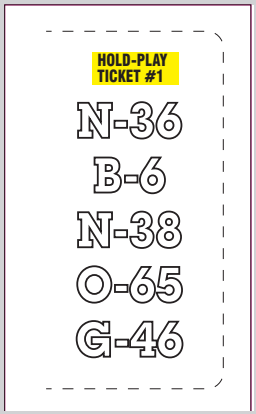
GAME NAME: BLUECOATS MINI FLASHBOARD PROGRESSIVE II FORM: 4854 STRUCTURE: 4-1 COUNT: 200 UPS: 32

PATH: ART> PREP> 4-1 WINDOW> MINI FLASHBOARD> DM> 4854> images>

HOLDS



base.ai



SAMPLE

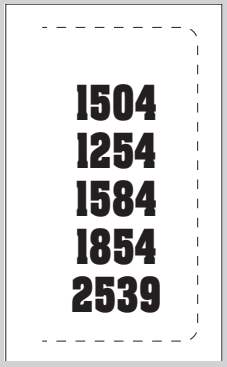
Numbers font -
ITC LUBALIN GRAPH

sample game
MINI FLASHBOARD 4831

INSTANT

NONE

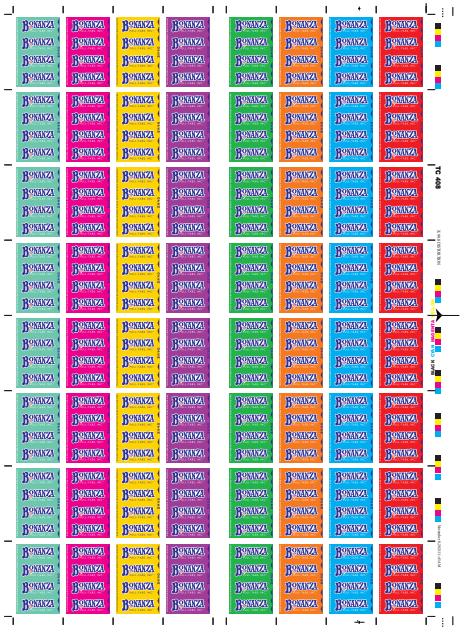
NON WINNER



SAMPLE

Numbers font -
NEUE AACHEN PRO
33pt/30 pt leading
75% width

TOP OUT - TC 408



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