

GAME NAME: STARS**FORM: 31891****STRUCTURE: 3-1W****COUNT: 140****UPS: 40**

PATH: ART> PREP> 3-1 WINDOW> STARS> DM> 31891> images>

HOLDS



hold01-01.ai



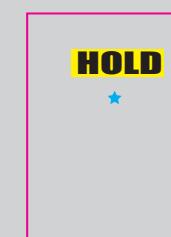
hold01-02.ai



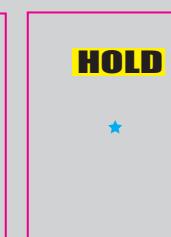
hold01-03.ai



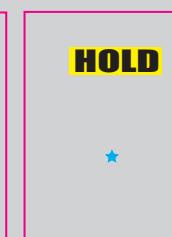
hold01-04.ai



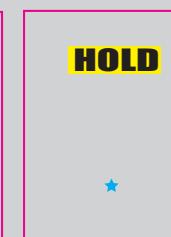
hold02-01.ai



hold02-02.ai



hold02-03.ai

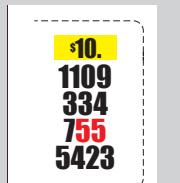


hold02-04.ai

INSTANTS



winner-01.ai



sample

QTY: 2 tickets

sample
HOLD 01

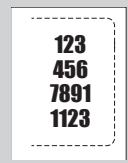
QTY: 5 tickets

sample
HOLD 02

QTY: 20 tickets

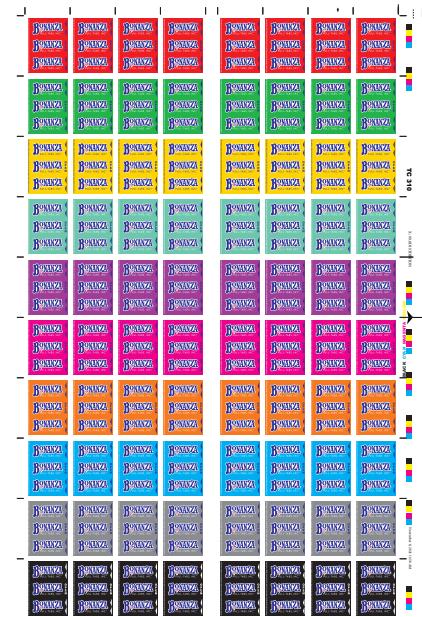
Numbers font -
Impact
26pt/24 leading
100% width 100% height

NON WINNER



sample

TOP OUT - TC310



ART:

1. Create 1up Hold, Instant & Non Winners using proper naming conventions hold.ai, winner.ai nwwinner.ai
2. Save as separate ARTBOARDS in the game folder: **GAME NAME > DM>FORM > images**
3. Rename files to remove “-”
4. Fill out DM SYMBOL KEY (**get ups from Ryan**) & DESIGN MERGE PROCEDURE FORMS.
5. Print forms and give to John 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