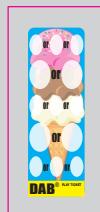


GAME NAME: TRIPLE DOUBLE**FORM: 53685****STRUCTURE: 5F****COUNT: 924****UPS: 4**

PATH: ART> PREP> 5 WINDOW F> TRIPLE DOUBLE> DM> 53685> images>

HOLDS

base01.ai



**SAMPLE
(130 HOLDS)**

INSTANT WINNERS

Qty: 1



Qty: 2



Qty: 10



Qty: 90

NON WINNERS

nonwinner01.ai



nonwinner02.ai



nonwinner03.ai



nonwinner04.ai



nonwinner05.ai



nonwinner06.ai



nonwinner07.ai



nonwinner08.ai



nonwinner09.ai

SAMPLE

**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 - TC 504