

**GAME NAME: TRIPLE DIAMOND SLOTS****FORM: 53691****STRUCTURE: 5F****COUNT: 3976****UPS: 2****PATH:** ART> PREP> 5 WINDOW F> TRIPLE DIAMOND SLOTS> DM> 53691> images> **HOLDS/PLAY TICKETS**

SAMPLES



base01.ai

green #'s  
100-4000  
Qty: 40red #'s  
155-2555  
Qty: 25

BON NUMBERS BOLD  
24 pt 38 leading  
100% width 100% height



Qty: 120

winner01.ai

PLAY(HOLD) TICKETS #1-10



hold01.ai



hold02.ai



hold03.ai



hold04.ai



hold05.ai



hold06.ai



hold07.ai

**NON WINNER**

SAMPLE



1664  
1236  
1446  
209  
759



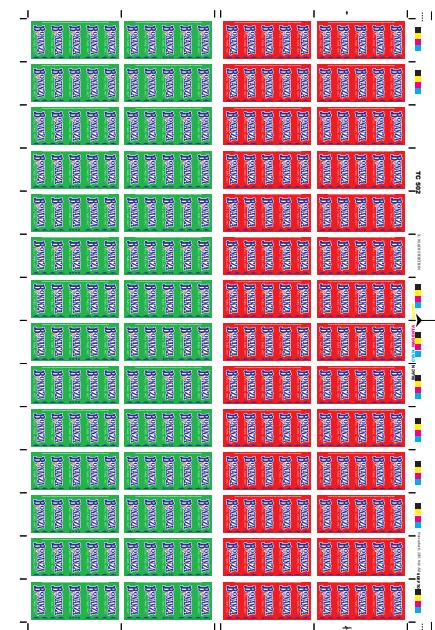
hold08.ai



hold09.ai



hold10.ai

**TOP OUT- TC502****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