

# DESIGN MERGE PROCEDURES/SPECS

TOP CODE

## ART - Components that make up game parts

- ☐ Prep symbols (save files as .ai vector, individual files with correct naming conventions, see below)
- ☐ Create 1-up InDesign template (the artboard should be the size of the ticket)
- ☐ Need to create InDesign Imposition template ☐ Use existing InDesign Imposition template \_\_\_\_\_

## SALES - Game specific information for CSV file creation (PROVIDED BY SALES)

FORM NO: \_\_\_\_\_

WINDOW STRUCTURE \_\_\_\_\_

TICKET COUNT \_\_\_\_\_

NUMBER OF UPS \_\_\_\_\_

☐ VERTICAL IMPOSITION

☐ HORIZONTAL IMPOSITION

NUMBERS LIST? \_\_\_\_\_

RANDOMIZATION? \_\_\_\_\_

NUMBER OF WINNERS

-TIER BREAKDOWN QTY: TIER 1\_\_\_\_ TIER 2\_\_\_\_ TIER 3\_\_\_\_ TIER 4\_\_\_\_ TIER 5\_\_\_\_ TIER 6\_\_\_\_ TIER 7\_\_\_\_ TIER 8\_\_\_\_

-NUMBER OF IMAGES PER TICKET \_\_\_\_\_

NUMBER OF NON WINNERS \_\_\_\_\_

☐ ALL IMAGES? ☐ MIX OF IMAGES & NUMBERS \_\_\_\_\_

-NUMBER OF IMAGES and/or NUMBERS PER TICKET \_\_\_\_\_

☐ NUMBER OF HOLDS/ PLAY TICKETS \_\_\_\_\_

☐ ALL IMAGES or MIX OF IMAGES & NUMBERS (NUMBER COLOR) \_\_\_\_\_

-NUMBER OF IMAGES and/or NUMBERS PER TICKET \_\_\_\_\_

GAME PLAY DESCRIPTION \_\_\_\_\_

## PREP/JOHN

☐ Create CSV file based on above information from sales

☐ Run Test Flat

## PROOFING

☐ Proof at least 2 ups for game, Check Art against WS, Check layout imposition with Top Code

## FOLDER ORGANIZATION:

FOLDERS FILED UNDER GAME TICKET STRUCTURE IN ART:

GAME NAME>form number

SUB FOLDER—TEMPLATES: **TEMPLATES**

SUB FOLDER—IMAGE/SYMBOLS FOLDER: **images** (case sensitive, no spaces)

## NAMING CONVENTION (case sensitive, no spaces)

TEMPLATES:

NUMBERED IMPOSITION TEMPLATE: **(WINDOW STRUCTURE) IMPOSITION TEMPLATE.INDD**

1-UP TEMPLATE: **(WINDOW STRUCTURE) 1-UP.INDD** (no perf dieline visible)

GRAPHICS: (case sensitive, no spaces)

HOLDS IMAGES (same for play tickets): **hold01.ai**

FREE IMAGES **free01.ai**

INSTANT IMAGES: **winner01.ai** (1 is TIER 1, 2 is TIER 2....)

PICK IMAGES: **pick01.ai**

NW IMAGES: **nonwinner01.ai**