

GAME NAME: MAKE BINGO GREAT AGAIN**FORM: 4858****STRUCTURE: 4-1****COUNT: 160****UPS: 32****PATH:** ART> **PREP>** **4-1** **WINDOW>** **MAKE BINGO GREAT AGAIN>** **DM>** **4858>** **images>**

HOLDS

NO DUPLICATE
BINGO BALLS

BASE ON MASTER PAGES



INSTANT WINNERS



winner01.ai

Qty: 5

NON WINNERS



nonwinner01.ai



nonwinner02.ai



nonwinner03.ai



nonwinner04.ai



nonwinner04.ai



nonwinner05.ai



nonwinner06.ai



nonwinner07.ai



nonwinner08.ai

nonwinner09.ai

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

sample



TOP OUT - TC408

