GAME NAME: BIG TOP BINGO **FORM: 31894** **STRUCTURE: 3-1W** **COUNT: 280** **UPS: 40**

PATH: ART> PREP> 3-1 WINDOW> BIG TOP BINGO> DM> 31894> images>

HOLDS(1-15)

hold01.ai hold02.ai hold03.ai hold04.ai hold05.ai hold06.ai hold07.ai hold08.ai hold09.ai hold10.ai hold11.ai hold12.ai hold13.ai hold14.ai hold15.ai

INSTANT

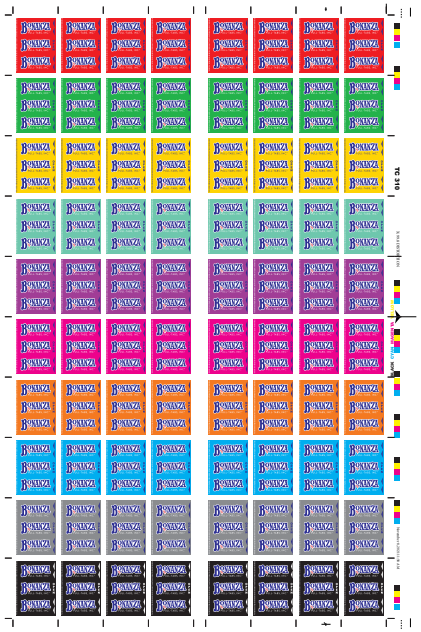
NONE

NON WINNER

sample

Numbers font - BonNumbersBold - 21pt
26pt leading; 100% width

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