

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**