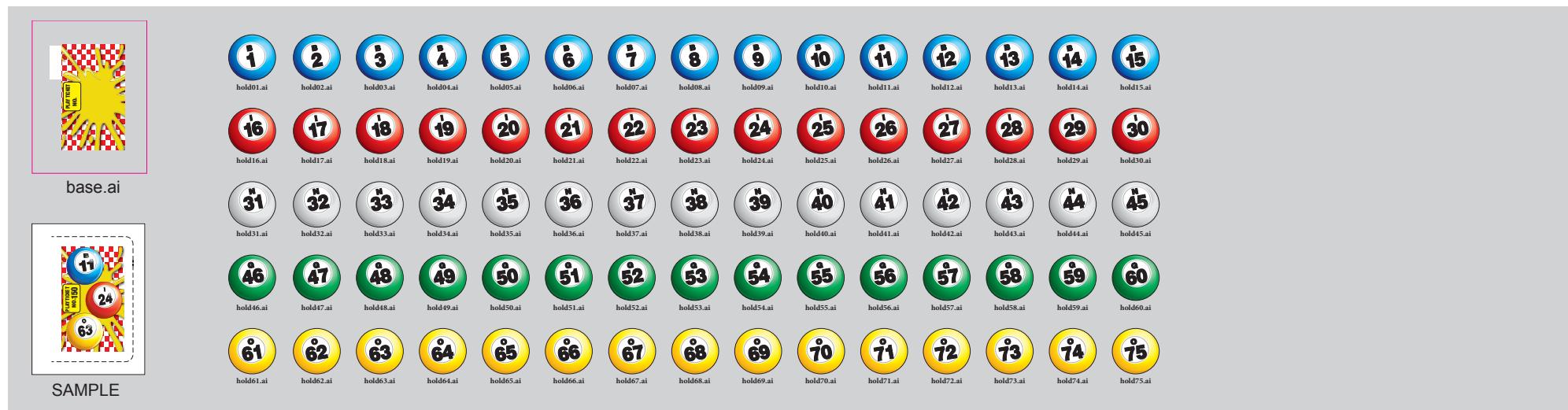
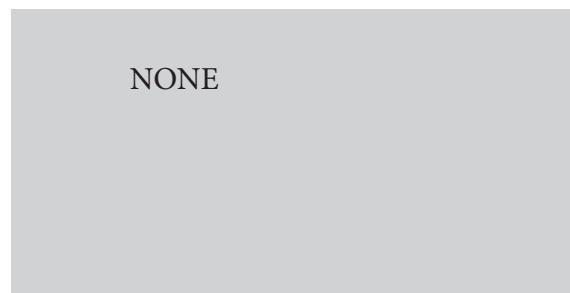
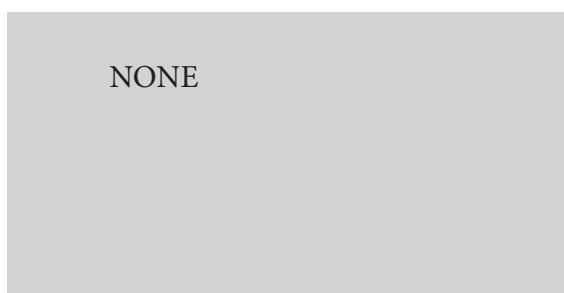


GAME NAME: HOLY KIELBASA**FORM: 31681****STRUCTURE: 3/1****COUNT: 166****UPS:**

PATH: ART> PREP> 3/1 WINDOW> HOLY KEILBASA> DM> 31681> images>

HOLDS**INSTANT WINNER****NON WINNER****TOP OUT - TC 304****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