

PATH: ART> PREP> 5 WINDOW F> TRIPLE DIAMOND SLOTS> DM> 53691> images>

## HOLDS/PLAY TICKETS

### SAMPLES



base01.ai



green #'s  
100-4000

Qty: 40



red #'s  
155-2555

Qty: 25

BON NUMBERS BOLD  
24 pt 38 leading  
100% width 100% height



winner01.ai

Qty: 120

### NON WINNER

SAMPLE



### PLAY(HOLD) TICKETS #1-10



hold01.ai



hold02.ai



hold03.ai



hold04.ai



hold05.ai



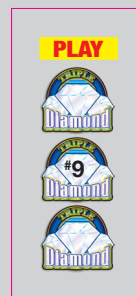
hold06.ai



hold07.ai



hold08.ai

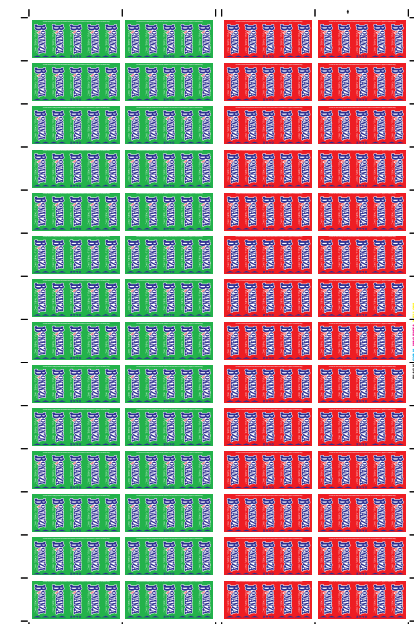


hold09.ai



hold10.ai

### TOP OUT- TC502



## ART:

1. Create 1up Hold, Instant & Non Winners using proper naming conventions **hold0X.ai**, **winner0X.ai**, **nonwinner0X.ai**, **pick0x.ai**, **free0X.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 & DESIGN MERGE PROCEDURE FORMS.
5. 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