PATH: ART> 📁 PREP> 📁 3-1 WINDOW> 📁 TWICE FIFTY> 📁 DM> 📁 31885> 📁 images> 📁

HOLD

HOLD

HOLD	
050	247
196	154
112	558

sample

hold01.ai
BASE ON MASTER PAGES

Numbers font -
Impact Reg
27.83pt/30.16 leading
67% width

INSTANT WINNERS

sample $1 winners

$10.

$5.

$1.
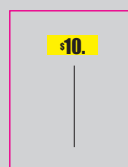
winner01.ai

winner02.ai

winner03.ai

$1.	
196	869
186	433
112	558

Qty: 11
Red 33

$1.	
196	268
186	154
422	558

Qty: 11
Red 22

$1.	
196	011
186	154
112	558
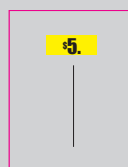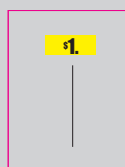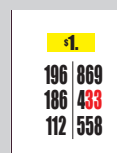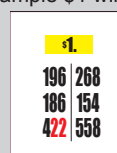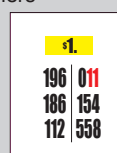
Qty: 11
Red 11

Qty: 11

Qty: 11

Qty: 33 total
(11 ea of 3)

NON WINNER

base.ai

122	988
878	545
793	553
142	785
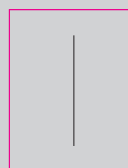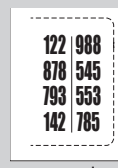
sample

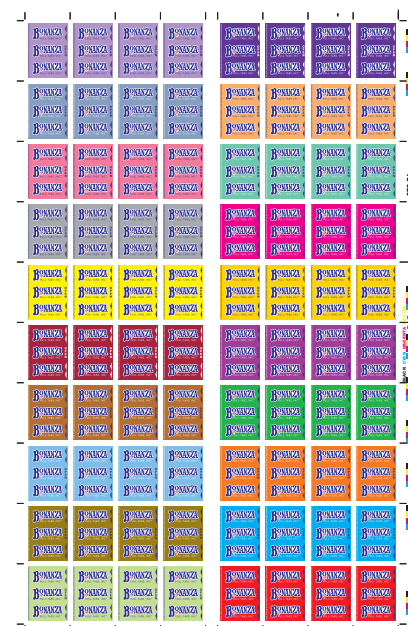Numbers font -
Impact Reg
27.83pt/30.16 leading
67% width

TOP OUT - TC320

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