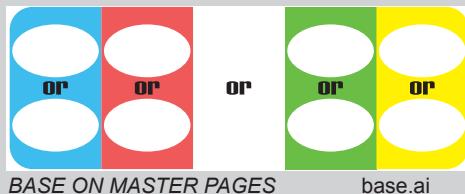


GAME NAME: CARNIVAL FORM: 52944 STRUCTURE: 5F COUNT: 266 UPS: RYAN

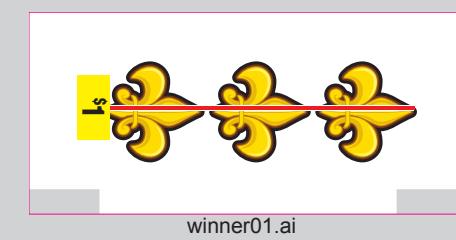
PATH: ART> PREP> 5 WINDOW F> CARNIVAL> DM> 52944> images>

HOLDS REFERENCE GAME: 53084 HOLY DUCK

ART>PREP>5F WINDOW>_STANDARD FILES>DM>images> IMAGE MASTER BASE FILES ART>PREP>5F WINDOW>_STANDARD FILES>DM>images>EITHER OR>2 FREE SPACE IMAGES ART>PREP>5F WINDOW>_STANDARD FILES>DM>images>EITHER OR



INSTANT



Qty: 3

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**) & DE-SIGN 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