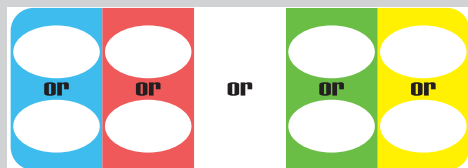


**PATH:** ART>ART PREP>5 WINDOW F>CARNIVAL>DM>52944>images>

## 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



BASE ON MASTER PAGES

base.ai



free01.ai

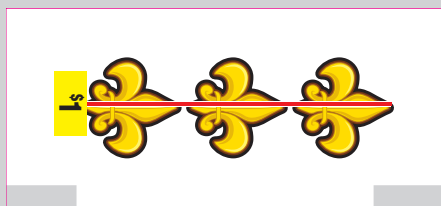
free02.ai

free03.ai

free04.ai

free05.ai

## INSTANT



winner01.ai

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