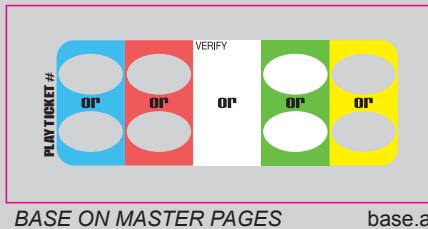


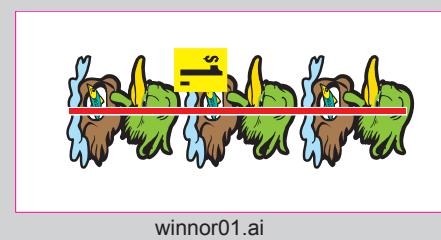
GAME NAME: HOLY DUCK FORM: 53084 STRUCTURE: 5F COUNT: 182 UPS: RYAN

PATH: ART> PREP> 5 WINDOW F> HOLY DUCK> DM> 53084> images>

HOLDS REFERENCE GAME FOR HOLDS: 52948 Wild Stars (different ticket count than sample & has instant)



INSTANT



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