★ Shoot FIRST ball over Rollover A to select Sky-Diver A . . . or over Rollover B to select Sky-Diver B . . . for entire game ★ Each ball shot through Free-Ball Gate or Bonus-Ball Gate drops selected Sky-Diver one position toward landing ★ Position of each Sky-Diver remains lit from game to game until landing, then position 1 lights ★ Hit all 4 Top Rollovers to light 2 Bottom Rollovers ★ Matching last number of score with number which appears on backglass at end of game scores 1 Replay

3 REPLAYS for landing SKY-DIVER on ground

★ Shoot FIRST ball over Rollover A to select Sky-Diver A . . . or over Rollover B to select Sky-Diver B . . . for entire game ★ Each ball shot through Free-Ball Gate or Bonus-Ball Gate drops selected Sky-Diver one position toward landing ★ Position of each Sky-Diver remains lit from game to game until landing, then position 1 lights ★ Hit all 4 Top Rollovers to light 2 Bottom Rollovers

3 REPLAYS for landing SKY-DIVER on ground
★ Shoot FIRST ball over Rollover A to select Sky-Diver A... or over Rollover B to select Sky-Diver B... for entire game ★ Each ball shot through Free-Ball Gate or Bonus-Ball Gate drops selected Sky-Diver one position toward landing ★ Position of each Sky-Diver remains lit from game to game until landing, then position 1 lights ★ Hit all 4 Top Rollovers to light 2 Bottom Rollovers

1 REPLAY
for landing
SKY-DIVER
on ground

1 Reply for each score of 1700 Points
1 Reply for each score of 1600 Points
1 Reply for each score of 1500 Points
1 Reply for each score of 1300 Points

1 Replay for each score of 1400 Points
1 Replay for each score of 1500 Points
1 Replay for each score of 1600 Points

TIL-13-14 (5 BALLS PER PLAYER)
★ Shoot FIRST ball over Rollover A to select Sky-Diver A . . . or over Rollover B to select Sky-Diver B . . . for entire game ★ Each ball shot through Free-Ball Gate or Bonus-Ball Gate drops selected Sky-Diver one position toward landing ★ Position of each Sky-Diver remains lit from game to game until landing, then position 1 lights ★ Hit all 4 Top Rollovers to light 2 Bottom Rollovers

Score of 700 Points — FAIR
Score of 900 Points — GOOD
Score of 1000 Points — EXCELLENT
Score of 1100 Points — SUPER
Score of 1200 Points — GENIUS

on ground
SKY-DIVER
for landing
200 POINTS

USE EITHER OF THESE FORMS
UNDER CARDS S-D-R (3 BALLS) OR S-D-R (5 BALLS)

S-D-100
100 POINTS
for landing
SKY-DIVER
on ground
5 BALLS
5¢

5 BALLS 10¢
DEPOSIT 2 NICKELS

5 BALLS PER PLAYER
10¢

5 BALLS PER PLAYER
1 PLAY 10¢
3 PLAYS 25¢

5 BALLS
1 PLAY 5¢
5 PLAYS 25¢

5 BALLS
10¢

5 BALLS
1 PLAY 10¢
4 PLAYS 25¢

5 BALLS
1 PLAY 10¢
4 PLAYS 25¢
3 BALLS
5¢

3 BALLS PER PLAYER
1 PLAY 5¢
5 PLAYS 25¢

3 BALLS PER PLAYER
1 PLAY 10¢ . . Deposit 2 Nickels
3 PLAYS 25¢

3 BALLS 10¢
DEPOSIT 2 NICKELS

3 BALLS
1 PLAY 10¢ . . Deposit 2 Nickels
3 PLAYS 25¢

3 BALLS PER PLAYER
1 PLAY 10¢
3 PLAYS 25¢

3 BALLS
1 PLAY 10¢
3 PLAYS 25¢

3 BALLS PER PLAYER
1 PLAY 10¢
3 PLAYS 25¢

3 BALLS
1 PLAY 10¢
4 PLAYS 25¢

3 BALLS PER PLAYER
1 PLAY 10¢ . . Deposit 2 Nickels
4 PLAYS 25¢