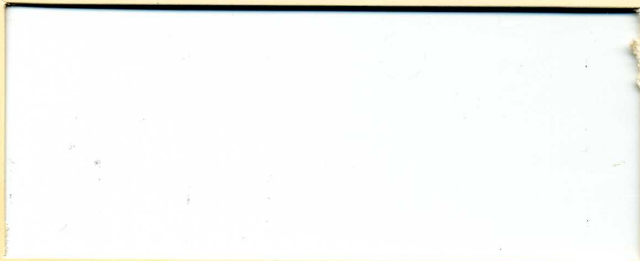


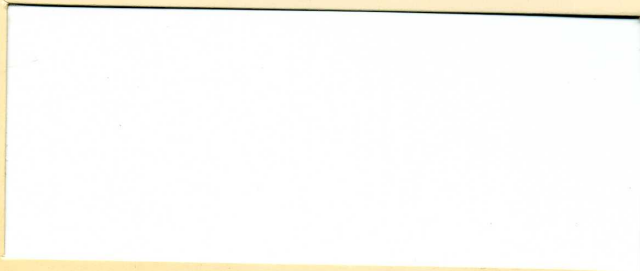
★ Shoot FIRST ball over Rollover A to select Sky-Diver A . . . or over Rollover B to select Sky-Diver B . . . for entire game ★ Each ball shot through Free-Ball Gate or Bonus-Ball Gate drops selected Sky-Diver one position toward landing
★ Position of each Sky-Diver remains lit from game to game until 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**

S-D-3-M

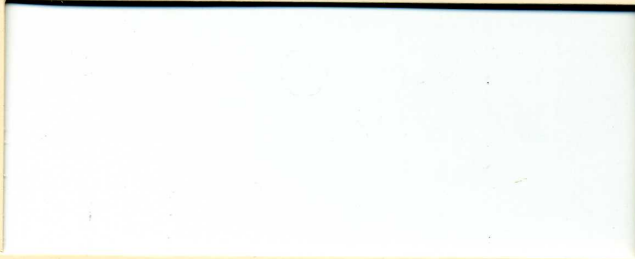
★ Shoot FIRST ball over Rollover A to select Sky-Diver A . . . or over Rollover B to select Sky-Diver B . . . for entire game ★ Each ball shot through Free-Ball Gate or Bonus-Ball Gate drops selected Sky-Diver one position toward landing
★ Position of each Sky-Diver remains lit from game to game until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



**3 REPLAYS
for landing
SKY-DIVER
on ground**

S-D-3

- ★ 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**

S-D-1

TIL-13-15 (5 BALLS PER PLAYER)

- 1 Replay for each score of 1300 Points
- 1 Replay for each score of 1500 Points
- 1 Replay for each score of 1600 Points
- 1 Replay for each score of 1700 Points

- 1 Replay 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



S-D-R (3 BALLS)

200 POINTS
for landing
SKY-DIVER
on ground

S-D-200

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

USE THIS FORM
UNDER CARDS S-D-R (3 BALLS) OR S-D-R (5 BALLS)

S-D-300

300 POINTS
for landing
SKY-DIVER
on ground

5 BALLS
5¢

5

5 BALLS
1 PLAY 5¢
5 PLAYS 25¢

5-1-5

5 BALLS 10¢
DEPOSIT 2 NICKELS

10-N

5 BALLS
10¢

10

5 BALLS PER PLAYER
10¢

10 (5)

5 BALLS
1 PLAY 10¢
4 PLAYS 25¢

10-1-4

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

10-1-3 (5)

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

10-1-4 (5)

3 BALLS
5¢

5 (S3)

3 BALLS
1 PLAY 5¢
5 PLAYS 25¢

5-1-5 (S3)

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

5-1-5 (3)

3 BALLS PER PLAYER
10¢

10 (3)

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

10-N (3)

3 BALLS 10¢
DEPOSIT 2 NICKELS

10-N (S3)

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

10-1-3-N (S3)

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

10-1-3 (3)

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

10-1-3-N (3)

3 BALLS
1 PLAY 10¢
4 PLAYS 25¢

10-1-4 (S3)

3 BALLS
1 PLAY 10¢
3 PLAYS 25¢

10-1-3 (S3)

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

10-1-4 (3)

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

10-1-4-N (3)