

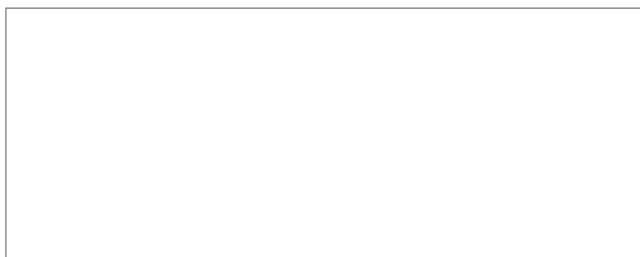
★ Shoot FIRST ball over Rollover A to select Sky-Diver A . . . or over Rollover B to select Sky-Diver B . . . for entire game ★ Each ball shot through Free-Ball Gate or Bonus-Ball Gate drops selected Sky-Diver one position toward landing
★ Position of each Sky-Diver remains lit from game to game until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

S-D-1



**1 REPLAY
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
★ Matching last number of score with number which lights on backglass at end of game scores 1 Replay



**1 REPLAY
for landing
SKY-DIVER
on ground**

S-D-1-M

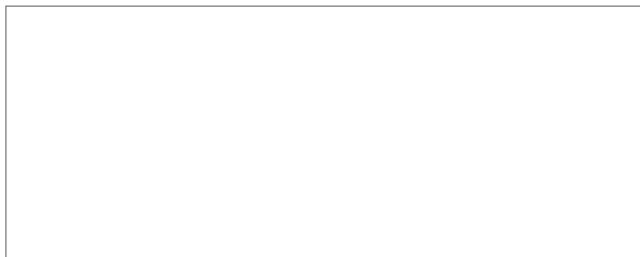
★ Shoot FIRST ball over Rollover A to select Sky-Diver A . . . or over Rollover B to select Sky-Diver B . . . for entire game ★ Each ball shot through Free-Ball Gate or Bonus-Ball Gate drops selected Sky-Diver one position toward landing
★ Position of each Sky-Diver remains lit from game to game until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

S-D-2



2 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
★ Matching last number of score with number which lights on backglass at end of game scores 1 Replay

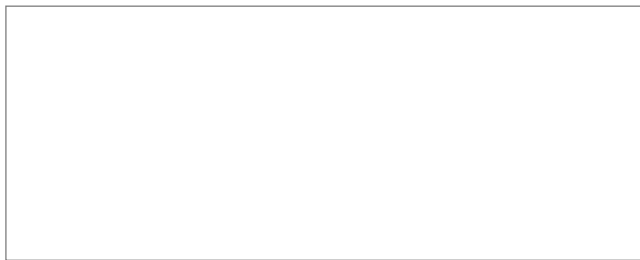


2 REPLAYS
for landing
SKY-DIVER
on ground

S-D-2-M

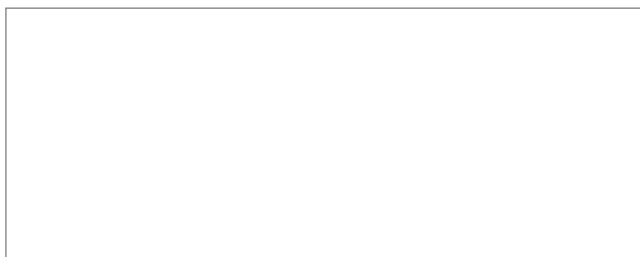
★ Shoot FIRST ball over Rollover A to select Sky-Diver A . . . or over Rollover B to select Sky-Diver B . . . for entire game ★ Each ball shot through Free-Ball Gate or Bonus-Ball Gate drops selected Sky-Diver one position toward landing
★ Position of each Sky-Diver remains lit from game to game until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

S-D-3



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
★ Matching last number of score with number which lights 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

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)

★ 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 1000 Points – FAIR
Score of 1100 Points – GOOD
Score of 1200 Points – EXCELLENT
Score of 1300 Points – SUPER
Score of 1400 Points – GENIUS



S-D-R (5 BALLS)

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

100 POINTS
for landing
SKY-DIVER
on ground

S-D-100

S-D-200

200 POINTS
for landing
SKY-DIVER
on ground

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

300 POINTS
for landing
SKY-DIVER
on ground

S-D-300

1 Replay for each score of 900 Points
1 Replay for each score of 1000 Points
1 Replay for each score of 1100 Points
1 Replay for each score of 1200 Points

1 Replay for each score of 1100 Points
1 Replay for each score of 1200 Points
1 Replay for each score of 1300 Points
1 Replay for each score of 1400 Points

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, NewsGoth BdXCn BT

Cards status:

S-D-1	instruction card confirmed.
S-D-1-M	instruction card needed to verify.
S-D-2	instruction card needed to verify.
S-D-2-M	instruction card confirmed.
S-D-3	instruction card confirmed.
S-D-3-M	instruction card confirmed.
S-D-100, S-D-200	instruction card confirmed.
S-D-300	instruction card confirmed.
S-D-R (3 BALLS)	instruction card confirmed.
S-D-R (5 BALLS)	instruction card needed to verify.
S-D.....	score cards needed

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun,
Peter

www.inkochnito.nl

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