 **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**

 **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**

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

**S-D-2**

 **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**

**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** **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)**

**S-D-300**

**300 POINTS  
for landing  
SKY-DIVER  
on ground**

**200 POINTS  
for landing  
SKY-DIVER  
on ground**

**S-D-200**

**S-D-100**

**100 POINTS  
for landing  
SKY-DIVER  
on ground**

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

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

#### 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

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