

Game Title: _____

Number: _____

Judge's Name: _____

Form must be turned in by 3PM on Saturday

Category (Circle one): Antique (Pre-1960) | EM (1960-70s) | Solid State (Digit & Alphanumeric) | Modern (DMD & LCD)

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| Overall Impression/Appeal | 1 2 3 4 5 |
| The game looks presentable & complete, attract features (if applicable) work, display(s) work, no major obvious issues that would discourage play. | |
| Quality of Shop Job | 1 2 3 4 5 6 7 8 9 10 |
| Playfield is clean, free of dirty ball trails, free of significant dust/dirt and crumbled wax. Fresh rubbers installed (not cracked or yellowed). Targets and ramps are clean. Metal parts are rust-free and polished. Legs, side rails, and lockbar are clean and free of rust. Cabinet and coin door are clean. Playfield wear and cabinet damage/condition should not affect this rating—it's about cleanliness, not wear/damage. | |
| Playfield Condition | 1 2 3 4 5 |
| Playfield is clean and has no major wear visible. Touch-ups/repairs should be nearly invisible. | |
| Cabinet Condition | 1 2 3 4 5 |
| Cabinet is solid and free of scratches, dings, drilled holes. Artwork is in good condition and not significantly faded. Coin door is clean and not worn, damaged, or bent. Touch-ups/repairs should be nearly invisible. Siderails & legs are in good condition. Backglass/translite is in good condition. | |
| Mechanical Operation | 1 2 3 4 5 6 7 8 9 10 |
| Flippers and all other mechanisms and switches work correctly. Flippers should be positioned correctly, be strong & snappy, and have no slop. | |
| Play | 1 2 3 4 5 6 7 8 9 10 |
| Game plays as expected, and primary game features all work correctly. Ball can reach all necessary targets and make it up ramps (if applicable). Game appears to be angled correctly for optimal play and is not lopsided. | |
| Lighting | 1 2 3 4 5 |
| Game is tastefully lit in a way that makes sense and isn't too blinding or significantly oversaturated with color-coordinated LEDs to negatively impact the artwork. | |
| Historical Significance / Prototype / Rarity / Customization | 1 2 3 4 5 |
| The game is a significant first, or has a significant feature that first appeared in this game, or is a prototype with prototype features, or the game is rare, or is an original theme or re-theme. | |
| Interesting/Tasteful Modifications or Enhancements | 1 2 3 |
| The game has interesting/tasteful modifications or enhancements (but not to excess as to detract from the overall game). Includes toys, reintroduction of missing prototype features, audio enhancements, color display(s), etc. Score should reflect overall quality/appeal of the mods/enhancements, not necessarily the quantity. | |
| High-End Restoration | 3 4 5 |
| A game that has gone through a high-end restoration to near like-new condition. Restored & clear coated playfield. All metal on the playfield and cabinet has been polished. Cabinet artwork is fully intact or has been re-done. Backglass/translite in excellent condition. | |
| Judge's Favorite | 2 |
| In your opinion, a game that deserves special recognition. | |

(Space for interesting considerations or notes on back)

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| Total (Max 65) | |
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