

Game Title: _____ Version: _____ By: _____

Location: _____ Date: _____

Game Design	Playfield Layout Placement of parts on the playfield. Variety and feel of the shots. ○ ○ ○ ○ ○ ○ ○	Game Rules Clarity of required shots. Balance of awarded points. ○ ○ ○ ○ ○ ○ ○	Toys and Gimmicks "Cool features" that make you want to play. ○ ○ ○ ○ ○ ○ ○	Game Play How it plays, and the overall feeling. ○ ○ ○ ○ ○ ○ ○
Artwork	Playfield Theme integration, shot indicators, creativity and placement of the art. ○ ○ ○ ○ ○ ○ ○	Backglass Draw attention, and attract play, theme ○ ○ ○ ○ ○ ○ ○	Cabinet The cabinet artwork. Theme integration. ○ ○ ○ ○ ○ ○ ○	Animations alphanumeric, dotmatrix, or backbox animation. ○ ○ ○ ○ ○ ○ ○
Sound / Music	Sounds and Speech The sounds should suit the shots, and not be annoying. ○ ○ ○ ○ ○ ○ ○	Music Do different modes all have distinctive tunes? ○ ○ ○ ○ ○ ○ ○	Quality Quality in light of the game's release date. ○ ○ ○ ○ ○ ○ ○	Variation Sounds and music should not be too repetitive. ○ ○ ○ ○ ○ ○ ○
Other Aspects	Game lighting Lamps, flashers, and lightshows above and below the playfield. ○ ○ ○ ○ ○ ○ ○	Lastability How much you want to play it again and again. ○ ○ ○ ○ ○ ○ ○	Theming Does the game work out it's theme well? ○ ○ ○ ○ ○ ○ ○	Fun The fun factor! ○ ○ ○ ○ ○ ○ ○

Comments:

- ○ ○ ○ ○ Terrible
- ● ○ ○ ○ Poor
- ● ● ○ ○ Not so good
- ● ● ● ○ Decent
- ● ● ● ● Good
- ● ● ● ● Excellent

Scores:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Take some time for your rating ▪ Try to have a **nuanced** view ▪ Only rate a machine if you feel that you have played it **well enough** to judge it. No “Troll Voting” please! Do not rate down games in an effort to make your favorite game's rating relatively higher.