

Game Title: _____ Version: _____ By: _____

Location: _____ Date: _____

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

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.