

For Amusement
Only

Space Mission

One to Four
Players

150,000 SCORES 1 REPLAY

194,000 SCORES 1 REPLAY

5 BALLS PER GAME

464-1

For Amusement
Only

Space Mission

One to Four
Players

122,000 SCORES 1 REPLAY

153,000 SCORES 1 REPLAY

184,000 SCORES 1 REPLAY

3 BALLS PER GAME

464-2

SPINNER & EXTRA BALL ADJUST

O

LIBERAL
→

MEDIUM
→

CONSERVATIVE
→

O

464-5

ADVANCE BONUS ADJ.

1000 POINTS
→

100 POINTS
→
464-6

SUPER ADV. ADJUST

LIB
→

CONS.
→
464-?

INSTRUCTIONS

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball In Play - tilt does not disqualify player.
- Making A, B or C lites eject holes.
- Eject holes, when lit, lite double bonus.
- When A, B or C is lit, position of swinging target lite increases spinner value and lites extra ball rollover lane at top of playfield.
- Making A, B and C lites bottom rollover lanes, alternately, for 1 REPLAY.
- Matching last two numbers in score to number that appears on back glass after game is over, scores1 REPLAY.

464-3

INSTRUCTIONS

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball In Play - tilt does not disqualify player.
- Making A, B or C lites eject holes.
- Eject holes, when lit, lite double bonus.
- When A, B or C is lit, position of swinging target lite increases spinner value and lites extra ball rollover lane at top of playfield.
- Making A, B and C lites bottom rollover lanes, alternately, for 1 REPLAY.

464-4

INSTRUCTIONS

- Insert coin and wait for machine to reset before inserting coin for next player.
- Each Player shoots one ball at a time as indicated on back glass.
- Tilt Penalty - Ball In Play - tilt does not disqualify player.
- Making A, B or C lites eject holes.
- Eject holes, when lit, lite double bonus.
- When A, B or C is lit, position of swinging target lite increases spinner value and lites extra ball rollover lane at top of playfield.
- Making A, B and C lites bottom rollover lanes, alternately, for 1 REPLAY.
- Making A, B AND C lites bottom rollover lanes, alternately, for1 EXTRA BALL.
- Maximum 1 extra ball per ball in play.

464-5

<p>114,000 SCORES 1 REPLAY 145,000 SCORES 1 REPLAY 176,000 SCORES 1 REPLAY</p>	464-6
<p>118,000 SCORES 1 REPLAY 149,000 SCORES 1 REPLAY 180,000 SCORES 1 REPLAY</p>	464-8
<p>122,000 SCORES 1 REPLAY 153,000 SCORES 1 REPLAY 184,000 SCORES 1 REPLAY</p>	464-10
<p>126,000 SCORES 1 REPLAY 157,000 SCORES 1 REPLAY 188,000 SCORES 1 REPLAY</p>	464-12
<p>130,000 SCORES 1 REPLAY 161,000 SCORES 1 REPLAY 192,000 SCORES 1 REPLAY</p>	464-14
<p>134,000 SCORES 1 REPLAY 165,000 SCORES 1 REPLAY 196,000 SCORES 1 REPLAY</p>	464-16
<p>138,000 SCORES 1 REPLAY 169,000 SCORES 1 REPLAY 197,000 SCORES 1 REPLAY</p>	464-18
<p>142,000 SCORES 1 REPLAY 173,000 SCORES 1 REPLAY 198,000 SCORES 1 REPLAY</p>	464-20
<p>130,000 SCORES 1 REPLAY 174,000 SCORES 1 REPLAY</p>	464-22
<p>134,000 SCORES 1 REPLAY 178,000 SCORES 1 REPLAY</p>	464-24

138,000 SCORES 1 REPLAY

182,000 SCORES 1 REPLAY

464-26

142,000 SCORES 1 REPLAY

186,000 SCORES 1 REPLAY

464-28

146,000 SCORES 1 REPLAY

190,000 SCORES 1 REPLAY

464-30

150,000 SCORES 1 REPLAY

194,000 SCORES 1 REPLAY

464-32

154,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

464-34

158,000 SCORES 1 REPLAY

197,000 SCORES 1 REPLAY

464-36

162,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

464-38

166,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

464-40

_____ **SCORES 1 REPLAY**

_____ **SCORES 1 REPLAY**

464-42

40,000 SCORES 1 EXTRA BALL

464-44

50,000 SCORES 1 EXTRA BALL

464-46

60,000 SCORES 1 EXTRA BALL

464-48

70,000 SCORES 1 EXTRA BALL

464-50

90,000 SCORES 1 EXTRA BALL

464-52

<p>116,000 SCORES 1 REPLAY 147,000 SCORES 1 REPLAY 178,000 SCORES 1 REPLAY</p>	464-7
<p>120,000 SCORES 1 REPLAY 151,000 SCORES 1 REPLAY 182,000 SCORES 1 REPLAY</p>	464-9
<p>124,000 SCORES 1 REPLAY 155,000 SCORES 1 REPLAY 186,000 SCORES 1 REPLAY</p>	464-11
<p>128,000 SCORES 1 REPLAY 159,000 SCORES 1 REPLAY 190,000 SCORES 1 REPLAY</p>	464-13
<p>132,000 SCORES 1 REPLAY 163,000 SCORES 1 REPLAY 194,000 SCORES 1 REPLAY</p>	464-15
<p>136,000 SCORES 1 REPLAY 167,000 SCORES 1 REPLAY 198,000 SCORES 1 REPLAY</p>	464-17
<p>140,000 SCORES 1 REPLAY 171,000 SCORES 1 REPLAY 198,000 SCORES 1 REPLAY</p>	464-19
<p>_____ SCORES 1 REPLAY _____ SCORES 1 REPLAY _____ SCORES 1 REPLAY</p>	464-21
<p>132,000 SCORES 1 REPLAY 176,000 SCORES 1 REPLAY</p>	464-23
<p>136,000 SCORES 1 REPLAY 180,000 SCORES 1 REPLAY</p>	464-25

140,000 SCORES 1 REPLAY

184,000 SCORES 1 REPLAY

464-27

144,000 SCORES 1 REPLAY

188,000 SCORES 1 REPLAY

464-29

148,000 SCORES 1 REPLAY

192,000 SCORES 1 REPLAY

464-31

152,000 SCORES 1 REPLAY

194,000 SCORES 1 REPLAY

464-33

156,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

464-35

160,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

464-37

164,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

464-39

168,000 SCORES 1 REPLAY

197,000 SCORES 1 REPLAY

464-41

_____ **SCORES 1 REPLAY**

_____ **SCORES 1 REPLAY**

464-43

45,000 SCORES 1 EXTRA BALL	464-45
55,000 SCORES 1 EXTRA BALL	464-47
65,000 SCORES 1 EXTRA BALL	464-49
80,000 SCORES 1 EXTRA BALL	464-51
_____ SCORES 1 EXTRA BALL	464-53

Fonts used: Helvetica, Futura Md BT, Century, Futura ExtraBold

Cards status:

464-1 is confirmed.
 464-2 is confirmed.
 464-3 is confirmed.
 464-4 is confirmed.
 464-5-EB is confirmed.
 464-5 label is confirmed.
 464-6 label is confirmed.
 464-? label is confirmed, but number unknown.
 All score inserts confirmed.
 STD-461, STD-502, STD-538, STD-554, STD-562 labels are confirmed to be used in this game.
 STD files are separately available on my website.

Williams suggested score cards:

Replay:	Extra Ball:
5 Ball...464-32	5 Ball...464-51
3 Ball...464-10	3 Ball...464-46

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

If you like my work, please send me a donation via PayPal.