

# SPACE WALK

## INSTRUCTIONS

## 3 BALLS PER PLAYER

COMPLETING BOTH GROUPS OF BLACK DROP TARGETS LIGHT 2X BONUS, "EXTRA BALL" FEATURE, BOTTOM ROLLOVERS AND REMAINING DROP TARGETS FOR INCREASED SCORING.

COMPLETING RED OR BLUE DROP TARGETS LIGHTS 2X BONUS, BOTTOM ROLLOVERS AND REMAINING DROP TARGETS FOR INCREASED SCORING.

2X BONUS LIGHTS ON LAST BALL IN PLAY. COMPLETING RED OR BLUE DROP TARGETS OR BOTH GROUPS OF BLACK DROP TARGETS LIGHT 3X BONUS ON LAST BALL IN PLAY ONLY.

COMPLETING RED OR BLUE DROP TARGETS AND BOTH GROUPS OF BLACK DROP TARGETS LIGHT "SPECIAL" ROLLOVERS.

POP BUMPER SCORES 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES ONE REPLAY

428

B-19166

# SPACE WALK

## INSTRUCTIONS

## 5 BALLS PER PLAYER

COMPLETING BOTH GROUPS OF BLACK DROP TARGETS LIGHT 2X BONUS, "EXTRA BALL" FEATURE, BOTTOM ROLLOVERS AND REMAINING DROP TARGETS FOR INCREASED SCORING.

COMPLETING RED AND BLUE DROP TARGETS LIGHTS 2X BONUS, BLACK DROP TARGETS, AND BOTTOM ROLLOVERS FOR INCREASED SCORING.

2X BONUS LIGHTS ON LAST BALL IN PLAY. COMPLETING RED AND BLUE DROP TARGETS OR BOTH GROUPS OF BLACK DROP TARGETS LIGHT 3X BONUS ON LAST BALL IN PLAY ONLY.

COMPLETING ALL DROP TARGETS LIGHT "SPECIAL" ROLLOVERS.

POP BUMPER SCORES 100 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MATCHING LAST TWO NUMBERS IN SCORE TO NUMBER THAT APPEARS ON BACK GLASS AFTER GAME IS OVER SCORES ONE REPLAY

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COMPLETING RED OR BLUE DROP TARGETS LIGHTS 2X BONUS, BOTTOM ROLLOVERS AND REMAINING DROP TARGETS FOR INCREASED SCORING.

2X BONUS LIGHTS ON LAST BALL IN PLAY. COMPLETING RED OR BLUE DROP TARGETS OR BOTH GROUPS OF BLACK DROP TARGETS LIGHT 3X BONUS ON LAST BALL IN PLAY ONLY.

COMPLETING RED OR BLUE DROP TARGETS AND BOTH GROUPS OF BLACK DROP TARGETS LIGHT "SPECIAL" ROLLOVERS.

POP BUMPER SCORES 1000 POINTS.

A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING "SPECIAL" SCORES ONE EXTRA BALL.

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

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## INSTRUCTIONS

## 5 BALLS PER PLAYER

COMPLETING BOTH GROUPS OF BLACK DROP TARGETS LIGHT 2X BONUS, "EXTRA BALL" FEATURE, BOTTOM ROLLOVERS AND REMAINING DROP TARGETS FOR INCREASED SCORING.

COMPLETING RED AND BLUE DROP TARGETS LIGHTS 2X BONUS, BLACK DROP TARGETS, AND BOTTOM ROLLOVERS FOR INCREASED SCORING.

2X BONUS LIGHTS ON LAST BALL IN PLAY. COMPLETING RED AND BLUE DROP TARGETS OR BOTH GROUPS OF BLACK DROP TARGETS LIGHT 3X BONUS ON LAST BALL IN PLAY ONLY.

COMPLETING ALL DROP TARGETS LIGHT "SPECIAL" ROLLOVERS.

POP BUMPER SCORES 100 POINTS.

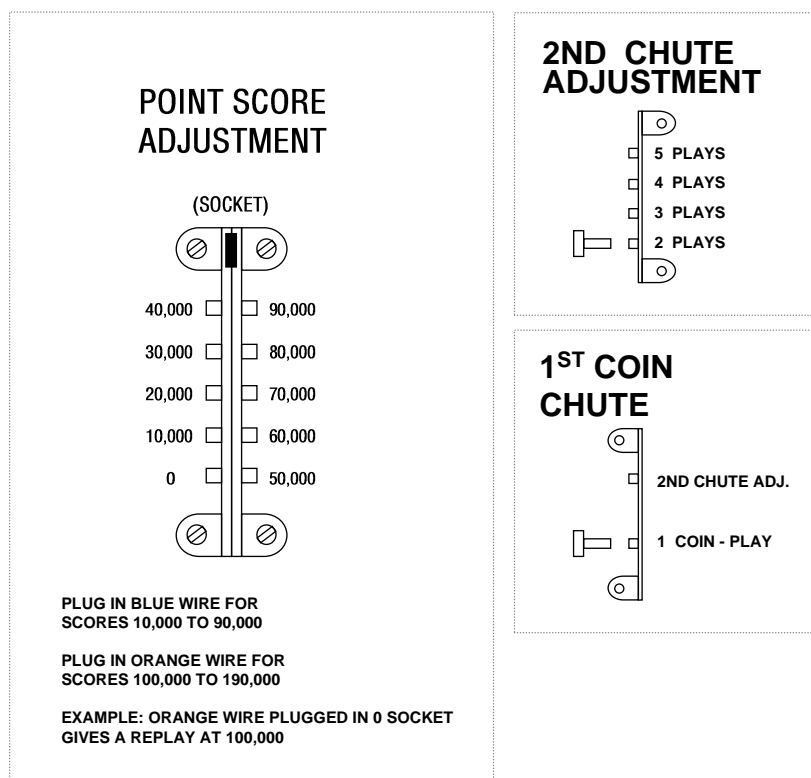
A TILT DOES NOT DISQUALIFY A PLAYER.

MAKING "SPECIAL" SCORES ONE EXTRA BALL.

MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

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Fonts used: Futura Md BT, Helvetica, News Gothic MT Std, News Gothic Std

**Card status:**

B-19166 instruction cards needed to verify.

B-19167 instruction cards confirmed.

Point Score Adjustment card needed to verify.

Score index card 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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