# 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

**B-19166**

**428**

# 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 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.**

MAKING “SPECIAL” SCORES ONE EXTRA BALL.

#### MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

**B-19167**

**428**

# 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.**

MAKING “SPECIAL” SCORES ONE EXTRA BALL.

#### MAXIMUM ONE EXTRA BALL PER BALL IN PLAY.

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**2ND CHUTE  
ADJUSTMENT**

**5 PLAYS**

**4 PLAYS**

**3 PLAYS**

**2 PLAYS**

**POINT SCORE  
ADJUSTMENT**

**(SOCKET)**

**40,000 90,000**

**30,000 80,000**

**20,000 70,000**

**10,000 60,000**

**0 50,000**

**1ST COIN CHUTE**

**ADJUSTMENT**

**2ND CHUTE ADJ.**

**1 COIN - PLAY**

**PLUG IN BLUE WIRE FOR  
SCORES 10,000 TO 90,000**

**PLUG IN ORANGE WIRE FOR  
SCORES 100,000 TO 190,000**

**EXAMPLE: ORANGE WIRE PLUGGED IN 0 SOCKET  
GIVES A REPLAY AT 100,000**

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.

[www.inkochnito.nl](http://www.inkochnito.nl)

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