

For Amusement  
Only

## Space Odyssey

One or Two  
Players

150,000 SCORES 1 REPLAY

194,000 SCORES 1 REPLAY

**5 BALLS  
PER GAME**

**2 PLAYS – QUARTER**

462A-1

For Amusement  
Only

## Space Odyssey

One or Two  
Players

122,000 SCORES 1 REPLAY

153,000 SCORES 1 REPLAY

184,000 SCORES 1 REPLAY

**3 BALLS  
PER GAME**

**2 PLAYS – QUARTER**

462A-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, scores \_\_\_\_\_ 1 REPLAY.

462-3

## **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.

462-4

## **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 EXTRA BALL.

462A-5-EB

<b>114,000 SCORES 1 REPLAY</b> <b>145,000 SCORES 1 REPLAY</b> <b>176,000 SCORES 1 REPLAY</b>	462A-6
<b>118,000 SCORES 1 REPLAY</b> <b>149,000 SCORES 1 REPLAY</b> <b>180,000 SCORES 1 REPLAY</b>	462A-8
<b>122,000 SCORES 1 REPLAY</b> <b>153,000 SCORES 1 REPLAY</b> <b>184,000 SCORES 1 REPLAY</b>	462A-10
<b>126,000 SCORES 1 REPLAY</b> <b>157,000 SCORES 1 REPLAY</b> <b>188,000 SCORES 1 REPLAY</b>	462A-12
<b>130,000 SCORES 1 REPLAY</b> <b>161,000 SCORES 1 REPLAY</b> <b>192,000 SCORES 1 REPLAY</b>	462A-14
<b>134,000 SCORES 1 REPLAY</b> <b>165,000 SCORES 1 REPLAY</b> <b>196,000 SCORES 1 REPLAY</b>	462A-16
<b>138,000 SCORES 1 REPLAY</b> <b>169,000 SCORES 1 REPLAY</b> <b>197,000 SCORES 1 REPLAY</b>	462A-18
<b>142,000 SCORES 1 REPLAY</b> <b>173,000 SCORES 1 REPLAY</b> <b>198,000 SCORES 1 REPLAY</b>	462A-20
<b>130,000 SCORES 1 REPLAY</b> <b>174,000 SCORES 1 REPLAY</b>	462A-22
<b>134,000 SCORES 1 REPLAY</b> <b>178,000 SCORES 1 REPLAY</b>	462A-24

<div>138,000 SCORES 1 REPLAY</div> <div>182,000 SCORES 1 REPLAY</div>	462A-26
<div>142,000 SCORES 1 REPLAY</div> <div>186,000 SCORES 1 REPLAY</div>	462A-28
<div>146,000 SCORES 1 REPLAY</div> <div>190,000 SCORES 1 REPLAY</div>	462A-30
<div>150,000 SCORES 1 REPLAY</div> <div>194,000 SCORES 1 REPLAY</div>	462A-32
<div>154,000 SCORES 1 REPLAY</div> <div>198,000 SCORES 1 REPLAY</div>	462A-34
<div>158,000 SCORES 1 REPLAY</div> <div>197,000 SCORES 1 REPLAY</div>	462A-36
<div>162,000 SCORES 1 REPLAY</div> <div>198,000 SCORES 1 REPLAY</div>	462A-38
<div>166,000 SCORES 1 REPLAY</div> <div>198,000 SCORES 1 REPLAY</div>	462A-40
<div><div>_____ SCORES 1 REPLAY</div><div>_____ SCORES 1 REPLAY</div></div>	462A-42

**40,000 SCORES 1 EXTRA BALL**

**462A-44**

**50,000 SCORES 1 EXTRA BALL**

**462A-46**

**60,000 SCORES 1 EXTRA BALL**

**462A-48**

**70,000 SCORES 1 EXTRA BALL**

**462A-50**

**90,000 SCORES 1 EXTRA BALL**

**462A-52**

116,000 SCORES 1 REPLAY 147,000 SCORES 1 REPLAY 178,000 SCORES 1 REPLAY	462A-7
120,000 SCORES 1 REPLAY 151,000 SCORES 1 REPLAY 182,000 SCORES 1 REPLAY	462A-9
124,000 SCORES 1 REPLAY 155,000 SCORES 1 REPLAY 186,000 SCORES 1 REPLAY	462A-11
128,000 SCORES 1 REPLAY 159,000 SCORES 1 REPLAY 190,000 SCORES 1 REPLAY	462A-13
132,000 SCORES 1 REPLAY 163,000 SCORES 1 REPLAY 194,000 SCORES 1 REPLAY	462A-15
136,000 SCORES 1 REPLAY 167,000 SCORES 1 REPLAY 198,000 SCORES 1 REPLAY	462A-17
140,000 SCORES 1 REPLAY 171,000 SCORES 1 REPLAY 198,000 SCORES 1 REPLAY	462A-19
____ SCORES 1 REPLAY ____ SCORES 1 REPLAY ____ SCORES 1 REPLAY	462A-21
132,000 SCORES 1 REPLAY 176,000 SCORES 1 REPLAY	462A-23
136,000 SCORES 1 REPLAY 180,000 SCORES 1 REPLAY	462A-25

<b>140,000 SCORES 1 REPLAY</b> <b>184,000 SCORES 1 REPLAY</b>	<b>462A-27</b>
<b>144,000 SCORES 1 REPLAY</b> <b>188,000 SCORES 1 REPLAY</b>	<b>462A-29</b>
<b>148,000 SCORES 1 REPLAY</b> <b>192,000 SCORES 1 REPLAY</b>	<b>462A-31</b>
<b>152,000 SCORES 1 REPLAY</b> <b>194,000 SCORES 1 REPLAY</b>	<b>462A-33</b>
<b>156,000 SCORES 1 REPLAY</b> <b>198,000 SCORES 1 REPLAY</b>	<b>462A-35</b>
<b>160,000 SCORES 1 REPLAY</b> <b>198,000 SCORES 1 REPLAY</b>	<b>462A-37</b>
<b>164,000 SCORES 1 REPLAY</b> <b>198,000 SCORES 1 REPLAY</b>	<b>462A-39</b>
<b>168,000 SCORES 1 REPLAY</b> <b>197,000 SCORES 1 REPLAY</b>	<b>462A-41</b>
<b>_____ SCORES 1 REPLAY</b> <b>_____ SCORES 1 REPLAY</b>	<b>462A-43</b>

<b>45,000 SCORES 1 EXTRA BALL</b>	<b>462A-45</b>
<b>55,000 SCORES 1 EXTRA BALL</b>	<b>462A-47</b>
<b>65,000 SCORES 1 EXTRA BALL</b>	<b>462A-49</b>
<b>80,000 SCORES 1 EXTRA BALL</b>	<b>462A-51</b>
<b>_____ SCORES 1 EXTRA BALL</b>	<b>462A-53</b>

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

**Cards status:**

462A-1 is confirmed.  
 462A-2 is confirmed.  
 462-3 is confirmed.  
 462-4 is needed to verify.  
 462A-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...462A-32	5 Ball...462A-51
3 Ball...462A-10	3 Ball...462A-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](http://www.inkochnito.nl)

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