

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**

LIBERAL
→

MEDIUM
→

CONSERVATIVE
→

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

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

138,000 SCORES 1 REPLAY

182,000 SCORES 1 REPLAY

462A-26

142,000 SCORES 1 REPLAY

186,000 SCORES 1 REPLAY

462A-28

146,000 SCORES 1 REPLAY

190,000 SCORES 1 REPLAY

462A-30

150,000 SCORES 1 REPLAY

194,000 SCORES 1 REPLAY

462A-32

154,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

462A-34

158,000 SCORES 1 REPLAY

197,000 SCORES 1 REPLAY

462A-36

162,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

462A-38

166,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

462A-40

_____ **SCORES 1 REPLAY**

_____ **SCORES 1 REPLAY**

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

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

140,000 SCORES 1 REPLAY

184,000 SCORES 1 REPLAY

462A-27

144,000 SCORES 1 REPLAY

188,000 SCORES 1 REPLAY

462A-29

148,000 SCORES 1 REPLAY

192,000 SCORES 1 REPLAY

462A-31

152,000 SCORES 1 REPLAY

194,000 SCORES 1 REPLAY

462A-33

156,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

462A-35

160,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

462A-37

164,000 SCORES 1 REPLAY

198,000 SCORES 1 REPLAY

462A-39

168,000 SCORES 1 REPLAY

197,000 SCORES 1 REPLAY

462A-41

_____ **SCORES 1 REPLAY**

_____ **SCORES 1 REPLAY**

462A-43

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

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

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