

**For Amusement  
Only**

**Space Odyssey**

**One or Two  
Players**

**168,000 SCORES 1 REPLAY**

**197,000 SCORES 1 REPLAY**

**3 BALLS  
PER GAME**

**1 PLAY – QUARTER**

462A-1

**For Amusement  
Only**

**Space Odyssey**

**One or Two  
Players**

**168,000 SCORES 1 REPLAY**

**197,000 SCORES 1 REPLAY**

**5 BALLS  
PER GAME**

**1 PLAY – QUARTER**

462A-2

## **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 EXTRA BALL.
- Maximum 1 extra ball per ball in play.

462-5-EB

Fonts used: Helvetica, Furuta Md BT, Futura ExtraBold.

### **Cards status:**

462A-1 is confirmed.

462A-2 is needed to verify.

462-3 is confirmed.

462-5-EB is needed to verify.

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)