

FOR AMUSEMENT ONLY

SEE BACKGLASS DISPLAY FOR REPLAY SCORE

1 PLAY – 1 QUARTER

5 BALLS

4 PLAYS – 1 DOLLAR

PER GAME

16-9009

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SEE BACKGLASS DISPLAY FOR REPLAY SCORE

3 BALLS

1 PLAY – 1 QUARTER

PER GAME

4 PLAYS – 1 DOLLAR

16-9009

SPACE STATION **Operations Manual**



Complete either "SHUTTLE" or "STATION" to score lit value.



Make 3-bank Drop Target to advance Bonus "X"
2X – 3X – 4X – 5X – 6X – 7X – Lites Extra Ball.



U-S-A lanes light "100,000" target & increase "Stop & Score" multiplier
X2 – X3 – X4 – X5 – Lites SPECIAL.



1-2-3 lanes advance Jet Bumper value and light "Dock" lights.



Docking 2 balls and making either Ball Popper shot starts Multi-Ball™.
Repeating this sequence during Multi-Ball scores "Rescue Jackpot".
Multi-Ball increases "Bonus Ball" timer.



All Qualifying Players play "Bonus Ball" after last ball.

16-552-1

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5 BILLES
PAR PARTIE

1 PARTIE – 3 X 1 FRANC
2 PARTIES – 5 FRANCS
5 PARTIES – 10 FRANCS

16d-8727-90

16-9009

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**3 BILLES
PAR PARTIE**

**1 PARTIE – 3 X 1 FRANC
2 PARTIES – 5 FRANCS
5 PARTIES – 10 FRANCS**

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Space Station / No.2261 / Williams Electronics, Inc.

December 1987, 4 players

Model number: 552

Production run: 3800

Theme: Outer Space

Concept & Design: Barry Oursler

Art: Tim Elliot

Music & Sound: Brian Schmidt

Software: Ed Boon

FREE PLAY

**5 BALLS
PER GAME**

Cards status:

16-9009 5 Ball score card confirmed.

16-9009 3 Ball score card confirmed.

16-552-1 instruction card confirmed.

16D-8727-90 5 Ball French score card insert confirmed.

16D-8727-90 3 Ball French score card insert confirmed.

Free play card is my own design.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun.

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