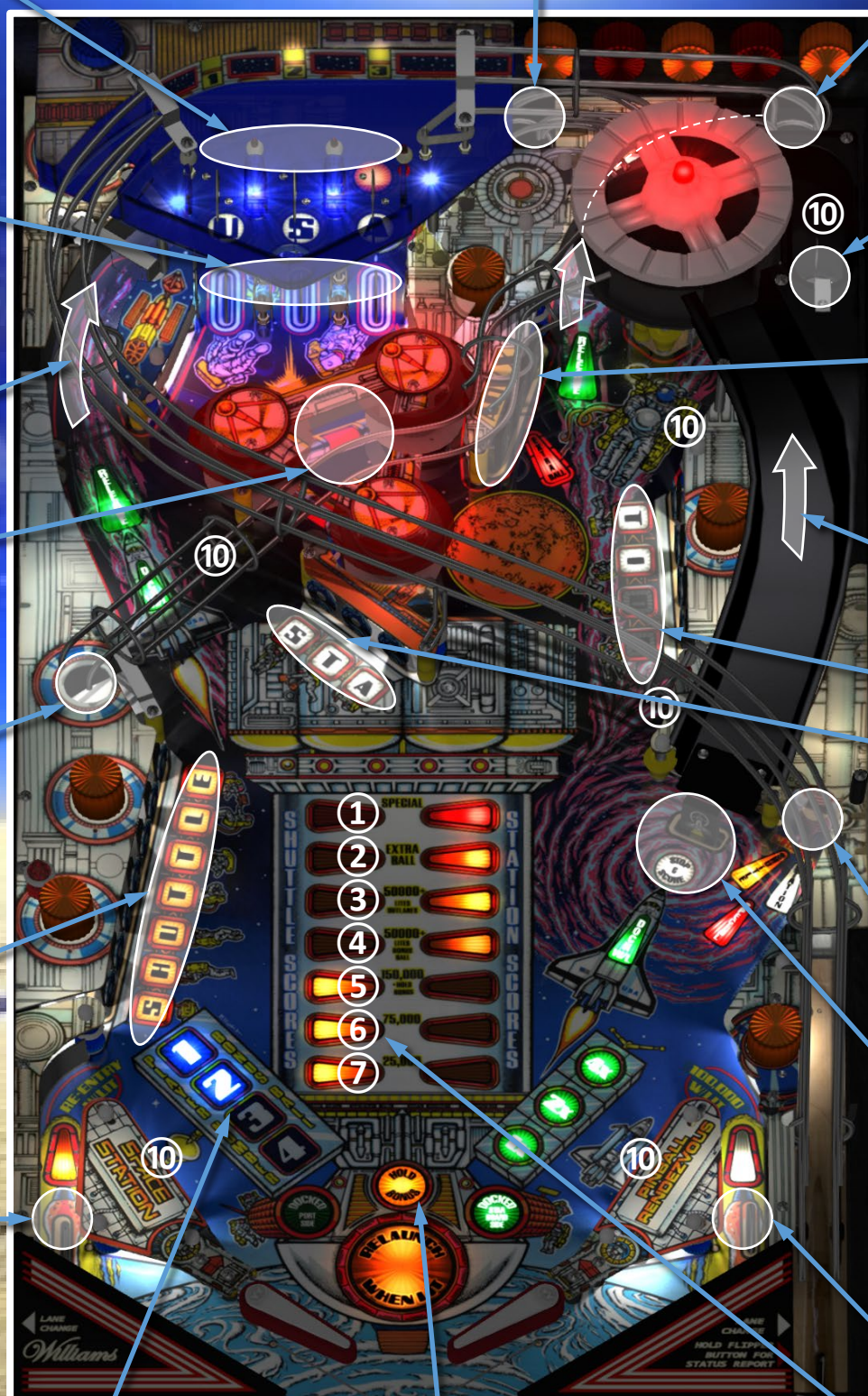


Williams SPACE STATION



1-2-3 Rollovers: 2.000/1.000
Complete 1-2-3: 25.000/1.000
+ Activates Docking Lights
+ Increases Jet Bumper Value

Left Ball Popper: 20.000/0 + Moves Ball to Ball Locks
120.000/0 When Lit by Completing U-S-A Rollovers

Right Ball Popper: 20.000/0
Moves Ball to 1-2-3 Rollovers

U-S-A Rollovers: 2.000/1.000
Complete U-S-A: 25.000/1.000
+ Lights Left Ball Popper for 100.000
+ Increases Stop & Score Multiplier
Repeat to Light Special at Right Standup Target

Right Ball Lock:
20.000/0 When Docking Lights On
5.000/0 When Docking Lights Off
0/0 When Lock Already in Use

Left Orbit Lane: 2.000/0

Drop Targets: 1.000/0
Complete Drop Targets: 50.000/3.000
+ Increase Bonus Multiplier
Repeat to Lite/Score Extra Ball
Sweep All Targets: 132.000/3.000

Jet Bumpers: 500/0 – 3.000/0
Complete 1-2-3 Rollovers:
Increase Jet Bumper Value by 500

Right Ramp: Reaches Ball Locks
+ Scores Stop & Score Value (Timed)

Left Ball Lock:
20.000/0 When Docking Lights On
5.000/0 When Docking Lights Off
0/0 When Lock Already in Use

Station Targets
20.000/1.000 When Flashing
10.000/1.000 When Lit
Complete to Score Lit Reward

Shuttle Targets:
20.000/1.000 When Flashing
10.000/1.000 When Lit
Complete to Score Lit Reward

Right Standup Target: 5.000/1.000
Randomizes Shuttle or Station Reward
Press Both Flippers to Switch Reward
Repeat U-S-A to Light Special

Left Outlane: 10.000/1.000
When Lit: Activate Kickback
(Cooldown: 3 Seconds)
Score Shuttle/Station Reward ③ to Re-Light

Drop Target: 10.000/0
Activate Stop & Score Value (Timed)
Min.: 20.000, Max.: 99.000
(× Stop & Score Multiplier)

⑩ **Kicker, Wall, Lock Entry:** 10/0

Right Outlane: 10.000/0
110.000/0 When Lit

Bonus Ball
Score Shuttle/Station Reward ④ to Activate.
Time Limit: Preset Minimum + 1 Second
per Second in Multi-Ball Mode (Max. 45 Sec.)

Hold Bonus: Does not Hold Bonus Multiplier.
Score Shuttle/Station Reward ⑤ to Activate.

Shuttle / Station Rewards:
① Special (Credit; Extra Ball; 100.000/0)
② Extra Ball
③ 50.000/0 + Re-Light Kickback
④ 50.000/0 + Activate Bonus Ball
⑤ 150.000/0 + Activate Hold Bonus
⑥ 75.000/0
⑦ 25.000/0

Multi-Ball (Condition Green)
To Start Multi-Ball:
Lock 2 Balls in Left & Right Ball Lock,
Then Shoot Left or Right Ball Popper
To Score Rescue Jackpot:
Lock 2 Balls in Left & Right Ball Lock
While in Multi-Ball Mode
Rescue Jackpot Starts at 200.000/0
and Increases by 10.000 per Multi-Ball
Without Being Collected

Game Configuration Items	Default Setting
Carry-Over 1-2-3 Lights	On
Carry-Over U-S-A Lights	On
Carry-Over Shuttle Lights	On
Carry-Over Station Lights	On
Carry-Over Jet Bumper Value	On
Re-Light Outlanes at Ball Start	On
Docking Lights On at Game Start	On
Extra Ball as Shuttle/Station Reward	On
Special as Shuttle/Station Reward	On
Carry-Over Bonus Multiplier	Off
Carry-Over Stop & Score Multiplier	Off

Scores (e.g., 5.000/1.000):
5.000 Direct Score + 1.000 End of Ball Bonus
End of Ball Bonus: Min. 1.000, Max. 99.000
× Bonus Multiplier (Drop Target Completions)

Adjustable Values & Timers	Min.	Default	Max.
Stop & Score (Sec.)	5	25	30
Bonus Ball (Minimum Sec.)	20	25	45
Balls per Game	1	3	9
Tilt Warning	1	3	5
U-S-A Rollovers Light Special	3	4	5
Drop Targets Light Extra Ball	3	4	7
Max. Extra Balls	0	3/B.I.P.	9/Ball

Max. Extra Balls Counted per Game, per Ball in Play (B.I.P.), or per Ball (Including Extra Balls)