

**Amendments and Additions to the**  
***SPACE STATION* Operations Manual**

We are furnishing two types of corrections to the manual. The first of these are "pen and ink" changes, which can be easily marked into your manual. The second corrections/additions should be copied and fastened into your manual for reference.

**Pen and Ink Amendments/Additions**

- | Page | Information                                                                                                                                                                                                                                                                                                                            |
|------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 3    | Add a new first sentence to Step 2 in PINBALL GAME ASSEMBLY INSTRUCTIONS to read: Place a Spacer Sleeve (1/2"; p/n 02-4341) on the threaded shaft of each rear leg leveller, and assemble the leg leveller into each rear leg. [The remainder of step 2 ("Place cabinet...cash box.") is correct and still applicable.]                |
| 4    | In NOTE just before ATTRACT MODE, replace sentence beginning, "Up to three switches..." with the following, new sentence: "A decimal point appearing next to the rightmost digit of Player 1 Score Display now shows that a switch malfunction is being reported; only one dot appears although more than one switch may be affected." |
| 33   | In the FUSE LISTING, change the value for F2 on the D-11813 Aux Pwr Driver Board from 4A to 5A. (Its new p/n is the same as that shown for F8 on that board.)                                                                                                                                                                          |
| 37   | Item 43 in the Power Supply part list should be F1, not F2, and the fuse value is 1/4A, not 4A.                                                                                                                                                                                                                                        |
| 69   | RED-WHT is the correct wire color for the diagram portion titled SPECIAL SOLENOIDS (25V), not Vio-Yel.                                                                                                                                                                                                                                 |
| 70   | Note that the value of F1 in the D-8345-557 Power Supply is 1/4A. It is correctly shown, in decimal form, but it should be in fractional form to prevent error.                                                                                                                                                                        |
|      | In the Aux Pwr Driver, D-11813, correct the value shown for F8 to 5A, not 4A. Also, correct the value of F2 to 5A, not 2A.                                                                                                                                                                                                             |

**Copy Additions**

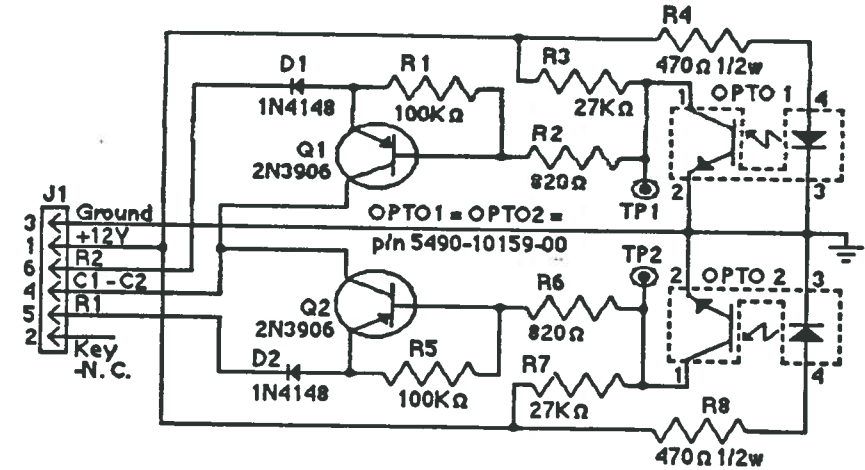
Changes to the game program software while the manual was being printed require the following change to the Game Adjustment Setting Comparison Table on p. 23

***SPACE STATION* Game Adjustment Setting Comparison Table**

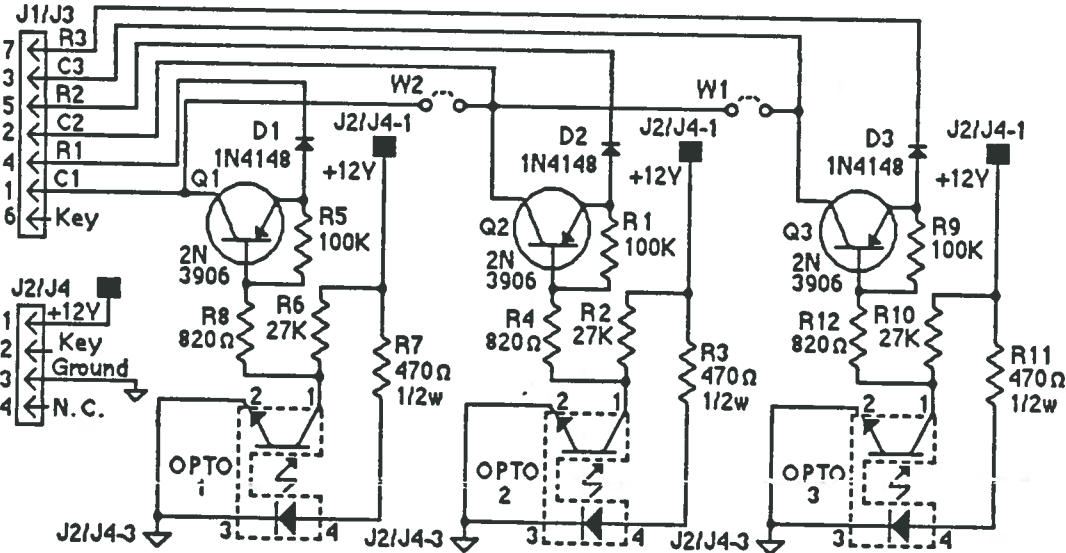
| Adj # | Adj Description     | Extra<br>Easy | Ad<br>62 | Easy   | Ad<br>63 | Medium<br>(Factory) | Ad<br>64 | Hard   | Ad<br>65 | Extra<br>Hard | Ad<br>66 |
|-------|---------------------|---------------|----------|--------|----------|---------------------|----------|--------|----------|---------------|----------|
| 31    | B. Ball Timer       | 40 sec        |          | 30 sec |          | 25 sec              |          | 20 sec |          | 20 sec        |          |
| 32    | S/Score Timer       | 30 sec        |          | 25 sec |          | 25 sec              |          | 15 sec |          | 10 sec        |          |
| 33    | USA's Lite Special  | 3             |          | 4      |          | 6                   |          | 7      |          | 8             |          |
| 34    | Shuttle Memory      | Yes           |          | Yes    |          | Yes                 |          | Yes    |          | No            |          |
| 35    | Station Memory      | Yes           |          | Yes    |          | Yes                 |          | Yes    |          | No            |          |
| 36    | 1 2 3 Memory        | Yes           |          | Yes    |          | Yes                 |          | No     |          | No            |          |
| 37    | USA Memory          | Yes           |          | Yes    |          | Yes                 |          | No     |          | No            |          |
| 38    | B. S. Lite Re-entry | Yes           |          | Yes    |          | Yes                 |          | Yes    |          | No            |          |
| 39    | Docking W/L Init    | On            |          | On     |          | On                  |          | On     |          | Off           |          |
| 40    | Bonus X Memory      | Yes           |          | Yes    |          | No                  |          | No     |          | No            |          |
| 41    | S/S "X" Memory      | Yes           |          | Yes    |          | No                  |          | No     |          | No            |          |
| 42    | Bump. Val Memory    | Yes           |          | Yes    |          | Yes                 |          | Yes    |          | No            |          |
| 43    | A. Mode Sounds      | ALOT          |          | ALOT   |          | ALOT                |          | ALOT   |          | ALOT          |          |
| 44    | Ex. Ball Auto Adj   | 40 %          |          | 40 %   |          | 33 %                |          | 20 %   |          | 20 %          |          |
| 45    | Special Auto Adj    | 05 %          |          | 05 %   |          | 04%                 |          | 03 %   |          | 03 %          |          |
| 46    | "X" Lites Ex. Ball  | 3X            |          | 4X     |          | 4X                  |          | 5X     |          | 6X            |          |
| 47    | Special Enable      | Yes           |          | Yes    |          | Yes                 |          | Yes    |          | Yes           |          |
| 48    | NOT USED            |               |          |        |          |                     |          |        |          |               |          |

SPACE STATION Operations Manual Amendments - continued

For your information, the following diagrams are being added to clarify the respective circuits of the Space Station Opto Positioner PC Board Assembly (shown on page 43), the 3-Bank Drop Target (shown on page 46), and the 1-Bank Drop Target.

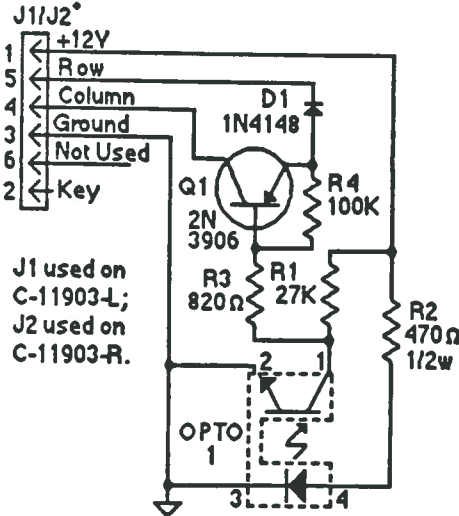


Schematic, Space Station Opto Positioner PC Board, C-11872



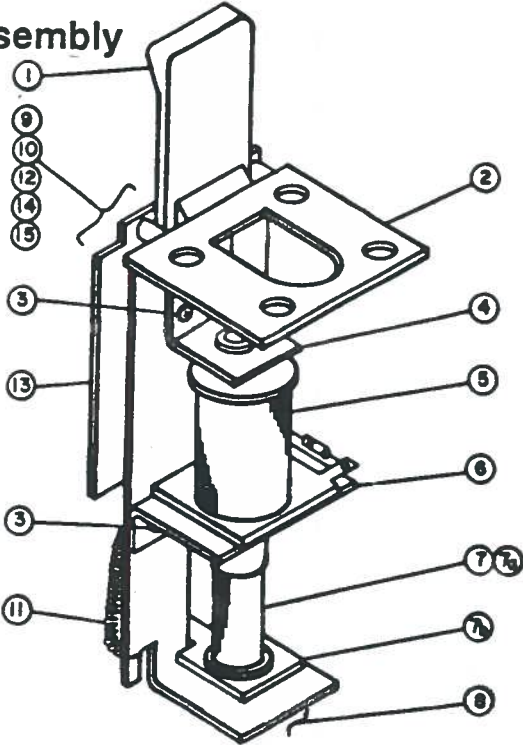
Schematic, 3-Bank Drop Target Opto Switch Assembly, C-11318-1

Single-Bank Drop Target Assembly  
p/n C-11212-2



Schematic, 1-Bank Drop Target Opto Switch Assembly, C-11903-L, -R

011888



| Item | Part No.      | Description                                        |
|------|---------------|----------------------------------------------------|
| 1    | 03-8033       | Target                                             |
| 2    | B-11213       | Drop Target Subassembly                            |
| 3    | 4408-01119-00 | Nut, 8-32 ESHA                                     |
| 4    | A-11367       | Stop Bracket Assembly                              |
| a)   | 01-6717       | Dr Tgt Stop Bracket                                |
| b)   | 02-3056-1     | Coil                                               |
| 5    | AE-23-800     | Armature Stop                                      |
| 6    | 01-6413       | Coil Assembly                                      |
| 7    | A-11368       | Bracket, Coil Mounting                             |
| a)   | 02-3872-1     | Plunger & Reset Plate Assy                         |
| b)   | 01-6414       | Plunger                                            |
| c)   | 4410-01132-01 | Reset Plate                                        |
| 8    | 4008-01016-10 | Nut 10-32 ESHA, Thin Mach. Screw, 8-32 x 5/8, P-RH |
| 9    | 4700-00027-00 | Washer, 1/2 o.d. x 1/4 i.d., 21 ga.                |
| 10   | 20-6712-25    | E-Ring, 1/4" shaft                                 |
| 11   | 10-364        | Spring, Retractor                                  |
| 12   | 4700-00016-00 | Washer, .437 o.d. x .187 i.d., 16 ga.              |
| 13   | 4700-00073-00 | Washer, 1/2 o.d. x .265 i.d., 16 ga.               |
| 14   | C-11903-R     | Opto Switch Assembly                               |
| a)   | 5768-12222-00 | PC Board                                           |
| b)   | 5490-10159-00 | Opto Interrupter, Mtl, 3/4G                        |
| c)   | 5010-09162-00 | Diode, 1N4148, 150 mA (D1)                         |
| d)   | 5010-09162-00 | Resistor, 100K, 5%, 1/4w (R4)                      |
| e)   | 5010-09162-00 | Resistor, 820Ω, 5%, 1/4w (R3)                      |
| f)   | 5010-09162-00 | Resistor, 27K, 5%, 1/4w (R1)                       |
| g)   | 5010-09162-00 | Resistor, 470Ω, 5%, 1/2w (R2)                      |
| h)   | 5160-10270-00 | Transistor, 2N3906, PNP, TO-18                     |
| i)   | 16-6850-180   | Label, PC Identification                           |
| j)   | EI-128        | Header, RTV Silicone                               |
| k)   | 5791-10888-05 | Header, 8-pin R/A sq pin (J2)                      |
| 15   | 10-362        | Spring, Compression                                |
| 16   | 20-6712-18    | E-Ring, 3/16" shaft                                |
| 17   | 23-6626       | Grammet                                            |
| 18   | 03-7086-4     | Tubing, Coil Sleeve                                |