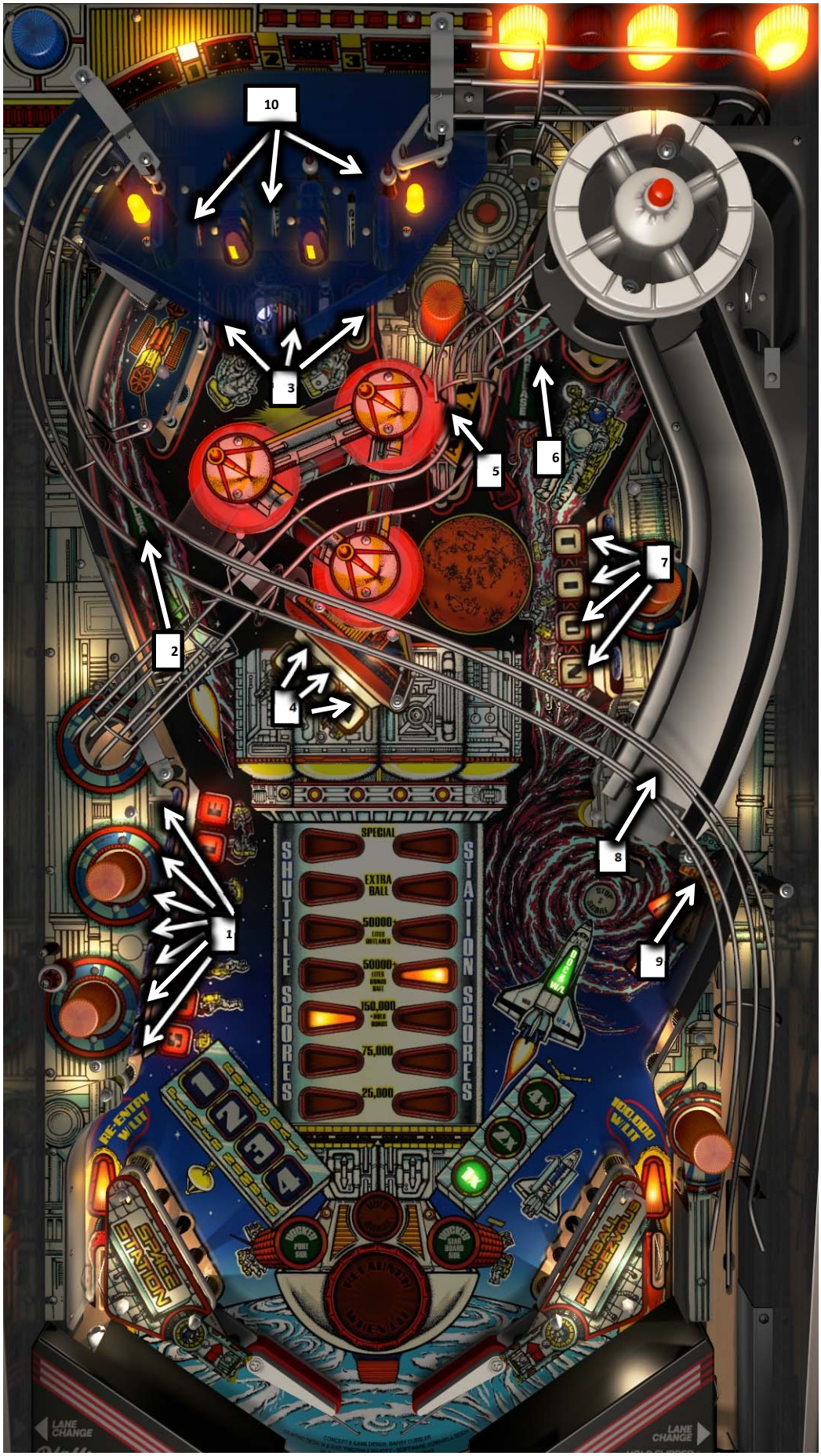
Williams Pinball – Space Station Table Guide

By ShoryukenToTheChin



Key to Table Overhead Image –

1. "S-H-U-T-T-L-E" Targets Bank
2. Left Orbit
3. "U-S-A" Rollovers
4. "S-T-A" Targets Bank
5. Drop Targets Bank
6. Vertical Up-kicker
7. "T-I-O-N" Targets Bank
8. Ramp
9. Right Spot Target
10. "1-2-3" Rollovers

In this guide when I mention a Ramp, Lane, Hole etc. I will put a number in brackets which will correspond to the above Key, so that you know where on the Table that feature is located.

TABLE SPECIFICS

***Notice*: This Guide is based off the Pinball FX3 (PS4) version of the Table on default controls. Some of the controls will be different on the other versions (Steam, etc...), but everything else in the Guide remains the same.**



INTRODUCTION

Zen Studios is bringing world-renowned pinball tables to *Pinball FX3*! Williams Pinball: Volume 6 Pack is a 3-pack of premium pinball perfection which again is comprised of classic tables from the iconic Williams Bally pinball library. The pack contains the iconic tables; Fun House™, Dr. Dude and His Excellent Ray ™ & Space Station™

Each table features a classic, exact replica version as well as a remastered version, transforming these tables into modern-day pinball experiences at the toggle of a button.

The table that this guide will cover is of course Space Station™. Space Station™ was released in 1987 by Williams. Designed by Barry Oursler. Programmed by Ed Boon. It had a production run of 3,804 units.



I hope my Guide will help you understand the Table better.

Kickback

This Table only has 1 Kickback. This is located on the Left Outlane and is called "re-entry", and is lit at the start of each Ball.

The Right Outlane scores 100,000 Points when lit and is re-lit at the start of each Ball. Both Outlanes additionally score 10,000 Points and can be re-lit via the Stationary Target awards, more information can be found later in the guide under “Side Game Modes - Stationary Targets”.

Extra Balls/Specials/Bonus Balls

Extra Balls -

There are **several** ways to achieve an **Extra Ball**;

Extra Balls are awarded by performing the below methods -

- ***Method 1***: *Random Shuttle or Station awards* – more information can be found later in the guide under “Side Game Modes - Stationary Targets”.

- ***Method 2***: *Increasing the Bonus Multiplier to 4X* – more information can be found later in the guide under “Side Game Modes - Drop Targets Bank”.

Specials –

The **Special** will light at the Right Spot Target (9) when activated. Hit that Target to collect the **Special**, which awards an **Extra Ball**.

- ***Method 1***: *Random Shuttle or Station awards* – more information can be found later in the guide under “Side Game Modes - Stationary Targets”.

- ***Method 2***: *“U-S-A” Rollovers* – more information can be found later in the guide under “Side Game Modes – U-S-A Rollovers”.

Bonus Ball:

A Bonus Ball can be earned by way of the Stationary Target awards more information can be found later in the guide under “Side Game Modes - Stationary Targets”. You play your Bonus Ball in turn after all regular Balls have been played. Bonus Ball status is indicated by Playfield Notification Lights in front of the Left Slingshot. Bonus balls last for 25 Seconds. Play time is increased to 45 Seconds if the you have achieved Multiball during regular play. All lost Bonus Balls are immediately returned to the Launch Lane until the time expires. There is no Multiball during a Bonus Ball so just should focus on other scoring features (Tip - Stop 'N Score is always a good bet).

Note - When you start the Bonus Ball, it is possible to get an **Extra Ball. If you earn one, the timer will stop and you play that **Extra Ball** right there and then. Once the Ball drains, the Ball will be available to launch and the timer starts up again. **

End-of-Ball Bonuses & Raising the Multiplier

When the Ball eventually drains, you will score an End-of-Ball Bonus.

How this scoring is calculated –

- The End-of- Ball Bonus value starts at 1,000 Points at the beginning of each Ball and increases by 1,000 Points for most of the major Playfield Switches such as Rollovers, Stationary Targets and Drop Targets.

You can earn "Hold Bonus" by way of the "S-H-U-T-T-L-E" and "S-T-A-T-I-O-N" Targets; this is detailed later in the guide. Otherwise, the Bonus resets to 1,000 Points at the beginning of each Ball.

How to raise the End-of-Ball Bonus Multipliers;

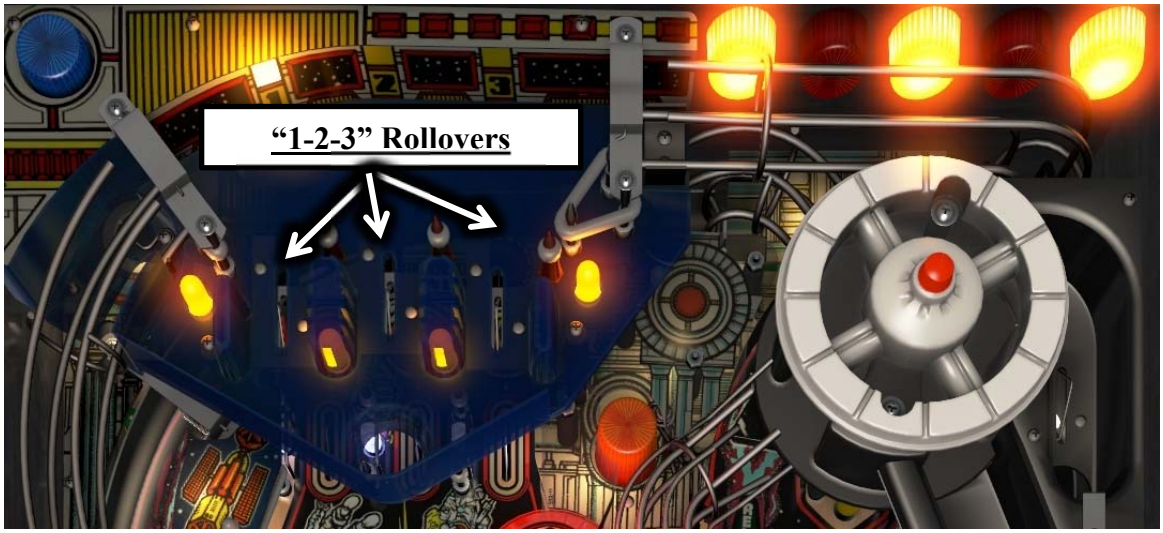
There is also an End-of-Ball Bonus Multiplier that is applied to the Bonus Value. This can be increased to a maximum of 7X Times.

- Look under the section "Side Game Modes – Drop Targets Bank" for more information on how to increase the Multiplier.

The Multiplier resets at the start of each Ball. The multiplier status is displayed on the Playfield in front of the Right Slingshot.

Side Game Modes

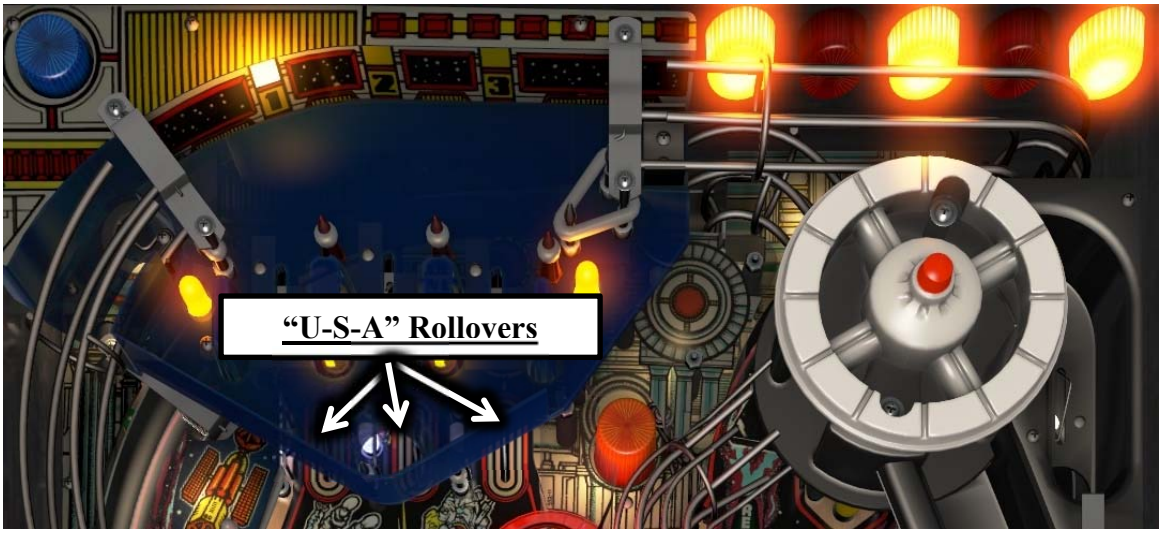
- **Upper Mini-Playfield/ "1-2-3" Rollovers** –



The Upper Mini-Playfield houses the "1-2-3" Rollover (10) Lanes. You can gain access to this Mini-Playfield by sending the Ball into the Vertical Up-Kicker (6).

Each pass through the "1-2-3" Rollover (10) scores 2,000 Points. Completing all 3 of the "1-2-3" Rollover (10) Lanes scores 25,000 Points & in-turn increases the Jet Bumper value by 500 Points each time. The Jet Bumper value starts at 500 Points per hit & can be increased to a maximum value of 3,000 Points. Note that the Jet Bumper value carries over from Ball to Ball. Completing the "1-2-3" Rollover (10) Lanes also re-lights the Ball docks (locks) for Multiball. After passing through one of the "1-2-3" Rollover (10) Lanes, the Ball drops from the Upper Mini-Playfield & lands between the Jet Bumpers and the "U-S-A" Rollover (3) lanes (explained below this section of the guide).

- **USA Rollovers** –



The "U-S-A" Rollovers (3) are located next to the Jet Bumpers (underneath the Dark Blue Mini-Playfield). Each "USA" Rollovers (3) (lit or unlit) is worth 2,000 Points, while spelling "U-S-A" will net you 25,000 Points and lit the Vertical Up-Kicker (6) for 100,000 Points.

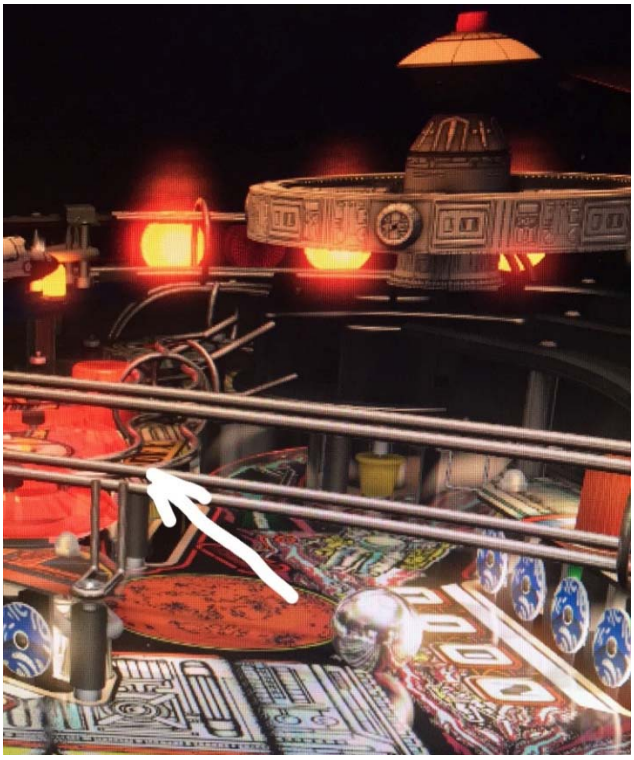
Completing the 3 Rollovers will also advance the Stop 'N Score Multiplier. The Stop 'N Score multiplier can be advanced to a maximum of 5x times. Reaching 4x times will light the Right Spot Target (9) for a ***Special***. Stop 'N Score is activated by hitting the lower Drop Target (located at the entrance of the Ramp (8)). Stop 'N Score is collected by shooting the Ramp (8). Lit "U-S-A" Rollover (3) lanes carry over from Ball to Ball. But the Stop 'N Score Multiplier is reset at the start of each Ball. Note that the "U-S-A" Rollovers (3) aren't directly accessible. As Orbit shots will likely pass by these Rollovers & land in the Vertical Up-Kicker (6). The "U-S-A" Rollovers (3) are only accessible with a very weak shot around either Orbit or by a random rebound from the Jet Bumpers.

- **Jet Bumpers** –



The Jet Bumpers are located in the Upper Playfield area of the Table. At the start of a game, each Bumper hit is worth 500 Points. The Bumper value can be increased by completing the "1-2-3" Rollover (10) Lanes on the upper mini-playfield, this value will then increase in 500 Point increments each time. The Bumper value for each hit can be worth up to a maximum of 3,000 Points. Bumper values are retained from Ball to Ball. Top Tip - Bumper ricochets are very useful for getting the Ball to hit the "U-S-A" Rollovers (3) lanes as well as the "T-I-O-N" Targets Bank (7).

- **Drop Targets Bank** –



3-Bank Drop Targets: There is a Bank of 3 Drop Targets (5) is hidden just to the right of the Jet Bumpers. These Targets are very hard to hit, & I find that I only seem to hit them by accident. If you manage to complete all 3 of the Targets, you will be rewarded with an increase to the End-of-Ball Bonus Multiplier which increases to a maximum of 7X. **Extra ball** is lit by raising it to 4X. **Extra ball** is then collected by raising it to 5X. Note that the End-of-Ball Bonus Multiplier is reset at the beginning of each new Ball. You can keep updated on the status of your multiplier level by looking just in front of the Right Slingshot.

These Drop Targets score 1,000 Points each for the first 2 Targets you hit. After, knocking down the final (3rd) Target scores 50,000 Points and resets the Bank for a total score of 52,000 Points per completion. If you manage to hit all 3 Targets in a single shot, the completion is instead worth 132,000 Points.

- **Stop ‘N Score & The Ramp** –



You would have noticed by now that the Space Station Table only has 1 Ramp. This Ramp (8) also has an associated Stop 'N Score feature. The Ramp (8) entrance is blocked off by a single Drop Target. If you hit this Drop Target it will in-turn start the Stop 'N Score feature. Now, sending the Ball up the Ramp (8) collects the Stop 'N Score value. The Stop 'N Score has a 25 second timer within which an award continuously cycles between 20,000 and 99,000 Points. The Stop 'N Score value is shown on the score displays.

Tip – try to catch the Ball on the Left Flipper, then keep an eye on the score displays & upon the maximum value being shown immediately send the Ball up the Ramp (8). Although, you also need to consider the position of the Diverter when timing this shot. If the diverter is lined up for the Left Dock, the Stop 'N Score value won’t be awarded until the Ball hits the Switch at the lower end of the Left Dock Habitrail. If the Diverter is lined up for the Right Dock, the Stop 'N Score value is awarded upon the Ball exiting the Diverter. As mentioned, previous in the guide, the Stop 'N Score award can be multiplied up to 5X by way of completing the “U-S-A” Rollovers (3) lanes

After the Stop 'N Score is collected (or times out), the Drop Target will remain down so long as the Ball Docks are lit. The Drop Target resets if the ball docks are not lit. The Drop Target also resets at the beginning of each Ball. The Ramp (8) entrance is just wide enough to sneak the Ball past the Drop Target. But this is a highly unlikely shot.

- **Stationary Targets** –

Stationary Targets: Space Station features 15 Stationary Targets:

- 7 Targets spelling "S-H-U-T-T-L-E" - "S-H-U-T-T-L-E" Targets Bank (1).
- 3 Targets which spell "S-T-A" Targets Bank (4).
- 4 Targets which spell "T-I-O-N" Targets Bank (7).
- Right Spot Target (9).

Shuttle awards and Station awards are indicated in the middle of the Playfield. Completing the Shuttle Targets earns the lit Shuttle award. Likewise, completing the Station Targets earns the lit Station award. Possible awards include...

- **Special**
- **Extra Ball**
- 50,000 Points & re-lite the Outlanes.
- 50,000 Points & a Bonus Ball.
- 150,000 Points & hold Bonus Multipliers.
- 75,000 Points
- 25,000 Points

A random award is assigned to each set of 7 Targets at the beginning of each Ball. The 15 Target is the Right Spot Target (9). This Target is used to select another random award. The Target only alters one award at a time. However, you can toggle the award by simultaneously pressing both Flipper Buttons. For example, if the Shuttle targets are lit for **Special**, you should toggle the Right Spot Target (9) to Station. This will ensure that the Shuttle award is not inadvertently altered by an incorrect shot. Another example, if the Shuttle targets are lit for 25,000 Points, then you should toggle the Right Spot Target (9) to Shuttle & try to change the award to something more valuable.

The Right Spot Target (9) scores 5,000 Points per hit. The Right Spot Target (9) is also lit for **Special** after 4 completions of the "U-S-A" Rollovers (3) lanes as described previously in the guide. The other 14 Stationary Targets score 20,000 Points when unlit and 10,000 when lit. Lit Shuttle and Station Targets continue to remain lit from Ball to Ball.

Multiball Mode –

- ## Multiball *3 Balls*:

Activation –

Send the Ball up the green “DOCK W/L” Notification light indicated Lanes –



- Left Orbit (2)
- Vertical Up-Kicker (6)
- Ramp (8)

Doing so will lock 3 Balls and start-up the Multiball.

The Ball Locks are lit at the start of each game. Note that you will first need to hit the Drop Target which blocks the entrance of the Ramp (8) to then be able to send the Ball successfully up it. The Lock Lanes score 20,000 Points when lit, but only 5,000 Points when unlit.

If the Locks are not lit, any Ball sent to the Lock Lanes listed above will be immediately ejected. These Locks can be re-lit by completing the 3 “1-2-3” Rollovers (10) Lanes, these are situated on the Upper Mini-Playfield.

Mode itself -



During this 3 Ball Multiball Mode, you goal is to re-dock 2 Balls into either of these Lanes –

- Left Orbit (2)
- Vertical Up-Kicker (6)
- Ramp (8)

Doing so will award the **Rescue Jackpot**. Once done, the Balls are ejected out of the docks & you can attempt to gain additional **Rescue Jackpots** until Multiball ends. The **Rescue Jackpot** starts at 200,000 Points & then increases by 10,000 Points each time the Multiball ends without you scoring a **Rescue Jackpot** award. After attaining a **Rescue Jackpot** award, the **Rescue Jackpot** value returns to 200,000 Points.

Special Thanks to all the Zen Studios Forum Community! Members such as **shogun00, Cloda, Ty-43, deep (without his help this guide wouldn't have been possible!), Captain B. Z., wims, skyway73, tenorhero, DiscoKing & surf1der**. I couldn't have completed the Guide without your help either directly or indirectly - you are all awesome!!!

In closing I hope you enjoyed this Table; I certainly have and I hope by using this Guide it increases that Fun factor for you and everyone else who plays with you.

Check out the other Tables, they are available to download on the PlayStation 4/5, Xbox One, Xbox Series S/X & Windows 10, Steam, Nintendo Switch and Mac. Also, on the iOS Appstore and Google Play on Mobile.

Thanks for viewing my Guide; any feedback would be greatly appreciated -

"Finished Docking???!"

Yours
ShoryukenToTheChin