

**For Amusement  
Only**

## **SAN FRANCISCO**

**One or Two  
Players**

Insert one coin and wait for machine to reset before inserting coin for second player. Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqualifies only that player.

Moving arrow in back glass lites corresponding button on play-field.

1 REPLAY FOR EACH SCORE OF 1000 POINTS

1 REPLAY FOR EACH SCORE OF 1200 POINTS

1 REPLAY FOR EACH SCORE OF 1400 POINTS

1 REPLAY FOR EACH SCORE OF 1600 POINTS

293-A

**For Amusement  
Only**

## **SAN FRANCISCO**

**One or Two  
Players**

Insert one coin and wait for machine to reset before inserting coin for second player. Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqualifies only that player.

Moving arrow in back glass lites corresponding button on play-field.

1 REPLAY FOR EACH SCORE OF 1000 POINTS

1 REPLAY FOR EACH SCORE OF 1200 POINTS

1 REPLAY FOR EACH SCORE OF 1400 POINTS

1 REPLAY FOR EACH SCORE OF 1600 POINTS

1 Replay for either player matching last number in point score to lited number that appears on back glass when game is over.

293-B

**For Amusement  
Only**

## **SAN FRANCISCO**

**One or Two  
Players**

Insert one coin and wait for machine to reset before inserting coin for second player. Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqualifies only that player.

Moving arrow in back glass lites corresponding button on play-field.

**1 REPLAY FOR EACH SCORE OF 1000 POINTS**

**1 REPLAY FOR EACH SCORE OF 1200 POINTS**

**1 REPLAY FOR EACH SCORE OF 1400 POINTS**

**1 REPLAY FOR EACH SCORE OF 1600 POINTS**

1 Replay for either player, 5 replays for both matching last number in point score to lited number that appears on back glass when game is over.

293-C

**For Amusement  
Only**

## **SAN FRANCISCO**

**One or Two  
Players**

Insert one coin and wait for machine to reset before inserting coin for second player. Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqualifies only that player.

Moving arrow in back glass lites corresponding button on play-field.

**1 REPLAY FOR EACH SCORE OF 1000 POINTS**

**1 REPLAY FOR EACH SCORE OF 1200 POINTS**

**1 REPLAY FOR EACH SCORE OF 1400 POINTS**

**1 REPLAY FOR EACH SCORE OF 1600 POINTS**

1 Replay for either player, 10 replays for both matching last number in point score to lited number that appears on back glass when game is over.

293-D

1 REPLAY FOR EACH SCORE OF 500 POINTS  
1 REPLAY FOR EACH SCORE OF 800 POINTS  
1 REPLAY FOR EACH SCORE OF 900 POINTS  
1 REPLAY FOR EACH SCORE OF 1000 POINTS

SAN FRANCISCO 3-293-1

1 REPLAY FOR EACH SCORE OF 500 POINTS  
1 REPLAY FOR EACH SCORE OF 800 POINTS  
1 REPLAY FOR EACH SCORE OF 1000 POINTS  
1 REPLAY FOR EACH SCORE OF 1200 POINTS

SAN FRANCISCO 3-293-2

1 REPLAY FOR EACH SCORE OF 500 POINTS  
1 REPLAY FOR EACH SCORE OF 900 POINTS  
1 REPLAY FOR EACH SCORE OF 1100 POINTS  
1 REPLAY FOR EACH SCORE OF 1300 POINTS

SAN FRANCISCO 3-293-3

1 REPLAY FOR EACH SCORE OF 600 POINTS  
1 REPLAY FOR EACH SCORE OF 800 POINTS  
1 REPLAY FOR EACH SCORE OF 900 POINTS  
1 REPLAY FOR EACH SCORE OF 1000 POINTS

SAN FRANCISCO 3-293-4

1 REPLAY FOR EACH SCORE OF 600 POINTS  
1 REPLAY FOR EACH SCORE OF 800 POINTS  
1 REPLAY FOR EACH SCORE OF 1000 POINTS  
1 REPLAY FOR EACH SCORE OF 1200 POINTS

SAN FRANCISCO 3-293-5

1 REPLAY FOR EACH SCORE OF 600 POINTS  
1 REPLAY FOR EACH SCORE OF 900 POINTS  
1 REPLAY FOR EACH SCORE OF 1100 POINTS  
1 REPLAY FOR EACH SCORE OF 1300 POINTS

SAN FRANCISCO 3-293-6

1 REPLAY FOR EACH SCORE OF 700 POINTS  
1 REPLAY FOR EACH SCORE OF 900 POINTS  
1 REPLAY FOR EACH SCORE OF 1100 POINTS  
1 REPLAY FOR EACH SCORE OF 1300 POINTS

SAN FRANCISCO 3-293-7

\_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_ POINTS  
\_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_ POINTS  
\_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_ POINTS  
\_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_ POINTS

SAN FRANCISCO 3-293-8

1 REPLAY FOR EACH SCORE OF 1000 POINTS  
1 REPLAY FOR EACH SCORE OF 1100 POINTS  
1 REPLAY FOR EACH SCORE OF 1200 POINTS  
1 REPLAY FOR EACH SCORE OF 1400 POINTS

SAN FRANCISCO 5-293-1

1 REPLAY FOR EACH SCORE OF 1000 POINTS  
1 REPLAY FOR EACH SCORE OF 1100 POINTS  
1 REPLAY FOR EACH SCORE OF 1300 POINTS  
1 REPLAY FOR EACH SCORE OF 1500 POINTS

SAN FRANCISCO 5-293-2

1 REPLAY FOR EACH SCORE OF 1000 POINTS  
1 REPLAY FOR EACH SCORE OF 1300 POINTS  
1 REPLAY FOR EACH SCORE OF 1500 POINTS  
1 REPLAY FOR EACH SCORE OF 1700 POINTS

SAN FRANCISCO 5-293-3

1 REPLAY FOR EACH SCORE OF 1100 POINTS  
1 REPLAY FOR EACH SCORE OF 1300 POINTS  
1 REPLAY FOR EACH SCORE OF 1500 POINTS  
1 REPLAY FOR EACH SCORE OF 1700 POINTS

SAN FRANCISCO 5-293-4

1 REPLAY FOR EACH SCORE OF 1100 POINTS  
1 REPLAY FOR EACH SCORE OF 1400 POINTS  
1 REPLAY FOR EACH SCORE OF 1600 POINTS  
1 REPLAY FOR EACH SCORE OF 1800 POINTS

SAN FRANCISCO 5-293-5

\_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_ POINTS  
\_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_ POINTS  
\_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_ POINTS  
\_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_ POINTS

SAN FRANCISCO 5-293-6

## San Francisco

- 1) Anschlag der Kugel an die mit „Advance Arrow Left“ und „Advance Arrow Right“ bezeichneten Türme setzt den Rückwandzeiger in Funktion.
- 2) Rückwandzeiger bringt die entsprechenden „Rollover“-Knöpfe auf dem Spielfeld zum Aufleuchten.
- 3) Für jeden erleuchteten Buchstaben (A-E) gibt es 100 Punkte, wenn die Kugel in das Mittelloch fällt.

1. Freispiel bei ..... Punkten
2. Freispiel bei ..... Punkten
3. Freispiel bei ..... Punkten
4. Freispiel bei ..... Punkten

1 weiteres Freispiel, wenn nach Spielende eine Endzahl mit der aufleuchtenden Zahl Übereinstimmt.

100 - 1100

1600 - 600

200 - 1200

1700 - 700

300 - 1300

1800 - 800

400 - 1400

1900 - 900

500 - 1500

1000

PLUG IN BLUE WIRE FOR SCORES 100 TO 1000

PLUG IN RED WIRE FOR SCORES 1100 TO 1900

STD 1A

**PLUG IN RED  
WIRE FOR  
SCORES 1100  
TO 1900**

<b>LEFT ADVANCE RELAY</b> 293-3	<b>C RELAY</b> 293-7
<b>RIGHT ADVANCE RELAY</b> 293-4	<b>D RELAY</b> 293-8
<b>A RELAY</b> 293-5	<b>E RELAY</b> 293-9
<b>B RELAY</b> 293-6	<b>ROLLOVER RELAY</b> 293-10

**2nd PLAYER  
TILT RELAY  
X-27-700**

Fonts used: Futura Bk BT, Futura Hv BT, Futura Md BT, Century  
Card size: 154x90mm, 154x25mm

**Cards status:**

Card 293-A is confirmed.

Card 293-B is confirmed.

Card 293-C is confirmed.

Card 293-D is confirmed.

Score inserts 3-293-1 thru 3-293-8 confirmed.

Score inserts 5-293-1 thru 5-293-6 confirmed.

German card confirmed.

STD 1A Hi Score Adjustment card confirmed.

Relay strip 293-1 confirmed.

Relay strip 293-2 confirmed.

Relay labels 293-3 thru 293-10 confirmed.

ASC-cards (balls per game) are available in a separate file called Williams\_ASC\_Ball\_per\_Game\_cards.zip.

Also in the Williams section on my website.

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)

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