Making numbers 1 to 7 lites lower left side roll-overs to score 1 REPLAY.

Making numbers 8 to 14 lites lower right side roll-over to score 1 REPLAY.

Lites 2 top bumpers alternately to score 1 REPLAY.  
Making numbers 1 to 14 Sets up lit hole to score 1 Replay.  
 Scores 1 Replay.

Matching last number in score to lited star that appears on back glass when game is over  
scores 1 REPLAY.

5 BALLS 5 CENTS

For  
Amusement  
Only

Score Void  
If Game  
Is Tilted

###### 3-D

###### 4,800,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 Replay

###### 6,000,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 2 Replays

###### 7,000,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3 Replays

###### 8,000,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 4 Replays

###### 8,500,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 5 Replays

{

###### 3-D 1A

Making numbers 1 to 7 lites lower left side roll-overs to score 1 REPLAY.

Making numbers 8 to 14 lites lower right side roll-over to score 1 REPLAY.

Lites 2 top bumpers alternately to score 1 REPLAY.  
Making numbers 1 to 14 Sets up lit hole to score 1 Replay.  
 Scores 1 Replay.

Matching last number in score to lited star that appears on back glass when game is over  
scores 1 REPLAY.

5 BALLS 5 CENTS

For  
Amusement  
Only

Score Void  
If Game  
Is Tilted

###### 3-D

###### 5,800,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 Replay

###### 6,500,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 2 Replays

###### 7,500,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3 Replays

###### 8,000,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 4 Replays

###### 8,500,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 5 Replays

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###### 3-D 3A

10c PER PLAY  
3 PLAYS 25c

SCS No. 5

5c PER PLAY  
5 PLAYS 25c

SCS No. 4

Making numbers 1 to 7 lites lower left side roll-overs to score 1 REPLAY.

Making numbers 8 to 14 lites lower right side roll-over to score 1 REPLAY.

Lites 2 top bumpers alternately to score 1 REPLAY.  
Making numbers 1 to 14 Sets up lit hole to score 1 Replay.  
 Scores 1 Replay.

Matching last number in score to lited star that appears on back glass when game is over  
scores 1 REPLAY.

5 BALLS 5 CENTS

For  
Amusement  
Only

Score Void  
If Game  
Is Tilted

###### 3-D

###### 5,500,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 1 Replay

###### 6,500,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 2 Replays

###### 7,500,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 3 Replays

###### 8,000,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 4 Replays

###### 8,500,000\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 5 Replays

{

###### 3-D 4A

YELLOW BUMPER

1000 CHANGE-OVER

RELAY

GREEN BUMPER

1000 CHANGE-OVER

RELAY

RED BUMPER

1000 CHANGE-OVER

RELAY

TILT

RELAY

25c

RELAY

M-36-5500

###### 3-D No. 4

Fonts used: Futura Bk BT, Futura Hv BT, Futura Md BT, Times New Roman, Memphis, Footlight MT, AlternateGothicEF

**Cards status:**

Card 3-D 1A confirmed.

Card 3-D 3A confirmed.

Card 3-D 4A confirmed.

SCS cards confirmed.

Relay label confirmed.

3-D No. 4 relay label confirmed.

Balls per game cards are available in a separate file called: Williams\_ASC\_Balls\_per\_Game\_cards.zip and can be found 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)

If you like my work, please send me a donation via PayPal.