

For
Amusement
Only

5 BALLS 5 CENTS

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 |

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.

Making numbers 1 to 14 { Lites 2 top bumpers alternately to score 1 REPLAY.
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.

3-D 1A

For
Amusement
Only

5 BALLS 5 CENTS

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 |

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.

Making numbers 1 to 14 { Lites 2 top bumpers alternately to score 1 REPLAY.
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.

3-D 3A

5c PER PLAY
5 PLAYS 25c

SCS No. 4

10c PER PLAY
3 PLAYS 25c

SCS No. 5

For Amusement Only **5 BALLS 5 CENTS** 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 |

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.

Making numbers 1 to 14 { Lites 2 top bumpers alternately to score 1 REPLAY.
 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.

3-D 4A

RELAY

TILT

RED BUMPER

1000 CHANGE-OVER

RELAY

GREEN BUMPER

1000 CHANGE-OVER

RELAY

YELLOW BUMPER

1000 CHANGE-OVER

RELAY

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.

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

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