

For Amusement
Only

BEAT THE CLOCK

Score Void
If Tilted

800	_____	1	REPLAY
1100	_____	1	REPLAY
1300	_____	1	REPLAY
1500	_____	1	REPLAY

BEAT THE CLOCK 5-290-5B

Ball in star hole is ejected by a ball thru top rollover or in either side hole, starting clock which runs until 1 ball leaves playfield. Last ball in star hole advances clock 5 steps and ejects.

- Clock reaching 12 lites side holes to score 1 REPLAY and lites No. 6.
- Clock reaching 6 when lit scores 1 REPLAY.
- Making letters A, B, C, D lites top rollover alternately to score 1 REPLAY.
- Matching last number in point score to lited number that appears on back glass when game is over scores 1 REPLAY.

5-290-5A

For Amusement
Only

BEAT THE CLOCK

Score Void
If Tilted

1000	_____	1	REPLAY
1400	_____	1	REPLAY
1600	_____	1	REPLAY
1800	_____	1	REPLAY

BEAT THE CLOCK 5-290-6A

Ball in star hole is ejected by a ball thru top rollover or in either side hole, starting clock which runs until 1 ball leaves playfield. Last ball in star hole advances clock 5 steps and ejects.

- Clock reaching 12 lites side holes to score 1 REPLAY and lites No. 6.
- Clock reaching 6 when lit scores 1 REPLAY.
- Making letters A, B, C, D lites top rollover alternately to score 1 REPLAY.
- Matching last number in point score to lited number that appears on back glass when game is over scores 1 REPLAY.

5-290-5A

Fonts used: Futura Md BT, Futura Bk BT, Futura Hv BT, Times New Roman.

Cards status:

Card 5-290-5A with 5B insert is confirmed.

Card 5-290-5A with 6A insert is confirmed.

The ASC cards (Balls per Game) are available in a separate file called "Williams_ASC_Balls_per_Game_cards".

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.