Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

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

###### 2 REPLAYS FOR EACH SCORE OF 1200 POINTS

###### 3 REPLAYS FOR EACH SCORE OF 1400 POINTS

###### 4 REPLAYS FOR EACH SCORE OF 1600 POINTS

###### 5 REPLAYS FOR EACH SCORE OF 1800 POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-A-1

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

Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

###### 1 REPLAY FOR EACH SCORE OF 1100 POINTS

###### 2 REPLAYS FOR EACH SCORE OF 1200 POINTS

###### 3 REPLAYS FOR EACH SCORE OF 1400 POINTS

###### 4 REPLAYS FOR EACH SCORE OF 1600 POINTS

###### 5 REPLAYS FOR EACH SCORE OF 1800 POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-A-2

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

Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

###### 1 REPLAY FOR EACH SCORE OF 1100 POINTS

###### 2 REPLAYS FOR EACH SCORE OF 1200 POINTS

###### 3 REPLAYS FOR EACH SCORE OF 1500 POINTS

###### 4 REPLAYS FOR EACH SCORE OF 1700 POINTS

###### 5 REPLAYS FOR EACH SCORE OF 1900 POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-A-3

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

Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

###### 1 REPLAY FOR EACH SCORE OF 1100 POINTS

###### 2 REPLAYS FOR EACH SCORE OF 1300 POINTS

###### 3 REPLAYS FOR EACH SCORE OF 1500 POINTS

###### 4 REPLAYS FOR EACH SCORE OF 1700 POINTS

###### 5 REPLAYS FOR EACH SCORE OF 1900 POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-A-4

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

Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

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

###### 2 REPLAYS FOR EACH SCORE OF 1400 POINTS

###### 3 REPLAYS FOR EACH SCORE OF 1500 POINTS

###### 4 REPLAYS FOR EACH SCORE OF 1600 POINTS

###### 5 REPLAYS FOR EACH SCORE OF 1700 POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-A-5

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

Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

###### 1 REPLAY FOR EACH SCORE OF POINTS

###### 2 REPLAYS FOR EACH SCORE OF POINTS

###### 3 REPLAYS FOR EACH SCORE OF POINTS

###### 4 REPLAYS FOR EACH SCORE OF POINTS

###### 5 REPLAYS FOR EACH SCORE OF POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-A-6

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

Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

###### 1 REPLAY FOR EACH SCORE OF 600 POINTS

###### 2 REPLAYS FOR EACH SCORE OF 700 POINTS

###### 3 REPLAYS FOR EACH SCORE OF 900 POINTS

###### 4 REPLAYS FOR EACH SCORE OF 1000 POINTS

###### 5 REPLAYS FOR EACH SCORE OF 1100 POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-B-1

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

Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

###### 1 REPLAY FOR EACH SCORE OF 600 POINTS

###### 2 REPLAYS FOR EACH SCORE OF 800 POINTS

###### 3 REPLAYS FOR EACH SCORE OF 900 POINTS

###### 4 REPLAYS FOR EACH SCORE OF 1000 POINTS

###### 5 REPLAYS FOR EACH SCORE OF 1100 POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-B-2

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

Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

###### 1 REPLAY FOR EACH SCORE OF 600 POINTS

###### 2 REPLAYS FOR EACH SCORE OF 800 POINTS

###### 3 REPLAYS FOR EACH SCORE OF 1000 POINTS

###### 4 REPLAYS FOR EACH SCORE OF 1100 POINTS

###### 5 REPLAYS FOR EACH SCORE OF 1200 POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-B-3

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

Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

###### 1 REPLAY FOR EACH SCORE OF 700 POINTS

###### 2 REPLAYS FOR EACH SCORE OF 800 POINTS

###### 3 REPLAYS FOR EACH SCORE OF 900 POINTS

###### 4 REPLAYS FOR EACH SCORE OF 1000 POINTS

###### 5 REPLAYS FOR EACH SCORE OF 1100 POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-B-4

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

Insert one coin and wait for machine to reset before inserting coin for second player. Press  
button to use all credits before inserting coin.

Each player shoots one ball at a time as indicated on back glass. A tilt by one player disqual-  
ifies only that player.

###### 1 REPLAY FOR EACH SCORE OF 700 POINTS

###### 2 REPLAYS FOR EACH SCORE OF 900 POINTS

###### 3 REPLAYS FOR EACH SCORE OF 1000 POINTS

###### 4 REPLAYS FOR EACH SCORE OF 1100 POINTS

###### 5 REPLAYS FOR EACH SCORE OF 1200 POINTS

For Amusement Only

**METRO**

One or Two Players

###### 255-B-5

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

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

10 Replays for both players matching last number in point score to lited  
number that appears on back glass when game is over.

###### 255-C-1

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

5 Replays for both players matching last number in point score to lited  
number that appears on back glass when game is over.

###### 255-C-2

Fonts used: Futura Md BT, CentSchbook Mono BT

Card size: 154x88mm (instructions), 154x26mm (inserts).

**Cards status:**

Card 255-A-1 is needed to verify.

Card 255-A-2 is confirmed.

Card 255-A-3 is confirmed.

Card 255-A-4 is confirmed.

Card 255-A-5 is confirmed.

Card 255-A-6 is confirmed.

Card 255-B-1 is confirmed.

Card 255-B-2 is confirmed.

Card 255-B-3 is confirmed.

Card 255-B-4 is confirmed.

Card 255-B-5 is confirmed.

Insert 255-C-1 is confirmed.

Insert 255-C-2 is 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)

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