

**For Amusement
Only**

PRETTY BABY

**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.

**1 REPLAY FOR EACH SCORE OF 4600 POINTS
1 REPLAY FOR EACH SCORE OF 5800 POINTS
1 REPLAY FOR EACH SCORE OF 7000 POINTS
1 REPLAY FOR EACH SCORE OF 8100 POINTS**

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

305-C

**For Amusement
Only**

PRETTY BABY

**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.

**1 REPLAY FOR EACH SCORE OF 4600 POINTS
1 REPLAY FOR EACH SCORE OF 5800 POINTS
1 REPLAY FOR EACH SCORE OF 7000 POINTS
1 REPLAY FOR EACH SCORE OF 8100 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.

305-D

**1 REPLAY FOR EACH SCORE OF 2700 POINTS
1 REPLAY FOR EACH SCORE OF 3500 POINTS
1 REPLAY FOR EACH SCORE OF 4400 POINTS
1 REPLAY FOR EACH SCORE OF 5200 POINTS**

PRETTY BABY 3-305-1

**1 REPLAY FOR EACH SCORE OF 2900 POINTS
1 REPLAY FOR EACH SCORE OF 3700 POINTS
1 REPLAY FOR EACH SCORE OF 4400 POINTS
1 REPLAY FOR EACH SCORE OF 5200 POINTS**

PRETTY BABY 3-305-2

POINT SCORE ADJUSTMENT

2100	3100	4100	5100	6100	7100	8100	<input type="checkbox"/>	<input type="checkbox"/>	8600	7600	6600	5600	4600	3600	2600
2200	3200	4200	5200	6200	7200	8200	<input type="checkbox"/>	<input type="checkbox"/>	8700	7700	6700	5700	4700	3700	2700
2300	3300	4300	5300	6300	7300	8300	<input type="checkbox"/>	<input type="checkbox"/>	8800	7800	6800	5800	4800	3800	2800
2400	3400	4400	5400	6400	7400	8400	<input type="checkbox"/>	<input type="checkbox"/>	8900	7900	6900	5900	4900	3900	2900
2500	3500	4500	5500	6500	7500	8500	<input type="checkbox"/>	<input type="checkbox"/>	9000	8000	7000	6000	2000	4000	3000

PLUG IN BLUE
WIRE FOR SCORES
2100 TO 3000

**PLUG IN YELLOW
WIRE FOR SCORES
3100 TO 4000**

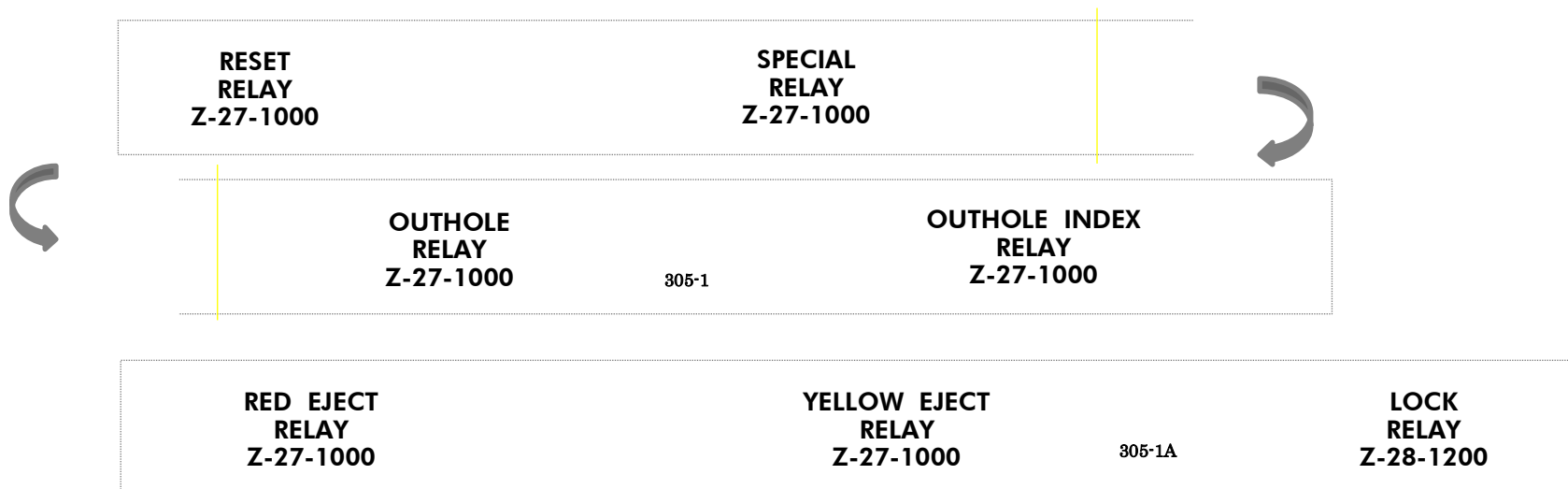
**PLUG IN GREEN
WIRE FOR SCORES
4100 TO 5000**

**PLUG IN WHITE
WIRE FOR SCORES
5100 TO 6000**

**PLUG IN BROWN
WIRE FOR SCORES
6100 TO 7000**

**PLUG IN ORANGE
WIRE FOR SCORES
7100 TO 8000**

**PLUG IN BLACK
WIRE FOR SCORES
8100 TO 9000**



GAME	START	GAME OVER	1ST PLAYER NO. MATCH	2ND PLAYER NO. MATCH	2ND COIN	1ST PLAYER TILT	2ND PLAYER TILT
X-27-700	X-27-700	X-27-500	X-27-700	X-27-700	X-27-700	305-2 X-27-700	X-27-700
GAME	START	GAME OVER	1ST PLAYER NO. MATCH	2ND PLAYER NO. MATCH	2ND COIN	1ST PLAYER TILT	2ND PLAYER TILT
X-27-700	X-27-700	X-27-500	X-27-700	X-27-700	X-27-700	305-2 X-27-700	X-27-700

Fonts used: Futura Bk BT, Futura Hv BT, Futura Medium, CentSchbook Mono BT, Century

Cards status:

Instruction card 305-A needed.
 Instruction card 305-B needed.
 Instruction card 305-C confirmed.
 Instruction card 305-D confirmed.
 Score insert 3-305-1 confirmed.
 Score insert 3-305-2 confirmed.
 Point Score Adjustment card 305-7 confirmed.
 Relay strip 305-1 confirmed (19x302mm)
 Relay strip 305-1A confirmed (19x206mm)
 Relay strip 305-2 confirmed (13x228mm)

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

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