* 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 either player matching last number in point score to lited num-  
ber that appears on back glass when game is over.

###### 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

###### 305-C

For Amusement  
Only

One or Two  
Players

PRETTY BABY

* 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 either player, 5 replays for both matching last number in point  
score to lited number that appears on back glass when game is over.

###### 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

###### 305-D

For Amusement  
Only

One or Two  
Players

PRETTY BABY

###### 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

###### 305-7

###### PLUG IN BLUE WIRE FOR SCORES 2100 TO 3000

###### POINT SCORE ADJUSTMENT

###### 2100 3100 4100 5100 6100 7100 8100 8600 7600 6600 5600 4600 3600 2600

###### 2200 3200 4200 5200 6200 7200 8200 8700 7700 6700 5700 4700 3700 2700

###### 2300 3300 4300 5300 6300 7300 8300 8800 7800 6800 5800 4800 3800 2800

###### 2400 3400 4400 5400 6400 7400 8400 8900 7900 6900 5900 4900 3900 2900

###### 2500 3500 4500 5500 6500 7500 8500 9000 8000 7000 6000 2000 4000 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

SPECIAL

RELAY

Z-27-1000

RESET

RELAY

Z-27-1000

OUTHOLE

RELAY

Z-27-1000

OUTHOLE INDEX

RELAY

Z-27-1000

###### 305-1

RED EJECT

RELAY

Z-27-1000

LOCK

RELAY

Z-28-1200

YELLOW EJECT

RELAY

Z-27-1000

###### 305-1A

1ST PLAYER

TILT

X-27-700

GAME

X-27-700

START

X-27-700

GAME OVER

X-27-500

1ST PLAYER

NO. MATCH

X-27-700

2ND COIN

X-27-700

2ND PLAYER

TILT

X-27-700

###### 305-2

2ND PLAYER

NO. MATCH

X-27-700

1ST PLAYER

TILT

X-27-700

GAME

X-27-700

START

X-27-700

GAME OVER

X-27-500

1ST PLAYER

NO. MATCH

X-27-700

2ND COIN

X-27-700

2ND PLAYER

TILT

X-27-700

###### 305-2

2ND PLAYER

NO. MATCH

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](http://www.inkochnito.nl)

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