

For
Amusement
Only

5 BALLS 10 CENTS

Score Void
If Game
Is Tilted

RESERVE

1000	1 Replay
1200	2 Replays
1400	3 Replays
1600	4 Replays
1800	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 in sequence lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-1A

For
Amusement
Only

3 BALLS 5 CENTS

Score Void
If Game
Is Tilted

RESERVE

700	1 Replay
1000	2 Replays
1200	3 Replays
1300	4 Replays
1500	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-1B

For
Amusement
Only

5 BALLS 10 CENTS

Score Void
If Game
Is Tilted

RESERVE

1000	1 Replay
1300	2 Replays
1500	3 Replays
1700	4 Replays
1900	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 in sequence lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-2A

For
Amusement
Only

3 BALLS 5 CENTS

Score Void
If Game
Is Tilted

RESERVE

700	1 Replay
1000	2 Replays
1200	3 Replays
1400	4 Replays
1600	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-2B

For
Amusement
Only

5 BALLS 10 CENTS

Score Void
If Game
Is Tilted

RESERVE

1100	1 Replay
1300	2 Replays
1500	3 Replays
1700	4 Replays
1900	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 in sequence lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-3A

For
Amusement
Only

3 BALLS 5 CENTS

Score Void
If Game
Is Tilted

RESERVE

700	1 Replay
1100	2 Replays
1300	3 Replays
1500	4 Replays
1700	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-3B

For
Amusement
Only

5 BALLS 10 CENTS

Score Void
If Game
Is Tilted

RESERVE

1200	1 Replay
1300	2 Replays
1500	3 Replays
1700	4 Replays
1900	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 in sequence lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-4A

For
Amusement
Only

3 BALLS 5 CENTS

Score Void
If Game
Is Tilted

RESERVE

800	1 Replay
1100	2 Replays
1300	3 Replays
1500	4 Replays
1700	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-4B

For
Amusement
Only

5 BALLS 10 CENTS

Score Void
If Game
Is Tilted

RESERVE

1200	1 Replay
1400	2 Replays
1600	3 Replays
1800	4 Replays
1900	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 in sequence lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-5A

For
Amusement
Only

3 BALLS 5 CENTS

Score Void
If Game
Is Tilted

RESERVE

900	1 Replay
1100	2 Replays
1300	3 Replays
1500	4 Replays
1700	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-5B

For
Amusement
Only

5 BALLS 10 CENTS

Score Void
If Game
Is Tilted

RESERVE

_____	_____	1 Replay
_____	_____	2 Replays
_____	_____	3 Replays
_____	_____	4 Replays
_____	_____	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 in sequence lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-6A

For
Amusement
Only

3 BALLS 5 CENTS

Score Void
If Game
Is Tilted

RESERVE

_____	_____	1 Replay
_____	_____	2 Replays
_____	_____	3 Replays
_____	_____	4 Replays
_____	_____	5 Replays

- Making the word RESERVE lites center hole to score 1 Replay and lites bottom rollovers alternately to score 1 Replay.
- Making numbers 1 to 4 lites top rollovers to score 1 Replay.
- Matching last number in point score to lighted number that appears on back glass when game is over, score 1 Replay.

253-6B

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

Cards status:

Card 253-1A confirmed.
Card 253-1B needed to verify.
Card 253-2A confirmed.
Card 253-2B confirmed.
Card 253-3A confirmed.
Card 253-3B confirmed.
Card 253-4A confirmed.
Card 253-4B confirmed.
Card 253-5A confirmed.
Card 253-5B confirmed.
Card 253-6A confirmed.
Card 253-6B 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.

Coin inserts are also available in a separate file called: Williams_SCS_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.