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.

Moving arrow in back glass lites corresponding button on play-  
field.

###### 293-A

For Amusement  
Only

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

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

###### 1 REPLAY FOR EACH SCORE OF 1400 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1600 POINTS

One or Two  
Players

SAN FRANCISCO

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.

Moving arrow in back glass lites corresponding button on play-  
field.

###### 293-B

For Amusement  
Only

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

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

###### 1 REPLAY FOR EACH SCORE OF 1400 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1600 POINTS

One or Two  
Players

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

SAN FRANCISCO

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.

Moving arrow in back glass lites corresponding button on play-  
field.

###### 293-C

For Amusement  
Only

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

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

###### 1 REPLAY FOR EACH SCORE OF 1400 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1600 POINTS

One or Two  
Players

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

SAN FRANCISCO

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.

Moving arrow in back glass lites corresponding button on play-  
field.

###### 293-D

For Amusement  
Only

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

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

###### 1 REPLAY FOR EACH SCORE OF 1400 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1600 POINTS

One or Two  
Players

1 Replay for either player, 10 replays for both matching last num-  
ber in point score to lited number that appears on back glass  
when game is over.

SAN FRANCISCO

###### 1 REPLAY FOR EACH SCORE OF 500 POINTS

###### 1 REPLAY FOR EACH SCORE OF 800 POINTS

###### 1 REPLAY FOR EACH SCORE OF 900 POINTS

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

###### SAN FRANCISCO 3-293-1

###### 1 REPLAY FOR EACH SCORE OF 500 POINTS

###### 1 REPLAY FOR EACH SCORE OF 800 POINTS

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

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

###### SAN FRANCISCO 3-293-2

###### 1 REPLAY FOR EACH SCORE OF 500 POINTS

###### 1 REPLAY FOR EACH SCORE OF 900 POINTS

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

###### 1 REPLAY FOR EACH SCORE OF 1300 POINTS

###### SAN FRANCISCO 3-293-3

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

###### 1 REPLAY FOR EACH SCORE OF 800 POINTS

###### 1 REPLAY FOR EACH SCORE OF 900 POINTS

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

###### SAN FRANCISCO 3-293-4

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

###### 1 REPLAY FOR EACH SCORE OF 800 POINTS

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

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

###### SAN FRANCISCO 3-293-5

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

###### 1 REPLAY FOR EACH SCORE OF 900 POINTS

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

###### 1 REPLAY FOR EACH SCORE OF 1300 POINTS

###### SAN FRANCISCO 3-293-6

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

###### 1 REPLAY FOR EACH SCORE OF 900 POINTS

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

###### 1 REPLAY FOR EACH SCORE OF 1300 POINTS

###### SAN FRANCISCO 3-293-7

###### \_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_\_\_\_\_ POINTS

###### \_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_\_\_\_\_ POINTS

###### \_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_\_\_\_\_ POINTS

###### \_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_\_\_\_\_ POINTS

###### SAN FRANCISCO 3-293-8

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

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

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

###### 1 REPLAY FOR EACH SCORE OF 1400 POINTS

###### SAN FRANCISCO 5-293-1

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

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

###### 1 REPLAY FOR EACH SCORE OF 1300 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1500 POINTS

###### SAN FRANCISCO 5-293-2

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

###### 1 REPLAY FOR EACH SCORE OF 1300 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1500 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1700 POINTS

###### SAN FRANCISCO 5-293-3

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

###### 1 REPLAY FOR EACH SCORE OF 1300 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1500 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1700 POINTS

###### SAN FRANCISCO 5-293-4

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

###### 1 REPLAY FOR EACH SCORE OF 1400 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1600 POINTS

###### 1 REPLAY FOR EACH SCORE OF 1800 POINTS

###### SAN FRANCISCO 5-293-5

###### \_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_\_\_\_\_ POINTS

###### \_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_\_\_\_\_ POINTS

###### \_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_\_\_\_\_ POINTS

###### \_\_\_\_ REPLAY FOR EACH SCORE OF \_\_\_\_\_\_\_\_ POINTS

###### SAN FRANCISCO 5-293-6

1) Anschlag der Kugel an die mit „Advance Arrow Left“ und „Advance Arrow  
 Right“ bezeichneten Türme setzt den Rückwandzeiger in Funktion.

2) Rückwandzeiger bringt die entsprechenden „Rollover“-Knöpfe auf dem Spiel-  
 feld zum Aufleuchten.

3) Für jeden erleuchteten Buchstaben (A-E) gibt es 100 Punkte, wenn die Kugel  
 in das Mittelloch fällt.

###### 1. Freispiel bei ……………….. Punkten

###### 2. Freispiel bei ……………….. Punkten

###### 3. Freispiel bei ……………….. Punkten

###### 4. Freispiel bei ……………….. Punkten

San Francisco

1 weiteres Freispiel, wenn nach Spielende eine Endzahl mit der aufleuchtenden  
Zahl Übereinstimmt.

LEFT ADVANCE  
RELAY

C  
RELAY

###### 293-8

D  
RELAY

###### 293-7

###### 293-9

###### 293-3

PLUG IN BLUE  
WIRE FOR SCORES 100  
TO 1000

PLUG IN RED  
WIRE FOR SCORES 1100  
TO 1900

###### HI-SCORE ADJUSTMENT

1600 - 600

1700 - 700

1800 - 800

1900 - 900

1000

RIGHT ADVANCE  
RELAY

###### 293-4

E  
RELAY

A  
RELAY

###### 293-5

ROLLOVER  
RELAY

B  
RELAY

###### 293-10

###### 293-6

100 – 1100

200 – 1200

300 – 1300

400 – 1400

500 – 1500

###### STD 1A

Stitch the relay labels at the yellow line.

OUTHOLE

RELAY

Z-27-1000

SPECIAL

RELAY

Z-27-1000

RESET

RELAY

Z-27-1000

###### 293-1

LOCK

RELAY

Z-28-1200

EJECT

RELAY

Z-27-1000

50 POINT

RELAY

Z-27-1000

OUTHOLE INDEX

RELAY

Z-27-1000

2nd PLAYER

1000 RELAY

X-27-700

1st PLAYER

1000 RELAY

X-27-700

GAME OVER

RELAY

X-27-500

START

RELAY

X-27-700

GAME

RELAY

X-27-700

2nd PLAYER

TILT RELAY

X-27-700

1st PLAYER

TILT RELAY

X-27-700

2nd COIN

RELAY

X-27-700

2nd PLAYER

No. Match Relay

X-27-700

1st PLAYER

No. Match Relay

X-27-700

###### 293-2

Fonts used: Futura Bk BT, Futura Hv BT, Futura Md BT, Century

Card size: 154x90mm, 154x25mm

**Cards status:**

Card 293-A is confirmed.

Card 293-B is confirmed.

Card 293-C is confirmed.

Card 293-D is confirmed.

Score inserts 3-293-1 thru 3-293-8 confirmed.

Score inserts 5-293-1 thru 5-293-6 confirmed.

German card confirmed.

STD 1A Hi Score Adjustment card confirmed.

Relay strip 293-1 confirmed.

Relay strip 293-2 confirmed.

Relay labels 293-3 thru 293-10 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)

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