**PRESS**

**BUTTON**

**TO**

**SELECT**

**GAME**

**1 PLAY**

**25¢**

**PRESS**

**BUTTON**

**TO START**

**GAME**

**WHEN CREDIT**

**LAMP IS LIT**

##### *GAME SELECTION/SCORING*

Press button at right of coin door to select game.

**1. REGULATION.** Scoring is same as bowling.

**2. BIG STRIKE.** Shoot Strikes in frames 1-3-5-7-9 for  
 Big Strike Bonus of 3000. 3 Strikes across or down  
 score 500. At game end, add missed Strikes. Other  
 scoring is like REGULATION.

**3. FLASH.** Player scores Higher value of flashing lights  
 for Strike. Spare scores Lower value of flashing lights.  
 "Blown frame" scores total downed pins.

**4. STRIKE 90.** 90 for Strike, and player continues as  
 long as Strikes continue. 60 for Spare. "Blown frame"  
 scores total downed pins.

**5. TIC TAC STRIKE.** Shoot Strikes to light 3-Lamp  
 "Tic-Tac-Toe string" during 9-Frame Game. 300 for  
 Strike; 100 for Spare; 900 for "string"; Total downed  
 pins in Frame. 9900 for 9 Strikes in a row.

25c

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**GAME**

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**50¢**

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50c

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**GAME**

**FREE**

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FP

Williams Shuffle card size 458x122mm

Paper format A2 horizontal (landscape), (actual used format 550x400mm)

Font used: Helvetica, HelveticaNeueLT Std Med Cn, Times New Roman.

**Cards status:**

Cards are based on the size of the card used on Goldmine.

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.