Minimum 5 Balls Per Play

For Amusement Only

Top Rollover Lanes Determine Selection.

Hitting Moving Target When Lighted Arrow  
Matches Selection Adds 1 Ball

Lighting All Selections Adds 1 Ball.

Tilt Penalty 1 Ball Plus Ball in Play.

Scoring 1,000 Points Adds 1 Ball.

Scoring 3,000 Points Adds 1 Ball.

Scoring 5,000 Points Adds 1 Ball.

SKILL BALL

Fonts used: Futura Md BT, Futura Hv BT.

Card size: 152x89mm

**Cards status:**

Instruction card is confirmed, but number unknown.

Balls per game cards are available in a separate file.

Look for Williams\_ASC\_Balls\_per\_Game\_cards.zip 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.