

For
Amusement
Only

5 BALLS 5 CENTS

Score Void
If Game
Is Tilted

TWENTY-ONE

4,300,000	_____	1 Replay
5,500,000	_____	2 Replays
6,500,000	_____	3 Replays
7,500,000	_____	4 Replays
8,000,000	_____	5 Replays

- Topping dealer's score by making 21 or under scores 1 Replay. Dealer's score lites at end of game.
- Making 21 lites center hole alternately to score 1 Replay
- Matching last number in score to lited star that appears on back glass when game is over scores 1 Replay.

233-1A

For
Amusement
Only

5 BALLS 5 CENTS

Score Void
If Game
Is Tilted

TWENTY-ONE

4,500,000	_____	1 Replay
5,500,000	_____	2 Replays
6,500,000	_____	3 Replays
7,500,000	_____	4 Replays
8,000,000	_____	5 Replays

- Topping dealer's score by making 21 or under scores 1 Replay. Dealer's score lites at end of game.
- Making 21 lites center hole alternately to score 1 Replay
- Matching last number in score to lited star that appears on back glass when game is over scores 1 Replay.

233-2A

For
Amusement
Only

5 BALLS 5 CENTS

Score Void
If Game
Is Tilted

TWENTY-ONE

4,800,000	_____	1 Replay
5,500,000	_____	2 Replays
6,500,000	_____	3 Replays
7,500,000	_____	4 Replays
8,000,000	_____	5 Replays

- Topping dealer's score by making 21 or under scores 1 Replay.
Dealer's score lites at end of game.
- Making 21 lites center hole alternately to score 1 Replay
- Matching last number in score to lited star that appears on back glass
when game is over scores 1 Replay.

233-3A

For
Amusement
Only

5 BALLS 5 CENTS

Score Void
If Game
Is Tilted

TWENTY-ONE

5,000,000	_____	1 Replay
6,000,000	_____	2 Replays
7,000,000	_____	3 Replays
7,500,000	_____	4 Replays
8,000,000	_____	5 Replays

- Topping dealer's score by making 21 or under scores 1 Replay.
Dealer's score lites at end of game.
- Making 21 lites center hole alternately to score 1 Replay
- Matching last number in score to lited star that appears on back glass
when game is over scores 1 Replay.

233-4A

For
Amusement
Only

5 BALLS 5 CENTS

Score Void
If Game
Is Tilted

TWENTY-ONE

5,300,000	_____	1 Replay
6,000,000	_____	2 Replays
7,000,000	_____	3 Replays
7,500,000	_____	4 Replays
8,000,000	_____	5 Replays

- Topping dealer's score by making 21 or under scores 1 Replay.
Dealer's score lites at end of game.
- Making 21 lites center hole alternately to score 1 Replay
- Matching last number in score to lited star that appears on back glass
when game is over scores 1 Replay.

233-5A

For
Amusement
Only

5 BALLS 5 CENTS

Score Void
If Game
Is Tilted

TWENTY-ONE

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

- Topping dealer's score by making 21 or under scores 1 Replay.
Dealer's score lites at end of game.
- Making 21 lites center hole alternately to score 1 Replay
- Matching last number in score to lited star that appears on back glass
when game is over scores 1 Replay.

233-6A

5c PER PLAY
5 PLAYS 25c

SCS No. 4

10c PER PLAY
3 PLAYS 25c

SCS No. 5

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

Cards status:

Card 233-1A confirmed.

Card 233-2A confirmed.

Card 233-3A confirmed.

Card 233-4A confirmed.

Card 233-5A confirmed.

Card 233-6A confirmed.

SCS cards 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.

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.