

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ Top Ramp (Skill Shot) Scores 50,000 pts., 3 Bonus Adv. And Flashes Two Bumper Lites To Score 3,000 pts.
- ★ Left Mushroom Bumper Releases Right Saucer Ball And Advances Bonus.
- ★ Right Mushroom Bumper Releases Left Saucer Ball And Advances Bonus.
- ★ Boop Ball Releases Both Saucer Balls Plus Opens Return Gate, And Lites The Multipliers, Making Boop Ball Target When Lit For SPECIAL Lites Right Bottom Outlane To Score SPECIAL.
- ★ Two Balls On Playfield Doubles Playfield Score Value.  
Three Balls On Playfield Triples Playfield Score Value.
- ★ Tilt Penalty Ball In Play.

M051-00A40-A030

**1 TO 4  
CAN PLAY**

## **FIREBALL CLASSISC**

**FOR  
AMUSEMENT  
ONLY**

**ALL LIT SPECIALS SCORE 50,000 POINTS.**

**ALL LIT EXTRA BALLS SCORE 25,000 POINTS.**

**3 BALLS  
PER  
GAME**

**3 BALLS  
PER  
GAME**

M051-00A40-A036

1 TO 4  
CAN PLAY

## FIREBALL CLASSIC

FOR  
AMUSEMENT  
ONLY

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

5 BALLS  
PER  
GAME

5 BALLS  
PER  
GAME

M051-00A40-A037

1 TO 4  
CAN PLAY

## FIREBALL CLASSIC

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 1,000,000 POINTS.

1 REPLAY FOR EACH SCORE OF 2,800,000 POINTS.

3 BALLS  
PER  
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.  
1 REPLAY FOR MATCHING LAST TWO SCORE  
NUMBERS WITH MATCH NUMBERS.

3 BALLS  
PER  
GAME

M051-00A40-A038

1 TO 4  
CAN PLAY

# FIREBALL CLASSIC

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 2,200,000 POINTS.

1 REPLAY FOR EACH SCORE OF 4,800,000 POINTS.

5 BALLS  
PER  
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.  
1 REPLAY FOR MATCHING LAST TWO SCORE  
NUMBERS WITH MATCH NUMBERS.

5 BALLS  
PER  
GAME

M051-00A40-A039

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings.

**Cards status:**

M051 0A40 A030 confirmed.

M051 0A40 A031 needed.

M051 0A40 A036 needed to verify.

M051 0A40 A037 needed to verify.

M051 0A40 A038 confirmed.

M051 0A40 A039 confirmed.

Recommended "High Score to Date" levels:  
(reset periodically)

3 ball ???????? points

5 ball ???????? points

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)