

1 TO 4
CAN PLAY

FIREBALL II

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 900,000 POINTS.

1 REPLAY FOR EACH SCORE OF 1,400,000 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

M-1508-97-A

1 TO 4
CAN PLAY

FIREBALL II

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 800,000 POINTS.

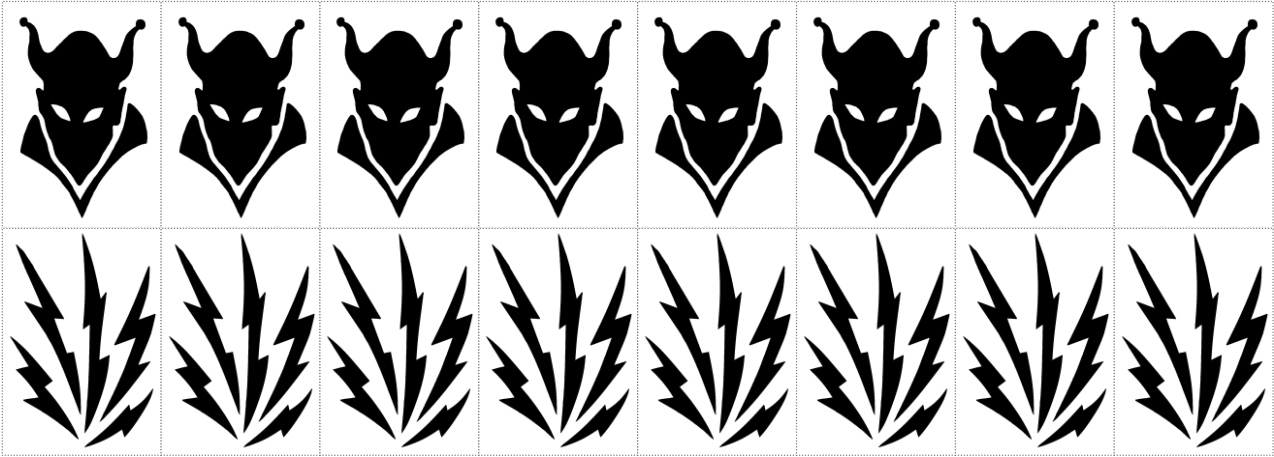
1 REPLAY FOR EACH SCORE OF 1,400,000 POINTS.

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

M-1508-97-B



**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C-D ADVANCES FIREBALL BONUS MULTIPLIERS.
- ★ MAKING TOP 3 QUALIFIER TARGETS LITES EITHER "ODIN" OR "WOTAN" LAIRS TO CAPTURE BALL.
MAKING TARGETS 2ND TIME LITES REMAINING LAIR TO CAPTURE BALL.
MAKING TARGETS 3 OR MORE TIMES RELEASES BALLS.
- ★ TOP TARGETS LITE TO SCORE SPECIAL AFTER BOTH CAPTIVE BALLS ARE EJECTED AND TARGETS ARE MADE AGAIN.
- ★ 1 REPLAY FOR MAKING TARGETS WHEN SPECIAL IS LIT.
- ★ 5 LITTLE DEMON POST CREDITS AT START OF GAME, AS INDICATED ON BACKGLASS.
TWO ADDITIONAL CREDITS ARE ADDED EACH TIME 3 CENTER TARGETS ARE DROPPED.
EACH UNUSED CREDIT ADDS 10,000 POINTS TO SCORE AT END OF GAME.
- ★ DEMON POST ACTIVATED BY BUTTON ON RIGHT SIDE OF CABINET.
- ★ DOOMSDAY BONUS SPECIAL AND OUTLANE SPECIALS LITE AFTER 39,000 POINTS ARE ACHIEVED.
1 REPLAY FOR HITTING CENTER OR RIGHT DROP TARGET WHEN BONUS SPECIAL IS LIT.
1 REPLAY FOR BALL THRU OUTLANE WHEN SPECIAL IS LIT.
- ★ DROPPING 3 CENTER TARGETS ADVANCE DOOMSDAY BONUS MULTIPLIERS.
- ★ BALL IN OUTHOLE COLLECTS FIREBALL AND DOOMSDAY BONUS.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-97-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C-D ADVANCES FIREBALL BONUS MULTIPLIERS.
- ★ MAKING TOP 3 QUALIFIER TARGETS LITES EITHER "ODIN" OR "WOTAN" LAIRS TO CAPTURE BALL.
MAKING TARGETS 2ND TIME LITES REMAINING LAIR TO CAPTURE BALL.
MAKING TARGETS 3 OR MORE TIMES RELEASES BALLS.
- ★ TOP TARGETS LITE TO SCORE SPECIAL AFTER BOTH CAPTIVE BALLS ARE EJECTED AND TARGETS ARE MADE AGAIN.
- ★ 1 REPLAY FOR MAKING TARGETS WHEN SPECIAL IS LIT.
- ★ 5 LITTLE DEMON POST CREDITS AT START OF GAME, AS INDICATED ON BACKGLASS.
TWO ADDITIONAL CREDITS ARE ADDED EACH TIME 3 CENTER TARGETS ARE DROPPED.
EACH UNUSED CREDIT ADDS 10,000 POINTS TO SCORE AT END OF GAME.
- ★ DEMON POST ACTIVATED BY BUTTON ON RIGHT SIDE OF CABINET.
- ★ DOOMSDAY BONUS SPECIAL AND OUTLANE SPECIALS LITE AFTER 39,000 POINTS ARE ACHIEVED.
1 REPLAY FOR HITTING CENTER OR RIGHT DROP TARGET WHEN BONUS SPECIAL IS LIT.
1 REPLAY FOR BALL THRU OUTLANE WHEN SPECIAL IS LIT.
- ★ DROPPING 3 CENTER TARGETS ADVANCE DOOMSDAY BONUS MULTIPLIERS.
- ★ BALL IN OUTHOLE COLLECTS DOOMSDAY BONUS.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-97-E1

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C-D ADVANCES FIREBALL BONUS MULTIPLIERS.
- ★ MAKING TOP 3 QUALIFIER TARGETS LITES EITHER "ODIN" OR "WOTAN" LAIRS TO CAPTURE BALL.
MAKING TARGETS 2ND TIME LITES REMAINING LAIR TO CAPTURE BALL.
MAKING TARGETS 3 OR MORE TIMES RELEASES BALLS.
- ★ TOP TARGETS LITE TO SCORE SPECIAL AFTER BOTH CAPTIVE BALLS ARE EJECTED AND TARGETS ARE MADE AGAIN.
- ★ 1 REPLAY FOR MAKING TARGETS WHEN SPECIAL IS LIT.
- ★ 5 LITTLE DEMON POST CREDITS AT START OF GAME, AS INDICATED ON BACKGLASS.
TWO ADDITIONAL CREDITS ARE ADDED EACH TIME 3 CENTER TARGETS ARE DROPPED.
EACH UNUSED CREDIT ADDS 10,000 POINTS TO SCORE AT END OF GAME.
- ★ DEMON POST ACTIVATED BY BUTTON ON RIGHT SIDE OF CABINET.
- ★ DOOMSDAY BONUS SPECIAL AND OUTLANE SPECIALS LITE AFTER 39,000 POINTS ARE ACHIEVED.
1 REPLAY FOR BALL THRU OUTLANE WHEN SPECIAL IS LIT.
- ★ BONUS SPECIAL IS AWARDED AFTER 39,000 POINTS ARE MADE AGAIN.
- ★ DROPPING 3 CENTER TARGETS ADVANCE DOOMSDAY BONUS MULTIPLIERS.
- ★ BALL IN OUTHOLE COLLECTS FIREBALL AND DOOMSDAY BONUS.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-97-E2

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C-D ADVANCES FIREBALL BONUS MULTIPLIERS.
- ★ MAKING TOP 3 QUALIFIER TARGETS LITES EITHER "ODIN" OR "WOTAN" LAIRS TO CAPTURE BALL.
MAKING TARGETS 2ND TIME LITES REMAINING LAIR TO CAPTURE BALL.
MAKING TARGETS 3 OR MORE TIMES RELEASES BALLS.
- ★ TOP TARGETS LITE TO SCORE SPECIAL AFTER BOTH CAPTIVE BALLS ARE EJECTED AND TARGETS ARE MADE AGAIN.
- ★ 1 REPLAY FOR MAKING TARGETS WHEN SPECIAL IS LIT.
- ★ 5 LITTLE DEMON POST CREDITS AT START OF GAME, AS INDICATED ON BACKGLASS.
TWO ADDITIONAL CREDITS ARE ADDED EACH TIME 3 CENTER TARGETS ARE DROPPED.
EACH UNUSED CREDIT ADDS 10,000 POINTS TO SCORE AT END OF GAME.
- ★ DEMON POST ACTIVATED BY BUTTON ON RIGHT SIDE OF CABINET.
- ★ DOOMSDAY BONUS SPECIAL AND OUTLANE SPECIALS LITE AFTER 39,000 POINTS ARE ACHIEVED.
1 REPLAY FOR BALL THRU OUTLANE WHEN SPECIAL IS LIT.
- ★ BONUS SPECIAL IS AWARDED AFTER 39,000 POINTS ARE MADE AGAIN.
- ★ 3 CENTER TARGETS ADVANCE DOOMSDAY BONUS MULTIPLIERS.
- ★ BALL IN OUTHOLE COLLECTS DOOMSDAY BONUS.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-97-E3

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C-D ADVANCES FIREBALL BONUS MULTIPLIERS.
- ★ MAKING TOP 3 QUALIFIER TARGETS LITES EITHER “ODIN” OR “WOTAN” LAIRS TO CAPTURE BALL.
MAKING TARGETS 2ND TIME LITES REMAINING LAIR TO CAPTURE BALL.
MAKING TARGETS 3 OR MORE TIMES RELEASES BALLS.
- ★ TOP TARGETS LITE TO SCORE SPECIAL AFTER BOTH CAPTIVE BALLS ARE EJECTED AND TARGETS ARE MADE AGAIN.
- ★ 1 REPLAY FOR MAKING TARGETS WHEN SPECIAL IS LIT.
- ★ 5 LITTLE DEMON POST CREDITS AT START OF GAME, AS INDICATED ON BACKGLASS.
TWO ADDITIONAL CREDITS ARE ADDED EACH TIME 3 CENTER TARGETS ARE DROPPED.
EACH UNUSED CREDIT ADDS 10,000 POINTS TO SCORE AT END OF GAME.
- ★ DEMON POST ACTIVATED BY BUTTON ON RIGHT SIDE OF CABINET.
- ★ DOOMSDAY BONUS SPECIAL LITES AFTER 39,000 POINTS ARE ACHIEVED.
1 REPLAY FOR HITTING CENTER OR RIGHT DROP TARGET WHEN BONUS SPECIAL IS LIT.
- ★ OUTLANES SPECIAL LITE AFTER DOOMSDAY SPECIAL IS AWARDED.
1 REPLAY FOR BALL THRU OUTLANE WHEN SPECIAL IS LIT.
- ★ DROPPING 3 CENTER TARGETS ADVANCE DOOMSDAY BONUS MULTIPLIERS.
- ★ BALL IN OUTHOLE COLLECTS DOOMSDAY BONUS.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-97-E4

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C-D ADVANCES FIREBALL BONUS MULTIPLIERS.
- ★ MAKING TOP 3 QUALIFIER TARGETS LITES EITHER “ODIN” OR “WOTAN” LAIRS TO CAPTURE BALL.
MAKING TARGETS 2ND TIME LITES REMAINING LAIR TO CAPTURE BALL.
MAKING TARGETS 3 OR MORE TIMES RELEASES BALLS.
- ★ TOP TARGETS LITE TO SCORE SPECIAL AFTER BOTH CAPTIVE BALLS ARE EJECTED AND TARGETS ARE MADE AGAIN.
- ★ 1 EXTRA BALL OR 50,000 POINTS FOR MAKING TARGETS WHEN SPECIAL IS LIT.
- ★ 5 LITTLE DEMON POST CREDITS AT START OF GAME, AS INDICATED ON BACKGLASS.
TWO ADDITIONAL CREDITS ARE ADDED EACH TIME 3 CENTER TARGETS ARE DROPPED.
EACH UNUSED CREDIT ADDS 10,000 POINTS TO SCORE AT END OF GAME.
- ★ DEMON POST ACTIVATED BY BUTTON ON RIGHT SIDE OF CABINET.
- ★ DOOMSDAY BONUS SPECIAL AND OUTLANE SPECIALS LITE AFTER 39,000 POINTS ARE ACHIEVED.
1 EXTRA BALL OR 50,000 POINTS FOR HITTING CENTER OR RIGHT DROP TARGET WHEN BONUS SPECIAL IS LIT.
1 EXTRA BALL OR 50,000 POINTS FOR BALL THRU OUTLANE WHEN SPECIAL IS LIT.
- ★ DROPPING 3 CENTER TARGETS ADVANCE DOOMSDAY BONUS MULTIPLIERS.
- ★ BALL IN OUTHOLE COLLECTS FIREBALL AND DOOMSDAY BONUS.
- ★ TILT PENALTY — BALL IN PLAY.
- ★ **MAXIMUM — 1 EXTRA BALL PER BALL IN PLAY.**

M-1508-97-F

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ MAKING A-B-C-D ADVANCES FIREBALL BONUS MULTIPLIERS.
- ★ MAKING TOP 3 QUALIFIER TARGETS LITES EITHER "ODIN" OR "WOTAN" LAIRS TO CAPTURE BALL.
MAKING TARGETS 2ND TIME LITES REMAINING LAIR TO CAPTURE BALL.
MAKING TARGETS 3 OR MORE TIMES RELEASES BALLS.
- ★ TOP TARGETS LITE TO SCORE SPECIAL AFTER BOTH CAPTIVE BALLS ARE EJECTED AND TARGETS ARE MADE AGAIN.
- ★ 50,000 POINTS FOR MAKING TARGETS WHEN SPECIAL IS LIT.
- ★ 5 LITTLE DEMON POST CREDITS AT START OF GAME, AS INDICATED ON BACKGLASS.
TWO ADDITIONAL CREDITS ARE ADDED EACH TIME 3 CENTER TARGETS ARE DROPPED.
EACH UNUSED CREDIT ADDS 10,000 POINTS TO SCORE AT END OF GAME.
- ★ DEMON POST ACTIVATED BY BUTTON ON RIGHT SIDE OF CABINET.
- ★ DOOMSDAY BONUS SPECIAL AND OUTLANE SPECIALS LITE AFTER 39,000 POINTS ARE ACHIEVED.
- ★ 50,000 POINTS FOR HITTING CENTER OR RIGHT DROP TARGET WHEN BONUS SPECIAL IS LIT.
- ★ 50,000 POINTS FOR BALL THRU OUTLANE WHEN LIT FOR SPECIAL.
- ★ DROPPING 3 CENTER TARGETS ADVANCE DOOMSDAY BONUS MULTIPLIERS.
- ★ BALL IN OUTHOLE COLLECTS FIREBALL AND DOOMSDAY BONUS.
- ★ TILT PENALTY — BALL IN PLAY.

M-1508-97-G

**1 TO 4
CAN PLAY**

FIREBALL II

**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**

M-1508-97-G1

**1 TO 4
CAN PLAY**

FIREBALL II

**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**

M-1508-97-G2

1 à 4
JOUEURS PEUVENT
Y JOUER

FIREBALL II

JEU DE
DIVERTISSEMENT

1 PARTIE GRATUITE POUR 900,000 POINTS.

1 PARTIE GRATUITE POUR 1,400,000 POINTS.

UNE
PARTIE
CINQ
BILLES

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

UNE
PARTIE
CINQ
BILLES

M-1508-97-A

1 à 4
JOUEURS PEUVENT
Y JOUER

FIREBALL II

JEU DE
DIVERTISSEMENT

1 PARTIE GRATUITE POUR 800,000 POINTS.

1 PARTIE GRATUITE POUR 1,400,000 POINTS.

UNE
PARTIE
TROIS
BILLES

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

UNE
PARTIE
TROIS
BILLES

M-1508-97-B

1 à 4
JOUEURS PEUVENT
Y JOUER

REGLE DU JEU

JEU DE
DIVERTISSEMENT

- ★ EN PASSANT PAR A-B-C-D ON FAIT AVANCER LES MULTIPLICATEURS DU BONUS DU FIREBALL.
- ★ EN TOUCHANT LES 3 CIBLES SUPERIEURES DE MODIFICATION, ON ALLUME SOIT LA TANIÈRE "ODIN" OU LA TANIÈRE "WOTAN" POUR CAPTURER LA BILLE.
EN TOUCHANT LES CIBLES UNE DEUXIÈME FOIS ON ALLUME LA DERNIÈRE TANIÈRE QUI PERMET DE CAPTURER LA BILLE.
EN TOUCHANT LES CIBLES TROIS FOIS ET PLUS ON LIBÈRE LES BILLES.
- ★ LES CIBLES SUPERIEURES S'ALLUMENT POUR MARQUER LE SPECIAL UNE FOIS QUE LES DEUX BILLES CAPTIVES SONT EJECTEES ET QUE LES CIBLES SONT TOUCHEES UNE FOIS DE PLUS.
- ★ 1 PARTIE GRATUITE SI L'ON TOUCHE LES CIBLES QUAND LE SPECIAL EST ALLUME.
- ★ 5 CREDITS SUR L'INDICATEUR EN FORME DE PETIT DIABLE AU DEBUT DU JEU. COMME IL EST INDIQUE SUR LA VITRE ARRIERE. DEUX CREDITS SUPPLEMENTAIRES SONT AJOUTES CHAQUE FOIS QUE 3 CIBLES CENTRALES SONT TOUCHEES. CHAQUE CREDIT INUTILISE MARQUE 10.000 POINTS SUPPLEMENTAIRES A LA FIN DE LA PARTIE.
- ★ L'INDICATEUR EN FORME DE DIABLE EST ACTIONNE PAR UN BOUTON SUR LE COTE DROIT DU MEUBLE.
- ★ LE BONUS SPECIAL DU "JUGEMENT DERNIER" ET LES SPECIAUX DES COULOIRS EXTERIEURS S'ALLUMENT APRES QUE L'ON AIT MARQUE 39.000 POINTS.
1 PARTIE GRATUITE DES QUE L'ON TOUCHE LA CIBLE TOMBANTE DU MILIEU OU DE DROITE QUAND LE BONUS SPECIAL EST ALLUME.
1 PARTIE GRATUITE POUR UNE BILLE QUI PASSE PAR LE COULOIR EXTERIEUR QUAND LE SPECIAL EST ALLUME.
- ★ EN FAISANT TOMBER 3 CIBLES CENTRALES ON FAIT AVANCER LES MULTIPLICATEURS DU BONUS DU "JUGEMENT DERNIER".
- ★ LA BILLE DANS LE TROU "OUTHOLE" MARQUE LE FIREBALL ET LE BONUS DU "JUGEMENT DERNIER".
- ★ PENALITE TILT – BILLE EN JEU.

M-1508-97-E

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

English cards status:

M1508-97-A confirmed.
M1508-97-B confirmed.
M1508-97-E confirmed.
M1508-97-E1 confirmed.
M1508-97-E2 confirmed.
M1508-97-E3 confirmed.
M1508-97-E4 confirmed.
M1508-97-F confirmed.
M1508-97-G confirmed.
M1508-97-G1 needed for double check.
M1508-97-G2 needed for double check.

Recommended "High Score to Date" levels:
(reset periodically)
3 ball 1,600,000 points
5 ball 1,600,000 points

French cards status:

M1508-97-A needed to verify.
M1508-97-B needed to verify.
M1508-97-E confirmed.

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.