

FOR AMUSEMENT ONLY

FIREPOWER II

1 to 4 PLAYERS

800,000 SCORES 1 CREDIT

1,500,000 SCORES 1 CREDIT

1 PLAY _ _ _ _ 25¢

**3 BALLS
PER GAME**

MAXIMUM CREDITS – 30

521-1

FOR AMUSEMENT ONLY

FIREPOWER II

1 to 4 PLAYERS

1,200,000 SCORES 1 CREDIT

2,400,000 SCORES 1 CREDIT

**5 BALLS
PER GAME**

1 PLAY _ _ _ _ 25¢

MAXIMUM CREDITS – 30

521-2

INSTRUCTIONS

Spotting A-B-C-D advances Bonus multiplier (2x, 3x, 5x) then scores 25K.

Spotting F-I-R-E-P-O-W-E-R advances lighting of spinner, flipper return lanes, ramp for possible Extra Ball, and FIREPOWER and Outlane Specials.

Spotting F-I-R, E-P-O, or W-E-R lites Jet Bumpers and Orbit Shot for Bonus Hold-over. Making Orbit Shot while still lit holds bonus over to next ball. When lit for last ball, bonus is collected once with multipliers and again without multipliers.

Making Eject Hole serves second ball and lites top center Release target. Making Release target initiates 2-ball *Multiball™* play and all score values are doubled.

- Special awards 1 CREDIT.
- Matching awards 1 CREDIT.
- Beating highest score awards 3 CREDITS.

521-3

INSTRUCTIONS

Spotting A-B-C-D advances Bonus multiplier (2x, 3x, 5x) then scores 25K.

Spotting F-I-R-E-P-O-W-E-R advances lighting of spinner, flipper return lanes, ramp for possible Extra Ball, and FIREPOWER and Outlane Specials.

Spotting F-I-R, E-P-O, or W-E-R lites Jet Bumpers and Orbit Shot for Bonus Hold-over. Making Orbit Shot while still lit holds bonus over to next ball. When lit for last ball, bonus is collected once with multipliers and again without multipliers.

Making Eject Hole serves second ball and lites top center Release target. Making Release target initiates 2-ball *Multiball™* play and all score values are doubled.

- Special awards EXTRA BALL.

521-4

INSTRUCTIONS

Spotting A-B-C-D advances Bonus multiplier (2x, 3x, 5x) then scores 25K.

Spotting F-I-R-E-P-O-W-E-R advances lighting of spinner, flipper return lanes, ramp for possible Extra Ball, and FIREPOWER and Outlane Specials.

Spotting F-I-R, E-P-O, or W-E-R lites Jet Bumpers and Orbit Shot for Bonus Hold-over. Making Orbit Shot while still lit holds bonus over to next ball. When lit for last ball, bonus is collected once with multipliers and again without multipliers.

Making Eject Hole serves second ball and lites top center Release target. Making Release target initiates 2-ball *Multiball*[™] play and all score values are doubled.

- Special awards 100,000 POINTS

521-5

Fonts used: Helvetica, Helvetica-Black

Cards status:

Card 521-1 is confirmed.

Card 521-2 is confirmed.

Card 521-3 is confirmed.

Card 521-4 is confirmed.

Card 521-5 is 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