

For Amusement
Only

FIREPOWER

One To Four
Players

500,000 SCORES 1 CREDIT

720,000 SCORES 1 CREDIT

**1 PLAY – 1 QUARTER
4 PLAYS – 1 DOLLAR**

**5 BALLS
PER GAME**

MAXIMUM CREDITS – 20

497-1

For Amusement
Only

FIREPOWER

One To Four
Players

410,000 SCORES 1 CREDIT

610,000 SCORES 1 CREDIT

**3 BALLS
PER GAME**

**1 PLAY – 1 QUARTER
4 PLAYS – 1 DOLLAR**

MAXIMUM CREDITS – 20

497-2

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making All 6 Center Targets Flashes Eject Holes; Lights Spinner And Jet Bumpers.
- Making Eject Hole, When Flashing, Locks Up Ball. Locking Up Three Balls Initiates Multi-Ball™ Play.
- "F - I - R - E" Advances Bonus Multiplier. Right Flipper Button Rotates "F - I - R - E" Lanes.
- Completing "Power" Targets Scores 10,000 And Lights Flipper Return Lanes.
- Lighting "Fire" And "Power" Scores And Increases "Fire Power" Bonus Value, And Lights Outlanes For Special.
- Extra Ball Lights From "F - I - R - E" After Completion of 5x Bonus Multiplier.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 CREDIT.
- Beating Highest Score Awards _____ 3 CREDITS.
- Matching Last Two Score Numbers With Number In Match Window On _____ 1 CREDIT.
- Back Glass Scores _____

497-3

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making All 6 Center Targets Flashes Eject Holes; Lights Spinner And Jet Bumpers.
- Making Eject Hole, When Flashing, Locks Up Ball. Locking Up Three Balls Initiates Multi-Ball™ Play.
- "F - I - R - E" Advances Bonus Multiplier. Right Flipper Button Rotates "F - I - R - E" Lanes.
- Completing "Power" Targets Scores 10,000 And Lights Flipper Return Lanes.
- Lighting "Fire" And "Power" Scores And Increases "Fire Power" Bonus Value, And Lights Outlanes For Special.
- Extra Ball Lights From "F - I - R - E" After Completion of 5x Bonus Multiplier.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 EXTRA BALL.

497-4

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making All 6 Center Targets Flashes Eject Holes; Lights Spinner And Jet Bumpers.
- Making Eject Hole, When Flashing, Locks Up Ball. Locking Up Three Balls Initiates Multi-Ball™ Play.
- "F - I - R - E" Advances Bonus Multiplier. Right Flipper Button Rotates "F - I - R - E" Lanes.
- Completing "Power" Targets Scores 10,000 And Lights Flipper Return Lanes.
- Lighting "Fire" And "Power" Scores And Increases "Fire Power" Bonus Value, And Lights Outlanes For Special.
- Extra Ball Lights From "F - I - R - E" After Completion of 5x Bonus Multiplier.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 1 CREDIT.

497-5

INSTRUCTIONS

- Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Making All 6 Center Targets Flashes Eject Holes; Lights Spinner And Jet Bumpers.
- Making Eject Hole, When Flashing, Locks Up Ball. Locking Up Three Balls Initiates Multi-Ball™ Play.
- "F - I - R - E" Advances Bonus Multiplier. Right Flipper Button Rotates "F - I - R - E" Lanes.
- Completing "Power" Targets Scores 10,000 And Lights Flipper Return Lanes.
- Lighting "Fire" And "Power" Scores And Increases "Fire Power" Bonus Value, And Lights Outlanes For Special.
- Extra Ball Lights From "F - I - R - E" After Completion of 5x Bonus Multiplier.
- Tilt Penalty - Ball In Play - Does Not Disqualify Player.
- Special Scores _____ 50,000 POINTS.
- Beating Highest Score Awards _____ 3 CREDITS.
- Matching Last Two Score Numbers With Number In Match Window On Back Glass Scores _____ 1 CREDIT.

497-6

Firepower Advanced Instructions

SPINNER SKILL SHOT: At start of each new ball, the spinner arrow flashes for 10 seconds.
Making lit spinner scores 5,000 points per hit.

A NEW MISSION: Starts each time you complete "*Fire*" and "*Power*":

Mission 1 Objective: Hit moving Center Target (1-6) Time: 20 seconds.

Mission 2 Objective: Hit moving Power Target (Right Hand Side) Time: 25 seconds.

Mission 3 Objective: Hit both moving Center Targets (1-3, 4-6) Time: 30 seconds.

Mission 4 Objective: Hit Top Center target (Between Jet Bumpers) Time: 30 seconds.

Countdown is shown on Player 1-4 Displays. Warning - Like on any starship, your shields can fail during a Mission, you can't rely on shields! Loss of ball ends mission, with "*Enemy Won*".

Completing Mission scores **Firepower Bonus value of** 10,000 / 30,000 / 50,000 / 80,000.

MULTIBALL JACKPOT: Multiball starts, "*Fire 1... Fire 2... Fire 3...*" (as normal).

Hit 6 Center targets (1-6) to enable all 3 locks, green "lock" arrows will flash.

Shoot all 3 balls **back** into the lock holes during multiball for "*Mission Accomplished*".

Jackpot scores 600,000 points, Multiball restarts (rinse and repeat for stellar scores).

497-OO-380

Fonts used: Helvetica, Futura ExtraBold, Futura Hv BT, Garamond.

Cards status:

Card 497-1 is confirmed.

Card 497-2 is confirmed.

Card 497-3 is confirmed.

Card 497-4 is confirmed.

Card 497-5 is confirmed.

Card 497-6 is confirmed.

Card 497-OO-380 is for the special Advanced Instructions.

More information can be found on www.pinball4you.ch

Thanks go to Oliver Okaegi for making this possible.

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