

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 Back Glass Scores \_\_\_\_\_ 1 CREDIT.

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 \_\_\_\_\_ 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

## **FOR AMUSEMENT ONLY**

Fire Power / No.856 / Williams Electronics, Inc.

February 1980, 4 players

Model number: 497

Production run: 17,410

Theme: Outer Space

Design: Steve Ritchie

Art: Constantino Mitchell

Sound & Software: Eugene Jarvis

**FREE PLAY**

**5 BALLS  
PER GAME**

### **Cards status:**

Card 497-1 is confirmed.

Card 497-2 is needed to double check.

Card 497-3 is confirmed.

Card 497-4 is confirmed.

Card 497-5 is needed.

Card 497-6 is confirmed.

Free play card is my own design.

If you have any other information about these cards, please send a readable picture or scan to me.

Enjoy and have fun.

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