**1 REPLAY FOR EACH SCORE OF 900,000 POINTS.**

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

FOR  
AMUSEMENT  
ONLY

1 TO 4  
CAN PLAY

## FIREBALL II

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

###### 1 REPLAY FOR MATCHING LAST TWO SCORE

**NUMBERS WITH MATCH NUMBERS.**

#### 5 BALLS PER GAME

#### 5 BALLS PER GAME

M-1508-97-A

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

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

FOR  
AMUSEMENT  
ONLY

1 TO 4  
CAN PLAY

## FIREBALL II

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

###### 1 REPLAY FOR MATCHING LAST TWO SCORE

**NUMBERS WITH MATCH NUMBERS.**

#### 3 BALLS PER GAME

#### 3 BALLS PER GAME

M-1508-97-B

 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.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-97-E

 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.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-97-E1

 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.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-97-E2

 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.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-97-E3

 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.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-97-E4

 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.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-97-F

 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.

## INSTRUCTIONS

FOR  
AMUSEMENT  
ONLY

# 1 TO 4 CAN PLAY

M-1508-97-G

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

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

## FIREBALL II

1 TO 4  
CAN PLAY

FOR  
AMUSEMENT  
ONLY

#### 5 BALLS PER GAME

#### 5 BALLS PER GAME

M-1508-97-G1

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

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

## FIREBALL II

FOR  
AMUSEMENT  
ONLY

1 TO 4  
CAN PLAY

#### 3 BALLS PER GAME

#### 3 BALLS PER GAME

M-1508-97-G2

**1 PARTIE GRATUITE POUR 900,000 POINTS.**

**1 PARTIE GRATUITE POUR 1,400,000 POINTS.**

1 à 4

JOUEURS PEUVENT

Y JOUER

JEU DE

DIVERTISSEMENT

## FIREBALL II

#### UNE PARTIE CINQ BILLES

#### UNE PARTIE CINQ BILLES

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

###### 1 REPLAY FOR MATCHING LAST TWO SCORE

**NUMBERS WITH MATCH NUMBERS.**

M-1508-97-A

**1 PARTIE GRATUITE POUR 800,000 POINTS.**

**1 PARTIE GRATUITE POUR 1,400,000 POINTS.**

1 à 4

JOUEURS PEUVENT

Y JOUER

JEU DE

DIVERTISSEMENT

## FIREBALL II

#### UNE PARTIE TROIS BILLES

#### UNE PARTIE TROIS BILLES

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.

###### 1 REPLAY FOR MATCHING LAST TWO SCORE

**NUMBERS WITH MATCH NUMBERS.**

M-1508-97-B

 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 TANIERE “ODIN” OU  
LA TANIERE “WOTAN” POUR CAPTURER LA BILLE.

EN TOUCHANT LES CIBLES UNE DEUXIEME FOIS ON ALLUME LA DERNIERE TANIERE QUI PERMET  
DE CAPTURER LA BILLE.

EN TOUCHANT LES CIBLES TROIS FOIS ET PLUS ON LIBERE 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.

1 à 4

JOUEURS PEUVENT

Y JOUER

JEU DE

DIVERTISSEMENT

## REGLE DU JEU

M-1508-97-E

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

**English cards status:**

Recommended “High Score to Date” levels:

(reset periodically)

3 ball 1,600,000 points

5 ball 1,600,000 points

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.

**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](http://www.inkochnito.nl)

If you like my work, please send me a donation via PayPal.