### 5 BALLS

PER GAME

###### 1 PLAY – 1 QUARTER 4 PLAYS – 1 DOLLAR

###### 500,000 SCORES 1 CREDIT

###### 720,000 SCORES 1 CREDIT

###### 497-1

**For Amusement**

**Only**

One To Four  
Players

FIREPOWER

### 3 BALLS

PER GAME

###### 1 PLAY – 1 QUARTER 4 PLAYS – 1 DOLLAR

###### 410,000 SCORES 1 CREDIT

###### 610,000 SCORES 1 CREDIT

###### 497-2

**For Amusement**

**Only**

One To Four  
Players

FIREPOWER

• 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.**

## INSTRUCTIONS

###### 497-3

• 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.**

## INSTRUCTIONS

###### 497-4

• 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.**

## INSTRUCTIONS

###### 497-5

• 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.**

## INSTRUCTIONS

###### 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

###### CAUTION

###### DAMAGE TO UPPER BALL GATE MAY OCCUR WHEN

###### LIFTING AND/OR LOWERING PLAYFIELD

Fonts used: Helvetica, Futura ExtraBold, Futura Hv BT, Garamond, Century, HelveticaNeueLT Std Ext, Helvetica CE

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

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