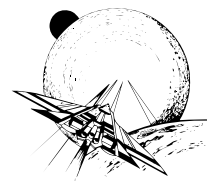


FIREPOWER Score & Instruction Cards

ISSUE NUMBER 3.0 (21 FEB 2007)
 CREATED BY: Phil Butcher
www.firepowerpinball.com

RECOMMENDED SCORE LEVELS Levels	CREDIT GAMES	Score Card	5-Ball: For 5-Ball play, it is recommended that Function 31 be set to 02 500,000; 720,000	497-45
3-Ball: *410,000; 610,000 or 410,000; 620,000; 740,000		497-36 497-14	EXTRA BALL	
			3-Ball: 300,000	497-74
			5-Ball: 400,000	497-76



CREDIT GAME: FACTORY DEFAULT SETTING FOR 3 BALL GAME

FOR
AMUSEMENT
ONLY

497-36

1 TO 4
CAN
PLAY

410,000 SCORES 1 CREDIT
 610,000 SCORES 1 CREDIT

**3 BALLS
PER GAME**

**3 BALLS
PER GAME**

CREDIT GAME: ALTERNATE SETTING FOR 3 BALL GAME

FOR
AMUSEMENT
ONLY

497-14

1 TO 4
CAN
PLAY

410,000 SCORES 1 CREDIT
 620,000 SCORES 1 CREDIT
 740,000 SCORES 1 CREDIT

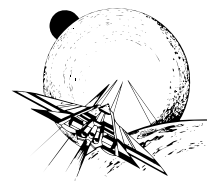
**3 BALLS
PER GAME**

**3 BALLS
PER GAME**

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RECOMMENDED SCORE LEVELS Levels	CREDIT GAMES	Score Card		
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			EXTRA BALL	
			3-Ball: 300,000	497-74
			5-Ball: 400,000	497-76
			*Factory Setting	



CREDIT GAME: DEFAULT SETTING FOR 5 BALL GAME

FOR
AMUSEMENT
ONLY

497-45

1 TO 4
CAN
PLAY

500,000 SCORES 1 CREDIT
 720,000 SCORES 1 CREDIT

**5 BALLS
PER GAME**

**5 BALLS
PER GAME**

CREDIT GAME: INSTRUCTION CARD

Game No. 497
March, 1980

- Ⓜ Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Ⓜ Making All 6 Centre 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 "F - I - R - E" 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.

FIREPOWER Score & Instruction Cards

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RECOMMENDED SCORE LEVELS
 Levels CREDIT GAMES Score Card

3-Ball:
 *410,000; 610,000
 or 410,000; 620,000; 740,000

497-36
 497-14

5-Ball:
 For 5-Ball play, it is recommended that
 Function 31 be set to 02
 500,000; 720,000

497-45

EXTRA BALL

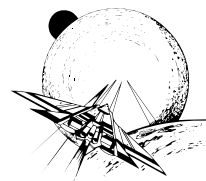
3-Ball:
 300,000

497-74

5-Ball:
 400,000

497-76

*Factory Setting



EXTRA BALL GAME: DEFAULT SETTING FOR 3 BALL GAME

FOR
 AMUSEMENT
 ONLY



497-74

1 TO 4
 CAN
 PLAY

300,000 SCORES EXTRA BALL

3 BALLS
 PER GAME



3 BALLS
 PER GAME

EXTRA BALL GAME: ALTERNATE SETTING FOR 5 BALL GAME

FOR
 AMUSEMENT
 ONLY



497-76

1 TO 4
 CAN
 PLAY

400,000 SCORES EXTRA BALL

5 BALLS
 PER GAME



5 BALLS
 PER GAME

FIREPOWER Score & Instruction Cards

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RECOMMENDED SCORE LEVELS
 Levels CREDIT GAMES Score Card

3-Ball:
 *410,000; 610,000
 or 410,000; 620,000; 740,000

497-36
 497-14

5-Ball:
 For 5-Ball play, it is recommended that
 Function 31 be set to 02
 500,000; 720,000

497-45

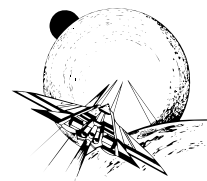
EXTRA BALL

3-Ball:
 300,000
 5-Ball:
 400,000

497-74

497-76

*Factory Setting



EXTRA BALL GAME: ALTERNATE SETTING FOR 5 BALL GAME (for slackers only)

FOR
 AMUSEMENT
 ONLY



1 TO 4
 CAN
 PLAY

300,000 SCORES EXTRA BALL
 600,000 SCORES EXTRA BALL
 900,000 SCORES EXTRA BALL

5 BALLS
 PER GAME



5 BALLS
 PER GAME

EXTRA BALL GAME: INSTRUCTION CARD

Game No. 497
 March, 1980

- Ⓜ Insert Coin And Wait For Machine To Reset Before Inserting Coin For Next Player.
- Ⓜ Making All 6 Centre 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.
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- Ⓜ Lighting "F - I - R - E" And "POWER" Scores And Increases "Fire Power" Bonus Value, And Lights Outlanes For Special.
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- Ⓜ Beating Highest Score Awards..... 3 CREDITS.
- Ⓜ Matching Last Two Score Numbers With Number In Match Window On Back Glass Scores..... 1 CREDIT.

