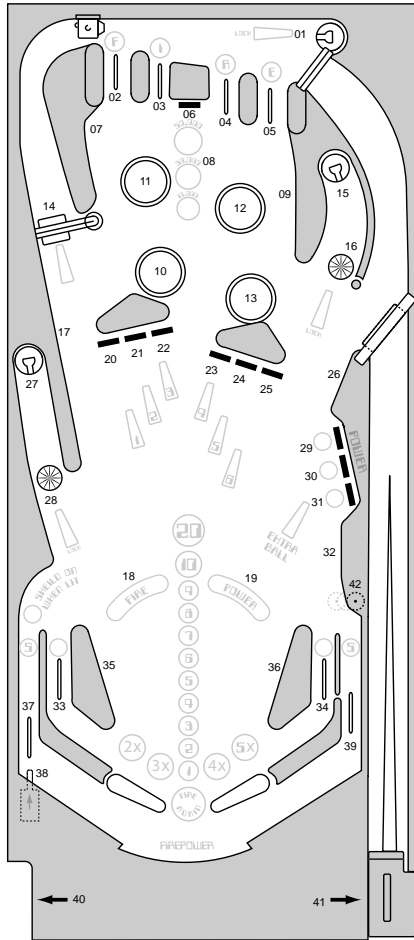


FIREPOWER Rules sheet



"F-I-R-E" Rollovers (02-05):

Rollovers score 1000, and if unlit, advance Bonus and light "F-I-R-E" letters (02=F, 03=I, 04=R, 05=E). Completing all four Rollover lights "FIRE" (18) (see FIREPOWER Bonus below). Lit "F-I-R-E" Rollovers may be advanced by using the Right Flipper (41). "FIRE" advances Bonus Multiplier (2x, 3x, 4x, 5x), then lights centre "POWER" Target (30) for Extra Ball.

NOTE about "F-I-R-E" Rollovers: Text above describes option [01/11] for Function 34, options are:
 [00/10] - No Extra Ball
 [01/11] - Extra Ball when Lit after 5X***
 [02/12] - Extra Ball when Lit with 5X

Top Centre Target (06):

Scores 1000. NOTE: Firepower Bonus Lights (8) DO NOT show the value awarded for hitting Top Centre Target (06).

Jet Bumpers (10-13):

Jet Bumpers score 100, lit Jet Bumpers score 1000 (see Targets 1-6 below for how to light Jet Bumpers).

Spinner (14):

Unlit Spinner scores 100, lit Spinner scores 1000 (see Targets 1-6 below for how to light Spinner).

Targets 1 to 6 (20-25):

Targets score 1000, Targets flash until hit, flashing Targets advance Bonus. Completing either bank of targets lights Left Ball Saver Kicker (38) in the left Outlane (37). Completing both banks of targets will light Spinner (14) for 1000, and light two of the Jet Bumpers (10 and 12, or 11 and 13) for 1000 (1st time completed), and light all four Jet Bumpers (10-13) for 1000 (2nd Time completed). Completing both banks of targets will light Eject Holes (01, 15, 27) for Multiball™. The first time both banks are completed, two of the Eject Holes are lit for Multiball™, thereafter each completion lights one Eject Hole for Multiball™.

NOTE: Text above describes option [03] for Function 31, options are:
 [00] - Eject Holes lit singly, no target memory
 [01] - Eject Holes pair lit first time, no target memory
 [02] - Eject Holes pair lit singly, targets on memory
 [03] - Eject Holes pair lit first time, targets on memory***

"POWER" Targets (29-31):

Targets score 1000. Completing bank of targets scores 10,000, lights "POWER" (19) (see FIREPOWER Bonus below) and lights both Flipper Inside Rollovers for 3000 (33, 34). Hitting centre "POWER" Target (30) awards Extra Ball when lit (see NOTE about "F-I-R-E" Rollovers above).

Eject Holes (01, 15, 27):

Unlit Eject Holes score 1000 and advance Bonus. Lit Eject Holes score 10,000, advance Bonus and lock balls for Multiball™.

Eject Rollover Buttons (16, 28):

Eject Rollover Buttons score 1000.

Flipper Inside Rollovers (33, 34):

Unlit Inside Rollovers score 1000 and advance Bonus, lit Inside Rollovers score 3000 and advance Bonus.

Outlanes (37, 39):

Outlanes score 1000 and advance Bonus, and they also award Special*** when lit. Special is lit by collecting Firepower Bonus (see FIREPOWER Bonus below) four times. Left Ball Saver Kicker (38) in the left Outlane (37) is lit by completing either bank of 1-6 Targets (20-25).

Firepower Bonus:

Completing "F-I-R-E" Rollovers (02-05) and "POWER" Targets (29-31) awards and advances Firepower Bonus (08): 1st time = 10,000, 2nd time = 30,000, 3rd time = 50,000 and 4th time lights Outlanes (37, 39) for Special.

NOTE About Firepower Bonus:
 Text above describes option [03] for Function 33, options are:
 [00] = No lamps lit initially, no lamp memory (extra conservative)
 [01] = 10,000 lamp lit initially, no lamp memory (conservative)
 [02] = No Lamps lit initially, bonus lamps on memory (moderate)
 [03] = 10,000 lamp lit initially, bonus lamps on memory (liberal)***

NOTE About Specials settings:
 Text above describes option [02/12] for Function 35, options are:
 [00/10] = Alternating Special lites when 50,000 FIREPOWER Bonus collected
 [01/11] = Alternating Special lites when 30,000 FIREPOWER Bonus collected
 [02/12] = Special lites when 50,000 FIREPOWER Bonus collected***
 [03/13] = Specials lite when 30,000 FIREPOWER Bonus collected

Left Ball Saver Kicker (38):

Completing either bank of Targets 1 to 6 (20-25) targets lights Left Ball Saver Kicker (38) in the left Outlane (37).

NOTE: Text above describes option [01] for Function 32, options are:
 [00] = Lit from POWER Targets
 [01] = Lit from "1-3" or "4-6" targets on same ball or spotting "1-6" lamps***
 [02] = Lit from "1-6" lamps
 [03] = Lit from "1-6" Lamps or POWER targets

Multiball™:

Locking balls in all three Eject Holes (01, 15, 27) puts machine into Multiball™ mode. There are no special shots to go for in Multiball™ mode.

- 01 Upper Right Eject Hole (1000/10,000 lit)
- 02 "F" Rollover (1000)
- 03 "I" Rollover (1000)
- 04 "R" Rollover (1000)
- 05 "E" Rollover (1000)
- 06 Top Centre Target (1000)
- 07 Top Left Standup (50)
- 08 Firepower Bonus Lights
- 09 Top Right Standup (50)
- 10 Bottom Left Jet Bumper (100/1000 lit)
- 11 Top Left Jet Bumper (100/1000 lit)
- 12 Top Right Jet Bumper (100/1000 lit)
- 13 Bottom Right Jet Bumper (100/1000 lit)
- 14 Spinner (100/1000 lit)
- 15 Right Eject Hole (1000/10,000 lit)
- 16 Right Eject Rollover (1000)
- 17 Middle Left Standup (50)
- 18 "FIRE" Light
- 19 "POWER" Light
- 20 "1" Target (1000)
- 21 "2" Target (1000)
- 22 "3" Target (1000)
- 23 "4" Target (1000)
- 24 "5" Target (1000)
- 25 "6" Target (1000)
- 26 Middle Right Standup (50)
- 27 Left Eject Hole (1000/10,000 lit)
- 28 Left Eject Rollover (1000)
- 29 Top "POWER" Target (1000)
- 30 Middle "POWER" Target (1000)
- 31 Bottom "POWER" Target (1000)
- 32 Lower Right Standup (50)
- 33 Left Inside Rollover (1000/3000 lit)
- 34 Right Inside Rollover (1000/3000 lit)
- 35 Left Kicker (10)
- 36 Right Kicker (10)
- 37 Left Outside Rollover (1000)
- 38 Left Ball Saver Kicker
- 39 Right Outside Rollover (1000)
- 40 Left Flipper
- 41 Right Flipper (F-I-R-E Lane Changer)
- 42 Adjustable Post

Spotting holes can be seen after removal of the post. Post settings are as follows:
Liberal Moderate Default

Release Date:

March 1980

Company:
 Williams Electronics Inc.

Total production run:
 17,410

Designer:
 Steve Ritchie

Artwork:
 Constantino Mitchell

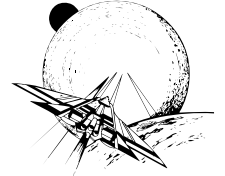
Software Design:
 Eugene Jarvis

Game No.: 497

ISSUE NUMBER 3.0 (21 FEB 2007)

CREATED BY: Phil Butcher

www.firepowerpinball.com



Recommended Score Levels: (***)Factory Settings

Replay Games:	Extra Ball Games:
3-Ball: 410,000; 610,000*** or 410,000; 620,000; 740,000	3-Ball: 300,000
5-Ball: 500,000; 720,000	5-Ball: 400,000

Function 27

Specials options are:
 [00] - Awards Credit***
 [01] - Awards Extra Ball
 [02] - Awards Points

Function 28

Scoring Awards are:
 [00] - Awards Credits at Replay Score***
 [01] - Awards Extra Ball at Replay Score

Adjusting Functions:

In game over mode, open coin door and locate Coin Door Diagnostic Switches.

Press the "ADVANCE" pushbutton.

Function No. is shown in Ball In play display
 Function Option is shown in Player 1 display.

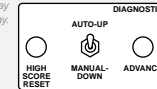
To raise Function No. operate ADVANCE pushbutton with switch set to AUTO-UP.

To lower Function No. operate ADVANCE with it set to MANUAL-DOWN.

When the desired Function is indicated in ball in play display, raise value in Player 1 display by operating Credit Button with switch set to AUTO-UP; lower value by operating Credit Button with it set to MANUAL-DOWN.

Repeat above steps until all required adjustments have been made.

Turn game OFF and back ON to return to game over mode.



FUNCTION	DESCRIPTION	NOTES	FAC. SETTING
00	Game Identification	1	1487 2
01	Coin, Left Chute (Closest to coin door hinge)	1	-
02	Coin, Center Chute	1	-
03	Coin, Right Chute	1	-
04	Total Paid Credits	1	-
05	Total Specials	1	-
06	Total Replay (Extra Ball) Scores	1	-
07	Match and High Score to Date Credits	1	-
08	Total Credits	1, 2	-
09	Total Extra Balls	1, 3	-
10	Total Ball Time in Minutes	1	-
11	Total Number of Balls Played	1	-
12	Current High Score to Date	4	550,000
13	Backup High Score to Date	5	550,000
14	Replay 1 Score	6	410,000
15	Replay 2 Score	6	610,000
16	Replay 3 Score	6	0
17	Replay 4 Score	6	0
18	Maximum Credits	7	20
19	Standard and Custom Pricing Control (00-07)	8	02
20	Left Coin Slot Multiplier	8	01
21	Center Coin Slot Multiplier	8	04
22	Right Coin Slot Multiplier	8	01
23	Coin Units Required for Credit	8	01
24	Coin Units Bonus Points	8	00
25	High Scores Credits	8	0
26	Match (00-CN 01=OFF)	-	00
27	Special-00 0 = Awards Credit 01 = Awards Extra Ball 02 = Awards Points Scoring Awards 00 = Credits at Replay Score 01 = Extra Ball at Replay Score 02 = Credits at Replay Score Maximum Plumb Bob Tilt (1-9) 00 = Number of Balls (03 or 05) 01 = "1-6" Targets	9 9 9 9	03 03 03 03
28	00 = Eject Holes lit singly, no target memory 01 = Eject Hole pair lit first time, no target memory 02 = Eject Holes lit singly, targets on memory 03 = Eject Hole pair lit first time, targets on memory	-	-
32	Ball Saver Kicker ON Lamp 00 = Lit from POWER Targets 01 = Lit from "1-3" or "4-6" targets on same ball or spotting "1-6" lamps 02 = Lit from "1-6" lamps 03 = Lit from "1-6" Lamps or POWER targets	-	01
33	FIREPOWER Bonus Lamps 00 = No lamps lit initially, no lamp memory (extra conservative) 01 = 10,000 lamp lit initially, no lamp memory (conservative) 02 = No Lamps lit initially, bonus lamps on memory (moderate) 03 = 10,000 lamp lit initially, bonus lamps on memory (liberal)	-	03
34	Extra Ball Control/Attract Mode Sounds 00/01 = No Extra Ball 01/11 = Extra Ball when Lit after 5X 02/12 = Extra Ball when Lit with 5X 2nd setting = Attract Mode Sounds	-	01
35	Special Control/Background Sound 00/10 = Alternating Special lites when 50,000 FIREPOWER Bonus collected 01/11 = Alternating Special lites when 30,000 FIREPOWER Bonus collected 02/12 = Special lite when 50,000 FIREPOWER Bonus collected 03/13 = Specials lite when 30,000 FIREPOWER Bonus collected	-	12
	1st setting = no background sound 2nd setting = background sound on		