

1 TO 4
CAN PLAY

FIREBALL II

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 900,000 POINTS.

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

5 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

5 BALLS
PER
GAME

M-1508-97-A

1 TO 4
CAN PLAY

FIREBALL II

FOR
AMUSEMENT
ONLY

1 REPLAY FOR EACH SCORE OF 800,000 POINTS.

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

3 BALLS
PER
GAME

3 REPLAYS FOR BEATING HIGH SCORE TO DATE.
1 REPLAY FOR MATCHING LAST TWO SCORE
NUMBERS WITH MATCH NUMBERS.

3 BALLS
PER
GAME

M-1508-97-B

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-97-E

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-97-E3

**1 TO 4
CAN PLAY**

INSTRUCTIONS

**FOR
AMUSEMENT
ONLY**

- ★ 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.

M-1508-97-E4

**1 TO 4
CAN PLAY**

FIREBALL II

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**5 BALLS
PER
GAME**

**5 BALLS
PER
GAME**

M-1508-97-G1

**1 TO 4
CAN PLAY**

FIREBALL II

**FOR
AMUSEMENT
ONLY**

ALL LIT SPECIALS SCORE 50,000 POINTS.

ALL LIT EXTRA BALLS SCORE 25,000 POINTS.

**3 BALLS
PER
GAME**

**3 BALLS
PER
GAME**

M-1508-97-G2

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

Cards status:

M1508-97-A needed for double check.

M1508-97-B needed for double check.

M1508-97-E confirmed.

M1508-97-E3 confirmed.

M1508-97-E4 confirmed.

M1508-97-F needed.

M1508-97-G needed.

M1508-97-G1 needed for double check.

M1508-97-G2 needed for double check.

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

Recommended "High Score to Date" levels:
(reset periodically)

3 ball 1,600,000 points

5 ball 1,600,000 points

Enjoy and have fun,

Peter

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