

FOR AMUSEMENT ONLY

SOLAR FIRE

1 TO 4 PLAYERS

1,800,000 SCORES 1 CREDIT

3,600,000 SCORES 1 CREDIT

1 PLAY ----- 25¢

5 BALLS
PER GAME

MAXIMUM CREDITS - 30

507-1

FOR AMUSEMENT ONLY

SOLAR FIRE

1 TO 4 PLAYERS

1,000,000 SCORES 1 CREDIT

2,000,000 SCORES 1 CREDIT

3 BALLS
PER GAME

1 PLAY ----- 25¢

MAXIMUM CREDITS - 30

507-2

INSTRUCTIONS

- SOLAR:** Ramp Targets spots letter in S-O-L-A-R for Bonus X (up to 6X). Completing SOLAR awards Extra Ball or 200,000 points.
- FIRE:** Completing top 3-bank while flashing awards a double scoring interval and spots letter in F-I-R-E. Completing F-I-R-E lites right Bull's-Eye Target for Special. Completing bank at any time advances horseshoe lamps.
- Multi-Ball™:** Completing a lower 3-bank at any time lites an eject hole lock lamp. Possible 2-ball Multi-Ball play with two lock lamps lit; possible 3-ball Multi-Ball play with three lock lamps lit. 4-Bank bonus is doubled and tripled when won during 2-ball and 3-ball Multi-Ball play. Multi-Ball bonus is advanced during Multi-Ball play.
- Solar Gun:** Completing a lower 3-bank when flashing advances SOLAR Gun timing.
- Magna-Save™:** Completing a 3-bank at any time advances Magna-Save Lamps. Activate Magna-Save by operating red button on the side of the cabinet.
- Drain Shield:** Return ball to player when lit.
- Special Awards _____ 1 CREDIT
 - Matching Scores _____ 1 CREDIT
 - Beating Highest Score Awards _____ 3 CREDITS

509-3

INSTRUCTIONS

- SOLAR:** Ramp Targets spots letter in S-O-L-A-R for Bonus X (up to 6X). Completing SOLAR awards Extra Ball or 200,000 points.
- FIRE:** Completing top 3-bank while flashing awards a double scoring interval and spots letter in F-I-R-E. Completing F-I-R-E lites right Bull's-Eye Target for Special. Completing bank at any time advances horseshoe lamps.
- Multi-Ball™:** Completing a lower 3-bank at any time lites an eject hole lock lamp. Possible 2-ball Multi-Ball play with two lock lamps lit; possible 3-ball Multi-Ball play with three lock lamps lit. 4-Bank bonus is doubled and tripled when won during 2-ball and 3-ball Multi-Ball play. Multi-Ball bonus is advanced during Multi-Ball play.
- Solar Gun:** Completing a lower 3-bank when flashing advances SOLAR Gun timing.
- Magna-Save™:** Completing a 3-bank at any time advances Magna-Save Lamps. Activate Magna-Save by operating red button on the side of the cabinet.
- Drain Shield:** Return ball to player when lit.
- Special Awards _____ EXTRA BALL

509-4

Cards status:

Card 507-1 is confirmed.
Card 507-2 is confirmed.
Card 509-3 is confirmed.
Card 509-4 is 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