

1 TO 4
CAN PLAY

INSTRUCTIONS

FOR
AMUSEMENT
ONLY

- ★ Top Ramp (Skill Shot) Scores 50,000 pts., 3 Bonus Adv. And Flashes Two Bumper Lites To Score 3,000 pts.
- ★ Left Mushroom Bumper Releases Right Saucer Ball And Advances Bonus.
- ★ Right Mushroom Bumper Releases Left Saucer Ball And Advances Bonus.
- ★ Boop Ball Releases Both Saucer Balls Plus Opens Return Gate, And Lites The Multipliers, Making Boop Ball Target When Lit For SPECIAL Lites Right Bottom Outlane To Score SPECIAL.
- ★ Two Balls On Playfield Doubles Playfield Score Value.
Three Balls On Playfield Triples Playfield Score Value.
- ★ Tilt Penalty Ball In Play.

M051 0A40 A030

1 TO 4
CAN PLAY

FIREBALL CLASSIC

FOR
AMUSEMENT
ONLY

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

1 REPLAY FOR EACH SCORE OF 2,800,000 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**

M051 0A40 A038

1 TO 4 CAN PLAY	FIREBALL CLASSIC	FOR AMUSEMENT ONLY
1 REPLAY FOR EACH SCORE OF 2,200,000 POINTS.		
1 REPLAY FOR EACH SCORE OF 4,800,000 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
M051 0A40 A039		

Cards status:

M051 0A40 A030 confirmed.

Other cards are needed.

M051 0A40 A038 confirmed.

M051 0A40 A039 confirmed.

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

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