

Wildfire™

THE ELECTRONIC PINBALL GAME THAT SOUNDS AND PLAYS LIKE THE REAL THING

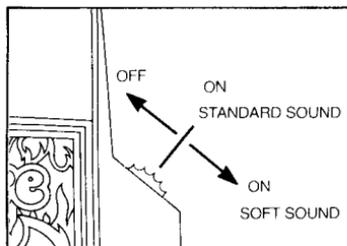
For 1 to 4 Players/Ages 7 to Adult

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Welcome to the world of total electronic pinball. In WILDFIRE™, everything is electronic: the flippers and bumpers; the scoring and sounds; even the moving balls of light. Yet, for all this, WILDFIRE sounds and plays just like the full-sized machines.

GETTING READY TO PLAY

Turn the game on and, if you wish, adjust the volume of sound with the same switch. With WILDFIRE, you may choose either a standard or soft sound level.



WILDFIRE can be played by as many as 4 players at once. It can also be played at three different speeds: Beginner (Speed 1), Intermediate (Speed 2), and Expert (Speed 3). Right now, the game is set for one player at Speed 2.

For more players. Hold down the LEFT flipper button and repeatedly press the RIGHT flipper button until the desired number of players (**PL 2, PL 3, or PL 4**) appears on the display.

For a different speed. Hold down the RIGHT flipper button and repeatedly press the LEFT flipper button until the desired speed (**SP 1 or SP 3**) appears on the display.

PLAYING

To play, follow these directions *in the proper order*:

- 1 Press the SHOOTER BUTTON once, and a ball of light will appear in the Firing Chute. The display will show your player number and the number of the ball “in play”. Each player receives 5 balls in a game – one ball per turn.
Example: If you’re the second player, playing your fourth ball, the display will show **2-4**.

WILDFIRE lets every player change the playing speed during the game. If you wish, you may now select a speed that suits your own skills. Just follow the directions under **GETTING READY TO PLAY**.

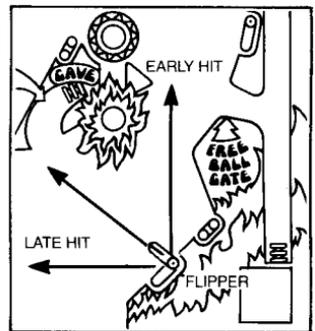
- 2 Press the Shooter Button again, and the display will show your current score. Then...

Release the Shooter Button, and the ball will travel up through the Firing Chute toward the Roll-Over Lanes. As with a mechanical shooter, you can make the ball travel either “soft” or “hard” through the chute. This feature allows you to aim for a specific Roll-Over Lane. For a “soft” ball, release the Shooter Button *immediately* after pressing it. For a “harder” ball, hold the button down a little longer. For the “hardest” ball, hold the button down until the accompanying “shooter tone” stops playing.

NOTES ON PLAYING

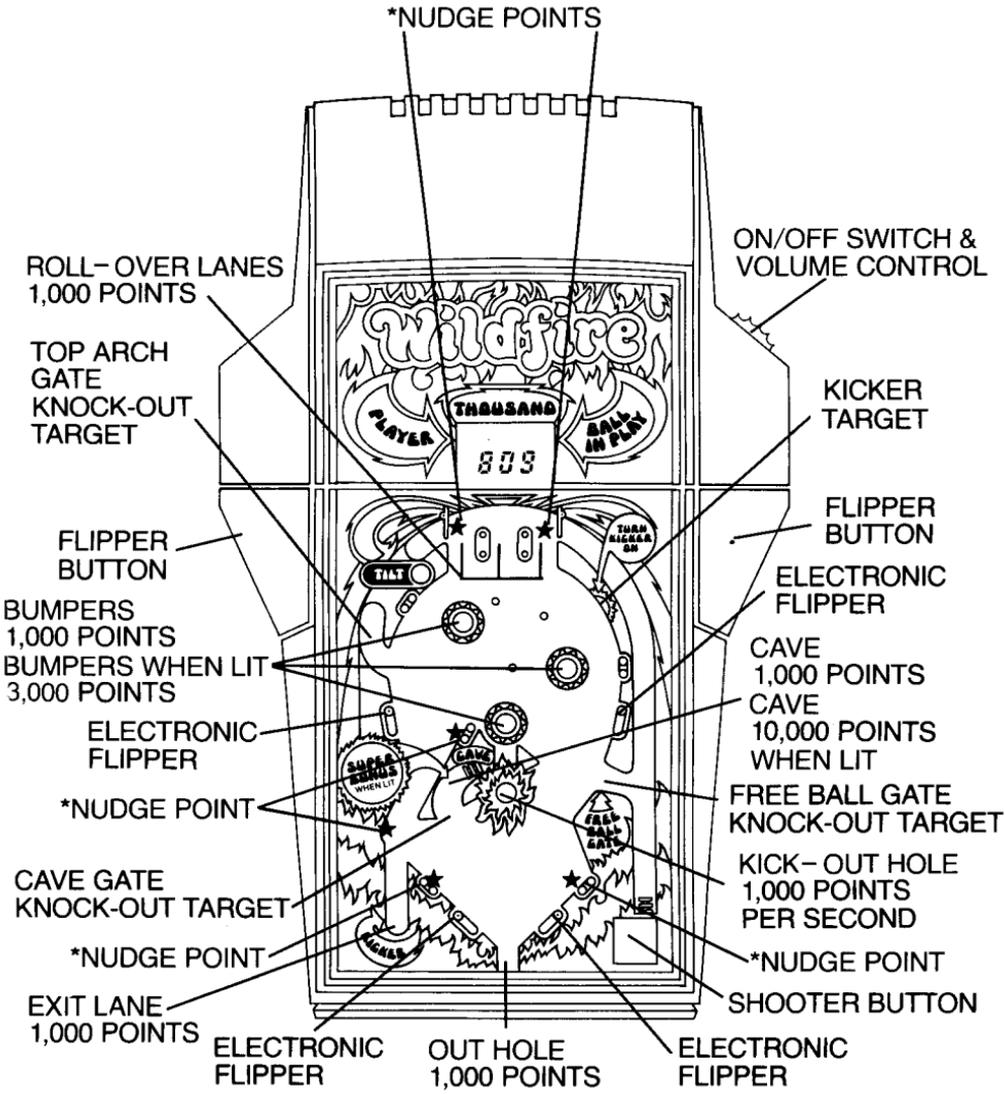
Whenever you can, use the FLIPPER BUTTONS to guide the ball.

Direct Contact. By hitting the ball with a flipper, you can control its direction. Hit the ball early and it goes in one direction; hit it late and it goes in another.



Nudge Points. By pressing the closer flipper button when your ball is at one of the six nudge points, you can gain extra ball speed and control. You can, for example, direct your ball to a specific Roll-Over Lane by nudging it back and forth within the Top Arch. Nudging is also useful when you want to maneuver away from the Exit Lane.

Tilt. Like a conventional pinball machine, WILDFIRE will react to overplay. Use your flippers carefully. If you press either flipper button more than twice per second, you'll cause a "tilt", and will lose both the ball and all the bonus points you've scored with it.



KNOCK-OUT TARGETS:

- FREE BALL GATE
- TOP ARCH GATE
- CAVE GATE
- KICKER - 5,000 POINTS

5,000 POINTS WHEN LIT

WINNING

After the last player has played his or her 5th ball, each player's score will be displayed in turn. The player with the highest score is the winner.

SCORING

Once your ball is in play, try to guide it into as many scoring areas as you can. How well you score depends on your skill with the electronic flippers; your ability to follow the ball; and your finesse in hitting targets, bumpers and other scoring spots.

- a** To light a BUMPER, your ball has to pass through the Roll-Over Lane that's directly above the Bumper. Once you've lit a Bumper, it will stay lit – on *your* turn – until the game ends.
- b** When you hit a KNOCK-OUT TARGET, its light goes off. Then, when your next turn starts, it will be lit again.

Before your ball can enter the Cave, you must *first* hit the Knock-Out Target directly in front of the Cave.
- c** Always try to hit the KICKER TARGET. Besides gaining points, you'll also activate the KICKER – which will prevent your ball from entering the Exit Lane.
- d** Whenever your ball enters the KICK-OUT HOLE, it will be held, then released back into play. The longer your ball is held, the more points you'll score.

Regular points are automatically added to your score during play. BONUS POINTS are added at the end of your turn. You can score bonus points—up to 75,000 per turn—by hitting the following combinations:

- a** Try to light all 3 BUMPERS. If you do, you'll receive 15,000 points. Because Bumpers stay lit, you'll also receive 15,000 points on each of your remaining turns.
- b** Try to hit all 3 KNOCK-OUT TARGETS and the KICKER TARGET. If you hit all 4 on a single turn, you'll receive 20,000 points.
- c** Try to enter the CAVE after you've lit it. If you do, you'll receive 40,000 points. To light the Cave, you must *first* light all 3 Bumpers and – on one turn – hit all 4 Targets (including the Kicker Target).

TECHNICAL INFORMATION ABOUT WILDFIRE. BEFORE PLAYING, PLEASE READ THIS SECTION CAREFULLY.

1. PROPER CARE

The game's electronic circuitry is very delicate. Therefore:

- Never take WILDFIRE apart.
- Don't drop or jolt WILDFIRE.
- Take care not to get WILDFIRE wet.

The flipper buttons on WILDFIRE are sensitive, too. When pressing one, touch it *lightly*. Pressing hard is unnecessary and can damage the game.

2. BATTERIES

WILDFIRE can be made completely portable if you power it with batteries. To do this, you'll need 6 AA-size batteries. *Use only ALKALINE BATTERIES; they will work much better than regular carbon batteries.*

3. BATTERY INSTALLATION

- a. The battery cover is the outlined area on the bottom of the game.
- b. To remove the cover, place your thumb onto the ribbed space marked PRESS. Then, while pressing down, slide the cover about 1/2" in the direction of the arrow. Now lift the top of the cover toward you.
- c. Be sure to install batteries exactly as shown in battery compartment.

WARNING—IMPROPER INSERTION OF BATTERIES MAY PERMANENTLY DAMAGE YOUR GAME.

4. BATTERY CARE

Always remove the batteries when storing the game for long periods of time.

To prevent battery leakage—and consequent damage to the game—*immediately* remove any batteries that you suspect to be defective.

5. BATTERY REPLACEMENT

Batteries eventually have to be replaced. Therefore, *if you ever find that WILDFIRE is not working properly, you probably need new batteries.* If, however, any problems should occur with *new* batteries, check to make sure you've installed them correctly.

6. AC ADAPTOR

With a 9-volt AC adaptor you can run WILDFIRE on house current instead of batteries. **Not all 9-volt AC adaptors, however, will work properly with WILDFIRE.** Parker Brothers offers an AC adaptor which is specifically designed to be used with WILDFIRE. The adaptor we offer is listed by Underwriters' Laboratories and meets all child-related safety standards.

You may order this AC adaptor by sending your name, address and a check or money order for \$8.95 to: Parker Brothers, P.O. Box 609, Salem, Mass. 01970. Or use the convenient order form provided.

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2. **Proper Delivery:** The product must be shipped, prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970. Attention Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.

3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

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We will be happy to answer questions about this game. Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department.