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FIREWHEEL[®]
MADE IN AUSTRALIA

OWNER'S MANUAL

**NOT SUITABLE FOR CHILDREN
UNDER THE AGE OF 7 YEARS**



Frame Number	1	2	3	4	5	6	7	8	9	10	Total
Tee count each shot	X	2	1 0	X	0 3	4 1	2	1	X	1 2	
Progressive score	12	19	20	29	32	37	44	56	65	68	68

- (d) If all 6 tees are knocked over with the first shot it is called a “strike” and the score for the frame is 6 plus the number of tees knocked over in the next 2 shots of the following frames.
- (e) If all 6 tees are knocked over with 2 shots it is called a “spare” and the score is 6 plus the number of tees knocked over with the first shot of the next frame.
- (f) Follow the scoring in the sample game played above.
 Frame 1 is a strike. The score is $6 + 2 + 4 = 12$.
 Frame 2 is a spare. The score is $6 + 1 = 7$.
 After 2 frames the score is $12 + 7 = 19$.
 Frame 3 is a score of $1 + 0 = 1$.
 After 3 frames the score is $12 + 7 + 1 = 20$.
- (g) If a player obtains a strike or spare in the last (tenth) frame, set up the tees again and add on the shots or shot to obtain the score for this frame.
- (h) The winner of the game is the player with the most points after 10 frames.

HOLED-IT (Any number play)

- Cut a 7cm diameter hole in the lid of a shoe box (or similar), and place the lid back on the box.
- Place the box 1 metre from the edge of a table with the box on its side.
- Fully load the FIREWHEEL®.
- Shooting from the edge of the table, the object of the game is to shoot the maximum number of bands through the hole in the centre of the box.
- If each player has their own FIREWHEEL® and uses different coloured bands, all players may shoot at the same time.
- The winner of the game is the first player to put ten bands through the hole.

TEE-TOTALLER (Any number play)

- Line up 10 golf tees about 5cm apart, on the edge of a table.
- Fully load the FIREWHEEL®.
- Shooting from a distance of 1 metre, the object of the game is to knock over the maximum number of tees. Five or more tees down is a good score. It is extremely difficult to knock all 10 tees down.



INTRODUCTION

The FIREWHEEL® is carefully designed and manufactured from high quality materials. With normal use it will last for years and **all wearing parts are replaceable.**

It has a lifetime warranty against faulty workmanship or materials. There is no time limitation on this warranty.

FIREWHEEL® is designed to simulate all kinds of firearms commonly used; pistols, rifles, machine pistols and shotguns.

It has an inherently very accurate firing mechanism, and fires general purpose elastic bands with reasonable precision. It will handle a range of sizes, but it is recommended that Size 16 bands be used. These are readily available at most stationary suppliers.

The list of games you can play, and things you can do with your FIREWHEEL® is limited only by your imagination. A few recommended games are included later in this manual.

RECOMMENDED GAMES

BAND-BALL (Game for two people)

- Mark out a square on the carpet 150 cm (1.5 metres) each side with string (or similar). Adhesive tape is useful.
- Place a ping pong ball in the centre of the square.
- Both players fully load their FIREWHEELS®, and lie on the carpet with the tips of them on opposing sides of the square.
- On a given signal both players may commence firing and the object of the game is to knock the ball over the opposition's line. There is quite a bit of skill involved in hitting the ball and judging the right number of shots to use at any time.

Rules

- Both players must use their FIREWHEELS® in the upright position. It is not permitted to fire with it on its side.
- The FIREWHEELS® must be used in single-shot mode as far as practical. It is not permitted to fire all (or most) of the bands in a single burst.
- If the ball goes over the side lines, it shall be repositioned in the centre, adjacent to where it went out.
- A player may shoot from further behind the line if he wishes, but the tip of the FIREWHEEL® must be behind the line at all times.

- If neither player wishes to shoot at any time during a round, the player with the most shots left must shoot.
- If both players run out of shots without the ball going over a goal line, the ball is respotted in the centre and the round replayed.
- The first to win 5 rounds wins the set, and a game is normally the best of 3 sets.

SIX-TEE-BOWLS (Any number can play)

- Place a book or similar flat object (at least 2 cm thick) 90 cm from the edge of a table.
- Place the template provided in the manual on the book and set up six golf tees as targets.
- The game is scored in a similar fashion to ten-pin bowls. Scoring is in lots of 6 rather than 10.
- Draw up a blank score sheet for each player as shown below.

Rules

- The game consists of 10 frames, each frame being 2 shots, unless all 6 tees are knocked over with the first shot.
- Each player takes it in turn to play a frame.
- The score for a frame is the total number of tees knocked over with the 2 shots.

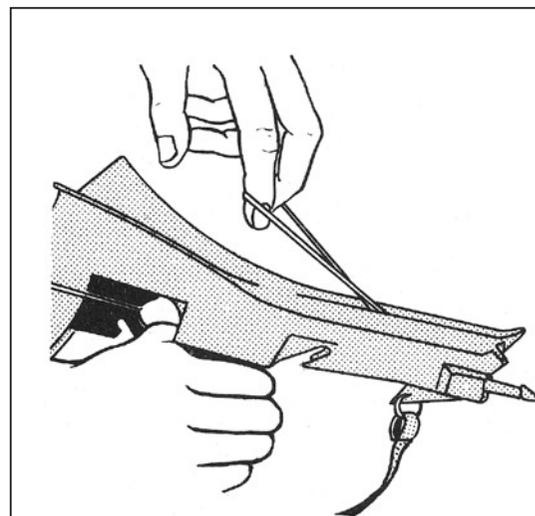


Fig. 3

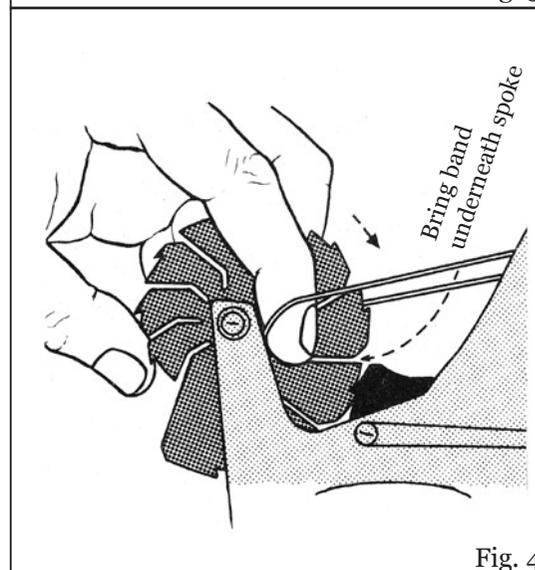


Fig. 4

- Hook the band over the front pin and stretch it back with the tips of the two fingers. Make sure the band is inside the slot. (See Fig. 3)
- Spread the two fingers holding the band and bring it back between the rear guide fins.

Note: It is not necessary to guide the band down the rear slot. This happens automatically when you pull your hand away.

- Slide the band along the top of the trigger and **underneath** the spoke. (See Fig. 4)
- Pull the band back as far as it will go.
- Rotate the wheel forward (in direction of arrow) **2 clicks** with the thumb of the hand holding the band.
- Pull your hand away quickly and the band will drop into position.
- Repeat the above procedure until the shortest spoke is loaded.

FIRING

To begin with the trigger action will feel strange because you push it forward rather than pull it back.

- Grip the butt of the FIREWHEEL® between the palm of your hand and fingers 2, 3 and 4. (See Fig. 5).
- To fire, ease the trigger **forward** with the base of the thumb. The faster you push, the faster it fires.
- By putting finger 1 on either of the two positions on the front of the trigger you can control the rate of fire.

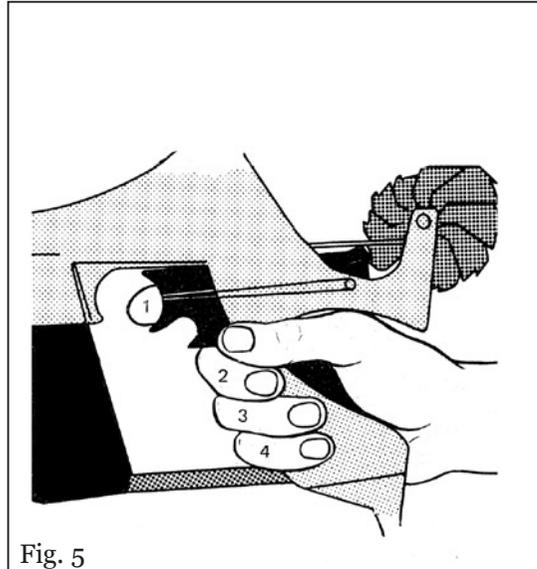


Fig. 5

SIGHTING

- When using the FIREWHEEL® as a machine gun, the slot along the top of the barrel should be used as an aid to sighting. Picture the slot as an extended line to the target. You will find that after a while you develop a feel for where it is pointing.
- To use the FIREWHEEL® as a rifle, unclip the shoulder rest from the front hand grip and press it firmly into the butt. Either of two sets of sights may be used;

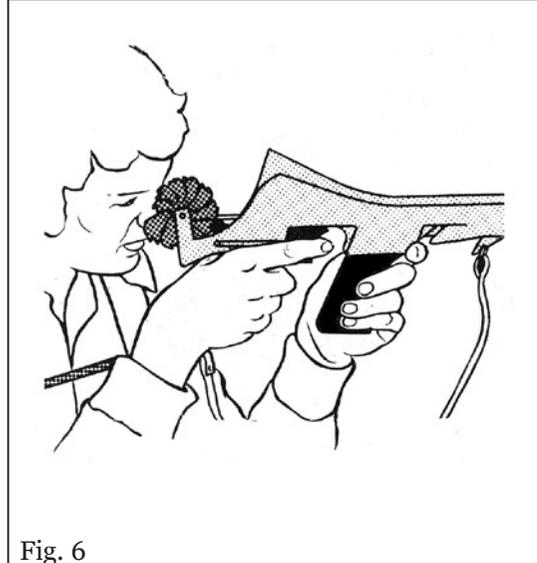


Fig. 6

FULL 10 SHOTS

When you are used to loading and firing the FIREWHEEL®, try loading the full ten shots.

- Rotate the wheel to bring the longest spoke pointing towards the front - the trigger will be engaging the shortest spoke. (See Fig. 7)
- Bring the band **underneath** the longest spoke in the usual way.
- Push the trigger right in and hold it in.
- Rotate the wheel in the usual way and release the trigger to engage the longest spoke.
- Remove the hand from the trigger and place in on the front hand grip.
- Load the remaining nine shots in the usual way.

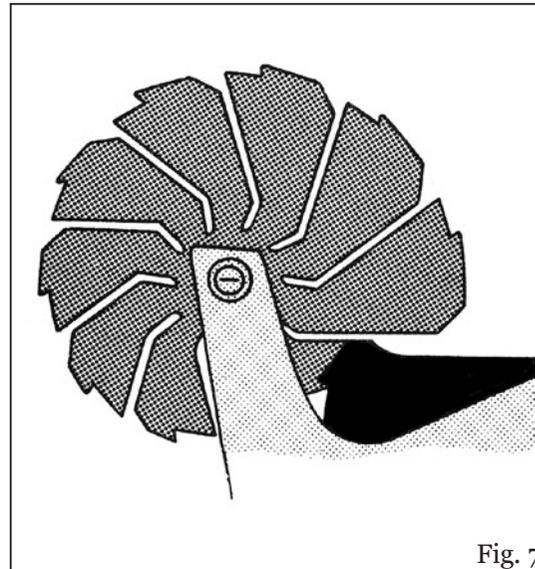


Fig. 7

- (a) For “snap” shooting bring the eye up close (about 50mm) to the wheel and look **over** the hub, through the gap in the wheel and along the slot in the top of the barrel. (See Fig. 6)
- (b) For more deliberate and accurate sighting look **under** the hub, through the gap in the wheel and along the top of the ridge in the bottom of the barrel. Place the notch in the ridge on the target.

SHOTGUN EFFECT

- Load the FIREWHEEL® in the normal manner.
- Hold the wheel and push the trigger right in.
- Rotate the wheel forward to engage the longest spoke and release the trigger.
- When you press the trigger all bands loaded will discharge.
- You can vary the ‘shotgun charge’ by loading more or less bands.