

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ 1st and 3rd players play solid balls 1 thru 7, 2nd and 4th players play striped balls 9 thru 15. Player completing all solid or all striped balls may play the 8-Ball.
- ★ Completing "C-H-A-M-P" increases spinner value. 1st time doubles all Playfield score values, 2nd time triples values, 3rd time lites outlanes alternately to score Special, 4th time both outlanes flash to score Special.
- ★ 1 Replay for making 8 Ball when Special lite is lit.
- ★ 1 Replay for completing "E-I-G-H-T" when Special lite is flashing.
- ★ 1 Replay for ball thru either outlanes when Special lite is flashing.
- ★ 1 Replay for ball thru either rollup lane when Special lite is flashing.
- ★ 1 Extra Ball for completing "E-I-G-H-T" when Extra Ball lite is flashing.
- ★ 1 Extra Ball per ball in play.
- ★ Tilt penalty ball in play.

M051-00B38-A030

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ 1st and 3rd players play solid balls 1 thru 7, 2nd and 4th players play striped balls 9 thru 15. Player completing all solid or all striped balls may play the 8-Ball.
- ★ Completing "C-H-A-M-P" increases spinner value. 1st time doubles all Playfield score values, 2nd time triples values, 3rd time lites outlanes alternately to score Extra Ball or 50.000 points, 4th time both outlanes flash to score Extra Ball or 50.000 points.
- ★ 1 Extra Ball or 50.000 points for making 8 Ball when Special lite is lit.
- ★ 1 Extra Ball or 50K points for completing "E-I-G-H-T" when Special lite is flashing.
- ★ 1 Extra Ball or 50K pts. for ball thru either outlanes when Special lite is flashing.
- ★ 1 Extra Ball or 50K pts. for ball thru either rollup lane when Special lite is flashing.
- ★ 1 Extra Ball or 25K pts. for completing "E-I-G-H-T" when Extra Ball lite is flashing.
- ★ 1 Extra Ball per ball in play.
- ★ Tilt penalty ball in play.

M051-00B38-A031

**1 TO 4  
CAN PLAY**

## **INSTRUCTIONS**

**FOR  
AMUSEMENT  
ONLY**

- ★ 1st and 3rd players play solid balls 1 thru 7, 2nd and 4th players play striped balls 9 thru 15. Player completing all solid or all striped balls may play the 8-Ball.
- ★ Completing "C-H-A-M-P" increases spinner value. 1st time doubles all Playfield score values, 2nd time triples values, 3rd time lites outlanes alternately to score 50.000 points, 4th time both outlanes flash to score 50.000 points.
- ★ 50.000 points for making 8 Ball when Special lite is lit.
- ★ 50.000 points for completing "E-I-G-H-T" when Special lite is flashing.
- ★ 50.000 points for ball thru either outlanes when Special lite is flashing.
- ★ 50.000 points for ball thru either rollup lane when Special lite is flashing.
- ★ 25.000 points for completing "E-I-G-H-T" when Extra Ball lite is flashing.
- ★ Tilt penalty ball in play.

M051-00B38-A032

**1 TO 4  
CAN PLAY**

## **8 BALL CHAMP**

**FOR  
AMUSEMENT  
ONLY**

**1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.**

**1 REPLAY FOR EACH SCORE OF 4,000,000 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**

M051-00B38-A035

1 TO 4  
CAN PLAY

## 8 BALL CHAMP

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.

1 REPLAY FOR EACH SCORE OF 3,000,000 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

M051-00B38-A036

1 TO 4  
CAN PLAY

## 8 BALL CHAMP

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

M051-00B38-A037

1 TO 4  
CAN PLAY

## 8 BALL CHAMP

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

M051-00B38-A038

**1 to 4 can play.**

### **Eight Ball Champ**

- ★ 1st and 3rd players play **solid balls** 1 thru 7, 2nd and 4th players play **striped balls** 9 thru 15. Player completing all solid or all striped balls may play the **8-Ball**.
- ★ Completing "**C-H-A-M-P**" increases **spinner value**. **1st time doubles** all Playfield score values, **2nd time triples** values, **3rd time** lites outlanes alternately to score "**Special**", **4th time** both outlanes flash to score "**Special**".
- ★ **1 Replay** for making "**8 Ball**" when "**Special**" lite is lit.
- ★ **1 Replay** for completing "**E-I-G-H-T**" when "**Special**" lite is flashing.
- ★ **1 Replay** for ball thru either outlanes when "**Special**" lite is flashing.
- ★ **1 Replay** for ball thru either rollup lane when "**Special**" lite is flashing.
- ★ **1 "Extra Ball"** for completing "**E-I-G-H-T**" when "**Extra Ball**" lite is flashing.
- ★ **1 "Extra Ball"** per ball in play.
- ★ Tilt penalty ball in play.

X-00.000.1094

1 TO 4  
CAN PLAY

8 BALL CHAMP

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 1,500,000 POINTS.

1 REPLAY FOR EACH SCORE OF 3,000,000 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

1 TO 4  
CAN PLAY

8 BALL CHAMP

FOR  
AMUSEMENT  
ONLY

1 REPLAY FOR EACH SCORE OF 2,000,000 POINTS.

1 REPLAY FOR EACH SCORE OF 4,000,000 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

## Es können 1 - 4 Spieler spielen. Eight Ball Champ

- ★ Der erste und dritte Spieler zielen auf die **vollen Kugeln**. Der zweite und vierte Spieler nimmt die **halben Kugeln**. Sind alle Kugeln beleuchtet, kann die »8.« Kugel gespielt werden.
- ★ Durch Abschießen von »**Champ**« kann der »**Spinner**«-**Bonus** erhöht werden.
- ★ **Einmaliges** Abschießen **verdoppelt** die Spielfeld-Punktezahlen. **Zweimaliges** Abschießen **verdreifacht** die Spielfeld-Punktezahlen. **Dreimaliges** Abschießen läßt die Auslaufbahnen abwechselnd blinken. **Viermaliges** Abschießen läßt beide Auslaufbahnen blinken.
- ★ **1 Freispiel** falls die »8.«-Kugel getroffen wird und »**Special**« leuchtet.
- ★ **1 Freispiel** wenn »**EIGHT**« beleuchtet wird und »**Special**« blinkt.
- ★ **1 Freispiel** wenn die Kugel durch eine Auslaufbahn rollt und »**Special**« blinkt.
- ★ **1 Freispiel** wenn die Kugel über die oberen Überrollkontakte rollt und »**Special**« blinkt.
- ★ **1 Freispiel** wenn »**EIGHT**« beleuchtet wird und »**Extra Ball**« blinkt.

X-00.000.1093

Fonts used: News Gothic MT Std, News Gothic MT Std Condensed, Wingdings, Helvetica, HelveticaNeueLT Std Blk Cn, Helvetica Narrow.

### Cards status:

M051-00B38-A030 confirmed.  
M051-00B38-A031 confirmed.  
M051-00B38-A032 needed to verify.  
M051-00B38-A035 confirmed.  
M051-00B38-A036 confirmed.  
M051-00B38-A037 needed to verify.  
M051-00B38-A038 needed to verify.  
X 00.000.1093 German confirmed.  
X 00.000.1094 confirmed.

Recommended "High Score to Date" levels:  
(reset periodically)  
3 ball 4,000,000 points  
5 ball 5,000,000 points

The red and blue score cards are based upon the red and blue instruction card.  
If you have a real red and blue score card, please send me a picture.

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](http://www.inkochnito.nl)

If you like my work, please make a donation via Paypal.