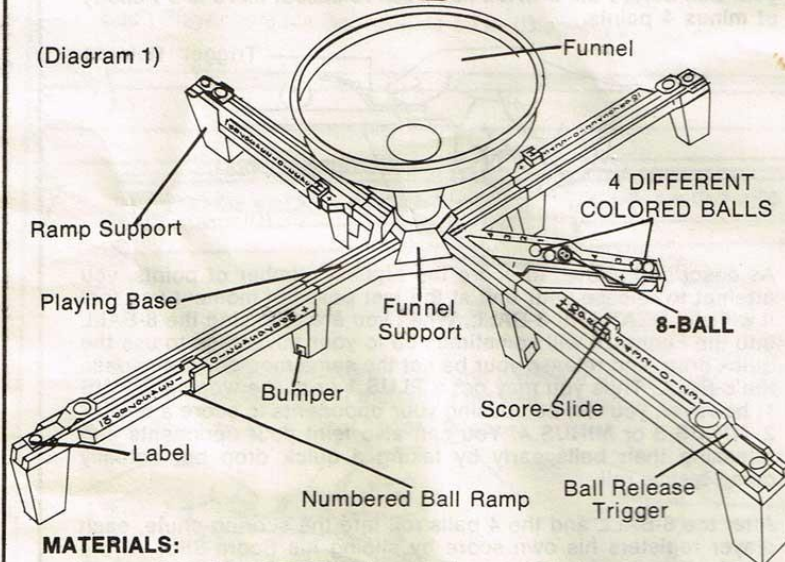


the Beat 8 Ball®



MATERIALS:

8-BALL PLAYING PLATFORM (consisting of 1 Playing Base • 1 Funnel Support • 1 Funnel • 4 Numbered Ball Ramps • 4 Score-Slides • 4 Ramp Supports • 4 Ball Release Triggers • 1 Pressure Sensitive Label Sheet • 4 Bumpers) • **1 "8-BALL"**
 • **4. DIFFERENT COLORED BALLS**

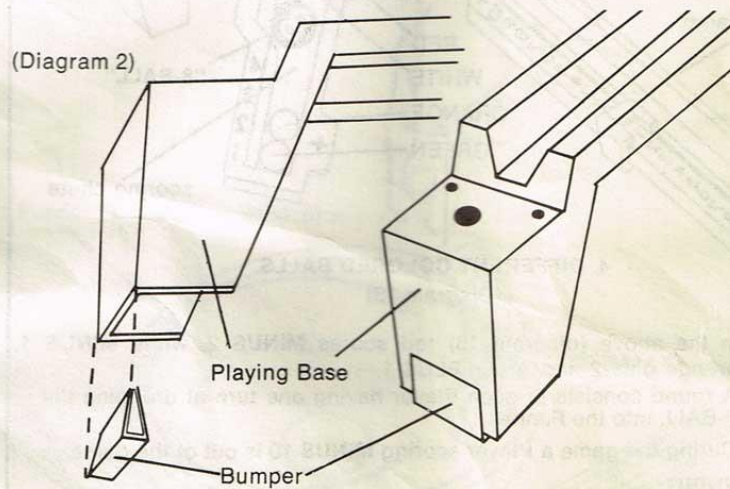
NOTE:

Remove play pieces from plastic rods and clean all edges on play pieces. Discard Rods.

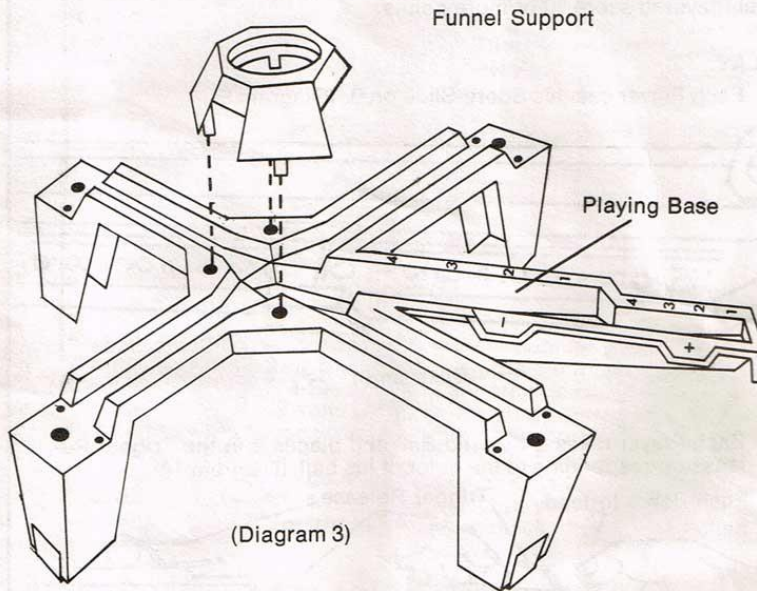
ASSEMBLY OF THE 8-BALL PLAYING PLATFORM

1. PREPARATION OF PLAYING BASE

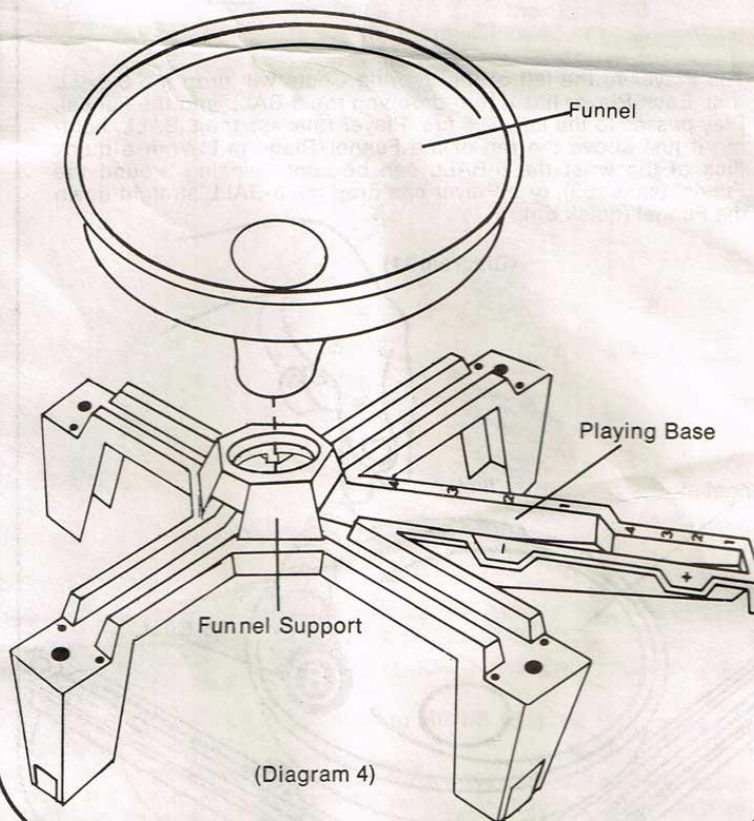
A. — Take a Bumper and place it on each of the Playing Base Legs. (Diagram 2)



B. — Push the Funnel Support firmly into the Playing Base by matching the 3 holes in the Playing Base with the 3 posts on the Funnel Support. (Diagram 3)

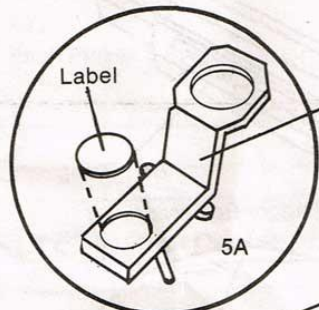


C. — Push the Funnel securely into place in the Funnel Support. (Diagram 4)

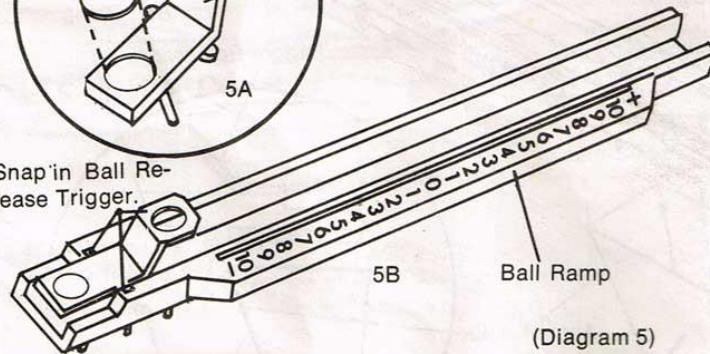


2. PREPARATION OF THE NUMBERED BALL RAMPS (4)

- A. — Place a color label in the indented area of each Ball Release Trigger. (Diagram 5A) Snap each of the Ball Release Triggers into place on each of the Ball Ramps. (Diagram 5B)

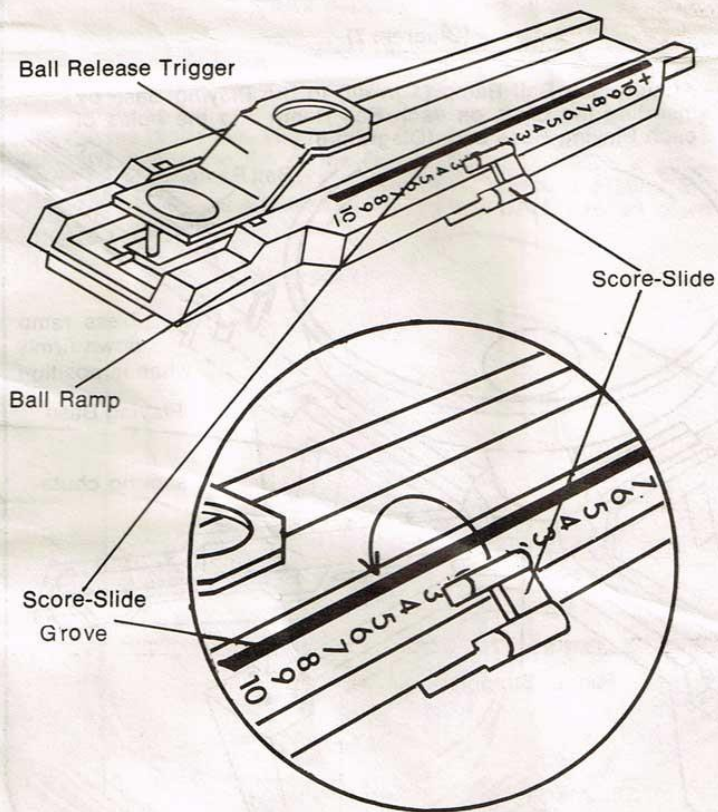


Snap in Ball Release Trigger.



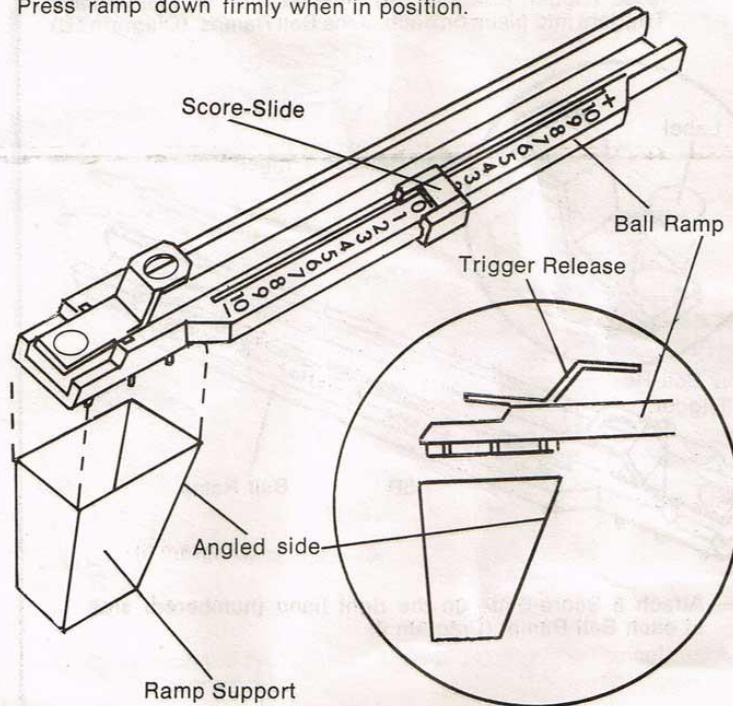
(Diagram 5)

- B. — Attach a Score-Slide on the right hand (numbered) side of each Ball Ramp. (Diagram 6)



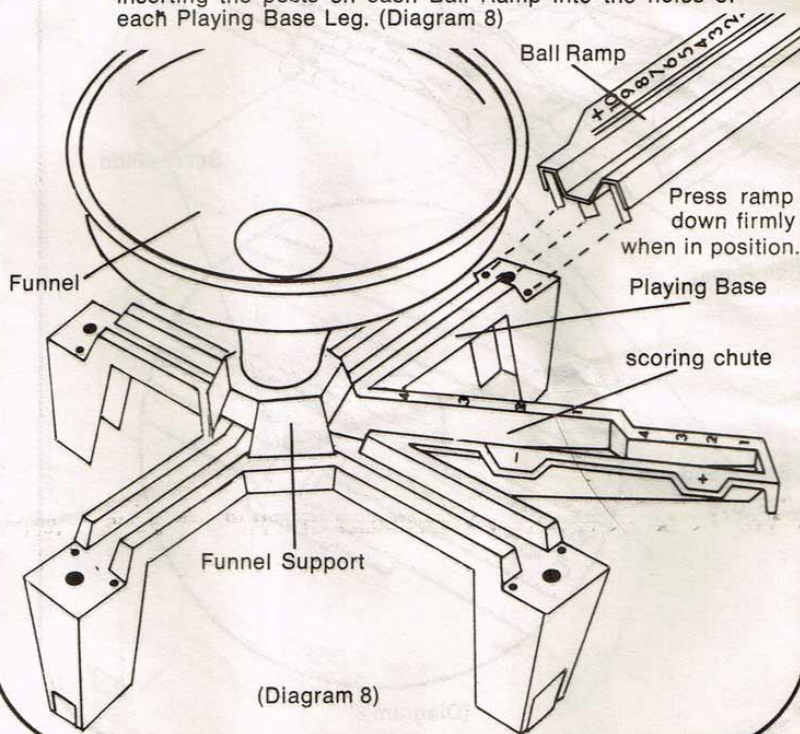
(Diagram 6)

C. — Fit each ball ramp support onto each ball ramp (Diagram 7).
 Make sure angled side of ramp support faces toward funnel.
 Press ramp down firmly when in position.



(Diagram 7)

D. — Attach each Ball Ramp (4 in all) to the Playing Base by
 inserting the posts on each Ball Ramp into the holes of
 each Playing Base Leg. (Diagram 8)



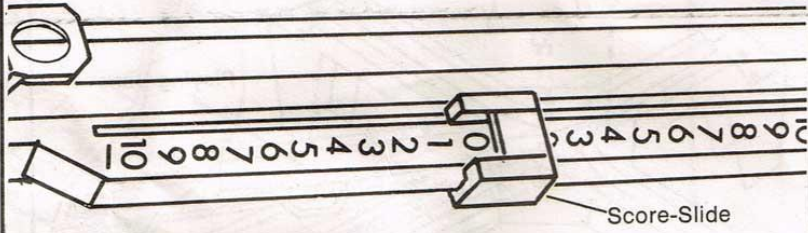
(Diagram 8)

OBJECT:

To have the highest score at the end of 3 rounds of play or to be the first Player to score 10 or more points.

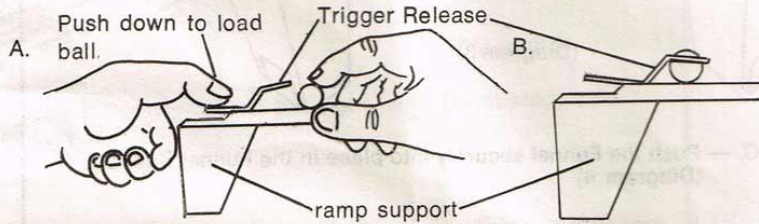
PLAY:

1. Each Player sets his Score-Slide on 0. (Diagram 9)



(Diagram 9)

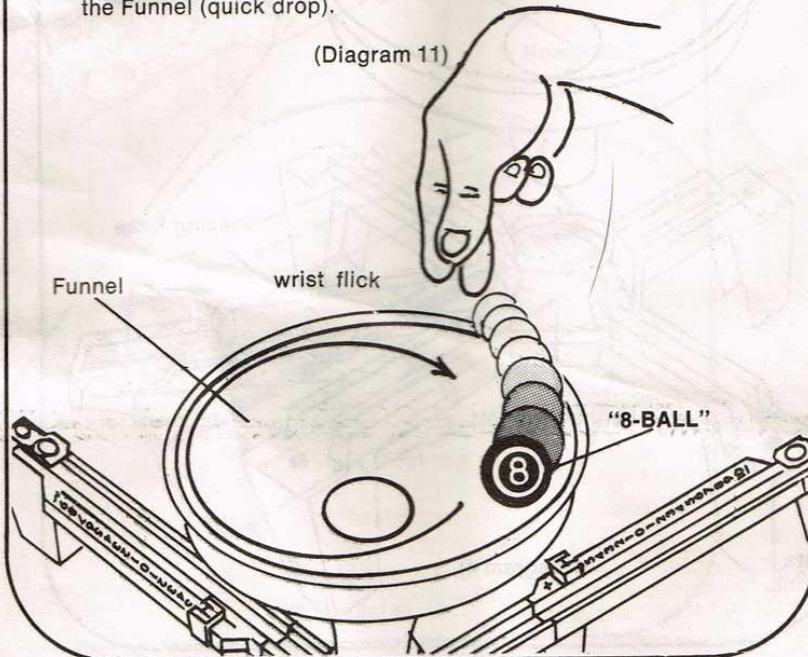
2. Each Player takes a Colored Ball and places it in the Trigger Release corresponding to the color of his ball. (Diagram 10)



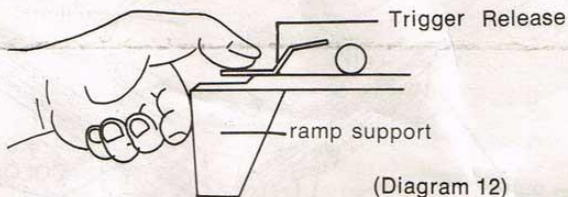
(Diagram 10)

3. The Player to the left of the Scoring Chute will drop the 8-BALL first. Each Player has a turn dropping the 8-BALL into the Funnel. Play passes to the left. The first Player releases the 8-BALL, holding it just above the rim of the Funnel.(Diagram 11)With a quick flick of the wrist the 8-BALL can be sent spinning around the Funnel (slow roll), or a Player can drop the 8-BALL straight down the Funnel (quick drop).

(Diagram 11)

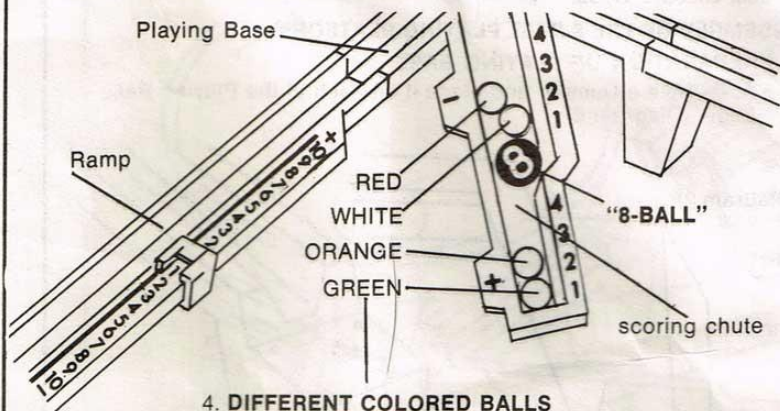


4. Once the 8-BALL has been released, each Player can release his ball at the last moment he feels it will **BEAT THE 8-BALL** down the Scoring Chute. To release the ball, press down the end of the Trigger Release and hold it down. (Diagram 12) **If you release your ball before the 8-BALL has been released, there is a Penalty of minus 4 points.**



(Diagram 12)

5. As described above, to score the highest number of points, you attempt to release your ball at the last possible moment you feel it will still **BEAT THE 8-BALL**. When you are releasing the 8-BALL into the Funnel, it will sometimes be to your advantage to use the quick drop, and release your ball at the same moment you release the 8-BALL. Thus you may get a **PLUS 1** or at the worst a **MINUS 1**; however, you will be causing your opponents to score a **MINUS 2**, **MINUS 3** or **MINUS 4**. You can also feint your opponents into releasing their balls early by faking a quick drop but actually doing a slow roll.
6. After the 8-BALL and the 4 balls roll into the scoring chute, each player registers his own score by sliding his Score-Slide to the appropriate number. Make sure you move your Score-Slide in the proper direction. For example, If you score a **PLUS 2** you push your Score-Slide toward the Funnel 2 spaces (or 2 numbers). If you score a **MINUS 3**, you push the Score-Slide toward the Trigger Release 3 places (or 3 numbers). For example, if your Scoring-Slide is at **PLUS 1** and you score **MINUS 3**, you would move your Scoring-Slide 3 spaces or 3 numbers toward the Trigger Release (0 is considered a space or number). The indicator would then be at **MINUS 2**.



4. DIFFERENT COLORED BALLS
(Diagram 13)

7. In the above (diagram 13) red scores **MINUS 2**, white **MINUS 1**, orange plus 2 and green **PLUS 1**.
8. A round consists of each Player having one turn at dropping the 8-BALL into the Funnel.
9. During the game a Player scoring **MINUS 10** is out of the game.

WINNING:

After 3 rounds have been played the player with the highest score wins the game, or if at any time during the game a player scores **PLUS 10** he wins the game.