Bally®

Eight Ball Deluxe ™

THE
EXPERIENCE OF REAL PINBALL

2,645,500

1,030,500

BALL IN PLAY

15   3

423,000

642,500

DELUXE PinBall

MAC

1D   077

AMTEX

Eight Ball Deluxe

DIGITAL PINBALL

AMTEX

The Pinball Company

Macintosh

Requires: System 6.0.7 or higher, 256 color monitor, 4MB RAM.

Supports: System 7, all Macintosh models with 2_ color capability or 256 shades of gray.

Original Bally Pinball Received

AMOA

Game Of The Year 1982
Game Of The Year 1983
Game Of The Year 1984

Amusement & Music Operators Association

256 Color

BEST PINBALL GAME

Playmeter Magazine
1983-1984

256 Color

Eight Ball Deluxe

DIGITAL PINBALL

Bally ®

Software by
LittleWing ™
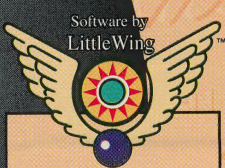
Made In Canada
Printed In Canada

AMTEX™

Bally®

Eight Ball Deluxe™

Disk 1

PinBall

AMTEX™

Bally®

Eight Ball Deluxe™

Disk 2

PinBall

Eight Ball Deluxe™

Read Me First

Eight Ball Deluxe™ from AMTEX is a fast–moving digital simulation of the world famous pinball machine from Bally®. Get ready for great scoring, surprises and realistic pinball action you've come to expect from AMTEX.

Package Contains
- Read Me First letter
- Quick Start instructions
- Manual
- Three DSDD disks

A note from our President: Peter Zuuring
Thank you for purchasing Eight Ball Deluxe™, our second pinball game and the first PINBALL CLASSIC from our COLLECTOR SERIES.

TRISTAN™, our first pinball game (not to be missed) won MACWORLD's award for Best Sports Game of 1992. We are totally committed to bringing you the best of pinball through our own innovations as well as through licensing agreements with Bally, Williams and Gottlieb—the world's leading pinball manufacturers.

By the way, you'll be pleased to note that Eight Ball Deluxe™ contains no manual-thumbing copy protection. I hope you'll appreciate the convenience and would ask that you play fair with us in return.

Besides, we want to build up a relationship with you. We're offering special deals, neat pinball stuff, and a free newsletter packed with pinball tips to all our registered users. Don't miss out! Send in your registration card today.

I know you'll enjoy the game as much as I do.

Peter Zuuring

Eight Ball Deluxe™ runs on:
Macintosh II series, Macintosh LC series, Macintosh Quadra Series, Macintosh SE/30*, PowerBook 160 & 180* as well as the Duo 210 & 230*. (*requires external monitor, turn off video mirroring in PowerBook display Control panel).

If you need help getting **Eight Ball Deluxe**™ to work on your system, please contact your local dealer or call Amtex Software Corporation at (613) 967-7900.

System Requirements
Macintosh with a monitor capable of displaying 256 colors or 256 shades of gray. Requires System 6.0.7 or higher. 4 Megabytes of RAM, 3 Megabytes Hard Disk space.

Quick Start Installation
1. Make sure your monitor is set to 256 color mode or 256 gray scale. (use the Monitors Icon under Control Panels).

2. Load the Eight Ball Deluxe™ program files into the same folder on your hard drive. (Eight Ball Deluxe 1.01, Eight Ball Deluxe Sound, Eight Ball Deluxe™ Data.)

3. Double–click the Eight Ball Deluxe™ 1.01 icon. After unpacking, the program will invite you to register. Please enter your name <tab> to the next field and enter the game serial number, which is found inside the front cover of your manual. Click on "Register" to complete installation.

4. Click "OK" on the next screen and Eight Ball Deluxe™ will automatically load up your first game.

To Play Eight Ball Deluxe
1. Start by double clicking the Eight Ball Deluxe icon. To skip the optional music introductory sequence, click the mouse button for faster loading.
2. After the game has loaded, insert coins by entering <Command> "C", once for each player.
3. Enter <COMMAND> "N", once for each player.
4. Pull back the plunger by pressing <Return>, then release to begin playing. Plunger power is determined by length of time return key is held down.
5. To suspend play, click the mouse. To continue, select Resume from the File Menu.
6. These six keys are all you need to play Eight Ball Deluxe.

```
Insert Coins..................<Command> "C"
Starts Game / Adds Players:........<COMMAND> "N"
Left Flipper:...................."Z"
Right Flipper..............."/"
Pull back plunger................<Return>
Nudge playfield................<Spacebar>
```

7. Rung up a high score? Go on, take credit for it. The right flipper advances through the alphabet, while the left descends. Hit the space bar to lock in the correct letter. A click on the mouse enters your name as displayed.

Amtex Software License Agreement

P.O. Box 572, Belleville
Ontario Canada K8N 5B2
tel (613) 967-7900 *fax* (613) 967-7902
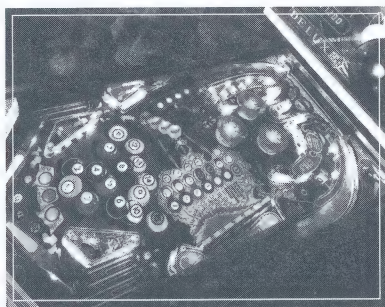
Bally®

Eight Ball Deluxe™

Official Player Manual

Real Games — Rare Games
Pinball Classics™

The Amtex Collector's Series brings you the experience of actual pinball games made by the world's leading pinball manufacturers. Games whose sheer, white - knuckled fun have launched them to the top of pinball charts.

The rare games, the games that fans wore out... These are the games destined to become Pinball Classics. Now, thanks to Amtex Virtual Engineering, you've got your own Pinball Classic—and it will last forever.

The first Pinball Classic™
by Amtex

Why did we choose Eight Ball Deluxe to be the first? Simply because it's one of the greatest pingames ever made. More than ten years after its award-winning release, Eight Ball Deluxe continues to draw new fans and remains the favorite of many pros.

But don't take their word for it. Check it out for yourself. Follow the installation instructions that start on page five of this manual. Then...

"Quit talking and start chalking!"

Eight Ball Deluxe™

A

Bally®

Pinball Original

Presented by

AMTEX™

Software Corporation

6135EM15620

Serial#

Acknowledgments

AMTEX would like to thank all the people in the pinball industry who have enthusiastically supported us in spreading the pleasure of pinball through the medium of computer simulation.

Eight Ball Deluxe, the Bally pinball game, is now brought to life on your computer through the innovations of Amtex Software.

Bally Design Team

VP Novelty Engineering - Norm Clark
Senior Designer - George Christian
Artwork - Margaret Hudson
Game Programmer - Rehman Merchant
Sound Programmer - Neil Falconer

AMTEX Design and Production Team

EIGHT BALL DELUXE PROGRAM - Macintosh Version
Producer - Peter Zuuring
Pinball Consultant - John A. Popadiuk (Planet Design)
Software Design - Yoshikatsu Fujita (LittleWing)
Programming - Y. Fujita
Game Artist - Reiko Nojima (LittleWing)
Digital Sounds - J. Popadiuk, Y. Fujita

EIGHT BALL DELUXE PROGRAM - IBM PC Version
Software Design - Mark Vange (P.A.S. Systems)
Programming - Mike Pot
Game Artist - Jeremiah O'Flaherty, J. Popadiuk
Digital Sounds - M. Vange, J. Popadiuk
Pinball Consultant - J. Popadiuk

MARKETING AND PROMOTION
Amtex - Lisa Moore, Colleen Mogan,
        Elisa Morton Palter,

PACKAGE and DOCUMENTATION
Design - John A. Popadiuk
Writer - Ken Dickson
Contributions - P. Zuuring, Lisa Moore, Elisa Morton Palter

WITH SPECIAL THANKS TO
McLaren Morris & Todd, Laura Pretty and Roger Sharpe.
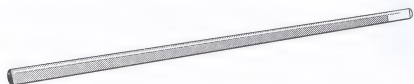
Table of Contents

Introduction

Introduction

Congratulations on your choice of Eight Ball Deluxe from AMTEX. You have purchased the experience of real pinball.

Many of the innovations that bring Eight Ball Deluxe alive emerged during the development of Tristan, AMTEX's breakshot pinball game.

Working out of the love of pinball, our designers and programmers cut loose—playing and experimenting, reworking and refining to get the game feeling right and playing great. Did they succeed? We think so. As do Tristan's many fans, including MACWORLD, who honored Tristan with their 1992 "Best Sports Game" award.

• Tristan is the experience of real pinball.

All the excitement and satisfaction of Bally's original game is about to come to life under your hands, thanks to AMTEX Virtual Engineering:

Sight

Savor the original artwork on the live, 3-D playfield in 256 vivid colors.

Sound

Strike up an orchestra of armatures, coils, solenoids, springs and slingshots as your ball caroms across the playing field and nails your targets. Check out the musical effects; dig that ball roll. All authentic. All digital.

And that gritty voice? The original.

PLASTIC CAP

PLASTIC SKIRT WITH STEM

THUMPER BUMPER SOLENOID

THUMPER BUMPER (D.C. TYPE)
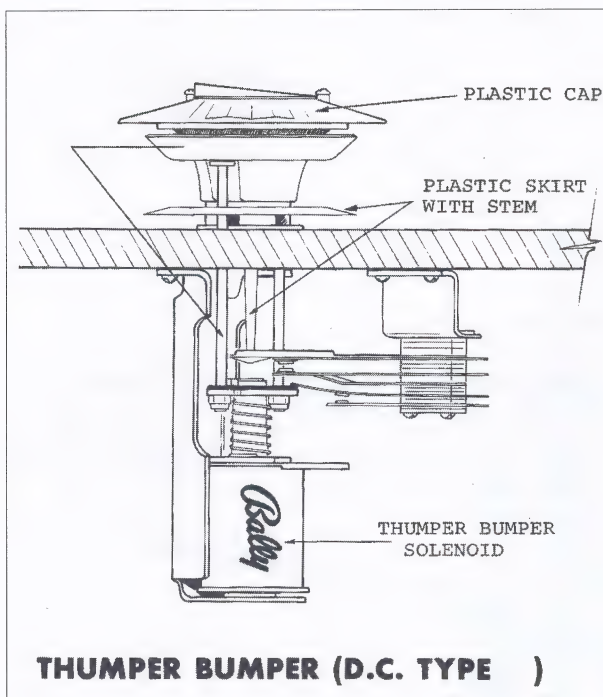
• Bally Thumper Bumper Assembly Circa 1976

Ball Action

Your chips will be humming to crunch the algorithms that trace the flight of the silver ball. Everything is factored in: ball mass, gravity, inertia, incline, momentum transfer, flipper acceleration, nudging—even the varying modulus or "bounce" of different rebound surfaces. Whew!

Don't miss the whirlpool effect as you sink your ball in the Corner Pocket.

$$V_{(avg)} = \frac{V_1 + V_2}{2}$$

$$a = \frac{\Delta V}{t} \qquad F = m \times a$$

Art of Motion

That "indefinable something" of Amtex pinball, that touch of realism in ball play, comes, surprisingly enough, from subtle twists in the calculations, subtle bends of the rigorous laws of physics. We've warped them just enough to give your game the touch, the look and the feel of the real thing.
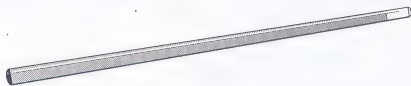
Pinball
Fundamentals

Pinball Fundamentals

"Pinball is 80% skill and 20% luck" - Dave Hegge, 1992 IFPA Champion.

Every falling ball obeys the laws of physics. The player has three ways of influencing its motion: 1) the Plunger 2) Flippers and 3) the Nudge.

The Flippers

Eight Ball Deluxe features a third flipper that's well positioned for direct blasts against the Bank of Drop Targets. You may also enjoy using it to slow down fast balls or to feed then to the right flipper.

Master the following skills to keep the ball in play and move it through the targets. They'll help you reach that thrilling upper atmosphere where the high-scores, extra balls and special bonuses seem to go on for ever.

Good Flipper Technique

Fig 1
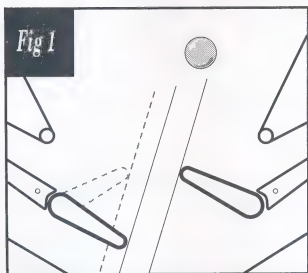
These basic tips are all you need to score millions in pinball!

This basic flipper technique will really improve your game. Always flip alternately, reducing the space in between the flippers. Think of the flippers as individual tools. Anticipate the trajectory of the ball. You'll save the ball more often by following Figure 1 than you will by flipping both flippers at the same time.

Ball Holding Technique

Fig 2
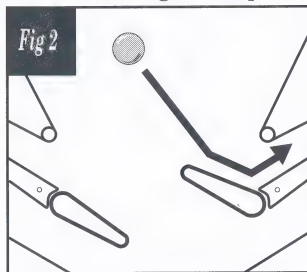
The ball save or hold will teach you to relax and control the frenzied pinball. Once cradled you can let the flipper down and aim for key shots on the playfield. Also use this technique to direct the ball through the Return Lane for cool action on the run. Some people capture the ball this way for a chance to catch their breath and then take a well-considered shot.

FLIPPER

Deflection Post Transfer

Fig 4
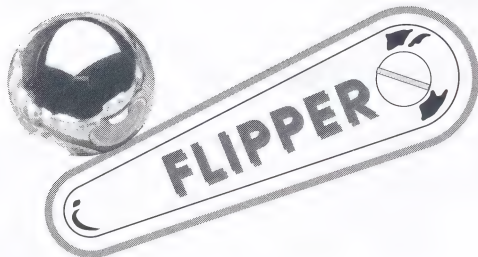
Dead Flipper Bounce

Fig 3
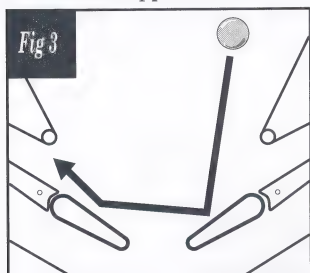
This advanced method is used to transfer the ball to the opposite flipper, if you have an important shot or want to slow down the action and take a rest. When the ball is falling for the middle of either flipper, just relax and let the pinball bounce over to the other side.
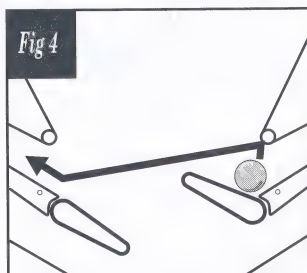
Once you have practiced the other 3 techniques, the advanced Deflection Post Transfer should be much easier to achieve. Once again, being in control of the ball is paramount for a high scoring game. This trick is effective for moving the ball around and making all those great shots and SPECIALS.

Top Flipper Control

Fig 5

• slow the ball down or blast it at the targets.
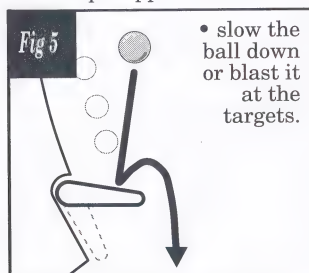
Plunger Skill Shot

The longer you hold down the <Return> key, the more energetic the launch. Careful timing will help you drop the ball into your choice of A or B Rollover Lanes. Aim for the one that's lit.

The spring loaded plunger has been a basic in pinball design for the last 90 years.
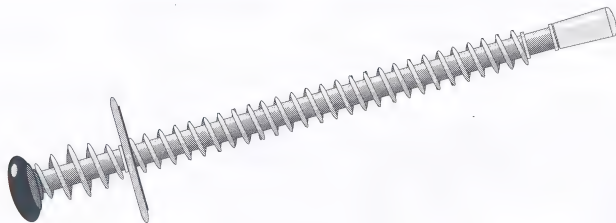
Nudging the Pinball

Nudging or gently pushing the pintable is the the most basic way to alter the ball's course or movement when it contacts a solid part. By using the spacebar you can impart force into the ball and accelerate or bounce it in another direction on the playfield. Nudging can help you score more points or make a rollover lane. Combine nudging with flipping for maximum power and skill. If the ball comes to rest on the game surface, nudging will dislodge it, but too much nudging will TILT the game!

HINT! Gently nudge when trying for A-B lanes.
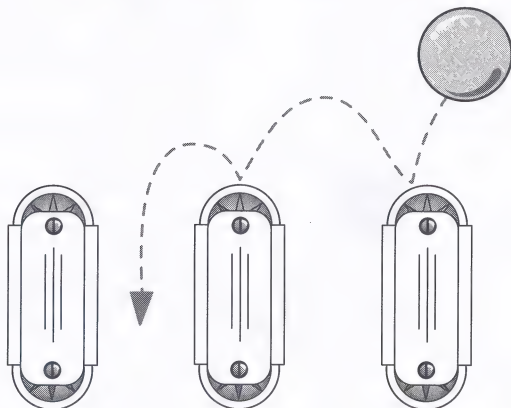
Game Features

Game Features

As you explore your own paths through the following features, discover what, for you, is the most direct route to the electric atmosphere of high scores. Experiment. Have fun. Find the strategy that racks up the most points for you.

Bank of 7 Drop Targets ———

If you're the first or third player, these targets represent the solid balls, 1 through 7. If you're the second or fourth player, they represent the striped balls, 9 through 15. Score 2,000 points each. Knock them all down to light the Eight Ball target.

The Eight Ball ———————

Make this shot after sinking your rack (the line of drop targets) and you'll activate the Deluxe Spot Targets. Sinking the 8 Ball also advances and scores the Right Lane. When the target is down, it will not come back up until the ball is ejected from the Corner Pocket and comes down through either lane A or B.

DELUXE Spot Targets

They're waiting for you behind the bank of Drop Targets. As soon as you've sunk all 7 Drop Targets plus the 8 Ball, you can start knocking the lights out of the D-E-L-U-X-E on the table. Score 3,000 points for each Spot Target you hit. Nailing the lot gets you another 50,000 points and resets the Drop Targets.

In-Line Drop Targets and Bank Shot ——

Shoot for these targets to maximize your bonus points.

- 1st target down: 5,000 points and 2X multiplier lights.
- 2nd target down: 10,000 points and 3X multiplier lights.
- 3rd target down: 15,000 points and 4X multiplier lights.
- 4th target down: 20,000 points and 5X multiplier lights.

Once they are all down, you've cleared the way to the Bank Shot. It scores 50,000 on the first hit, then SPECIAL—a free game!

Drop Targets
and DELUXE Targets
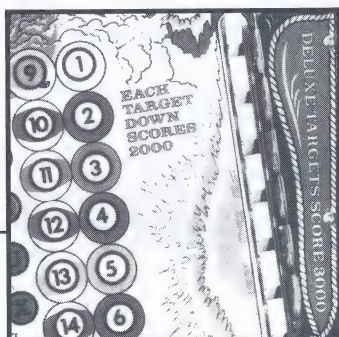
The DELUXE targets are behind the Drop Targets.

The Eight Ball

Check out The Playfield Map Inside the Back Flap!

In-Line Targets
and Bank Shot

A-B-C-D Roll Over Lanes

Don't forget your ABCD's. They're worth a lot of points. When you make the A and B Rollovers in the top lanes, the top arrow lights will alternate to score 25,000 points. Catch the C and D Rollovers down in the Return Lanes, left and right, to complete the series. This will drop two Bank Targets, advance the Corner Pocket value and activate the right lane light for 20,000 the first time, 40,000 the second, 60,000 the third and so on.

A-B-C-D also flashes the Thumper-Bumpers for 3,000 points each in sequence: left, right, bottom.

Roll Over Button in The Side Lane

A long, beautiful shot up the left side of the table. Each pass scores as follows:

- •1st: 500 points
- •2nd: 10,000 points
- •3rd: 30,000 points
- •4th: 50,000 points
- •5th: EXTRA BALL!
- •6th: 70,000 points
- •7th: SPECIAL
- •8th....70,000 points

The Corner Pocket

Break into the High Score Zone.

This is where the scoring gets serious. A little complicated? Yes. But well worthwhile. First of all, let's look at what happens as you start sinking a rack of balls. Perhaps you've already noticed that as you pocket one of the balls on the bank of Drop Targets or the 8-Ball, the large bonus balls on the playfield between the flippers will light as the small balls go out.

After you've completed your rack of pool balls (all eight targets), sinking your pinball into the Corner Pocket saucer "Racks 'em Up" again. The Drop Targets pop back up and their indicator lights go on, ready to be shot and scored all over. The large lights on the playfield between the flippers, however, will not reset until your next ball. Should you lose your pinball before completing all eight, there is no reset and you'll continue on during the next ball.

Now, for the points: Putting your ball into that Corner Pocket gets you 7,000 points for each large lit ball, multiplied by your current bonus multiplier. Additionally, you get 8 times 7,000—that's 56,000 points—multiplied by your bonus multiplier, for every time that you've previously completed the set of eight large ball lights.

A & B Rollover Lanes

The C-D rollovers are in the flipper return lanes.

Roll Over Button
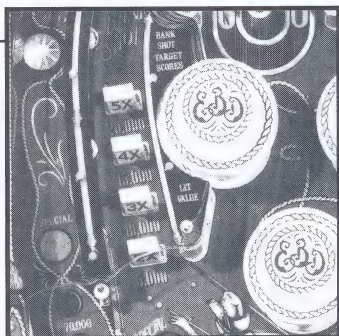
The Corner Pocket
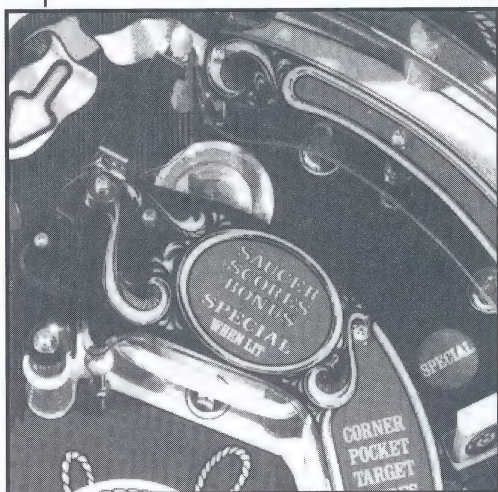
For example, let's suppose you complete the set of large pool ball lights for the second time of the game during your third ball and then drain. The large ball lights reset themselves and your fourth ball is served. While playing this ball, you nail four drop targets out of the rack, including the 8-Ball, thus re-lighting four large balls on the playfield.

Now, at last, you make a great flipper shot and sink your pinball into the Corner Pocket saucer. How much will it score?

Answer: 8 + 8 (for each time you previously completed the set of large lights) + 4 (for the 4 large lights now lit on the playfield) times 7,000.

$$= (8+8+4) \times 7,000$$
$$= 140,000 \text{ points}$$

Bonus: In the event that you'd also picked off the In-Line Drop Targets a couple times during the current ball and achieving a 3X bonus level, that sinker into the corner pocket would score:

$$140,000 \times 3 = 420,000 \text{ points}$$

Not bad for one shot!

Register Now
and:
•

Qualify for FREE software support.

•

Receive advance notice of new products.

•

Qualify for special pinball offers from Amtex.

•

Playing Tips from A Pro

(Dave Hegge - I.F.P.A. Champ)

Playing Tips from A Pro

"My favorite pinball game? Eight Ball Deluxe!"

Dave Hegge, the 1992 International Flipper Pinball Association Champion, tells us he likes this game for many reasons, but especially for its variety of great shots. "You can work almost any area on the playfield for both points and specials... Unlike most games, there's a choice of action."

Enjoy it. Take Dave's advice and vary your strategy from game to game as you pursue those elusive high scores.

After his return from Australia, which he'd toured as a guest of the Time Zone National Pinball Championships, Dave Hegge gave us some insider tips on specific shots. Here's the lowdown on Eight Ball Deluxe from someone who plays it often, just for fun, on his own, mint condition machine:

1. Start off by using the left flippers to go for the bank of Drop Targets and then the 8-Ball.

2. Contrary to some experts who feel that the DELUXE Spot Targets don't pay off fast enough, Dave points out that the DELUXE is a perfect way for beginners to rack up points —and maybe even win a free game!

3. Go for the Roll Over Button in that long shot up the left lane. Scoring builds up fast here. And, by the way, this is the only place in the game to get EXTRA BALLS. You can win up to 5 in a game (one per regular ball).

4. Drop the In-Line Targets to multiply your Bonus.

5. Sink your ball into the Corner Pocket to collect that Bonus—over and over.

Both of the last two shots, however, require dead accurate aim. Miss them and you risk a ricochet down the drain. Once your accuracy has come, though, these two skill shots will cut holes in your scoring ceiling and rocket you into the Pro Zone.

Thanks, Dave. We'll keep practicing.

Shoot-Out in New York City, February 1993

Eight Ball Deluxe, the Amtex computer edition, had its first public competition at one of pinball's biggest and most prestigious tournaments: **PAPA III**. This battle of skill and strategy took place at the Park Central Hotel, New York, New York on February 12-14, 1993.

Outside, a wild snowstorm swirled around the hotel, raging through the canyons of Manhattan, clogging roads and pummeling the pedestrians. Inside, the best players in the USA battled for pingame glory on the latest machines from industry giants Premier, Williams and Data East.

Inner Circle of Pinball

This year, by special invitation, AMTEX was there too, marking the first time a computer software company was ever invited to this inner circle of traditional pinball. It was here that we unveiled our latest game, the Mac Edition of **Eight Ball Deluxe**, and won acclaim from those who know pinball best.

The Score to Beat

Hundreds of pinball fans played **Eight Ball Deluxe** thousands of times that weekend. Many hit 1,000,000 points. A few even topped 2,000,000. Three actually broke 3,000,000. But the best score of all was claimed by Frank Romero, Jr., who racked up an unbelievable 5,511,290 points! As of this printing, Frank's record still stands.

Write and let us know how you fare. You could be the top player in your city, state, province, or country.

Amtex Product Support

Assistance with the use of **Eight Ball Deluxe** is available free of charge for registered users. AMTEX Product Support will ask you for your serial number when you call. It is located inside the front cover of this manual.

Before calling, please -

1. Review the installation, loading and operation instructions.

2. Check the section in this manual that covers error messages for your computer to see if your problem is described. You may save yourself a phone call.

3. Be ready with the name of your computer as well as the model, configuration and operating system information.

4. If you can reproduce the steps that create the problem, please note these down as well.

5. When you call, you should be at your computer with **Eight Ball Deluxe** loaded, if possible. Thank you.

AMTEX Product support is available Monday to Friday (except holidays), 9:00 am to 5:00 pm, EST. VOICE:(613) 967-7900 FAX (613) 967-7902.

Thank you for choosing AMTEX.

Macintosh Installation

(& Other Cool Tech Stuff)

Macintosh
System Requirements

Eight Ball Deluxe runs on:
Macintosh II series, Macintosh LC series, Macintosh Quadra series, Macintosh SE/30 (with external monitor), Macintosh PowerBook 160 & 180*, Macintosh Duo 210 & 230* and the Centris series.

Monitor:
Minimum 12" display. *PowerBooks require external monitor. Turn video mirroring off in PowerBook Display Control Panel.

Operating System:
System 6.0.7 or higher.

RAM:
A minimum of 4 Megabytes.

Hard Disk:
4 Megabytes of free space are required for installation. After installation, game files will occupy 3 Megabytes of disk space.

Should you have more than one monitor or LCD installed on your Macintosh, make sure the menu bar that appears on your color monitor is capable of 256 colors. AMTEX recommends that you turn off the screen saver program.

Installation

The **Eight Ball Deluxe** distribution set contains three DSDD diskettes. Copy the contents of each disk to a single open new folder on your hard drive.

    Copy **Eight Ball Deluxe™ 1.01** to your hard disk
    Copy **Eight Ball Deluxe™ Sound** to your hard disk
    Copy **Eight Ball Deluxe™ Data** to your hard disk

Note: Be sure all files end up in the same folder on your hard disk or **Eight Ball Deluxe** will not operate.

```
┌─────────────────────────────────────────────────────┐
│ ▦░░░░░░░░░ Eight Ball Deluxe™ folder ░░░░░░░░▨    │
├─────────────────────────────────────────────────────┤
│ 3 items          2024.7 MB in disk      8026.7 MB available │
├─────────────────────────────────────────────────────┤
│                        Ⓞ                              │
│              Eight Ball Deluxe™ 1.01                   │
│                       ◀))                             │
│                   EIGHTBALL                          │
│                    DELUXE                            │
│             Eight Ball Deluxe™ Sound                  │
│                       ▓▓                             │
│                   EIGHTBALL                          │
│                    DELUXE                            │
│              Eight Ball Deluxe™ Data                  │
└─────────────────────────────────────────────────────┘
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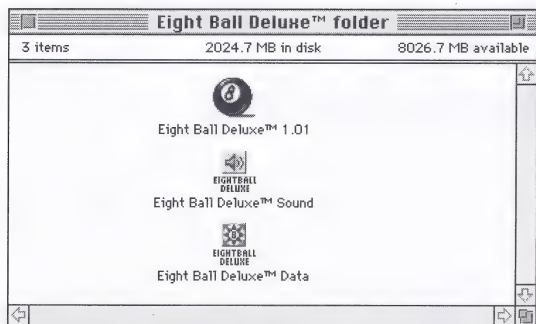
Double click Eight Ball Deluxe™ 1.01 to continue installation.
The program file, which was shipped in a compressd format, will
now extract itself. While expanding to normal size, it displays the
following screen:


```
┌───────────────────────────────────────────────┐
│ ▦░░░░ Unpacking Eight Ball Deluxe™ ░░░░▨   │
├───────────────────────────────────────────────┤
│           Ⓞ    Data is now unpacking.         │
│                Please wait a moment.          │
│                                               │
│        ▓▓▓▓▓▓▓▓▓▓▓▓░░░░░░░░░░░               │
│                                               │
│            Built-in Installer ©1992 LittleWing │
└───────────────────────────────────────────────┘
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┌─────────────────────────────────────────────────────┐
│ ░░░░░░░ Eight Ball Deluxe™ Registration ░░░░░░░   │
├─────────────────────────────────────────────────────┤
│  ⊙      Your name :  [                          ]    │
│                                                      │
│       Serial number : [                          ]    │
│                                                      │
│ IMPORTANT : Eight Ball Deluxe™ has a HighScore contest │
│ capability built-in. Your name and the serial number will │
│ be used for entry. Please enter your name exactly as │
│ you have on your registration card.                  │
│                                                      │
│  (  Cancel  )                    (  Register  )       │
└─────────────────────────────────────────────────────┘
```

Finally, the installation program will ask you to register. 1. Please
fill in both your name and the game serial number (located inside
the front cover of this manual). 2. Click "Register" to complete
your registration.

Starting the Mac Game

Once you've installed your game, starting it is easy. Simply double click on the Eight Ball Deluxe icon. To speed loading, disable the musical introduction by clicking your mouse button.

Game Play

Control Keys

Like most pinball games, Eight Ball Deluxe has two flipper buttons, one start button, one plunger knob and a coin drop:

- **Coin Drop:** <Command> "C"
- **Start New Game:** <Command> "N"
- **Left Flipper:** "Z" key
- **Right Flipper:** "/" key
- **Pull back plunger:** <Return>

DURING THE GAME:

- **Insert coins :** <Command> + "C"
- **Add players:** <Command> + "N"
  (available only until the first player loses the first ball)
- **View the Instruction Card:** Press <space bar>
  (while the ball rests at the bottom of the plunger lane)

Nudging or "Body English"

Once the ball is in play, you can give it extra speed by nudging the playfield at the moment the ball collides with any object, such as a bumper or rail. A well-timed thump on the <space bar> will do it. But watch out! Too much nudging will TILT the machine.

Game Pause

You can suspend the game any time by clicking the mouse. To continue, select "Resume" from the "File" menu.

High Score

Rung up a High Score? Go on, take credit for it. Use the flippers to record your name. Pressing your right flipper button (the "/" key) advances through the alphabet, while the left flipper (the "Z" key) descends. Once the correct letter is displayed, press <space bar> to select it and move on to the next. All done? Click the mouse.

Menu Descriptions

FILE MENU

- Choose "New Game" to start a new game, but don't forget that you'll need at least one credit (Insert Coin) per game, per player.
- Choose "Resume Game" to resume a suspended game.
- Choose "Insert Coin" to gain a credit.
- Choose "Add New Player" to enter multi-player mode. Repeat this menu choice for each additional player.
- Choose "Abort Game" if you want to abort the current game and start over.
- Choose "Auto Demo Mode" to switch between normal mode and demo mode. In demo mode, program automatically plays the demo continuously.
- Choose "Quit" to exit Eight Ball Deluxe.

File	
New Game	⌘N
Resume Game	⌘R
Insert Coin	⌘C
Add New Player	⌘A
Abort Game	
Auto Demo Mode	
Quit	⌘Q

OPTION MENU

- Choose "Sound On" to turn on the sound.
- Choose "Sound Off" to turn off the sound.
- Choose "Popup Instruction Card" to display the instruction card automatically for the first ball. Deselect this option to cancel.
- Choose "Display Trailer When Quitting" to display the "Trailer", or upcoming game preview, on program exit. Deselect this option to cancel.
- Choose "Apply Contest" to save a high score report to a file. A File Save dialog box will appear on screen. AMTEX's high score contests are fun for all. Find out just how good you really are! Watch your mail for notice of the next contest.

Option
✓Sound On
Sound Off
✓Popup Instruction Card
✓Display Trailer When Quit
Apply Contest...

On Screen Tips

Got more questions? We were going to cut you loose to discover the rest on your own, but the wizards in our staff couldn't resist building in some really neat, interactive help.

Where is it? Look on the right side of the main play screen, beneath the score. You'll see two balls. Click on either one of them and receive the answer to any question. Whatever one ball can't answer, the other will...

Executive Decision Maker

Playfield Secrets

Remember if you touch the spacebar when the ball is in the plunger lane, the instruction card will pop up to review.
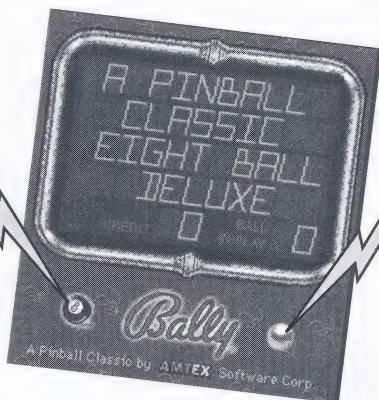
Error Messages

PROCESSING ERRORS

"Application program damaged"
> Recopy from your master disk and try again.

"**Eight Ball Deluxe** found some irregular data"
> This error is caused by one of the following:
> 1. Power failure during data access
> 2. Virus infection
> 3. Data error on disk

"Could not open file **Eight Ball Deluxe** Data"
> Please locate it in the same folder as Eight Ball Deluxe 1.01

"Could not open file **Eight Ball Deluxe** Sound"
> Please locate it in the same folder as Eight Ball Deluxe 1.01

Error Messages (cont'd)

System Locks Up / Flippers Do Nothing But Beep.

The Apple **"Easy Access"** keyboard feature can lock up your computer while you're playing **Eight Ball Deluxe**. To prevent this, avoid using the <SHIFT> key to control the plunger or holding the <RETURN> key down for longer than 4 seconds. Otherwise, delete **Easy Access** from the Control Panel folder.

Low memory may be another reason for execution failure, especially with System 7. Try streamlining your system file, turning all Extensions off or adding more RAM memory.

EQUIPMENT AND SETTINGS

"Eight Ball Deluxe requires operating system 6.0.7 or
	higher to run?."
"Eight Ball Deluxe requires Color QuickDraw to run."
"Eight Ball Deluxe requires 68020 processor to run."
"Eight Ball Deluxe requires more application memory to run."
"Eight Ball Deluxe requires that the main monitor be set
	to 256 colors to run."
"Eight Ball Deluxe requires the main monitor be set to
	256 Colors to resume the game."

SYSTEM ERRORS (Check your Mac Manual)

"ERROR 1"
	- "Bus Error" The processor has accessed an illegal area.
"ERROR 41"
	- "Can't load Finder Error."

Both Error 1 and 41 may occur as a result of low system memory. Streamline your memory usage or install more memory.

"Could not save file because file is already open."
"Could not save file because directory is full."
"Could not save file because disk is full."
"Could not save file because of disk I/O error."
"Could not save file because too many files are open."
"Could not save file because disk is write protected."
"Could not save file because file is locked."
"Could not save file because disk is locked."
"Could not save file because file is busy."
"Could not save file because write permission file is locked."
"Could not save file because of operating system error."

☑ *Remember!*

Registration Card

Eight Ball Deluxe

Bally

☐ Mac ☐ PC

REGISTER NOW
and you'll;

- Qualify for *FREE* software support.
- Get your *FREE* subscription to FLIPPER, the Amtex newsletter for computer pinball players.
- Receive advance notice of new products.
- Qualify for special pinball offers from Amtex: T-shirts, posters, real pinball machines and genuine pinball parts!

Name _____
Street Address _____
City _____
Country _____
Date Product Purchased _____
Serial # _____

Prov. / State _____
Zip Code _____
Where? _____

What is your favorite pinball machine? _____
Do you own other Amtex products? Yes No List
What is your age group? Under 12 12-17 18-25 26-35 35-40 40+
Are you? Male Female
How did you hear about this product?

☐ Demo in store ☐ Display in store ☐ Salesperson
☐ Magazine ad ☐ On line service / BBS ☐ Friend
☐ Review ☐ Box in store ☐ Mail from Amtex

Fax To:
613-967-7902

⑧

☐ **Yes!**
Send me more information on upcoming pinball games and neat items from Amtex.

Take a moment now to fill out your registration card. Mail it at your first opportunity—then get ready for your share of neat benefits!

IBM PC Installation

(& Other Cool Tech Stuff)

IBM PC
System Requirements

Eight Ball Deluxe PC runs on:
IBM PC or compatible with 386SX or higher processor.

RAM:
2 MB for full game experience; 1 MB with internal PC speaker.

Hard Disk:
4 MB of hard disk space required.

Graphics:
VGA, SVGA or MCGA graphics card supported. Color recommended.

Operating System:
DOS 3.3 or higher. With sufficient free memory, Eight Ball Deluxe will run in Windows 3.1 as a DOS application. Check the README.TXT file for the latest update on this.

Sound:
Internal PC speaker or Sound Blaster™ compatible sound card.

Laptops:
Works on most IBM PC compatibles, equipped with either color or b/w VGA, provided they meet the CPU and RAM requirements. Action may blur on passive matrix displays, but plays hot and sharp on the newer, active matrix machines.

Installation

README.TXT
During installation the **Eight Ball Deluxe** install program will give you an opportunity to view this file, which contains the latest updates and game enhancements. You can also review it anytime with Windows Notepad or other text editor.

DOS Installation
To install **Eight Ball Deluxe** onto your hard drive, place **Disk 1** into your 3.5" drive.

Log onto that drive, type "INSTALL" and press <ENTER>. For
example, if you've placed the disk into drive A:, type:

>   A: <ENTER>
>   INSTALL   <ENTER>

Then follow the on-screen instructions. Use the <TAB> key to
switch between options and the <ENTER> key to choose the
selected option.

Windows Installation

If you are running Windows, install the game by pulling down the
Program Manager's **File Menu** and choose "**Run...**" Type in
A:INSTALL <ENTER> (or B:INSTALL <ENTER>, if your disk is
in drive B:). Follow the on-screen instructions.

Insufficient Memory

If you are having trouble running **Eight Ball Deluxe**, it may be
due to a shortage of memory available in the first 640K of RAM.
Your best solution may be to create a "clean" boot disk that avoids
loading any utility programs useless to **Eight Ball Deluxe**. Check
the CLEAN.TXT file for up-to-date help on this.

Error Messages

Please check your README.TXT file for the most current list of
Error Messages and what to do about them.

Starting the Game

At the DOS prompt, select the drive and directory in which
you've installed **Eight Ball Deluxe** and then type 8BALLDLX
<ENTER>. Or, if you've installed the game under Windows 3.1,
and are running Windows, simply double-click on your **Eight
Ball Deluxe** icon.

Eight Ball Deluxe will load and take you to the ***Pinball Café.***

*"Quit talking
and start
chalking!"*

Eight Ball Deluxe

The Pinball Café

Welcome to the hub of Amtex computer pinball! Always open. Cycle through your menu with the <TAB> key, then hit <ENTER> to select. To return to the café, press <ESC>.

Game Start
Yes! Press **"S"** from anywhere in the Pinball Café to go directly to a new game of **Eight Ball Deluxe**.

Multi-Player Option
Before launching the first ball, you can set up the machine to keep track of as many as 4 players. Press the **"S"** key once for each player.

Chalk Board
Take a look at the Chalk Board for a list of the Top Ten Scores on your machine. If you'd like to enter an AMTEX tournament, get the validation code for your best score by pressing <Spacebar> while at the Chalk Board. The validation code confirms both your high score and game registration number.

Magnet Ball *(Free Play)*
Use your mouse as a powerful magnet to draw the pinball around the playfield and explore game features. Pressing the left mouse button activates the magnet; releasing it allows gravity to take over.

Behind the Back Glass
<TAB> through these controls till you get to the one you want. Then, use your "+" and "-" keys to adjust its value.

Pitch
Vary the incline of the playfield and thus the speed of the game.

Voltage
Raise or lower game voltage to affect the power of the flippers, thumper and slingshot bumpers.

Reset
Punch "+" here to reset all variables for Tournament Play. Only Tournament scores make it to the Chalk Board.

Sound Source
Cycle between Sound Blaster™, PC speaker or OFF.

Mouse
Switch your mouse ON (+) or OFF (-).

Game Play on the PC

The Scrolling Screen

What may well be the world's first smooth, vertically-scrolling 256 color VGA screen has just been developed by our PC programming team.

This stunning technical *tour de force* expands the playfield to the full width of your screen while extending it well beyond the upper and lower boundaries. To keep the ball in view at all times, the playfield glides up and down—just like the eyes of a player on an actual pinball machine.

Control Keys

Like most pinball games, **Eight Ball Deluxe** has one plunger knob, two flipper buttons and a start button:

- Start new game: "S" key
- Add a player: "S" key (before launch of ball 1)
- Pull back Plunger: <ALT> key
- Left Flipper: Left <SHIFT> key
- Right Flipper: Right <SHIFT> key

Additional computer commands:

- Score Display Bar: <ENTER> keys toggles on / off
- Game Pause: "P" key toggles on / off
- Audio: "A" key toggles on / off
- Return to Pinball Café: <ESC> key

Nudging or "Body English"
Once the ball is in play, you can give it extra speed by nudging the playfield at the moment the ball collides with any object, such as a bumper or rail. But watch out or you'll TILT!

- Nudge Up: <Spacebar>
- Nudge 45 Degrees Right: "Z" key
- Nudge 45 Degrees Left: "/" key

Using the Mouse to Play Pinball
To pull back the plunger: Hold down the left mouse button while drawing it back. Flippers: Once the ball is in play, the left and right mouse buttons operate the flippers. Remember to nudge with the keyboard.

High Score
Rung up a High Score? Go on, take credit for it. Type in your name and then press enter.

Pinball Café

You walk out of the brilliant, clay-cracking Nevada sun into a cool, quiet, Western bar. It's dark in here. At first, all you can see is a red and blue neon sign curving over the bar–and then, glowing in the corner, a pinball machine: Eight Ball Deluxe.

Your quarter drops. The machine chimes into life. Features flash over the playfield and the score resets with a series of chunks that burst through the stillness with the challenge of a Gattling gun ringing the bells of the Alamo.

Smiling as she brushes past you, the pretty bartender clicks an ice cold beer onto the top glass. You take a sip and smile at her. You pull back the plunger.

The game is on.

Coming Soon !

FUNHOUSE®
Hit "Midnight" and put Rudy to sleep for good!

ROYAL FLUSH™
"Wait till you see these Card Tricks."

Skill Shot

Every pingame has a challenging skill shot from the plunger. Try to place the ball through both A and B rollovers, then follow the arrow lights for 25,000 points next time you go through.

Corner Pocket Saucer

The payoff! Drop it here after sinking your rack of pool balls and you'll cash in Big Time.

Roll Over Button

Score more points each time you roll through this lane, up to 70,000. Then collect a FREE BALL.

Bank Shot Targets

Build up your Bonus Multiplier as you clear a path to the Bank Shot. Score 50,000 points on arrival and then SPECIAL—a FREE GAME.

Drop Targets

Score 2,000 points apiece. This bank of targets, plus the 8 Ball, represents your rack of pool balls. Sink 'em all and then stroke for the Corner Pocket.
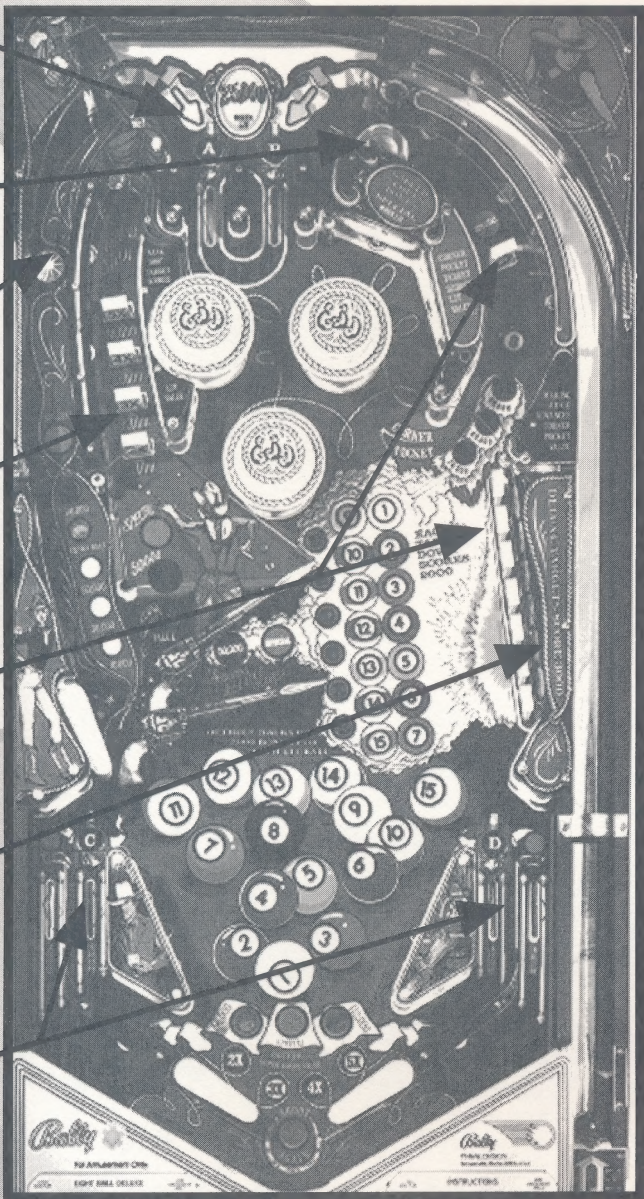
D-E-L-U-X-E

These spot targets light up after you've sunk the rack of pool balls. Score 3,000 points apiece, plus 50,000 for nailing the lot.

A-B-C-D Lanes

Making them all drops 2 ball targets, advances the Corner Pocket Lane value from 20,000 to 60,000 points and ups the ante on the thumper bumpers to 3,000 per kick. Wow...