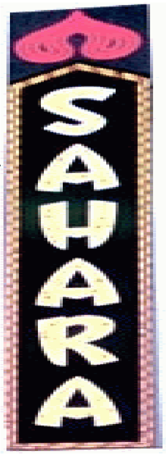

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Professional and Amateur Pinball Association present the

1998 World Pinball Championships

February 5 thru 8 1998

PAPA 6

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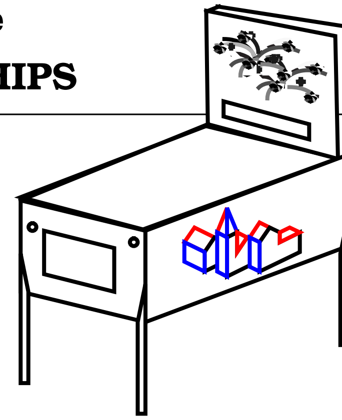


Divisions and Eligibility

This section lists the different divisions. Players may enter multiple divisions, subject to the constraints outlined below.

World Champion Division

Players in this division compete for the title "1998 World Champion." Eligibility is by previous qualification or invitation only. See the details on Page 7.

A-Singles Division

This division is for the best players, with participants competing for the title "*Best Pinball Player in the World*".

You should consider playing in this division if you consistently score replays whenever you play a game of pinball, and putting up your initials on a high-score list is a regular occurrence.

If a player enters in A division first, they cannot attempt to qualify in the B-Singles, C-Singles, or B-Doubles divisions.

B-Singles Division

This division is for pinball players who play regularly. You should consider playing in this division if replays are not rare for you, and you occasionally get to put up your initials on a high-score list.

If a player enters in B division first, they can later attempt to qualify in A division as well, until 6 pm on Saturday. They cannot attempt to qualify in C division. After 6 pm Saturday, the player can only attempt to qualify in one of those two divisions, and their scores in the other division are discarded (even if one of those scores is a qualifying score).

C-Singles Division

This division is for all other pinball players. Most players in this division rarely get replays, and thus everybody has a chance to qualify.

If a player enters in C division first, they can attempt to qualify in B division as well, until 6 pm on Saturday. They cannot attempt to qualify in A division. After 6 pm Saturday, the player can only attempt to qualify in one of those two divisions, and their scores in the other division are discarded (even if one of those scores is a qualifying score).

Women's Singles Division

This division is for female players only. Note that female players can also attempt to qualify in any of the A, B, and C divisions, within the constraints set above.

Junior's Singles Division

This division is restricted to players of age 17 years or younger as of February 4, 1998. Note that junior players can also attempt to qualify in any of the A, B, and C divisions. Female juniors can also attempt to qualify in the Women's division.

A-Doubles Division

This division is for any team that has at least one player attempting to qualify in *A-Singles* or *World Champion* divisions.

Players may team up with multiple partners to attempt to qualify. However, if they qualify with more than one partner, the player must choose with which partner to play in the playoffs; the other team will be disqualified.

B-Doubles Division

This division is restricted to players who are ***not*** also competing in the *A-Singles* or *World Champion* divisions. Thus all teams must be comprised of players from the *B*, *C*, *Women's* and *Junior's Singles* divisions.

Players may team up with multiple partners to attempt to qualify. However, if they qualify with more than one partner, the player must choose with which partner to play in the playoffs; the other team will be disqualified.

> ***Notice***
> **PAPA reserves the right to "bump" a player in the B or C Singles division to the next higher division, if in the opinion of PAPA officials they have demonstrated greater ability.**

COST	A, B, C, and Women's Singles	Juniors	A and B Doubles	World Champion
	$20 per entry	$15 per entry	$30 per team per entry	$0, no re-entry

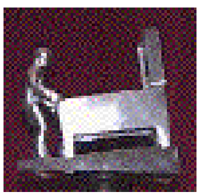
Players may re-enter as often as they like. There is no cost for the playoff rounds.

Tentative Schedule**

	World Champion	*A Singles*	*B Singles*	*C Singles*	*Women's Singles*	*Junior Singles*	*A Doubles*	*B Doubles*
Qualifying†	Thursday 11am–10pm Friday 10am–10pm	Thursday 11am–10pm Friday 10am–10pm Saturday 9am–8pm	Thursday 11am–10pm Friday 10am–10pm Saturday 9am–8pm	Thursday 11am–10pm Friday 10am–10pm Saturday 9am–8pm	Thursday 11am–10pm Friday 10am–10pm Saturday 9am–8pm	Thursday 11am–10pm Friday 10am–10pm Saturday 9am–8pm	Thursday 11am–10pm Friday 10am–10pm	Thursday 11am–10pm Friday 10am–10pm
Quarter-Finals	Saturday 9:30am	Sunday 10:00am	Sunday 9:30am	Sunday 9:00am	Sunday 10:30am		Saturday 2:00pm	Saturday 2:30pm
Semi-Finals	Saturday 11:00am	Sunday 1:30pm	Sunday 12:30pm	Sunday 12:00pm	Sunday 2:00pm	Sunday 11:00am	Saturday 4:30pm	Saturday 4:00pm
Finals	Saturday 12:30pm	Sunday 4:30pm	Sunday 3:30pm	Sunday 3:00pm	Sunday 4:00pm	Sunday 1:00pm	Saturday 7:00pm	Saturday 6:30pm

**Actual schedule is subject to change. Any such changes will be announced and posted as soon as they are known.

† Last ticket sold at the specified closing time. A player's entry must begin within 2 hours of the last ticket sold.



Prize Packages

	World Champion	*A Singles*	*B Singles*	*C Singles*	*Women's*	*Juniors*	*A-Doubles*	*B-Doubles*
Number of Qualifiers**	**17**	**17**	**17**	**17**	**17**	**9**	**8**	**8**
1st	**$2,000, a trophy, and the title "WORLD CHAMPION"**	**Trip to Hawaii for 2, plus a brand new Williams or Bally pinball machine, a trophy, and the title "*Best Pinball Player In The World*"**	**A brand new Williams or Bally pinball machine and a trophy.**	**A SEGA pinball machine (possibly an older model) and a trophy**	**$1,500 and a trophy**	**$500 and a trophy**	**$2,000 (for team) and two trophies**	**$1,000 (for team) and two trophies**
2nd		$1,000 and a plaque	$750 and a plaque	$750 and a plaque	$750 and a plaque	$300 and a plaque	$1,000 (for team) and two plaques	$500 (for team) and two plaques
3rd		$750 and a plaque	$600 and a plaque	$500 and a plaque	$500 and a plaque	$200 and a plaque	$500 (for team) and two plaques	$250 (for team) and two plaques
4th		$500 and a plaque	$400 and a plaque	$400 and a plaque	$350 and a plaque	$100 and a plaque	$250 (for team) and two plaques	$125 (for team) and two plaques
5th		$300 and a certificate	$300 and a certificate	$300 and a certificate	$250 and a certificate	$10		
6th		$175 and a certificate	$175 and a certificate	$175 and a certificate	$150 and a certificate	$10		
7th		$150 and a certificate	$150 and a certificate	$150 and a certificate	$125 and a certificate	$10		
8th		$125 and a certificate	$125 and a certificate	$125 and a certificate	$100 and a certificate	$10		
9th		$100 and a certificate	$100 and a certificate	$100 and a certificate	$75 and a certificate	$10		
10-17th		$25	$25	$25	$25			

****In all Singles Divisions except Juniors, the top qualifier goes straight to semi-finals. Positions 2 through 17 compete in quarter finals.**

Scoring

Singles Qualifying
(A, B, C, Women's Junior's)

In each entry, players will play one game on each of six machines in the designated qualifying bank. All scores will be totalled together. At least the top 20 scores will be posted and updated hourly.

Once all qualifying rounds have ended, in A, B, C, and Women's singles divisions, the player with the top score moves on to the semi-finals, and the players in 2nd through 17th position move on to quarter finals. In Juniors, the players with the top 9 scores move on to semi-finals.

Players in 18th, 19th, and 20th should remain on standby in case a player does not show for their playoff round.

Players may re-enter as often as they want; scores from different entries cannot be combined. Only a player's highest scoring round is kept.

Doubles Qualifying
(A, B)

In each entry, both players of a team play a game together on each of four machines in the designated qualifying bank. All scores will be totalled together. At least the top 10 scores will be posted and updated hourly.

Once all qualifying rounds have ended, the teams with the top 8 scores move on to the quarter-finals.

Teams may re-enter as often as they wish; scores from different entries cannot be combined. Only a team's highest score is kept.

Tie Games in Playoff Matches

In the rare event that two players get the exact same score in a playoff game (most likely to happen on *NBA Fastbreak*), the tied players will play 1-ball sudden death in a new game, with the higher score winning. If still tied, player plays another ball.

Singles Playoffs

Singles playoffs involve head-to-head competition, in matches consisting of four games on four different machines, with 3 or 4 players per match.

All playoff round scoring for Singles will use the PAPA Competitive Scoring System. Each game, in each group of players, points are awarded as follows:

1st	10 points
2nd	5 points
3rd	1 point
4th	0 points

From the round of 17 singles participants, nine players (three groups of three) shall advance to the semi-finals, based on PAPA scoring points. Four of those nine players will advance to the finals.

Matches in Quarter Finals (numbers represent qualifying position):

Group I	2, 15, 16, 17
Group II	3, 12, 13, 14
Group III	4, 9, 10, 11
Group IV	5, 6, 7, 8

The 8 players with the most PAPA points will move on to the semi-finals. The 8 players who do not move on to the semi-finals will receive the 10th–17th prize.

Except for the Juniors division, the top qualifier gets a "bye" in the quarter finals, and goes straight to semi-finals.

Matches in Semi-Finals (numbers represent position after Quarter Finals):

Group I	*top qualifier, 8,9
Group II	2, 6, 7
Group III	3, 4, 5

In Junior's division, the same table above is used, except that numbers represent qualifying positions.

The four players with the most PAPA points in the semi-finals will move on to the finals. The five players who do not move on will receive prizes for finishing 5th through 9th. Finishing position is based on total PAPA points accumulated in the semi-final round.

Matches in the Finals will be based on PAPA points scored in semi finals:

Group I	1,2,3,4

Final positions are based on total PAPA points accumulated in the final round.

Ties: In the event of a tie in PAPA points, only the scores of those players who are tied will be considered, and PAPA points awarded as if those tied players played directly against each other. Players will then be ranked based on these points. In case there remains a tie, the sum of scores for each player will be used as a tie breaker (hence score on highest scoring machine will likely serve as the tie-breaker).

Order of Play in Singles

Players pick their order of play based on their performance in the previous game. Highest score picks first, 2nd highest score picks second, etc. In the first game of a match, the order is based on the player's final position in the previous round.

Doubles Playoffs

The Doubles Scoring for head-to-head competition has been modified as compared to PAPA-5. The new scoring puts more emphasis on both players from a team contributing towards a team's victory.

Each team will play four games head-to-head against another team, on four different machines. The team will be awarded points for each game based on the ranking of the players in that game, on the following basis:

1st	7 points
2nd	5 points
3rd	3 points
4th	1 point

In addition, **for each game**, **1 bonus point** will be awarded to the team whose combined score of both team members is greater.

The winner of the match is the team with the most points accumulated after 4 games. That team moves on to the next round.

In case of a tie in overall points, the scores of all games played by each team will be added, and the team with the higher total score will win.

Matches in Quarter Finals will be based on qualifying position as follows:

Group I	1 vs. 8
Group II	2 vs. 7
Group III	3 vs. 6
Group IV	4 vs. 5

Matches in the Semi Finals will be based on total points in quarter finals as follows:

Group I	1 vs. 4
Group II	2 vs. 3

Matches in the Finals will be based on total points in semi finals:

Group I	1 vs. 2
Group II	3 vs. 4

The winner of Group I gets 1st place, opponent gets 2nd place. The winner of Group II gets 3rd place, the opponent gets 4th place.

Order of Play in Doubles

In head-to-head doubles, players on each team alternate. Thus one team goes 1st and 3rd, the other goes 2nd and 4th.

For the first game in a match, the team that scored highest in previous round selects who goes first. In subsequent games, the team that scored most points in the previous game selects.

Malfunctions

Unfortunately, machine malfunctions and breakdowns are a fact of life for pinball machines. When such malfunctions occur during tournament play, we will do our best to ensure fairness and equality in dealing with the situation among all players. In that light, the following rules for malfunctions will be applied to everyone. In cases not covered by these rules, a PAPA judge will make a ruling, and that ruling will be listed in a log book, and be used as precedence for the same problem happening subsequently during the tournament.

Note that in some cases, the specific rule for qualifying play (one player games only) is different from the rule during finals play (multi-player head-to-head games).

The rules and regulations listed in this document are guidelines for the judges. The judges, however, have the authority to modify the rules, subject to approval by the tournament president, in cases where the rulings are ambiguous, clearly unfair to the affected parties, or the circumstances are not covered by the current set of rules and regulations. All such decisions will be made in the interest of fairness and friendly competition.

Major Malfunctions:

A major malfunction is one that results in an unfair loss of ball in play (i.e. premature loss of turn) and that is not a normal part of the game. A single malfunction that causes more than one player to be affected, or that causes more than one ball to be loss prematurely, is considered a "catastrophic malfunction". See the corresponding section below.

A malfunction that does not end a ball pre-maturely is considered a minor malfunction. Play continues normally. A player, however, may elect to call a technician between balls to fix the problem. If the problem cannot be fixed without ending the game, then the player must continue play, unless it *significantly* affects scoring. See ruling for that case below.

Note that a malfunction that causes the loss of a ball during multiball, but does not result in loss of turn, is *not* a major malfunction.

If it is unclear if a malfunction is "major" or "minor", the PAPA judge makes the decision.

The following are examples of ***major*** malfunctions:

- the machine ends a players turn (e.g. starts counting end-of-ball bonus) while one or more balls are still in play.
- a lit kickback fails to kick the ball back into play, resulting in loss of turn.
- ball on a habitrail that feeds inlane, but spins into outlane.
- stuck ball that technician cannot remove without ending ball (see special ruling on stuck balls).

The following ***are not considered major*** malfunctions:

- no ball saver, even if light was on when ball drained.
- tilting to dislodge a stuck ball (see special ruling on stuck balls)
- a multiball round ends prematurely but does not result in loss of ball in play.
- a ball goes airborne and down the drain.
- a switch fails to register, but does not directly result in loss of turn.
- a lit kickback fails to work during multiball
- ball kicked out during ball search then drains because player not ready.
- another player tilts or plays your ball by mistake (see rules for interference instead).
- magnet of *Theatre of Magic* catches ball, but then drops it down outlane instead of inlane; or magnet fails to catch ball.

Qualifying Rounds:

The player will be allowed to replay a qualifying round game if one of the following occurs:

- A catastrophic malfunction that causes loss of MORE than one ball. (For example, ball gets stuck on ball 2, but fixing problem requires turning machine power off.) Note that the player should ask the scorekeeper to record their score BEFORE the technician works on the machine. If the player fails to ask the scorekeeper to do so, then the score of the aborted game is immediately thrown out.
- Two major malfunctions on same game, that game can be replayed. If the game is replayed, these two major malfunctions do not count towards the 3 major malfunction rule described next.
- Three major malfunctions on 3 different machines allows player to replay one game on one of those 3 machines. The player must select which machine to replay immediately at the end of the game with the third malfunction. If a second malfunction in that game occurs, then the two major malfunction rule above applies instead.

In the case that a player replays a game due to multiple major malfunctions, they keep the better of the two scores between the original game played and the game that was replayed.

If a major malfunction also results in the machine not being playable, then the rules for broken machines (given below) will be applied for selection of what machine to play on.

Playoff Rounds

In the final rounds, machines will be set to 4 (or more) balls per game when possible, even though only the first 3 balls will be played. If a major malfunction occurs, judges will allow the player to play the additional ball. If this is not possible, or playing an additional ball will not balance out the effects of the malfunction, then the judges will either try to either reset the machine to the state it was in prior to the malfunction, or give the player the option to replay the game or to play one additional ball in a new game, whichever the judge decides is the more fair solution for *all* players in the match.

Minor Malfunctions Causing Significant Scoring Change

Qualifying Rounds

If a malfunction causes a player to receive an exceptionally unfair advantage or disadvantage compared to other players, then a judge may at his discretion suspend play on the game until the problem is fixed. If necessary, the affected player(s) re-play their games and their scores in the affected game are discarded. Players not affected finish their current game and their score stands.

Playoff Rounds

A judge will decide based on the circumstances whether or not a minor malfunction caused a scoring change of sufficient magnitude that it may affect the outcome of the match. If the judge believes so, then the minor malfunction will be treated as a major malfunction, and the rules described above for major malfunction will be used.

Malfunctions (Continued)

Stuck Balls

If a ball gets stuck and you tilt the machine trying to remove it, it is ***not*** a major malfunction. Instead, when you encounter a stuck ball, and after ***four*** ball searches a ball is not dislodged, then call for a technician to remove it. The technician will open the machine to remove it, and place it either in the plunger lane (if manual plunger) otherwise on the *right* flipper. A stuck ball is considered a major malfunction only if the technician is unable to remove it without tilting the machine or somehow ending the ball.

If during a ball search the machine serves another ball, and that ball gets stuck the same way as the previous ball, then immediately call the technician. If another ball is served and it dislodges the stuck ball, then play can continue (you'll now have one extra ball in play). If the ball drains and play continues normally, then proceed. If when one of those two balls drains, it ends your ball, then it is a major malfunction (this is most likely to happen on a Sega machine). If the machine serves two balls to the plunger lane on the next ball, then the machine has not corrected itself. Call the technician; more than likely, the game will have to be replayed.

If for any reason a game cannot be opened to dislodge a stuck ball, then once the judges are present you may attempt to nudge the ball free and if you are able to free the ball without tilting you may continue play. If you do tilt while trying to free the ball under judge's supervision, then it *is* counted as a major malfunction, and the rules for major malfunction described above take effect.

If in Multi-Ball you get one or more balls stuck; and knowingly continue to "play" the remaining ball(s) for more than 30 seconds without notifying the judges that you want the ball unstuck; then it will be assumed that you want to play that way as it was to your advantage. However, it will then be up to you to shake the ball loose on your own and risk tilting the machine. If you tilt the machine, it is *not* a major malfunction. If after tilting you still cannot dislodge the stuck ball, you may call a technician.

Catastrophic Malfunctions

Catastrophic Malfunctions are those that immediately cause a game to be terminated. They may occur as a result of total machine failure, overheated components, main processor halts, etc. These are handled on a case by case basis. Usually these malfunctions result in loss of game for all players, and the game(s) have to be replayed. However, if the machine still shows the score when the machine malfunctioned, the player can elect to keep that score instead of re-playing. Exception: if the malfunction occurs during the last ball of a game, then the rules for Major Malfunction are applied instead.

Qualifying Rounds

If a broken machine cannot be repaired quickly, it will be replaced with the same machine from a practice bank (if available). All current scores remain valid; provided that the malfunction did not "inflate" them; "Deflation" of score *due to the malfunction* though the "deflated" scores may be replayed or kept at the affected player(s)'s option. This option shall be made to any player(s) immediately upon discovery of the deflation and they will at that time have the option to keep their score or replay the affected game.

If the same machine from a practice bank is unavailable, then the judges may elect to replace the machine with a different machine.

The judges and a representative player selected by the judges will decide what machine is suitable to replace the broken machine, and base their evaluations of the substituted game on the following criteria: tilt sensitivity (including slam tilt), game level and incline, flipper strength and alignment, proper operation of game, and the "feel" of the game.

The representative player will give the judges any input on differences between the games that he/she may see; the judges will then determine if game play may continue on; or if any scores for that game must be disqualified and new games played on the substitute game. Differences noted by players to the judges that are adjustment oriented, such as flipper alignment should be made and if need be another comparison game should be played until one game is determined to be an equal substitute.

Final Rounds

Game equivalency is not an issue, as all players play the same machine simultaneously. If a machine breaks down, all players involved in that game play on the new machine. Games on the broken and new machines will not be used to break ties (see scoring rules for final rounds).

Note: *In both the qualifying and final rounds, the judges reserve as an option the right to completely remove a game from play, and not replace it, due to malfunctions or due to a machine's inappropriateness for tournament play, thus reducing the number of machines in the bank by one.* In such cases, any prior scores on that machine will be discarded when tallying the overall standings.

Tilting

A player who tilts due to regular play will not receive any penalty other than the loss of ball that the machine automatically imposes. A player who continually tilts intentionally (like at the end of every ball after the ball drains) can be given a warning by a judge. Players who continue to intentionally tilt after the warning may be disqualified from the round. A player who has already been disqualified from a round once for intentional tilting, and continues to tilt in another round, will be disqualified immediately from competing in the tournament.

Slam Tilts: A player who slam tilts will receive a ZERO for game. A player who slam-tilts twice in the same round will be disqualified from that round. A player who is disqualified from a qualifying round twice will be disqualified from further competing in the tournament.

If a player slam-tilts during head-to-head competition, the following rule will be applied for the other players in the match:

- any player who has completed all 3 balls, their score will stand.
- any player who has not completed all 3 balls replays the game. If after the slam-tilt, the player's score still showed, then the better score of the original game and the replayed game is taken. Otherwise, the score on the replayed game stands.

A Judge may overrule the above penalty in the case that the slam tilt was overly-sensitive, and the player's actions did not justify a slam tilt. If the player's actions were still sufficient for a tilt, then the player only gets 2 balls in their replayed game.

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The rules and regulations listed in this document are guidelines for the judges. The judges, however, have the authority to modify the rules, subject to approval by the tournament president, in cases where the rulings are ambiguous, clearly unfair to the affected parties, or the circumstances are not covered by the current set of rules and regulations. All such decisions will be made in the interest of fairness and friendly competition.

DEATH SAVES AND BANG BACKS

The techniques known as *bang backs* and *death saves* are not permitted in the competition. These techniques involve bumping a ball back into play *after* it has drained.

If observed by scorekeeper or judge, the game on which the violation occurs will be forfeited, and a score of zero will be entered. Players observing someone else performing a bang-back should report the violation to a judge, who will then actively monitor the player. Repeated violations will be grounds for disqualification from the division.

Note that a ball that drains through the center, but immediately bounces straight back into play without the player doing any nudging or bumping of the machine, is not considered a death save or bang back, and thus the player can continue playing that ball.

ABUSE OF THE MACHINES

At the judges' discretion, players who regularly or dramatically subject the machine to "unreasonable or excessive" abuse, will be disqualified from the tournament. For most infractions, the player will be given one warning prior to being disqualified.

Note: although all tilt mechanisms will be checked beforehand for proper operation, should one stop working, and you continuously shake and shove the machine with unreasonable or excessive force, then the judges may give you a warning. If you continue, you may be disqualified from the tournament. The tilt mechanism will then be fixed immediately after your game.unless physical damage is done to the machine.

AUTO-LAUNCHERS

Some machines are equipped with auto-launchers, and are configured such that if you flip one or both of the flipper-buttons, the ball launches. If you accidentally launch a ball by touching the auto-launcher or flippers, then you must play the ball. If the ball drains, then you lose it.

INTERFERENCE

A player may not interfere in any way with his/her opponent(s) game.

The penalty will be decided on a case-by-case basis by the judges, and may range from warnings to game disqualification to tournament expulsion depending on the circumstances, including seriousness of offense and intent of the interfering player.

COACHING AND ASSISTED INSTRUCTION

A player may not receive physical assistance during singles or doubles game play from another person(s). Players must do all the "playing" by themselves. If a player walks away from the game after a drained ball and the ball should come back into play (such as from a ball saver), only that player may physically save it.

In singles events, coaching or instruction while a player is physically playing their game is not permitted. Competing players are free, however, to discuss their play with others while awaiting their turn, as long as they remain at least 25 feet from the play area.

In doubles events, only a player's teammate may stand next to the machine coach while their partner is playing. As in Singles play, the team may discuss their play with others while awaiting their turn, as long as they remain at least 25 feet from the play area.

PLAYING OUT OF TURN

In the head-to-head matchups, it is possible that a player plays out of turn. In such a case, the following rules will be applied:

If a player plays out of turn on their first ball, a warning will be given. If a player plays out of turn on their second or third ball, the penalty will be loss of ball. When it is that player's next turn, the scorekeeper will plunge the ball at full force and let the ball drain.

If a player plays out of turn for a second time in the same round (regardless of on what ball), they will receive a score of zero for the game in which the second offense occurred.

If a player plays out of turn a third time in same round, they are disqualified from the division.

The player who's ball is affected by the player playing out of turn may choose to do one of the following:

- take over from the player who started playing, and simply continue.
- immediately let the ball drain and play the 4th ball in the game. (see "Major Malfunctions, Playoff Rounds" regarding setting games to 4 balls.

If the machine is setup such that playing ball 4 is not an option, then the player can elect to play an entirely new game instead. If this option is selected, then the player's score is recorded at the time the incident occurs, and the player does not play the rest of their game. The greater of the original score and the replayed score is recorded for this game.

Don't take competition too seriously
Have FUN instead!

World Champion Division

The World Champion Division is a new division that brings together the Pinball Wizards of this world. Twelve players have already qualified for the playoffs. They include eight Non-U.S. national champions and four past PAPA champions. Approximately 25 other players have been invited to compete for the five other spots (to create a total of 17), based on their past winning performances in PAPA-sanctioned leagues or PAPA-sponsored regional tournaments.

First, a ranking/qualifying round is played by all qualified and invited players. During this round, each player, including both those already-qualified and those invited, play one game on each of the four machines in the qualifying bank. All play must be completed by closing time on Friday. Scoring for this round is based on *ranked points*, as described below.

The twelve already-qualified players and the top five of the invited players, based on total ranked points, will advance to the World Champion Division playoffs. In the case that already-qualified players are absent from the PAPA competition, the invited players with the next highest scores will also qualify, such that a total of 17 players advance.

The player with the most ranked points will advance straight to the semifinals. The remaining 16 players will advance to the quarter finals. Scoring and matches in playoffs proceed as in the other Single's divisions (described on Page 3), except that seeding in Quarter Finals, Semi-Finals, and Finals are always based on total ranked points from the ranking/qualifying round (and not based on results of the previous round).

This is a winner-take-all division. The winner gets the title *1998 World Champion* and the $2000 prize.

Qualifying Round Ranked Scoring

Scoring during the ranking/qualifying round is based on collecting *Ranked Points* for each game played. This scoring system ensures that all machines have equal weight in ranking players, irregardless of the scoring potential of the machine.

After all players have completed their four games, the scores on each machine will be tabulated. The players with the top 30 scores on each machine will receive ranked points, according to the table at the right. For example, the player with the highest score on a machine receives 100 points; the player with the third highest score on a machine gets 85 points for that game; the player with the 20th highest score on the machine gets 16 points; and so on. Players with scores that are 31st or lower on a machine get zero points for that game.

The ranked points for the four games of each player will be added together. Players will then be ordered by the total ranked points they receive.

Table of Ranked Points to be awarded per position in each game.

position	points
1	100
2	90
3	85
4	80
5	75
6	70
7	65
8	60
9	55
10	50
11	46
12	42
13	38
14	34
15	31
16	28
17	25
18	22
19	19
20	16
21	14
22	12
23	10
24	8
25	6
26	5
27	4
28	3
29	2
30	1

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SEE YOU AT PAPA-7!