



## DVB8 MANIFESTO

*300 ISN'T JUST A NUMBER. IT IS OUR DESTINATION. SHOUTING AT A BALL WILL MAKE IT STRIKE MORE. NOTHING IS AS SATISFYING AS HURLING DANGEROUSLY HEAVY SPHERES AT STATIONARY OBJECTS—AND WATCHING X'S FILL THE FRAMES. YOU KNOW IT, WE KNOW IT. SO HERE'S TO THE BALLERS. THE LANE DWELLERS. THE ALLEY CATS. AND A NEW BREED RISING FROM THE LANES. WE ARE DVB8. TONIGHT WE BOWL.*

**DAMN  
GOOD  
BOWLING  
DOTCOM**

## WORDS & STUFF

### **HOOK:**

It's simple: balls with higher numbers will tend to hook more. Balls with lower numbers will tend to hook less. Obviously, balls don't hook on their own—they respond to how you throw them. A hook potential of 100 will give you a fairly typical hook. Anything above that will have a stronger hook, and (do we really have to keep explaining this?) a number below 100 will have much less of a hook. Just to be crystal clear, hook numbers aren't a numerical measurement, so don't try to use the difference in hook numbers to compare the hooks of two balls. Kapeesh?

### **LENGTH:**

This one's even simpler. It's how long the ball travels down the lane before changing direction. The higher the number, the longer it takes to reach the breakpoint (the point where the ball changes direction), and vice versa. Like the hook, this isn't an exact numerical measurement, so you can't use the difference between length numbers to figure out the exact distance between breakpoints.

### **BREAKPOINT:**

Typical Breakpoint describes the relative breakpoint shapes when balls are used on lane conditions that are ideal for that ball. Here's how it works: different types of coverstocks will react differently to oil conditions. DVB8 balls, which have reactive coverstocks, will respond better to medium oily lane conditions, whereas a very oily condition might get rid of any breakpoint shape. Just remember, the key word here is "typical"—the number's not a guarantee, just a guide.

### **WARRANTY INFO:**

Look. We don't screw around. DVB8 bowling balls have been manufactured to the highest standards of workmanship and material. We warrant that they'll be free of defects in materials and workmanship for a period of two years from the date of purchase. We agree to repair or replace the ball you bought if at any time during the warranty period it's found to be defective in material or workmanship.

### **ADDRESS:**

525 West Laketon Avenue, Muskegon, MI 49441-2601



*Ball Hit List*  
No. 2



# DV8 PRO SPECS



## HELL RAISER TERROR

Scaredy-Cats need not apply. Finished with a High Gloss Polish, the Hell Raiser Terror projects easily through the front and mid-lane with a very quick response to friction on the backend creating a highly angular motion that rips through the pins on medium oily to oily lane conditions.

60-105464-93X · BLACK/BLUE PEARL



## HELL RAISER REVENGE

Hell yeah this ball is strong. Featuring the ultra-low RG Hell Raiser core matched with a 2000 grit finish on the Class 7 Reactive Coverstock, the Hell Raiser Revenge is clean through the front with a fast response to friction on the backend to create extremely strong hook motion on medium to heavy oil lane conditions.

60-105438-93X · BLACK/PURPLE/ORANGE



## HELL RAISER

Warning...this ball is evil. With the higher RG Hell Raiser core and a rough finish on the Class 5 reactive coverstock, the Hell Raiser skids through the front and mid-lane with a furious response to friction that creates angular backend motion ripping through pins on medium to heavy oil lane conditions.

60-105391-93X · BLACK/RED/YELLOW

## REACTION SETUP

The DV8 Hell Raiser line can be drilled using the standard drilling techniques developed for bowling balls with asymmetric cores.

BACK OF BALL

RAISE SOME HELL



BALL NAME	FINAL FINISH	HOOK (1-200)	LENGTH (1-235)	BREAKPOINT (1-100)	RG-MIN	RG-DIFF	RG-ASYM	WEIGHTS
Hell Raiser Terror (15 lbs)	500 Rough Buff High Gloss	165	120	100	2.480	0.056	0.018	12-16
Hell Raiser Revenge (15 lbs)	500/2000	195	105	95	2.480	0.056	0.018	12-16
Hell Raiser (15 lbs)	500/1500 Rough Buff	165	110	95	2.537	0.054	0.016	12-16



# DV8 ADVANCED SPECS



## MARAUDER

Plunder and pillage like a pro. Finished with a High Gloss Polish, the Marauder is very clean through the front and mid-lane, revving hard on the backend to create a very strong and continuous motion that drives through the pins on medium to light oil lane conditions.

60-105466-93X · RED PEARL/NEON YELLOW SOLID



## TOO RECKLESS

Reckless behavior will be rewarded. Featuring the Reckless core finished with a High Gloss Polish on the Class 3L Reactive Cover Stock that careens easily through the front part of the lane, recklessly revving hard on the backend to create a strong continuous motion on medium to light lane conditions.

60-105424-93X · BLACK/NEON GREEN SOLID



## RECKLESS

This ball pursues pins with reckless abandonment. Utilizing the Reckless core and finished with a Rough Buff Polish on the Class 3 Reactive Cover Stock it recklessly rips through the front part of the lane, revving hard in the mid-lane to create strong continuous backend motion on medium to medium oily lane conditions.

60-105393-93X · BLUE/GREEN PEARL

### REACTION SETUP

The DV8 Marauder and Reckless line can be drilled using the standard drilling techniques developed for bowling balls with symmetric cores.

BACK OF BALL >

TAKE NO PRISONERS



MARAUDER

Guts or gutter



RECKLESS

BALL NAME	FINAL FINISH	HOOK (1-200)	LENGTH (1-235)	BREAKPOINT (1-100)	RG-MIN	RG-DIFF	RG-ASYM	WEIGHTS
Marauder (15 lbs)	500 Rough Buff High Gloss	145	130	95	2.524	0.050	0.001	10-16
Too Reckless (15 lbs)	500 Rough Buff High Gloss	140	125	95	2.523	0.050	0.001	10-16
Reckless (15 lbs)	500 Rough Buff	150	110	90	2.523	0.050	0.001	10-16



# DV8 ENTRY LEVEL SPECS

## MISFIT

Finished with a High Gloss Polish, the Misfit skids very easily through the front part of the lane to the breakpoint before changing directions for a strong continuous backend that cuts through the pins on medium dry to medium oily lane conditions. Not fitting in has never been so fitting.

<p>60-106437-93X - GREEN/WHITE</p> 	<p>60-106389-93X - ORANGE/BLUE</p> 	<p>60-106397-93X - MAGENTA/YELLOW</p> 
<p><b>UNDER BLACKLIGHT</b></p> 	<p><b>UNDER BLACKLIGHT</b></p> 	<p><b>UNDER BLACKLIGHT</b></p> 
<p><b>REACTION SETUP</b> The DV8 Misfit can be drilled using the standard drilling techniques developed for bowling balls with symmetric cores.</p>	<p><b>CORE</b></p> 	<p><b>BACK OF BALL</b></p> <p>LONERS. BOWLERS. REBELS.</p> 

BALL NAME	FINAL FINISH	HOOK (1-200)	LENGTH (1-235)	BREAKPOINT (1-100)	RG-MIN	RG-DIFF	RG-ASYM	WEIGHTS
Misfit (15 lbs)	500 Rough Buff High Gloss	110	120	90	2.512	0.040	0.001	10-16



## ZOMBIE SPARE

Leave a few pins standing? Pull out your Zombie. Unlike the human undead this Zombie is easy to control. With trance like motion the Zombie heads straight towards any uncooperative pins and puts them down for good and when it's done it comes right back to you. How many other Zombies do you know that will do that?

60-400583 - WEIGHTS 10, 12, 14, 15, AND 16