

Cut-Throat - 3 players:

Objective: Be the last player with a Ball left on the table.

- The 10 Balls are divided as follows:
 - Player 1 - Low Balls (those numbered 1, 2, 3)
 - Player 2 - Mid Balls (numbered 4, 11, 12)
 - Player 3 - High Balls (numbered 13, 14, 15)
- Each of the 3 players is assigned one of these sets. The 8 Ball is a common Ball that all players try to sink.
- Each player tries to sink all the Balls of the other two players, and the 8 Ball, to win.

Solitaire - 1 player:

Objective: Sink all the Balls with a minimum number of misses (shots that don't result in a numbered Ball going into a Pocket).

- If the player does not sink a Ball on a shot, he counts it as a miss, but keeps shooting.
- After all Balls are sunk, the player counts the total number of misses.
- Keep trying to get the lowest score. The perfect score is knocking in all Balls with zero misses.

Fouls:

If the Cue Ball is knocked into a pocket on a turn (known as a "scratch") or off the table, the shooter's turn is over and one of his Balls must be taken out of the Ball Return (if any) and placed on the Head Ball Spot.

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Skittle Pool

Pendulum Powered Billiards

INSTRUCTIONS



FRONT PORCH
CLASSICS®

PLAYERS
1-4

AGES
8+

53326

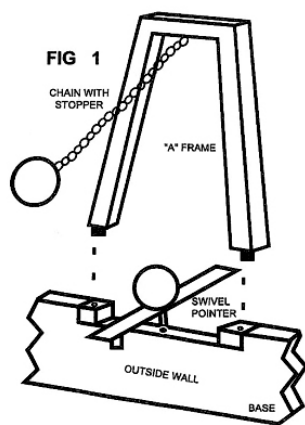
Contents:

- Wooden Pool Table
- 10 Numbered Billiard Balls
- 1 White Cue Ball
- 2 White Balls with Holes
- 2 Chains with Stoppers
- 2 Pendulum "A" Frames
- 2 Swivel Pointers with mounted Stationary Balls
- 1 Billiard Ball Rack

Set Up:

Figure 1 (follow these steps for both sides)

- Insert the Swivel Pointer into the center hole on the side wall so that the handle is on the outside of the table. The Swivel Pointer should freely move left and right.
- Insert the Pendulum "A" frame into the holes on the side wall.
- Slide each Chain through the White Cue Ball with a hole through it.
- Pull the other end of the Chain through the hole at the top of the Pendulum "A" Frame just enough so that when swinging the Chain, the White Cue Ball will hit the Stationary Ball without hitting the base.



Important Notes about Swinging the Ball/Chain:

- As you learn to play, you will likely need to adjust the length of the chain to suit your style of play.
- Please do not "rear back" and swing the Ball/Chain as hard as possible.

Pulling the White Ball back and letting it drop forward with little or no force will be the most effective way to sink Balls. Properly swinging the Ball/Chain will ensure many years of fun and enjoyment.

Shooting in Skittle Pool:

- Place the solid White Cue Ball on the dimple at the end of the Swivel Pointer that is over the Pool Table (over the green felt).
- Move handle on the Swivel Pointer left or right to aim the Cue Ball to where you want to hit on the table.
- Pull back on the hanging White Ball and let go, allowing it to swing down and hit the Stationary Ball, which in turn will hit the Cue Ball onto the Table, with the goal of hitting a numbered Billiard Ball into any of the six pockets.
- Players can use either Pendulum when taking a shot. After a shot, the Cue Ball is picked up and placed on whichever Swivel Pointer gives the next shot the best chance.

General Rules

The Break:

Every game starts with the Break, which is when a player shoots toward the "triangle" of Balls in the center of the table (see #3 Shooting in Skittle Pool). This "triangle" is set-up by using the Billiard Ball Rack to organize the numbered Balls. It is fine for the Balls to be mixed up in the Rack, except for the black 8 Ball. This Ball should always be placed in the center of the Rack.

The Balls are then placed so that the lead Ball (any one of the points of the triangle) is on top of the Head Ball Spot (the spot in the middle of the green table surface). The rest of the Rack would then be farther away from the side the player has decided to shoot from.

Taking Turns:

A player continues to shoot if he knocks in at least one of his intended Balls. If he does not knock in an intended Ball, his turn is over and the next player becomes the shooter.

Team Play:

If played in teams, Team A player 1 goes first, then Team B player 1, second, Team A player 2, third, Team B player 2, fourth. Repeat until a winner is determined.

Games To Play

Straight Pool - 2 players or 4 players (2 per team):

Objective: Be the first player to reach an agreed number of points (try 25 points to start; professional tournaments play to 125).

- One point is scored for each numbered Ball pocketed where no foul is made.
- The shooter must indicate the intended numbered Ball and Pocket on every shot.
- A player may attempt to shoot at any numbered Ball on the table.
- If the shooter sinks the final numbered Ball on the table, and has not won, he then Racks the Balls and breaks.

Rookie Version: Same as above, except the shooter does not have to call the Pocket to earn a point.

8 Ball - 2 players or 4 players (2 per team):

Objective: Be the first player to sink all his category (Solid Balls or Striped Balls), then sink the 8 Ball last.

- The player that sinks the first numbered Ball claims the category of that first Ball, Solids or Stripes.
- Players do not need to call their shot until the 8 Ball.
- After all the Solids or all the Stripes are in (off the table), take the 8 Ball out of the Ball return (or another Solid Ball if the 8 is still on the table) and place it at the Head Ball Spot. Shooter then calls the Pocket and must sink it to win.
- If a player sinks the 8 Ball before all the other Balls in his category, or sinks the Ball in a Pocket that was not called, that player loses the game.