Cutthroat: 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 (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 sinking all Balls with zero misses.

Foul: 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.

Other games from the Front Porch Classics Game Room Collection:

Table Top Shuffleboard
4-in-1 Washer Toss
Indoor Cornhole
State Fair Rings

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

Set Up:
Figure 1 (below these steps for both sides)
- a) Insert the Swivel Pointer into the center hole on the side wall so that the pointer is outside the play area. The Swivel Pointers should be made to fit.
b) Insert the Pendulum "A" frame into the holes on the side wall.
c) Slide each Chain through the White Cue Ball with a hole through it.
d) Pull the other end of the Chain through the holes 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.
- Swing the "A" frame "C" and swing the Ball/Chain as hard as possible.

Pulling the White Ball back and letting it drop forward with force 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.

Shotting in Pool Table:
1) 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 line).
2) Move handle on the Swivel Pointer left or right to aim the Cue Ball to where you want it to hit on the table.
3) Pull back on the hanger 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 Ball into any of the cap pockets.
4) Players can use either Pendulum when taking a shot. After a shot, the Cue Ball is picked up and placed wherever Swivel Pointer gives the next shot the best chance.

INSTRUCTIONS

Skittle Pool
Pendulum Powered Billiards

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 Stiletto 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 further away from the side the player has decided to shoot from.

Taking Terms:
A player continues to shoot if he knocks a lead Ball 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: To be the first player to reach an agreed number of points (try 25 points to start; professional tournaments play to 25).
- 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 each shot.
- A player may attempt to shoot any numbered Ball on the table.
- If the shooter sinks the final numbered Ball on the table, and has not won, he thenراك the Rack 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: To be the first player to sink all his category (Solid Balls or Striped Balls), then sink the 8 Ball last.
- The player who sinks the first numbered Ball claims the category of that first Ball, solid or striped.
- Players do not need to call their shot until the 8 Ball.
- After all the 8-Balls or all the stripes are in (off the table), take the 8 Ball off the Rail (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.

General Rules:
- Breaks must be taken from the same position.
- No grace rules apply, except as noted above.
- There are no "free balls" allowed.
- The break is made from the side of the table opposite the shooter. The Breaker must hit the 8 Ball on or within 6 inches of the table, and the 8 Ball must be hit at an angle of 45 degrees above the horizontal level of the table.

53320