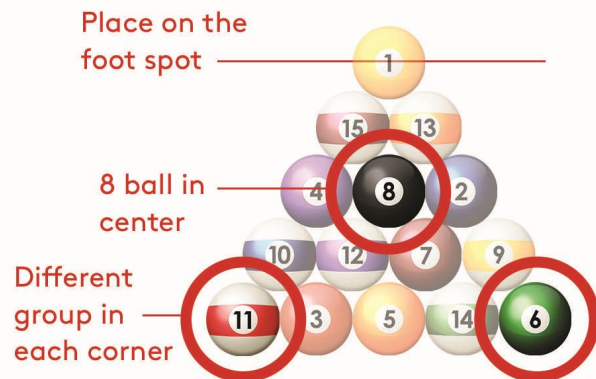


8-Ball Rules

1. Rack the balls



Break & Choice of balls

8-ball is played with 15 balls: Solids (1-7) and Stripes (9-15) and the black 8-ball. They are racked in a random order with the 8 in the center. Put one ball of each group in the bottom corners.

For the breakshot, place the cue ball anywhere in the "kitchen" (the marked area at the top of the table). You can hit any ball first at the breakshot. If a ball goes down, you continue playing.

Even if a ball went down after the break, it's still "open", meaning it's undecided who will play which group of balls. Whoever makes the first ball after the break, plays that group of balls.

2. Sink all the balls in your group



How to Play

The goal of 8-ball is to make all the balls of your group (Solids or Stripes) and then make the 8-ball at the end. You always have to hit a ball of your group first, not your opponent's ball or the 8.

In 8-ball you have to tell your opponent which ball you're trying to make in which pocket. If you don't make it, your opponent plays.

After making all your balls, you have to sink the 8 to win the game. You can make the 8 in any pocket. You can choose a new pocket for every try. Attention: If you make the 8 earlier in the game or in the wrong pocket, you lose the game.

3. Win by sinking the 8-ball



Fouls

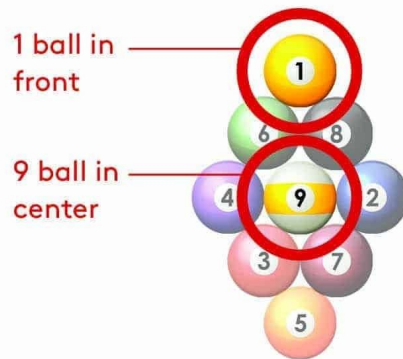
The penalty for a foul is always the same: the other player can put the cue ball anywhere on the table and play from there (except a foul on the break where he's only allowed to place it in the kitchen).

Fouls:

- You hit your opponents ball or the 8ball first.
- You don't hit any ball.
- You pocket the cue ball.
- You touch a ball with your hand or clothes.
- A ball jumps off the table.
- After the cue ball hits the first ball, no ball hits a rail or falls in a pocket.

9-Ball Rules

1. Rack the balls



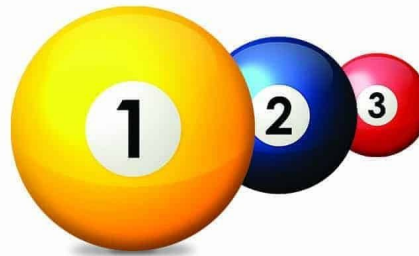
Break & Push Out

9-Ball is played with numbers 1-9. They are racked in a diamond shape with the 1-ball on the foot and the 9-ball in the center. The other balls are spread randomly.

For the breakshot, place the cue ball anywhere in the "kitchen" (the marked area at the top of the table). Hit the 1-ball first on the break. If a ball goes down, you continue playing.

The first shot after the break can be played as a "pushout" This means you can hit the cue ball anywhere on the table and the opponent then decides who continues playing.

2. Hit the lowest ball first



How to Play

9-ball is a rotation game. This means you always have to hit the lowest numbered ball first with the cue ball. If you make a ball into a pocket, you continue playing.

You can pocket other balls than the lowest numbered ball. Just make sure to hit the lowest ball first.

The player who legally makes the 9-ball wins the game. Usually this happens with the 9-ball being the last ball on the table, but you can also pocket the 9-ball with another ball or even the break shot and win the game.

3. Win by sinking the 9 ball



Fouls

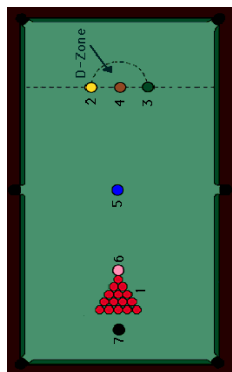
The penalty for a foul is always the same: the other player can put the cueball anywhere on the table and play from there. If you make three fouls in a row you lose the game.

Fouls:

- You hit the wrong ball first (not the lowest).
- You don't hit any ball.
- You pocket the cue ball.
- You touch a ball with your hand or clothes.
- A ball jumps off the table.
- After the cue ball hits the first ball, no ball hits a rail or falls in a pocket.

Snooker Rules

1. Rack the balls



Break & Choice of balls

Similar to the game of billiards, the game is played using a cue and 22 snooker balls: one white cue ball, 15 red balls worth (one point) each, and six balls of different colour: yellow (2 points), green (3), brown (4), blue (5), pink (6) and black (7).

The red balls are initially placed in a triangular formation, and the other coloured balls on marked positions on the table known as "spots".

Opening Break: Starting player has cue ball in hand within the Half Circle. He must cause the cue ball to contact a red ball. It is not necessary to send a ball to a rail or into a pocket. Failure to meet this requirement is a foul. Incoming player has a choice of (1) accepting the table and becoming the striker, or (2) requiring the offender to break again.

2. Win by Scoring the Highest Value

Ball Values



How to Play

A legally potted ball entitles the striker to continue at the table until he fails to legally pot a ball.

On all shots, as long as reds are on the table, the incoming striker always has a red as his legal object ball (ball on). Any red balls potted on a legal shot are legally potted balls.

When the striker has a red ball as his "ball on" (legal object ball), he must cause the cue ball's first contact to be with a red ball. Failure to do so is a foul.

6. After the striker has scored a red ball initially, his next legal object is a (nominated) colour, and as long as reds remain on the table he must alternate his play between reds and colours.

When no reds remain on the table, (on) balls become the colours, in ascending numerical order (2,3,4,5,6,7). These legally potted colours remain off the table once they are potted.

Fouls

The player who committed the foul incurs the penalty which is added to the opponent's score, and has to play again if requested by the next player. Any ball improperly spotted shall remain where positioned, except that if off the table it shall be correctly spotted.

The following are fouls and incur a penalty of 4 points:

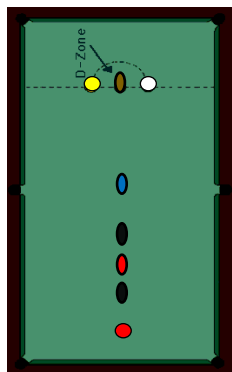
- the cue ball to miss all object balls
- the cue ball to enter a pocket
- a ball not on to enter a pocket
- the cue ball to first hit a ball not on
- a push stroke.

The following are fouls and incur a penalty of 7 points:

- after potting a red commits a foul before nominating a colour
- plays at reds in successive strokes

Skittle Pins Rules

1. Racking Balls & Pins



Break & Choice of balls

This game is generally played with two players, however 3 or more can play.

A cue ball, a yellow ball, a red ball and 5 pins (1 brown, one blue, one red, two black) are set up as shown above.

To start the game you must play up to the red ball and make the cue ball touch at least one cushion.

If a pin is knocked over it is placed upright where it lies, however it must be one pin length away from either a ball or a cushion. Pins knocked off the table go back to their original starting spot.

The red and yellow ball return to their original starting spot once potted. The cue ball is played from anywhere inside the D once potted.

2. Win by Scoring 126 Points



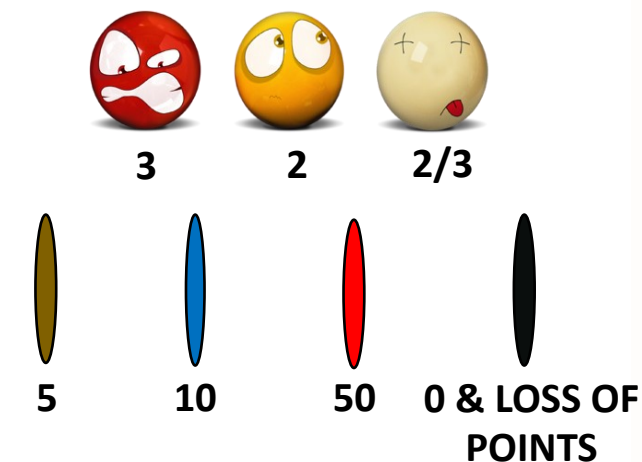
How to Play

The object of the game is to score exactly 126 points.

Points are scored as follows: Potting the red ball (3 points). Potting the yellow ball (3 points). Potting the cue ball (2-3 points depending on the last contact ball (red 3 - yellow 2)).

Shots can be combined as well e.g. potting the red and the cue ball on the same shot is worth 6 points (red-3 and cue-3 'in off' red. Potting both red (3) and yellow (2) gives a total of 5 points.

Pins must be knocked over by "knock on" by the yellow or red ball. They have the following value if you knock them over: Brown (5 points). Blue (10 points). Red (50 points). If either Black or foul pins are knocked over you lose your turn and all of your points from that set of play/turn.



Fouls

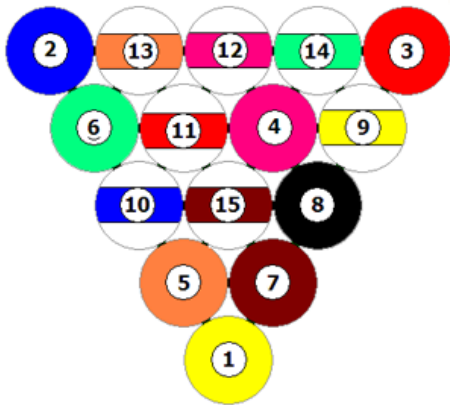
Fouls result in the player ending their turn of play. Turn of play is passed to the opponent to continue. If you are snookered by a pin you must attempt to hit a ball. Failing to do so results in your opponent playing the cue ball from anywhere on the table.

Fouls include:

- Failing to hit a cushion on break
- Knocking over a pin with the cue ball
- Knocking over the black pins
- Failing to knock over a pin or sink any balls
- Failing to attempt a snookered shot
- Balls/pins off table
- Going over 126 points resulting in starting again with your score at zero

Kelly Pool Rules

1. Rack Balls & Break



Break & Choice of balls

Kelly pool can be played with anywhere from 2 to 15 players, but ideally 4 to 6 players.

The game is played with a standard set of 16 pool balls, shaker and a set of 16 numbered balls called "peas".

To determine order of play, each player draws a pea from the bottle. The order of play follows the numbers drawn in ascending order. The player drawing the lowest number breaks the rack. Once the order of play is determined, the peas are returned to the shake bottle, and the balls are racked.

Object balls are racked at the foot-end of the pool table. The 1-ball is placed at the apex, the 2-ball at the rack's left corner, and the 3-ball at the rack's right corner. All other balls are randomly placed.

2. Smallest Ball First



How to Play

The object of Kelly Pool is to sink the object ball corresponding to your private pea number before any other players. The first player to pocket the ball having their private number wins.

Once the balls are racked, but before the break shot, players again draw a pill from the bottle, this time keeping it hidden from their opponents.

Players must contact the lowest-numbered ball on the pool table first on each shot, and then any ball on the table.

Players can prevent opponents from being able to win the game by pocketing object balls corresponding to the opponent's private numbers. This is known as "*killing*" the opponent's object ball. When a player is killed, they are "*dead*". Dead players continue to play in the rotation but can not win the game.

3. Win by Sinking your Secret Number



Fouls

Fouls result in the player ending their turn of play. Turn of play is passed to the opponent to continue.

The incoming player after a foul has ball in hand anywhere behind the baulk line.

Fouls include:

- **Failing to sink the lowest numbered ball** on the table on each first shot of play
- If an **ball is jumped off the table**
- **Failure to contact a rail with either the cue ball or an object ball** results in loss of turn. Balls are spotted on the foot spot.
- Touching or moving balls illegally