

## Instructions:

**Contents** - Pool table, 10 numbered billiard balls, 1 solid white cue ball, 2 white balls w/hole through, 2 lengths of chain with stopper, 2 "A" frames, ball rack, 2 swivel pointers, 2 stationary balls, and a sheet of labels.

### Setting up the Game

1. As show in FIG 1, slide each chain through the white ball with a hole though it. Then insert an "A" frame at either end making sure to press the "A" frames securely into the base.
2. Then insert the Swivel Pointer into the half drilled white ball, as shown in FIG 2, pressing the ball onto the swivel pointer firmly. Place each Pointer on either side, under the "A" frame, by sliding the swivel pointer into the hole so that the handle of the pointer is on the outside of the base, and the tip with the "V" spot is facing in towards the table.
3. Slide the chain through the white ball with hole through (both balls) and hang the chain at the top of each "A" Frame so that the ball will swing freely and hit the stationary ball firmly without hitting the base

### How to Play

1. After all parts are installed, you are ready to play. To shoot **Skittle Pool**, place the solid white cue ball on the "V" spot of either swivel pointer. Then using the little handle on the swivel pointer aim the cue ball to where you want to hit the ball on the table. Pull back on the hanging white ball and let go, allowing it to swing down, hit the stationary ball, which will in turn hit the cue ball off the "V" spot and onto the table. The cue ball should hit a numbered ball into any one of the six pockets on the table. Pick up the cue ball after each shot and use either swivel pointer to take your next shot.
2. Whatever game is being played, the players can use either of the swinging balls. After each shot the cue ball is picked up and placed on either of the "V" spots to shoot again. Choose the side that gives the best angle for your shot.

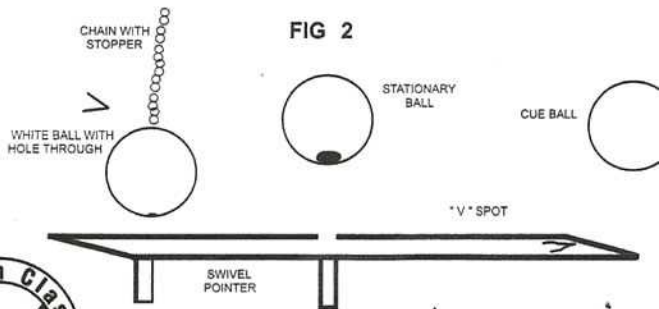
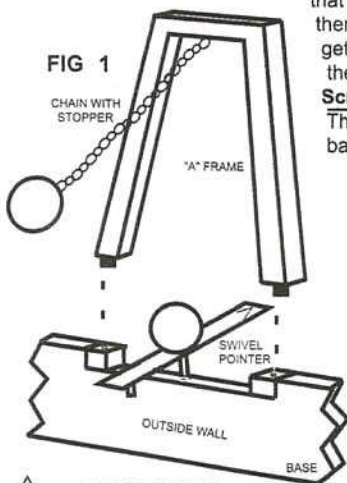
### Games to Play:

**1. Straight Pool-** Rack the balls and set them about 2 inches off the back wall with the head ball facing the cue ball. Players take turns. The player that breaks (takes first shot) gets to continue shooting if he sinks any ball. However, any ball that goes in, which hasn't been "called" is picked up and put back on the table at the head ball spot (Spotting). Players must call each shot (designate which pocket it will go in) in order to get the credit. If a player calls a shot, and sinks it he continues to shoot. If he misses, play passes to his opponent. Players must keep track of the number of balls sunk. 3 full racks is one complete game. The player that has sunk more balls after 3 racks is the winner.

**2. 8 Ball-** Same rules as Straight pool, but instead of calling your shots, the winner of eight ball is the first to sink all of the solids or all of the stripes. To determine if you are solids or stripes, the player to sink the first shot takes on that category. After all the solids or all the stripes are in, 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 must call the 8 ball and sink it to win.

**3. Solids and Stripes-** This game is combination of the 2 games above. After the break, if the shooter sank a ball he takes that category, solid or stripe. He must pick up that ball and place it on the head ball spot. He then must shoot for only the solids or the stripes depending on his category. However, to get the credit he must call each shot. Also, he must always strike his category first. If he hits the other category first play passes. First player to sink all of their category wins.

**Scratch Shot-** In any game of pool, if the cue ball is shot into any pocket it is called a scratch. The offending player not only loses his turn, but a ball is removed from the ones in the ball return and placed at the head ball spot.



**WARNING:**  
CHOKING HAZARD - Small parts  
Not for children under 3 years



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