

MODEL # 3B-8446D

# BILLIARD TABLE

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## INSTRUCTIONS & RULES



## MODEL # 3B-8446D



**WARNING:** Choking Hazard -- Toy contains small balls and/or small parts. Not for children under 3 years.










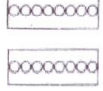



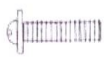


### IMPORTANT!

**Please Keep Your Instructions.** Before attempting assembly, please read through this instruction book to familiarize yourself with all the parts and assembly steps. We recommend that two adults assemble this game. Please refer to the Parts Identifier below and be sure that all parts have been included.

#### TOOLS REQUIRED FOR ASSEMBLY:

Phillips and Slotted Head Screwdrivers (or Power Driver) - not included  
Wrench - not included  
Level (recommended - not included)

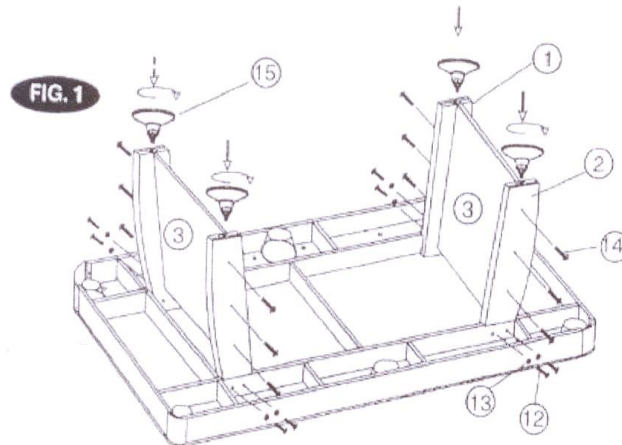
#### PARTS IDENTIFIER

#1  LEFT LEG (2 EA)	#2  RIGHT LEG (2 EA)	#3  LEG PANEL (2 EA)	#4 (PRE-INSTALLED)  SIDE POCKET (2 EA)	#5 (PRE-INSTALLED)  CORNER POCKET (4 EA)
#6 (PRE-INSTALLED)  APRON CORNER (4EA)	#7 (PRE-INSTALLED)  TOP CORNER CAP (4 EA)	#8  CHALK (2 EA)	#9  57\" 2-PC BILLIARD CUE (2 EA)	#10  2 1/4\" BILLIARD BALL SET (1 EA)
#11  MOLDED TRIANGLE (1 EA)	#12  45MM LEG BOLT (8 EA)	#13  22MM FLAT WASHER (8 EA)	#14  4X50MM WASHER HEAD SCREW (12 EA)	#15  5\" LEG LEVELER (4 EA)
#16  ALLEN KEY (1 EA)	<b>ASSEMBLY INSTRUCTIONS:</b> We recommend that two adults work together to assemble this game.			

- 1) Open the carton of your new Billiard Table near where you will play. Select a clear, level area. The table will be assembled upside down and then turned over onto its legs. This is a very heavy table and turning it over will require at least two strong adults.
- 2) To protect the game surface, we suggest that you leave the game in the bottom carton during the leg assembly. Carefully cut or tear the four carton corners, so that the bottom carton becomes a flat working surface. Remove all the contents inside the carton and verify that you have all the listed parts as shown on the Parts Identifier.

FIG. 1

- 3) Attach the Right (#2) and Left (#1) Legs to the support frame and secure using two of the 45mm Leg Bolts (#12) and two of the 22mm Washers (#13) per leg as shown in Fig. 1.
- 4) Attach the two Leg Panels (#3) between the two Legs using six of the 4 x 50mm Washer Head Bolts (#14) per Leg Panel. Do not tighten the bolts securely at this time.
- 5) Locate the four Bell-Style Leg Levelers (#15) and screw one into each leg.



- 6) Lift the table assembly from the floor with two strong adults, turn it over, and set table on its legs in the location where you will play. Go back and make sure that all connections are tight.

**CAUTION:** Two strong adults are recommended to flip the table as shown.

1. Grab the table on the ground.
2. Turn the table over.
3. Place it on all four feet at the same time on the ground.

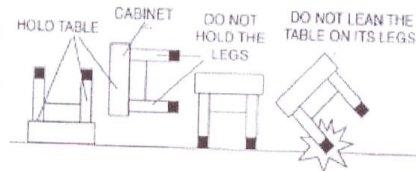


FIG. 2

- 7) Standing at one end, place a level on the table and adjust the Leg Levelers (#25) up or down to ensure that the table is level. This should be done at both ends and in the middle of the table.

**YOU ARE NOW READY TO PLAY**

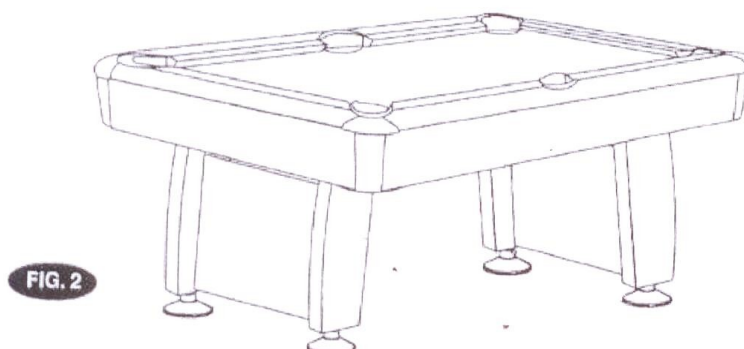


FIG. 2

## RULES OF PLAY - 8 BALL

### OBJECT OF THE GAME:

8 Ball is a simple game enjoyed by players of all skill levels. It is a Called Shot Game, meaning that players must announce their intended shot in advance in order for it to count. In 8 Ball, one player shoots at solid balls (numbers 1 through 7), while the opponent shoots at striped balls (numbers 9 through 15). The player who pockets his or her ball group first and then sinks the 8 ball is the winner.

### THE BREAK:

The balls are racked as shown in ILLUSTRATION 1. A flip of a coin determines which player gets to break. In subsequent games, the loser of the previous game gets to break. The cue ball must be placed behind the head string and the shooter must either: (a) pocket a ball, or (b) drive four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or re-racking the balls and shooting the opening break again.

If any balls are pocketed on the break: the shooter stays on the table, however the table is still Open, meaning that the choice of the stripes or solids is not yet determined. The choice of stripes or solids is determined by the first called shot made after the break.

If the 8 ball is pocketed on the break: the shooter stays on the table with the option of spotting the 8 ball and continuing play, or re-racking the balls and breaking again.

If the shooter scratches on the break: if the cue ball is pocketed on the break: (a) all balls pocketed remain pocketed, except the 8 ball which is spotted, (b) the table is open, (c) the opposing player has the cue ball in hand and may place it anywhere behind the head string and shoot at any ball that is not behind the head string.

### PLAYING THE GAME:

After the break, regardless of whether any balls were pocketed on the break, the table is Open, with the choice of stripes or solids determined by the next legally pocketed ball.

In the course of play, a shooter must call each shot in advance, by indicating the ball to be made and the pocket into which it will be made. It is not necessary to indicate details such as cushions, banks, caroms, etc. Failure to make the shot as called results in a loss of turn. If the shot is made as called, then any other balls pocketed remain pocketed. However, if the called shot is not made and any other balls are pocketed, then the shooter's ball(s) that were pocketed would be spotted and any of the opponent's balls would remain pocketed.

In order to execute a Legal Shot, the first ball hit must be one of the balls in the shooter's group (stripes or solids) and the object ball must be pocketed or the cue ball or any object ball must come into contact with a rail. (Note: It is legal for the shooter to bank the cue ball off a rail before hitting the object ball.)

A player who legally pockets a ball continues play until missing or committing a Foul. Once a player's ball group (stripes or solids) is pocketed, the player may play the 8 ball. Again, the player must clearly indicate the intended pocket, even if it appears obvious. A player who legally pockets all of his ball group and the 8 ball is the winner.

### FOULS:

1. Failure to execute a legal shot as defined above.
2. A scratch shot (shooting the cue ball into a pocket or off the table)
3. Moving or touching any ball by means other than legal play.
4. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal.
5. Using the 8 ball first in a combination shot when the table is not open.

### FOUL PENALTY:

Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table (does not have to be behind the head string except on the opening break).

### SPOTTING BALLS:

Whenever an object is to be spotted, the object ball is spotted on the long string as close to the foot spot as possible.



#### LOSS OF GAME:

A player committing any of the following infractions loses the game :

1. Fouls when pocketing the 8 ball.
2. Pockets the 8 ball on the same stroke as the last of his group of balls.
3. Scratches when the 8 ball is his legal object ball.
4. Jumps the 8 ball off the table at any time.
5. Pockets the 8 ball in a pocket other than the one designated.
6. Pockets the 8 ball when it is not the legal object ball (except on the break).

#### RULES OF PLAY - 9 BALL

##### OBJECT OF THE GAME:

Nine-Ball is a popular game enjoyed by players of all skill levels. In 9 Ball, the shooter must make contact with the lowest numbered ball first. The player who sinks the 9 ball is the winner.

##### THE BREAK:

Balls numbered 1 through 9 are racked in a "diamond" shape with the 1 Ball at the top of the diamond and on the foot spot and the 9 Ball in the center. See ILLUSTRATION #2. The cue ball must be placed behind the head string and the shooter must make contact with the 1 Ball first and either : (a) pockets a ball, or (b) drives four balls to the rails. If the shooter fails to make a legal break, the opponent has the option of accepting the balls in this position or re-racking the balls and shooting the opening break again. If the cue ball is scratched on the break, the incoming player may not play a "Push Out" (see PUSH OUT), but places the "cue ball in hand" anywhere on the table.

##### PLAYING THE GAME:

After the break, the next shot may be played as a "Push Out", or, if the breaker pockets one or more balls, he continues to shoot until he misses, fouls, or wins the game. Once a player misses or fouls, the opponent begins to shoot until missing, committing a foul, or winning. The game ends when the 9 Ball is pocketed on a legal shot.

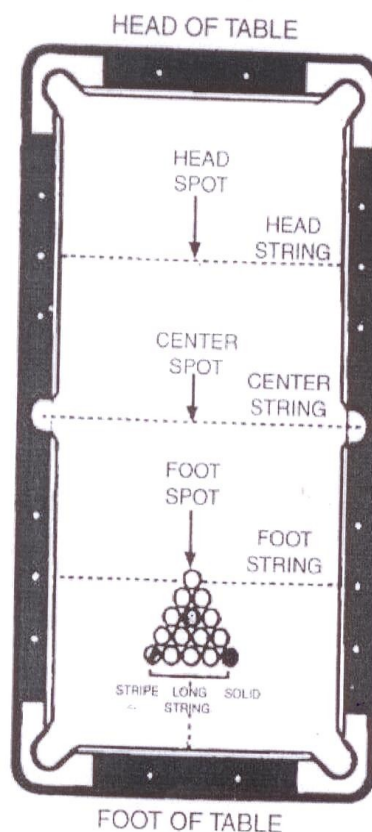
##### PUSH OUT:

The player shooting immediately following a legal break may play a Push Out in an attempt to move the cue ball into a better position. In a Push Out, a ball does not have to make contact with any ball or rail and is not considered a foul unless other foul rules apply. The player must announce the intention of playing a Push Out before the shot, or it is considered normal play. Any ball pocketed on a Push Out does not count and remains pocketed (except the 9 Ball). Following a Push Out, the incoming player: a) must shoot from that position or b) may pass the shot back to the other player.

##### FOULS:

1. Failure to execute a legal shot as defined above.
2. Failure to make first contact with the lowest numbered ball on the table.
3. A scratch shot (shooting the cue ball into a pocket or off the table)
4. Moving or touching any ball by means other than legal play.
5. When the object ball is not pocketed, failure to drive the any ball to a rail after the cue ball has made contact with the object ball.
6. Shooting an intentional jump shot over another ball by scooping the cue stick under the cue ball. A jump shot executed by striking the cue ball above center is legal.
7. Driving any ball off of the table. The object balls are not re-spotted (except the 9 Ball).

ILLUSTRATION #1



**FOUL PENALTY:**

Opposing player gets "cue ball in hand". This means that the player can place the cue ball anywhere on the table. Balls pocketed on the foul are NOT re-spotted (except the 9 Ball). Any player that commits a foul three consecutive times on three successive shots without making a legal shot in between loses the game.

**ILLUSTRATION #2**

