

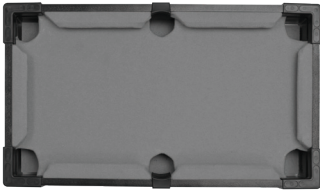
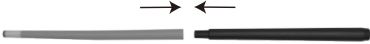
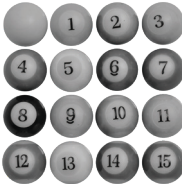

6+
years



TABLETOP POOL

Instructions

Components:

	
A: 1 x Tabletop Pool Table	B: 1 x Cue
	
C: 16 x Balls	D: 1 x Triangle Rack

Objective:

Tabletop Pool is played with sixteen balls: one white cue ball and fifteen object balls numbered 1 to 15.

The object balls are divided into two groups-solids (1-7) and stripes (9-15), with the black 8 ball as the final ball.

After the break, players are assigned either solids or stripes once they legitimately pocket a ball from one of those groups.

The ultimate goal is to legally pocket the black 8 ball after all of your assigned group balls have been cleared from the table.

Set Up:

1. Place all 15 object balls tightly in the triangle rack, with the black 8 ball in the centre.
 - The 1 ball should be at the apex (front) of the rack.
 - A solid ball must be in one lower corner and a striped ball in the other.

2. Position the rack so the apex ball is centred between the two side pockets.
3. Place the white cue ball anywhere behind the head string (in the “kitchen area”).
4. Carefully remove the triangle after setting up the balls.

Game Play

1. Break Shot:

One player strikes the cue ball from behind the head string to break the rack.

After the break, there are four possible results:

- No balls are pocketed: The other player takes the next shot.
- One or more balls are pocketed: The player continues shooting and chooses their target group (solids or stripes) based on the first legally pocketed ball.
- The black 8 ball is pocketed on the break: The breaker automatically wins.
- The cue ball is pocketed (“scratch”): The turn ends, and the opponent places the cue ball anywhere in the kitchen area and plays next.

2. After Groups Are Set:

- Once the target groups are determined, players must always hit one of their own balls first on every shot.
- Each player must pocket only the balls of their assigned group.
- Players continue shooting as long as they legally pocket one of their own balls.
- If a player misses or commits a foul, their turn ends and the opponent plays next.

3. Shooting and Fouls:

- If the cue ball is pocketed, it’s a scratch - the opponent has “ball in hand” and may place the cue ball anywhere in the kitchen to start the next shot.
- If a player pockets the black 8 ball before clearing their group, or pockets it into the wrong pocket, they lose the game.
- Knocking the cue ball or the black 8 ball off the table also counts as a foul. In case of a foul, the opponent takes the next turn with the cue ball placed anywhere in the kitchen.

Winning the Game

A player wins when:

- They legally pocket the black 8 ball in a called pocket after all their assigned balls have been pocketed.

A player loses if:

- They pocket the black 8 ball before clearing their group balls.
- The black 8 ball is pocketed into the wrong pocket.

- The black 8 ball or cue ball is knocked off the table.
- A foul occurs while pocketing the 8 ball. (If the cue ball is pocketed)

Tips for Play

1. Always call your pocket when attempting to pot the black 8 ball.
2. Use gentle, controlled shots-tabletop pool is about precision, not power.
3. Keep balls clean and free of dust for smoother play.

K: 43-640-386 | T: 71-878-881

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ADULT ASSEMBLY IS REQUIRED.



WARNING:

**CHOKING HAZARD - SMALL PARTS AND SMALL BALLS.
NOT FOR CHILDREN UNDER 3 YEARS.**

WARNING: FOR SAFETY REASONS, REMOVE ALL TAGS,
LABELS AND PLASTIC FASTENERS BEFORE GIVING THIS
TOY TO YOUR CHILD.