

# BEHIND THE 8 BALL

by Ken Maher ©2011



## PLAYERS:

2 or 3 (old enough to do simple math)

## COMPONENTS:

A standard deck of Playing Cards (52) and the score track [see below] or other markers representing the pool balls and a 20 sided die, or some other means of keeping track of a number between turns.

## OBJECTIVE:

Be the first to clear the table of your balls, but be careful not to sink the 8-ball out of turn!

## THE DEAL:

Place the score track in the middle of the table. Shuffle the cards and deal out 4 to each player. Remaining cards form a Draw Pile next to the Score Track.

All cards once played go face up on a discard pile next to the draw pile. When the draw pile is used up, reshuffle the discard pile to form a new draw pile.

Role the die to determine who plays first.

## THE PLAY:

In Behind the 8 Ball, number cards are worth their face value, and face cards (J,Q,K) have special abilities [see below]

In a two player game one player is trying to sink balls 1-7 while the other is trying to sink balls 9-15. each will finish by sinking the 8 ball last of all.

In a three player game one person tries to sink 1-5, the second 6-10, and the third 11-15. The 8 ball need not be pocketed last in this version of the game.

Player turns follow this pattern: Take a shot. Upon

successfully pocketing a ball a player may take another shot, continuing in this pattern until a shot is missed. If the shot misses, or sinks an opponent's ball, their turn is over.

Players must play a shot from their hand if they have one. Players may only draw new cards when they cannot make a legal shot (eg. A hand consisting of one face card and one number card). When drawing cards a player draws only one at a time, and only until they can legally make a shot. Thus at times a player's hand may have anywhere from 1-5 cards.

If a player's hand ever consists of four face cards they may play all four together, sinking any ball they wish.

Only when a player has emptied their entire hand of cards may they redraw to four cards.

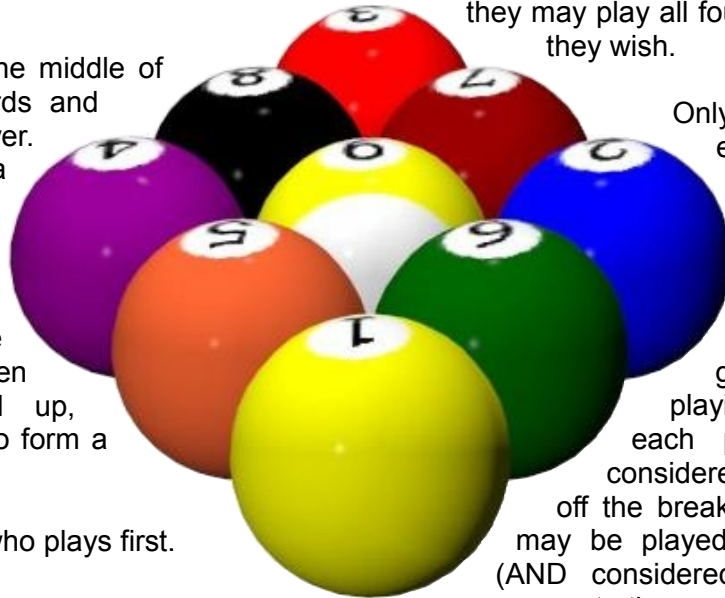
## THE BREAK:

The player who begins the game makes the break by playing pairs (eg. Two 5's). For each pair played that ball is considered to have been pocketed off the break. When no (further) pairs may be played, a normal shot is made (AND considered missed), and the play moves on to the next player.

## THE SHOT:

A normal shot consists of playing any two number cards from a player's hand. The value of these cards may be added together or subtracted one from the other to derive a final Shot Value. If this score matches one of the player's balls on the table, that ball is pocketed and the player may take another turn.

If the Shot Value does not match one of the player's balls, but does match one of their opponent's balls that ball is also pocketed, and their turn is over.



If a player (in a 2 player game) ever pockets the 8 ball out of turn they lose the game! Avoid this at any cost.

If the Shot Value does not match any ball on the table you have missed.

### MISSING:

A Shot Value that does not match a ball on the table has missed. The value is carried over and must be added into the shot of the next player (known as the Position Value). Any value beyond 15 is considered to have rebounded. Subtract 15 from it to get your Position value.

Mark this Position Value with the Die and give it to the next player. This number must be added to the two cards they will play to make their next shot.

### TRICKS:

The face cards allow you to perform certain tricks with your shots to increase your chances of pocketing a ball. These cards are played In Addition to your normal two shot cards.

- Jack "Spin" (+/-) 1 from your Shot Value.
- Queen "English" (+/-) 2 to your Shot Value.
- King - "Power Shot" (x2) your Shot Value.

### SCRATCHES:

Any time a player misses a shot, their opponent(s) have the option of immediately playing a single card of the same point value as the Position Value of the missed shot. In such cases, the cue ball has gone in the pocket and the player in question must bring one of their balls (their choice) back onto the table. The

next player begins with a Position Value of their choice.

### WINNING:

The first player to pocket all their balls wins the game. In a two player game this means sinking the 8 ball last.

### VARIATIONS:

**Bank Shots** – In this version a player may pocket a ball by rebounding a shot (where the final Shot Value after the rebound – see "Missing" – is equal to one of the balls still in play on the table.)

**In the Pros** – In this version of the game, give every player one Jack, Queen, and King at the beginning of the game. Keep these face up on the table in front of you until they are played. The remaining face cards are shuffled into the deck as normal.

**Rank Amateurs** – In this version of the game shuffle the two Jokers into the deck. These may be played at any time to negate another player's shot. The cue ball has jumped the table! Any ball pocketed does not count and the next player begins with a Position Value of their choice.

**9-Ball** – In this version of the game players work in order to sink only balls 1-9. Each player must seek to pocket the next ball in order, no other balls may be pocketed out of order. Any value beyond 10 is considered to have rebounded. Subtract 10 from it to get your Position value. Any number of balls may be pocketed on the break. The player who pockets the 9-ball wins!

