

INSTRUCTIONS

FOR PLAYING

Click Pool

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CLICK POOL is an entirely new game for children and adults supplementing chance through skill and as its name implies it is derived from pool or billiard and is played with a cue and billiard ball.

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Manufactured by

MARKS BROTHERS COMPANY

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INSTRUCTIONS FOR PLAYING

"CLICK POOL"

HIGH SCORE: Each contestant is given a certain number of strokes (let us say three or if a group is too large two or one) to be decided beforehand. High score wins each round. Each player should play all the strokes consecutively before passing on the cue (stick).

VARIATIONS IN PLAYING "CLICK POOL"

BOOBY CLICK POOL: Played exactly the opposite as regular Click Pool. Use the same rules except that the lowest score wins. A player shooting a zero must take the stroke again — zero does not count in this game.

TWENTY-FIVE: This game is played like the card game Twenty-One, except that twenty-five is used for the goal. Can be played with counters, chips or coins. One player is the banker. Each player gets as many strokes as he wants trying to reach a total of 25 or as near to 25 as possible. A player going over 25 loses and is out of the game, and a player hitting the zero is also out. At the end of the round the player with a total nearest to 25 wins. In the event of a tie there is a play-off of one stroke, the highest score winning. Zero counts out. A player winning with a 25 total wins double and the player getting a one-stroke 25 wins double and becomes the banker.

CLICKING BONES: This game is similar to the 7-11 Dice Game, except that the winning numbers are 20-25 instead of 7-11. It can be played with counter chips or coins. The player who has

the cue, places a bet in the pot. The other players cover the bet. Then the player with the cue shoots the ball. If he gets 20 or 25 he wins the pot. (Zero loses the pot immediately). If he does not get one of these two figures the number he does get is his point. He then takes as many additional strokes as are necessary until he either gets his point number again, thus winning the pot, or gets a 20, 25 or zero thus losing the pot. The player keeps the cue as long as he keeps on winning. When he loses he also loses the cue which goes to the next player in order. This player now takes the cue and plays against the betting of the crowd until he has to pass it on.

CLICK-ODD, CLICK-EVEN: The player takes a stroke, if he gets an odd number, he shoots for odd numbers and continues to shoot as long as he gets odd figures. If his first stroke lands on an **even** number he continues to shoot as long as he can get **even** numbers. The figures he shoots have nothing to do with the score, for the score is counted on the number of strokes. The player shooting for **evens** loses the cue as soon as he shoots an odd number, etc. A Zero makes the player lose the cue whether he is shooting for odds or evens.

CLICK BOWLING: The scoring is similar to that of bowling. A scoring sheet is made out with ten boxes (called frames) for each player. In each frame the player gets two strokes. If he gets 20 on the first stroke (called a strike) for that frame he gets 20 plus whatever he can make on two additional strokes. If with the second stroke of his frame, the player has a total of 20 or more (called a spare) he gets for that frame 20 plus whatever he can make on one additional stroke, anything over 20 counts as 20. If the total for the two strokes in a regular frame, is less than 20, the player's score for that frame, is that total. Highest score in 10 frames, wins the game.