

Nine Ball

Adapted as a flicking game for the piecepack by Mark A. Biggar

Version 1.1, July 2004

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2 players, 10-20 min

Description

This is an adaptation of the billiards game Nine Ball as a piecepack coin flicking game. The board layout comes from an early group discussion between James Kyle and Chris Young.

Definitions

Flick (verb) to propel a game piece (such as a piecepack coin) across the playing area with a single finger. A flick is not a sustained push, but a sudden snap. A proper flick is performed by resting a single fingertip on the playing surface with the fingernail against the game piece, then either (1) straightening the finger with the hand held motionless, or (2) straightening the whole hand at the wrist with the arm held motionless.

Setting Up The Game

Create the board out of tiles like the diagram on the next page. The game should be played on a smooth surface table that allows the coins to slide easily. A polished wooden surface works well. Place ten coins showing distinct faces as shown in the diagram. The null coin will be used as the cue ball. The other nine balls (coins) should be placed as shown, touching and tightly packed. The gaps between the tiles serve as the pockets and should be a tile width wide. Each line of 4 tiles should be tightly packed.

Playing the game

The game is played the same as the regular billiards game *Nine Ball*. Choose a first player, who breaks by flicking the cue ball at the other balls. The balls must be pocketed in the order ace, 2, 3, 4, 5, Red, Black, Green, and Blue. A ball has entered a pocket if its center has passed the line between the inside corners of the tiles at the edge of a pocket. Pocketed balls are removed from the board. Each flick (including the break) should be an attempt to pocket the next unpocketed ball in the above sequence, but strategic placement of the cue ball when you have a good shot is allowed. If the next ball in the above sequence is already pocketed, then it is skipped and the following ball is the target. If a player sinks the next correct ball, then that player gets another flick of the cue ball, otherwise the turn passes to his opponent. Pocketing the cue ball also causes the turn to pass to the opponent, in which case the opponent may place the cue ball any where on the board before taking his turn. The player

that sinks the Blue ball wins the game. If a player pockets both the target ball and the Blue ball at the same time, then that player also wins, unless the cue ball also goes in a pocket. If the blue ball is pocketed at any other time, it is placed back on the board as close to its original position as possible with out moving any other ball. At any time during a player's turn, the player may require his opponent to hold down up to two lines of tiles (and may hold down one himself) to allow for controlled banked shots. If a tile is knocked out of place, it must be returned before the next shot, even if that requires moving one of more balls.

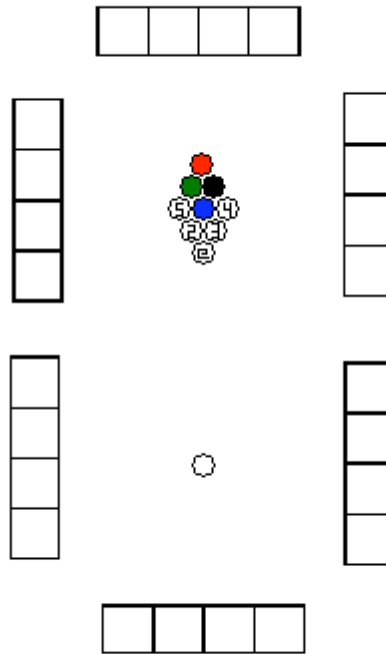


Diagram 1. Board setup

Design Notes

1. The board layout comes from an early group discussion between James Kyle and Chris Young. See: <http://games.groups.yahoo.com/group/piecepack/message/9>.
2. Banked shots knocked the board tiles out of place too easily, so I added the rules about holding the tiles down to provide a solid bumper to bank the cue ball.
3. This game turns out to be much more difficult to play then regular Nine-ball.

History

20031208 1.0 mab first web page version
20040731 1.1 mab annual update and added design notes

Thank you for playing my game. Please report rules problems or variant suggestions to mark@biggar.org.

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