

## AMOS & ANDY GAME RULES

Place the Amos & Andy Game Board at the Head end of the table and rack the 15 numbered balls, in a pyramid, on the “spot” at the other end of the table ( as for Rotation Pool).

Place eleven (11) Shake Balls (“Pills”), numbered 5 through 15, in the Shake Bottle. Each player receives one (1) of the “Pills” which he keeps concealed until he either wins or leaves the game.

Each player gets one (1) shot per inning, in turn, and may play any numbered ball without calling his shot.

First player in each game, breaks the balls from anywhere between the “string line” and the edge of the Amos & Andy Game Board with sufficient force to drive at least one object ball to one cushion rail.

Only object balls that are lodged in holes on the game board count for score. If a player makes more than one ball on a shot, he immediately chooses the ball he wants to count and disregards the others. Numbered balls remaining on the game board, outside of a hole, and balls shot into pockets are immediately spotted on the “break spot” at the foot of the table or in a frozen line directly behind any ball that may be occupying the spot at that time.

If the cue ball comes to rest on the Amos & Andy Board or in a pocket, the next player shoots from anywhere back of the string line, in front of the game board.

The winner is any player holding a “Pill” whose number exactly matches the total of the numbered ball plus the number of the hole in which it is made, - regardless of who made the shot and the game is over. Example: Any player makes No. 2 ball in a No. 4 hole; - player holding “Pill” No. 6 wins (2-ball plus 4-hole equals 6). Another example: Someone shoots No. 12 ball into a 0 hole, - player with No.12 Pill wins the game).

Player making any object ball in either the Amos or the Andy holes wins and the game is over.

Player making any numbered ball in the Amos & Andy hole wins double and the game is over.

Only the winning player exchanges his “Pill” for a new one before starting to play the next game.

If no player has won when all object balls have been made, rack the balls for a Double-Header game. The winner of this Double-Header game is considered the winner of the preceding (no decision) game.

(These rules may be modified by House Rules.)