

# ASSEMBLY INSTRUCTIONS

## Item #: GTAJ100BT

### TOOLS Required

- Phillips Head Screwdriver  
(Standard Size) – Not Included
- Allen Wrench - Included

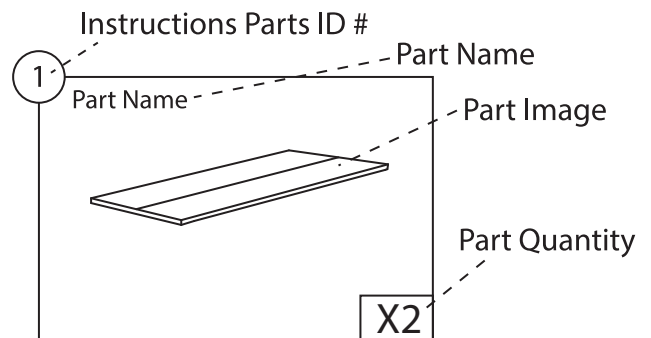
### Recommended (Not Required):

- Electric Screwdriver or Power Driver  
**CAUTION: DO NOT OVERTIGHTEN.** If using an Electric Screwdriver or Power Driver, please make sure that the tool is set to a very low torque to prevent damage to the product.
- Socket Wrench Set

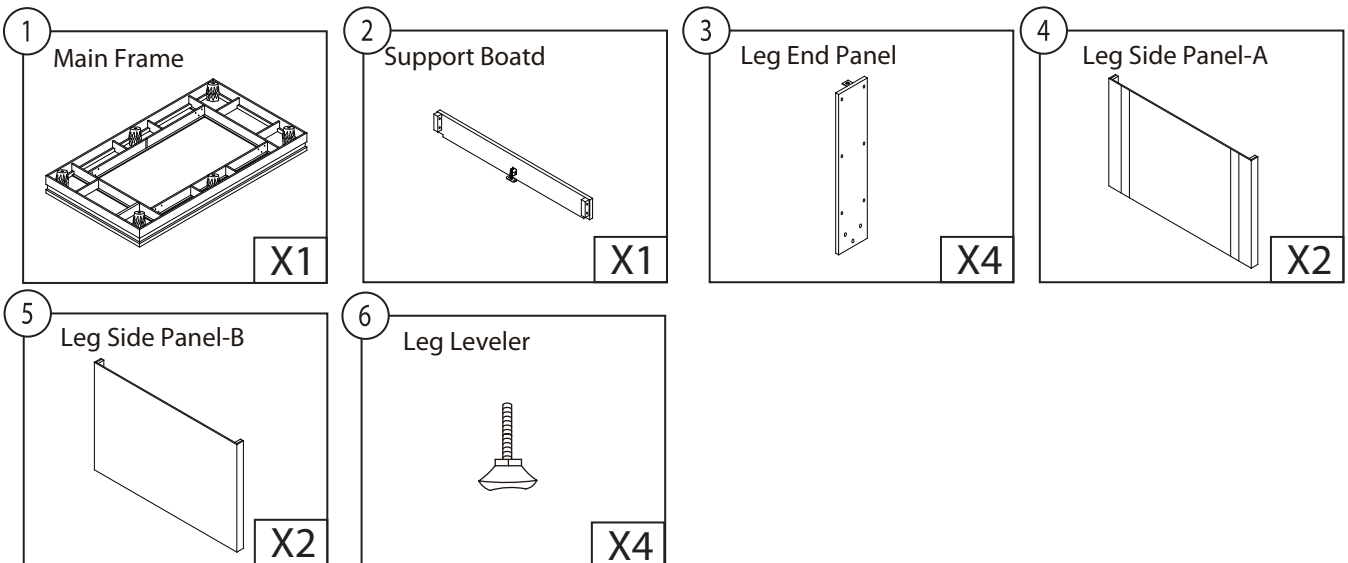
### How to use the PARTS IDENTIFIER

Before you begin assembly, please make sure that you have all the parts listed and in the correct quantities. This will ensure the quickest and most organized assembly.

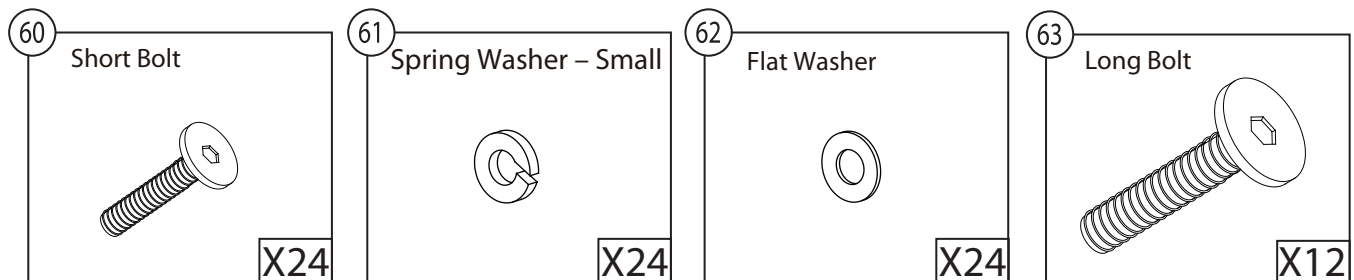
Be sure to work on the assembly on a soft non-marring surface such as carpet or the inside of the corrugate box top to prevent causing damage to the table surface during assembly. If using the box top, remove all staples from the box first.



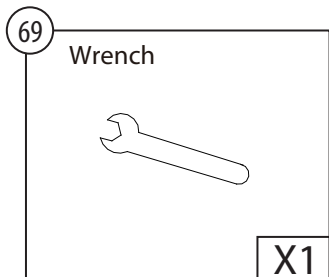
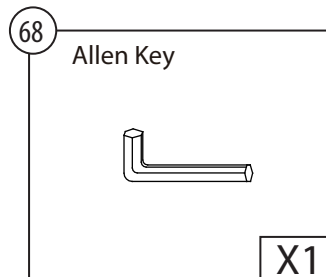
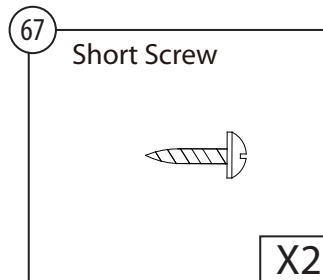
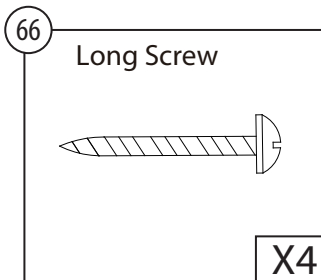
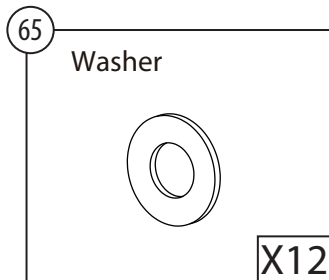
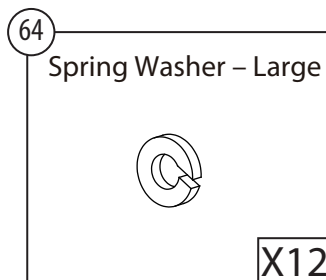
#### PARTS IDENTIFIER



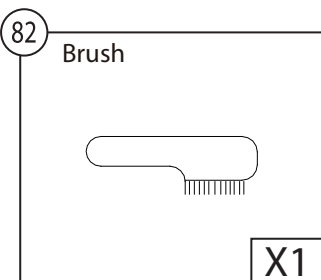
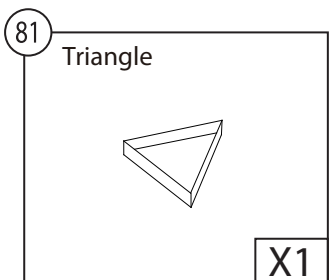
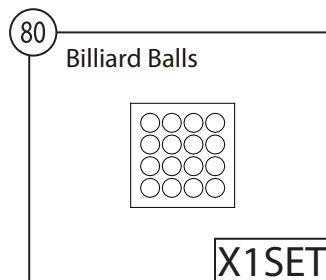
#### HARDWARE



## HARDWARE

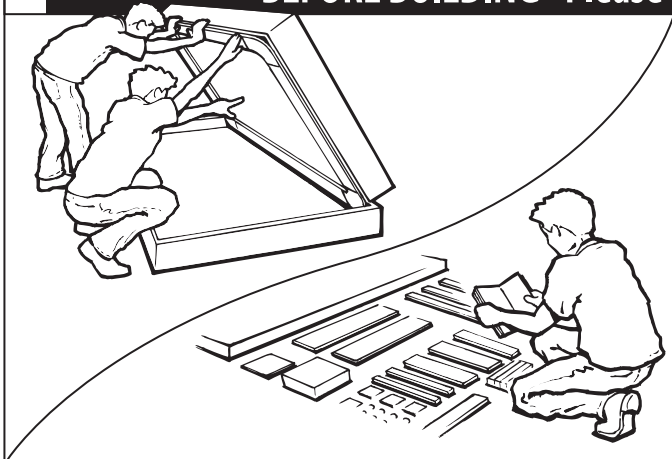


## ACCESSORIES



## START

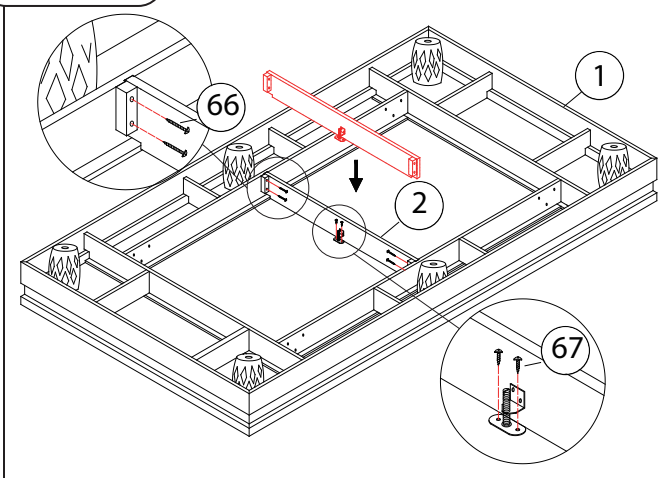
### BEFORE BUILDING - Please inspect and layout all your PARTS



All parts are listed in the Parts Identifier and Accessories. Your Cabinet (Table Game Playfield) is **NOT REPLACEABLE**. Any damage that exists to your Cabinet is not reparable. If your Cabinet is damaged, the entire game must be returned to the original place of purchase for an exchange.

Please review the Parts Identifier and make sure that you have all parts before beginning assembly.

### STEP 1



#### COMPONENTS

(2) Support Board

#### QTY.

x1

#### HARDWARE

(66) Long Screw

#### QTY.

x4

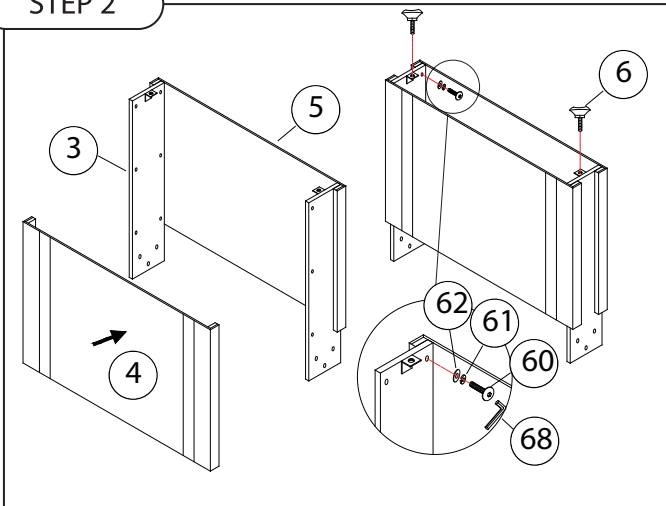
(67) Short Screw

x2

#### NOTE:

**DO NOT**  
overtighten.

### STEP 2



#### COMPONENTS

(3) Leg End Panel

#### QTY.

x4

(4) Leg Side Panel-A

x2

(5) Leg Side Panel-B

x2

#### HARDWARE

(6) Leg Leveler

#### QTY.

x4

(60) Short Bolt

x24

(61) Spring Washer – Small

x24

(62) Flat Washer

x24

(68) Allen Key

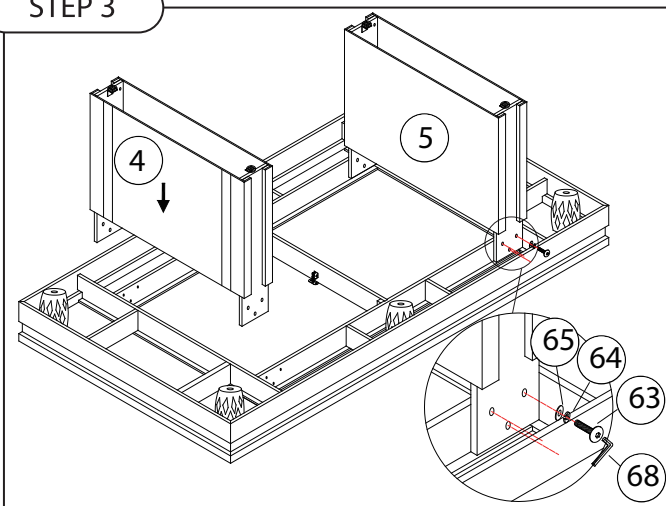
x1

#### NOTE:

Repeat for both  
Legs.

**DO NOT**  
overtighten  
Bolts.

### STEP 3



#### COMPONENTS

(63) Long Bolt

#### QTY.

x12

(64) Spring Washer – Large

x12

(65) Washer

x12

(68) Allen Key

x1

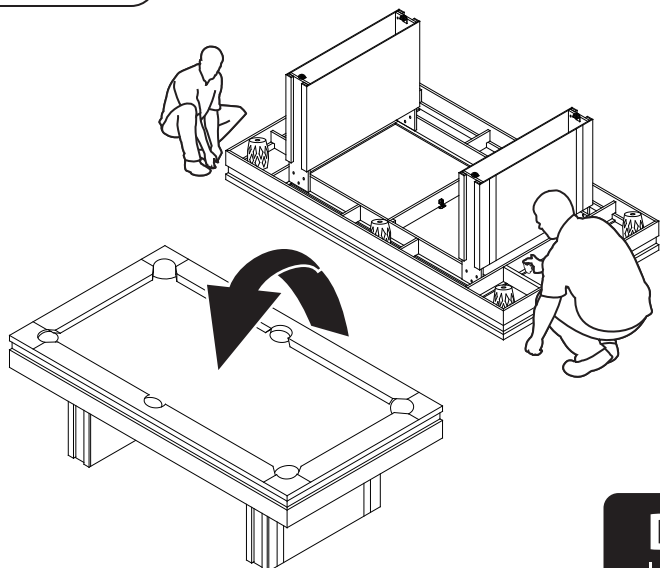
#### NOTE:

Repeat for both  
ends.

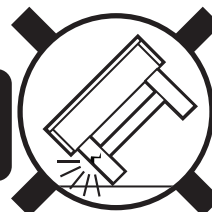
**DO NOT**  
overtighten  
Bolts.

Leg Side  
Panel-A  
should  
towards the  
outside.

#### STEP 4



**DO NOT**  
lean table on Legs!



#### COMPONENTS

QTY.

#### HARDWARE

QTY.

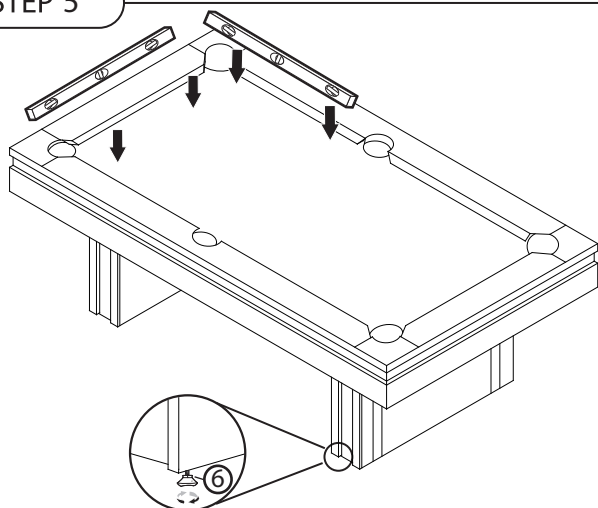


#### NOTE:

Using at least 2 STRONG ADULTS, pick up & flip the Table over. Then rest the Table on all 2 Legs.

**DO NOT**  
overtighten.

#### STEP 5



#### COMPONENTS

QTY.

#### HARDWARE

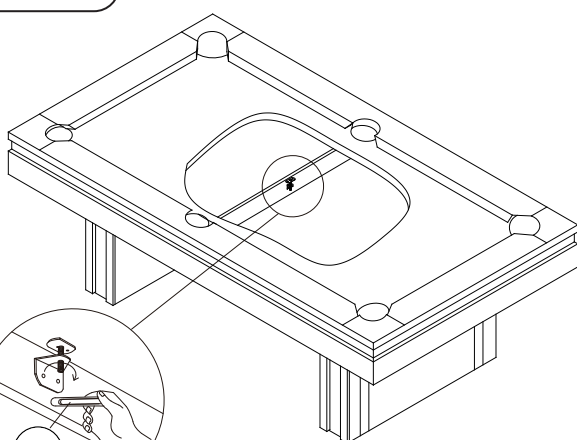
QTY.

#### NOTE:

Using a Level check to make sure playfield is level.

If playfield is not level, adjust the Leg Levelers on the bottom of each Leg until the surface is level.

#### STEP 6



#### COMPONENTS

QTY.

#### HARDWARE

QTY.

69 Wrench

x1

#### NOTE:

If playfield is still not level, then adjust the Surface Levelers using the Wrench supplied to move the playfield up and down.



# Billiards

## History of the Game

Billiards has a long and storied history. Billiards evolved from a lawn game much like croquet in Europe in the 15th century. The game was moved indoors at some point and played on a table covered in green cloth, presumably to replicate a lawn.

The first balls are believed to be stone, with wooden ones eventually replacing them. Rails were mounted around the edge of the table to prevent the balls from falling off. The balls were shoved around the table by a wooden stick called a mace.

In billiard's earliest form, the game was played with an upright stick as a target behind a hoop, similar to the stake in croquet. The hoop and stick were phased out and pockets were added. The word "billiards" is thought to derive from either the French word "billart," which means stick, or "bille" which means ball.

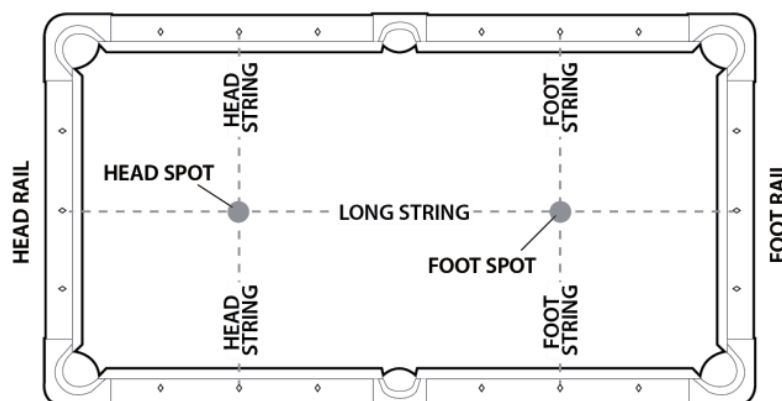
France was the first country to embrace billiards in a big way. From the king down to the commoner, the game spread throughout France, and then the rest of Europe. Billiards is now played throughout the world.

## EQUIPMENT

### Table

The playing surface of a Billiards table is a cloth-covered flat surface designed to meet widely-accepted criteria for billiards players. Sights, also called diamonds, are located at precise, evenly spaced positions along the rails of Billiards tables to aid in the aiming of bank shots. There are six sights along each long rail and three along each short rail. There are six pockets on a billiards table: one pocket at each corner of the table and one pocket at the center of each of the long rails. They are used to catch balls that fall into them. See Figure A for key terms on a billiards table.

**Figure A: Billiards Table**



## Cue Stick

Cue sticks are used to strike the cue ball. They typically range in size from 48in-58in and can be 1-piece, 2-piece (standard), or 4-piece. There are 2 main types of billiard cues, Wood and Composite. Traditional wood cues have a great feel as they are able to absorb some of the shock when the cue ball is struck.

Typically made from ash or maple, wood cues can offer decorative inlays with beautiful designs. However, wood cues, like all wood products, can absorb moisture over time and have the potential to warp. Composite cues are made from synthetic materials which prevents them from warping. Their rigid design presents a firm strike on the cue ball. Whether wood or composite, it all comes down to personal preference and what feels right for you.

## Cue Ball

The cue ball is a white ball hit with the cue stick to set billiards play in motion. The cue ball is used to impact the billiards object balls.

## Object Balls

The object balls are numbered and colored as follows:

### Solids

1. Yellow
2. Blue
3. Red
4. Purple
5. Orange
6. Green
7. Brown or burgundy
8. Black

### Stripes

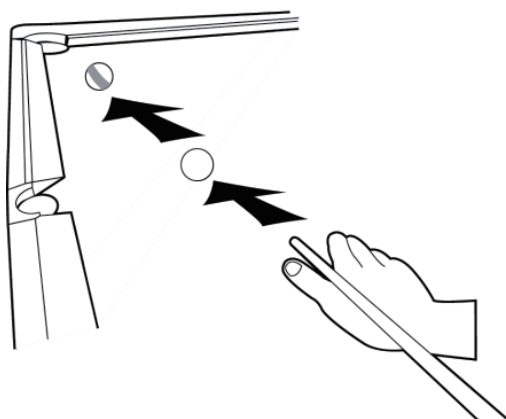
9. Yellow and white
10. Blue and white
11. Red and white
12. Purple and white
13. Orange and white
14. Green and white
15. Brown or burgundy and white

## GAME SKILLS AND RULES

### Shooting

There are likely as many ways to shoot as there are players in the world. One basic way to shoot is shown in Figure B below. Line up the cue stick with the cue ball and the object ball you are intending to hit. Try to also line up these objects with a billiards table pocket. If you cannot line up these objects with a billiards table pocket, then aim to bounce the object ball off a rail or another ball to direct it to a pocket. Once you are satisfied with your line up, drive the cue stick forward, impacting the cue ball straight on.

**Figure B: Shooting**

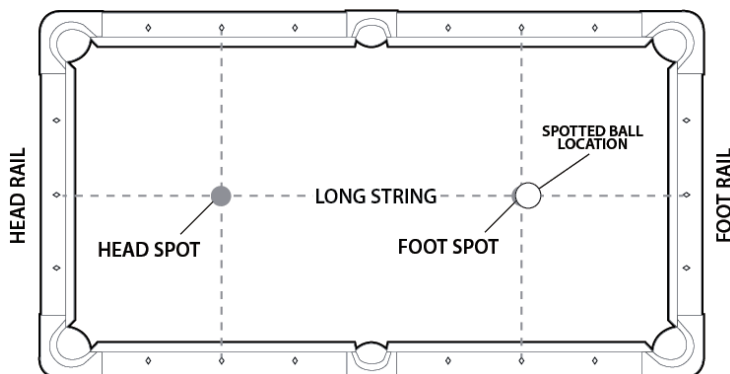


### Ball Spotting

Ball spotting is to return a ball to play if it has left the table (e.g., a foul). To spot a ball, place the ball on the long string close to the foot spot between the foot spot and the foot rail without moving any other balls on the table. See Figure C.

If the spotted ball cannot be placed in this position due to an interfering ball, place it next to the interfering ball so that it is touching, unless the interfering ball is the cue ball. In this case, place the spotted ball next to, but not touching, the cue ball.

**FIGURE C: Spotting a Ball**



## Calling a Shot

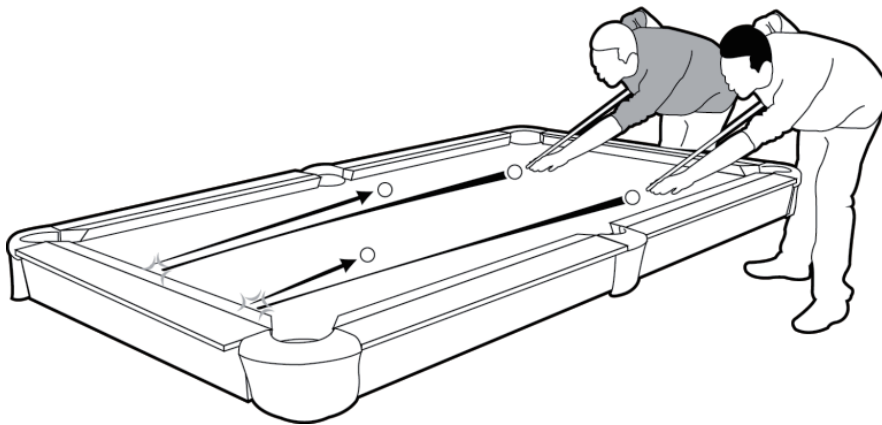
For games in which players are required to call shots, the player says the intended ball and pocket for each shot before the ball is played.

## Lagging

The player who wins a lag, shoots first. See Figure D for an image of two players lagging.

- Place two balls on the table: one on either side of the long string, and both behind the head string.
- Players shoot their ball at the same time to make their ball bounce off the rail at the opposite end of the table (head rail).
- The shooter whose ball comes to rest closest to the rail near the shooter (foot rail), wins the lag.

**Figure D: Lagging**



## Fouls

If the shooter commits a foul, play passes to the next player. The cue ball is given in hand to the next player who may place it anywhere on the billiards table playing surface. The following are a list of fouls:

- Cue ball leaves the billiards table playing surface during a game (scratch);
- Shooter pockets the wrong ball first;
- No object ball hits the rail after contact with the cue ball;
- An object ball leaves the billiards table playing surface during a game;
- Cue ball is hit twice by the cue stick during a shot;
- Cue stick pushes the cue ball instead of striking it;
- Cue ball is placed in an illegal location; and
- Shooter hits a shot before all the balls have stopped moving from a prior shot.

## Getting ready to Play

- Before you begin, recruit one person to play with you. Each player uses one cue stick.
- Stretch to warm up your muscles.
- Practice shooting as shown in Figure I above.

## EIGHT BALL RULES

### Object of the Game

Eight Ball is played with 15 object balls and the cue ball. The object balls are divided into two groups: balls one through seven and balls nine through 15. Players or teams compete to be the first to sink their assigned group of balls and then sink the eight ball. The player or team that accomplishes this first, wins the rack! Shots may be called as part of the game rules.

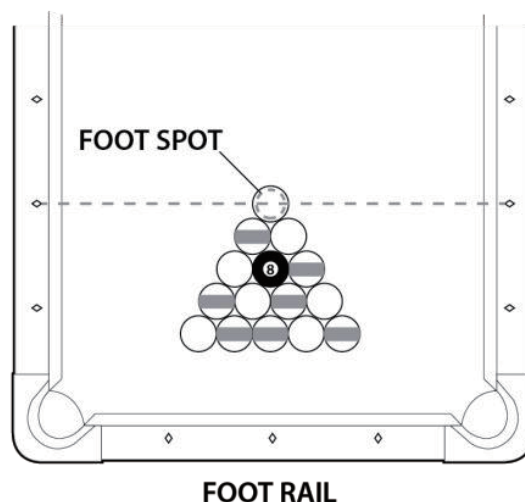
### Determining Who Shoots First (Lagging)

The player who wins the lag shoots first. See “Lagging” in the Billiards Skills and Rules.

### Eight Ball Rack

Rack the 15 object balls as tightly as possible in a triangle as shown in Figure E below. The apex of the triangle should be on the foot spot on the table. One ball from each group of the object balls is placed on the other two corners of the triangle. The eight ball is placed directly behind the ball on the foot spot. The rest of the balls are randomly filled in.

**Figure E: Eight Ball Rack**



## **Breaking**

- Place the cue ball behind the head string.
- The player shoots the cue ball toward the ball rack.
- For the break to count, at least four object balls must touch one or more rails and/or at least one ball must be pocketed. If the shot does not result in at least one of these events, it is a foul.
- In the case of a foul, the next player has the option of accepting the break for play, re-racking and breaking, or re-racking and allowing the first breaker to break again.
- Pocketing the eight ball on a legal break is acceptable. If the eight ball is pocketed, the breaker will choose to re-spot the eight ball for continued play, or re-break.

## **Open Table**

The table is open while no player has yet pocketed a ball. During this time, players may call any ball, except the eight ball. When a shooter calls a ball and then pockets it, that player is now assigned to that group of balls (either solids or stripes) for the rest of the game. If the player fails to pocket the called ball, the table remains open and play passes to the next player.

## **Play**

- The shooter remains the shooter as long as he or she continues to pocket called balls in his or her assigned group.
- If the shooter does not pocket called balls after a shot, play passes to the next player.
- The shooter wins the rack by pocketing the eight ball after all the shooter's balls have been cleared.

## **NINE BALL RULES**

### **Object of the Game**

Nine Ball is played with nine object balls, numbered one through nine and the cue ball. The balls are played in numerical order from one to nine. The player who pockets the nine ball wins the rack.

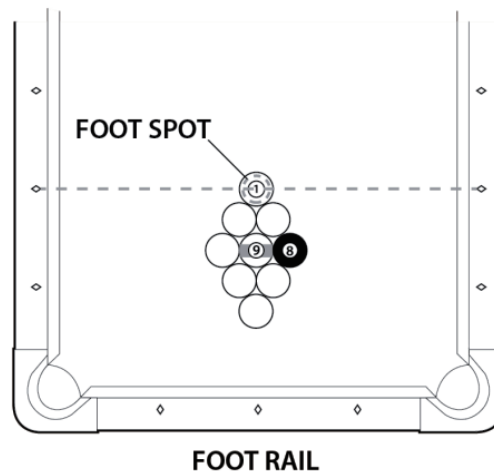
### **Determining Who Shoots First (Lagging)**

The player who wins the lag shoots first. See "Lagging" in the Game Skills and Rules.

## Nine Ball Rack

Rack the nine object balls as tightly as possible in a diamond shape as shown in Figure F below. The one ball should be the apex of the diamond and should be on the foot spot on the table. The nine ball should be in the middle of the diamond. The remaining balls are randomly filled in.

**Figure F: Nine Ball Rack**



## Breaking

- Place the cue ball behind the head string.
- The player shoots the cue ball toward the ball rack.
- For the break to count, at least four object balls must touch one or more rails and/or at least one ball must be pocketed. If the shot does not result in at least one of these events, it is a foul.
- In the case of an illegal break, the next player has the option of accepting the break for play, re-racking and breaking, or re-racking and allowing the first breaker to break again.

## First Shot After Break

If the break was legal, the shooter may decide to play a “push out” for his or her turn. This decision should be shared with the other players in the game. A push out does not have the same rules as a break—no object balls need to touch the rails and no balls need to be pocketed. After a push out, the next player decides who will shoot next.

## Play

- The shooter remains the shooter as long as he or she continues to pocket legal balls, except in a push out where the next player decides who will shoot next.
- If a shooter fails to pocket a ball or commits a foul, play passes to the next player.
- If the nine ball is pocketed on a foul or a push out, the nine ball is

- spotted. See the rule for spotting in Game Skills and Rules.
- The player that legally pockets the nine ball, wins the rack.

## 14.1 CONTINUOUS POOL (STRAIGHT POOL)

### Object of the Game

14.1 Continuous Pool, also known as straight pool, is played with fifteen object balls and the cue ball. Each ball pocketed on a legal called shot counts one point and the first player to reach the required score wins the match. The required score can be any score agreed upon by all players. 14.1 is continuous in that after fourteen balls are pocketed, they are re-racked and the shooter continues.

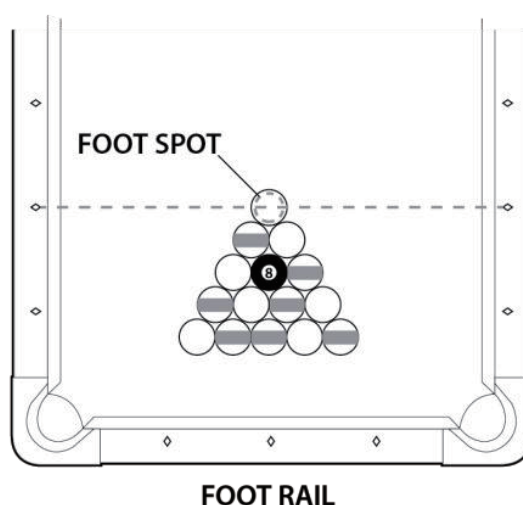
### Determining Who Shoots First (Lagging)

The player who wins the lag shoots first. See “Lagging” in the Game Skills and Rules.

### The 14.1 Rack

For an opening break shot, the fifteen balls are racked in a triangle with the apex ball on the foot spot as shown below in Figure G. When the balls are re-racked, the apex ball is omitted if only fourteen balls are being racked. The marked outline of the triangle will be used to determine whether an intended break ball is in the rack area. See Re-Racking (pg.11) for details.

**Figure G: 14.1 Rack**





## Breaking

- Place the cue ball behind the head string.
- The player calls their shot, ball and pocket, then shoots the cue ball toward the ball rack.
- If no called ball is pocketed, the cue ball and any two object balls must each be driven to a rail or the shot is a breaking foul. This is penalized by subtracting two points from the breaker's score.
- The non-breaking player may accept the balls in position or may require the breaker to play another opening break shot, until he satisfies the requirements for an opening break or the non-shooting player accepts the table in position.

## Play

- The shooter remains the shooter as long as he or she continues to legally pocket called balls or wins the game by scoring the required number of points.
- The shooter must call their shot and scores one point for legally pocketing a called shot. Each additional ball pocketed on such a shot also counts one point. Fouls are penalized by subtracting points from the offending player's score. Scores may be negative due to penalties from fouls.
- When fourteen balls from a rack have been legally pocketed, play is suspended until the balls are re-racked.

## Re-Racking

After fourteen balls are pocketed, those fourteen balls are re-racked and the shooter continues. When the cue ball or fifteenth object ball interferes with racking fourteen balls for a new rack, the following special rules apply. A ball is considered to interfere with the rack if it is within or overlaps the outline of the rack.

- If the fifteenth ball was pocketed on the shot that scored the fourteenth ball, all fifteen balls are re-racked.
- If both balls interfere, all fifteen balls are re-racked and the cue ball is in hand behind the head string.
- If only the object ball interferes, it is placed on the head spot or the center spot if the cue ball blocks the head spot.
- If only the cue ball interferes, then it is placed as follows: if the object ball is in front of or on the head string, the cue ball is in hand behind the head string; if the object ball is behind the head string, the cue ball is spotted on the head spot, or on the center spot if the head spot is blocked.

In any case, there is no restriction on which object ball the shooter may play as the first shot of the new rack.

## **Standard Fouls**

If the shooter commits a standard foul, one point is subtracted from his score, balls are spotted as necessary, and play passes to his opponent. The cue ball remains in position except as noted below.

- Cue Ball Scratch or Hit off the Table; The cue ball is in hand behind the head string
- No Rail after Contact
- No Foot on Floor
- Ball Driven off the Table (All object balls driven off the table are respotted.)
- Touched Ball
- Double Hit
- Push Shot
- Balls Still Moving
- Cue Stick on the Table
- Playing out of Turn
- Slow Play

## ***Game Trivia***

- The dome on Monticello, Thomas Jefferson's home, was long rumored to conceal a billiard room. The anecdote remains unproven. In Jefferson's time, billiards was illegal in Virginia.
- Tom Cruise did most of his trick billiard shots for the 1986 film, *The Color of Money*. One exception was where he had to jump two balls to sink another. Director Martin Scorsese thought Cruise could learn the shot, but it would have taken a couple of extra days of practice, holding up production and costing thousands of dollars. Mike Sigel, professional billiards player, performed the shot instead.
- Billiards was the first sport to stage a world championship (1873).
- Throughout history, billiards bridged the gap between the aristocracy and the masses. Both gentlemen and men from the street played.
- No one knows exactly the origins of how the first billiard table was built. The earliest documented record of a billiard table comes from 1470. In an inventory of King Louis XI of France's possessions, his table was said to have had the following: a bed of stone, a cloth covering and a hole in the middle of the playing area into which balls could be driven.
- The word "cue" derives from the French queue, meaning tail. Before the cue stick was created, billiards was played with a mace. Attached to a narrow handle, the mace was made of a curved wooden or metal head used to push the ball forward. Since the mace head was so bulky, it made shots along the rail difficult. The mace was often turned around and the "tail" end was used. Players eventually recognized the benefits of such a method, and the cue as a separate instrument grew out of the mace's tail.
- During the Civil War, billiard results sometimes received wider news coverage than the war. Players were so popular that cigarette cards featuring images of them.