

Limits on Hazard

Only 15 consecutive hazards may be made without a cannon, the 16th is a foul.

Limits on Cannons

Only 75 consecutive cannons may be made without a hazard, the 76th is a foul.

To win the game the 2 players must 1st agree on a winning score. The 1st person to reach the agreed score is the winner. Despite the fact there are only 3 balls on the table it is a very tactical game to ensure you keep ahead of your opponent.

The player clicks on their cue ball and drags the cue stick in the opposite direction. This draws a line for precision. When the player stops clicking the mouse it takes the shot. The power of the shot depends how far the cue stick is pulled back.

There is another window indicating who gets turn it is and showing what ball hit what ball, points and if the player scored a cannon.