

# 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.)

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