

“Berserker”, A Pocket Billiards Game

1. World Standardized Rules

The [World Standardized Rules](#) published by the WPA (1/1/2008) apply to this game unless any following exceptions are specified.

2. Object of Game

Berserker is a two-player game played with **fourteen** numbered object balls and **two** cue balls. Players take turns pocketing their object balls, using only their cue ball, until one of the players wins. The first player to legally pocket the opponent’s cue ball once all of the player’s object balls have been cleared from the table wins.

3. Determining Suit

Two distinguishably different cue balls are needed for play. The black eight ball may be used as the second cue ball, or the player may use a novelty colored cue ball. Both cue balls in the game must be of equal size and weight and must meet regulations as defined by the WPA.

A cue ball will be assigned to each player before play.

An object ball “suit” will be assigned to each player before play. Suit refers to either “solids” (balls numbered 1 through 7) or “stripes” (balls numbered 9 through 15).

The assigned cue ball and suit will remain so for the entire match.

The eight ball is discarded if not being used as one of the cue balls.

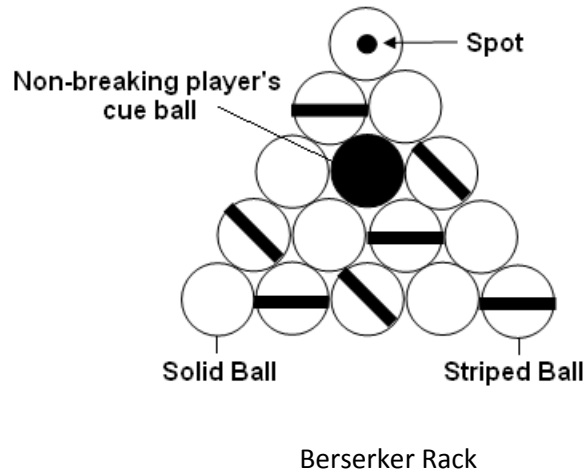
4. Determination of First Break

The first player to break will be determined by procedure 1.2 Lagging to Determine Order of Play as defined in the World Standardized Rules.

The player that breaks will alternate for each game thereafter for the remainder of the match, regardless of whom won or lost the previous game.

5. Racking

The fifteen object balls are racked as tightly as possible in a triangle, with the apex ball on the foot spot and the non-breaking player’s cue ball as the first ball that is directly below the apex ball. One from each group of seven (suit) will be on the two lower corners of the triangle. The other balls are placed in the triangle without a purposeful or intentional pattern.



6. Break Shot

The breaking player's cue ball is placed behind the head string and a legal break shot may be attempted.

If there was not a foul, the turn passes to the non-breaking player and play resumes as **normal play**, regardless if any balls were pocketed.

If a foul has occurred, the turn passes to the non-breaking player with **ball in hand**, and play resumes as **berserk play**.

7. Spotting a Cue Ball on a Scratch

If a scratch occurs, the offending player must spot his cue ball on the foot spot. (Refer to [1.4 Spotting Balls](#) from the World Standardized Rules).

8. Normal Play

The player may legally pocket one of his balls.

If **no foul** occurs, the turn passes to the other player as **normal play**.

If a **foul does occur**, then turn passes to the other player as **berserk play** with **ball in hand**.

It is a foul if the player strikes or moves the opponent's cue ball instead of his own.

9. Berserk Play

The player may legally pocket **any** of the balls on the table. The player may remain at the table and continue shooting until he fails to pocket a ball or commits a foul. If the player pockets the opponent's cue ball, then the opponent's cue ball is spotted and the player's turn continues.

If the player **fails to pocket a ball**, the turn passes to the other player as **normal play**.

If a **foul does occur**, then turn passes to the other player as **berserk play** with **ball in hand**.

It is a foul if the player strikes or moves the opponent's cue ball instead of his own.

10. Winning

The winner of the game is the first player to legally pocket the opponent's cue ball while no balls of his suit remain on the table.

Berserker was designed to reduce the advantage that strong players have over weak players, and to give both players many opportunities to make shots.

Breaking alternates from game to game so each player will always have a chance to break. Further, because the player's suits have already been determined, the break results in a random advantage, as well as an automatic pass-of-turn. This eliminates breaking and running.

The main goal of Berserker is to pocket the opponent's cue ball and enter into "Berserk Mode". This is the only way a player may stay at the table and keep shooting until they miss or foul. Strong players will be looking for these opportunities so that they can open up the table and play position for all of their balls, even if it is off of the opponent's object or cue balls as well. Of course, pocketing the opponent's object balls is at the risk of the shooter because it also brings the opponent closer to the end of the game as well. It is a trade off that levels the playing field a little bit. A strong player may run out most of his balls in Berserk Mode, along with a lot of the opponents balls in the process, and then scratch. The weak player now has a clear chance of winning.

In most games that use only one cue ball, weak players generally tend to pocket their balls with little thought of where the cue ball ends up. The stronger players are better at playing position, creating safeties and eliminating options for their opponents. With two cue balls, the weak player doesn't have to worry as much of their final cue ball position because the opponent is not allowed to directly touch it. This presents the opportunity of "hiding", or placing one's cue ball (legally) in a place where the opponent can't pocket it. If he can't pocket it, he gets only one shot before the turn passes back. In this way weak players can be effective if they choose the right pattern, and their weaker position play isn't as devastating compared to other games.