

kill the king

Version 0.8

"Kill the King" is a variation of pool where the players' objective is to kill (pot) the opponent's King. It is a game full of tactics and differs in many ways from traditional pool games: there is no break, you place your own balls in the desired arrangement, and you can use all the balls of your team as the cue ball.

If you are playing the game for the first time, start with the Simple Version (p.7).

This is a conceptual version that has already gone through a few iterations but still requires further testing and feedback! The game was created by Klaas Jongsma. There is no commercial purpose behind it; it is just fun to come up with a new pool game! If you have anything to say, send a response to callcornerpocket@gmail.com.

Content

1. A brief description of the game + basic concept	p.1
2. Game Rules	p.2
. . . . 2.1 Recruitment phase	p.2
. . . . 2.2 Gameplay phase	p.3
3. Special abilities for some balls	p.4
4. More than one life for the Koning (handicap)	p.5
5. The endgame & uncommon situations	p.6
6. Kill the King Simple Version	p.7
Attachment: example recruitment phase	p.8

To test:

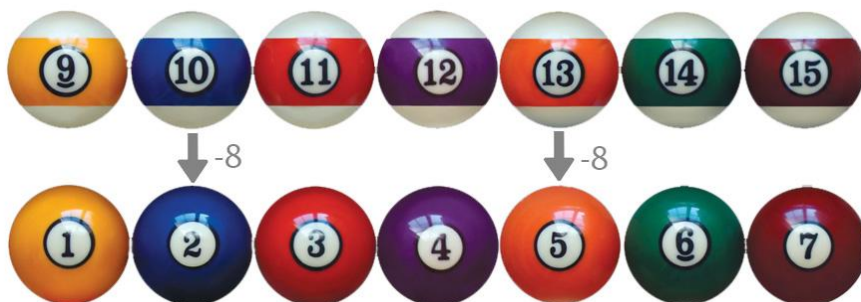
- jumpshot allowed?
- jump and combinations with the 8 allowed, or should it be a neutral wall?
- rule: each shot you must move an enemy ball or each shot you must hit an enemy ball first (I think the latter)
- saboteur: sabotage AND pot or sabotage OR pot?
- where to place recruit, respot and 'rerecruits': anywhere, original half or not on enemy king half?
- should respotted balls always be placed anywhere on table? (after the shot)
- 1 point or 2 points for a foul?
- multiple pots: must call all. Can a secondary shot be a higher numbered ball? (*this does raise a question: what if the first ball doesn't fall? It should be a problem because otherwise someone can 'fake call a shot' just to carom on a high profile ball. So I think the first, equal or lowered number ball must fall in order for the 2nd ball to be legal*)

1. A brief description of the game + basic concept

- 1) The objective of the game is to pot the opponent's King.
- 2) Players lag to determine who goes first and choose a half of the table.
- 3) During the recruitment phase, players place their balls one by one on their own half. Position them in such a way that your King is protected, while also attacking the opponent's balls. Once players have placed their balls, the game begins.
- 4) Players take turns to shoot (switch after each shot). All your own balls can be used as the cue ball.
- 5) You are allowed to pot an opponent's ball if that ball has *the same number or a lower number than the cue ball*. For example, the 4 ball can pot balls numbered 4 and lower. The 1 ball can only pot the opponent's 1 ball. Thus, the higher the number on the ball, the stronger it is.
- 6) The King has the highest number and can only be potted by the opponent's King, the Executioner, and the Assassin. If one team has a lone King, all of the remaining balls of the opponent can pot the King!

Converting the numbers on the balls

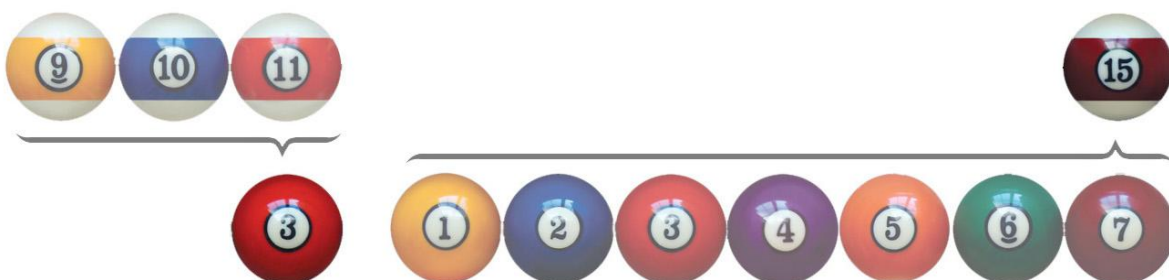
The two teams have different number ranges. The solids team has numbers 1 to 7, and the stripes team has numbers 9 to 15. To determine the corresponding solid ball, you can use colors for reference or subtract 8 from the number of the striped ball. Simply put: 9 = 1, 10 = 2, (...), 15 = 7.



The strength of the balls varies

A ball can only pot object balls with an equal or lower number. Balls with lower numbers can pot fewer balls, while higher-numbered balls can pot more balls. Thus the higher the number, the stronger the ball.

For example, the 3 ball can pot the 9, 10, and 11 balls. The 15 ball (King) can pot all balls.



2. Game Rules

Kill the King consists of two phases: **recruitment phase** (purchasing phase) and **gameplay phase**. In the recruitment phase, players choose and place their balls on the table. In the gameplay phase, the game is played until one of the players pots the King.

Start by placing the 8 ball exactly in the middle of the table. An imaginary line dividing the table in half determines the two halves. The winner of the lag gets to choose a playing half and decide who begins with recruitment.

2.1 Recruitment (purchasing phase)

In this phase, both players take turns buying and placing balls. Each player has **10 points** to spend on purchasing balls. The price of a ball corresponds to the number on the ball: The 2 ball costs 2 points, the 6 ball costs 6 points, and so on. The King is free!

The player who starts the recruitment phase purchases the first ball and places it on their own half. Then, the opponent does the same. Balls do not need to be purchased and placed in numerical order. You can choose when to "buy" the King. Players take turns buying balls until they run out of points or they decide to stop buying.

The balls that have not been purchased are placed on the sideline in numerical order from low to high. These are the **reservists** and can be placed on the table by the player during the course of the game. The weakest ball, with the lowest number, is placed first.

Determining who starts

Players take turns placing their balls, and at some point, either the points run out or a player decides not to purchase any more balls. You can only decide to stop if your King is already on the table. If that's not the case, you still need to place it.

Rule of thumb: *The player who placed the last ball does **not** begin.*

Reordering reserves

If a player has 1 or more points remaining, they can use them to reorder the reservists. They can change the order of the reserves as desired. This is useful because the reservists are normally recruited in ascending order. After the recruitment phase any remaining points are forfeited and do not carry over to the gameplay phase.

See the attachment on page 8 for an example of the purchasing phase.

Summary of the recruitment phase

- Players have 10 points and take turns buying a ball.
- The cost of a ball is equal to its number, except the King which is free.
- Place the newly purchased ball on your own half of the table.
- You can spontaneously decide to stop buying, provided that the King is already on the table.
- The player who placed the last ball does not begin.
- The remaining balls serve as your reservists, recruited in ascending order.
- If you have a point remaining, you can reorder the reserves as desired.
- After recruitment, you note the number of your Assassin on a piece of paper.

2.1 The Gameplay Phase

Once the balls are placed, the game begins. Players take turns playing (one shot per turn). During your turn, you have two options:

1. **Make a shot:** You can use any ball from your team as the cue ball. If you can, try to pot an opponent's ball, or even better, the King! However, you can also choose to strategically shoot and reposition the balls for a more favorable setup.
2. **Bring a reservist into play:** Instead of shooting, the player can place the first ball from the reservists onto the table. The ball cannot be placed on the playing half where the opponent's King is located. Afterward, the turn immediately ends.

Legal and illegal ball potting

In Kill the King, you must call the balls you intend to pot. You can call multiple balls in a single shot. A pot is **legal** only if the object ball has an equal or lower number. Thus: If you call a ball *and* it has an equal or lower number, then it is a **legal** pot. The ball is essentially out of the game. Lowered numbered balls are allowed to hit higher numbered balls, just not pot them. So you can shoot your 2 against the opponent's 6 for example.

An **illegal** pot occurs when a ball goes into a pocket without being called, when the object ball has a higher number than the cue ball (it must be equal or lower), or when an opponent's ball is shot off the table. In the case of an **illegal** pot, the player whose ball was illegally potted can place the respective ball anywhere on the table after their shot.

Potting your own ball

If a player accidentally pots their own ball or shoots it off the table, that ball is permanently out of the game. If a player pots their own King, they lose the game.

Fouls and repurchasing balls

During each shot you must *first hit an opponent's ball and after contact, at least one ball must hit a rail* (unless you have potted a ball). If this requirement is not met, the opponent receives a bonus point. Accumulated bonus points (fouls) can be used to **repurchase a lost ball**. The number on the ball determines the number of bonus points required to repurchase it. Placing the ball occurs instead of taking a shot. The ball cannot be placed on the half of the table where the opponent's King is located.

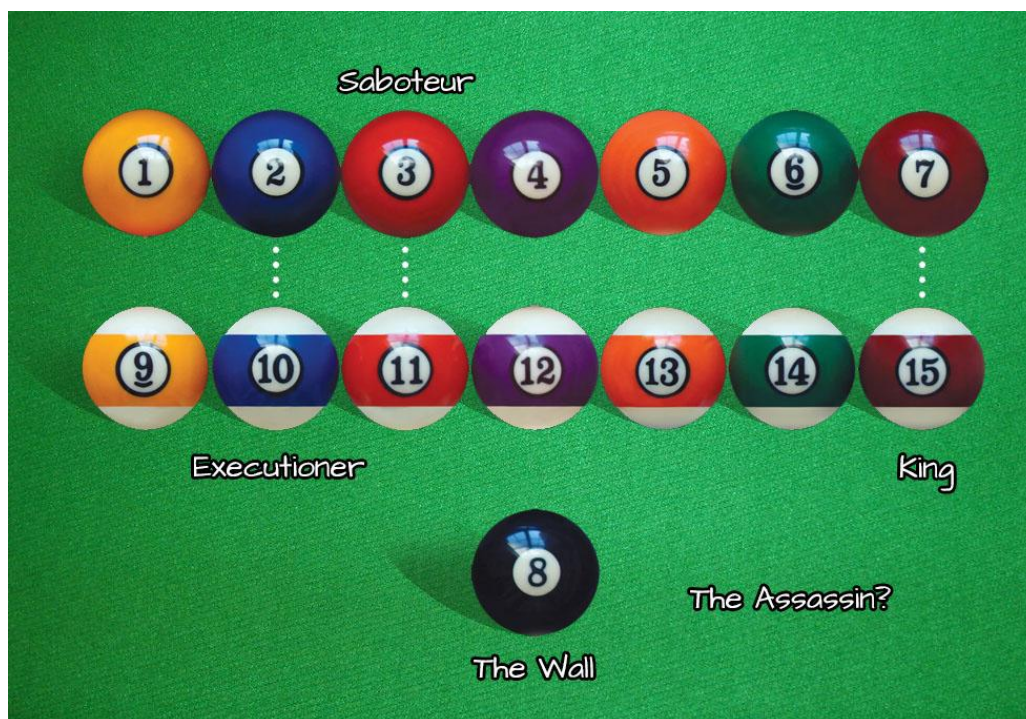
An illegal pot or potting your own ball does not give your opponent a bonus point.

Summary of the gameplay phase

- Players have the option to either shoot a ball or bring a reserve onto the table.
- A reservist cannot be placed on the half where the enemy King is located.
- A legal pot requires calling the ball and the object ball having an equal or lower number.
- An illegal pot occurs when not calling the ball, the object ball having a higher number, or the ball flying off the table.
- Your illegally potted ball can be respotted anywhere on the table after (!) you shot.
- A player's own ball that lands in a pocket or goes off the table is out of the game.
- In the case of a foul, the opponent receives a point. Buy back balls with accumulated points, which are placed according to the rules of placing reserves

3. Special abilities for some balls

In Kill the King, several balls have special abilities. In short: The King is the most important and strongest ball. The Executioner can pot the King, the Saboteur can disable balls for one turn, the Assassin is a secret Executioner, and the Wall is a neutral ball that can be used for cover.



King The most important ball. If it is potted, either by the opponent or accidentally by yourself, you lose. The King can only be potted by the other King, the Executioner, or the Assassin.

Executioner The ball that can pot the King. It has the number 2, so it is relatively weak compared to other balls.

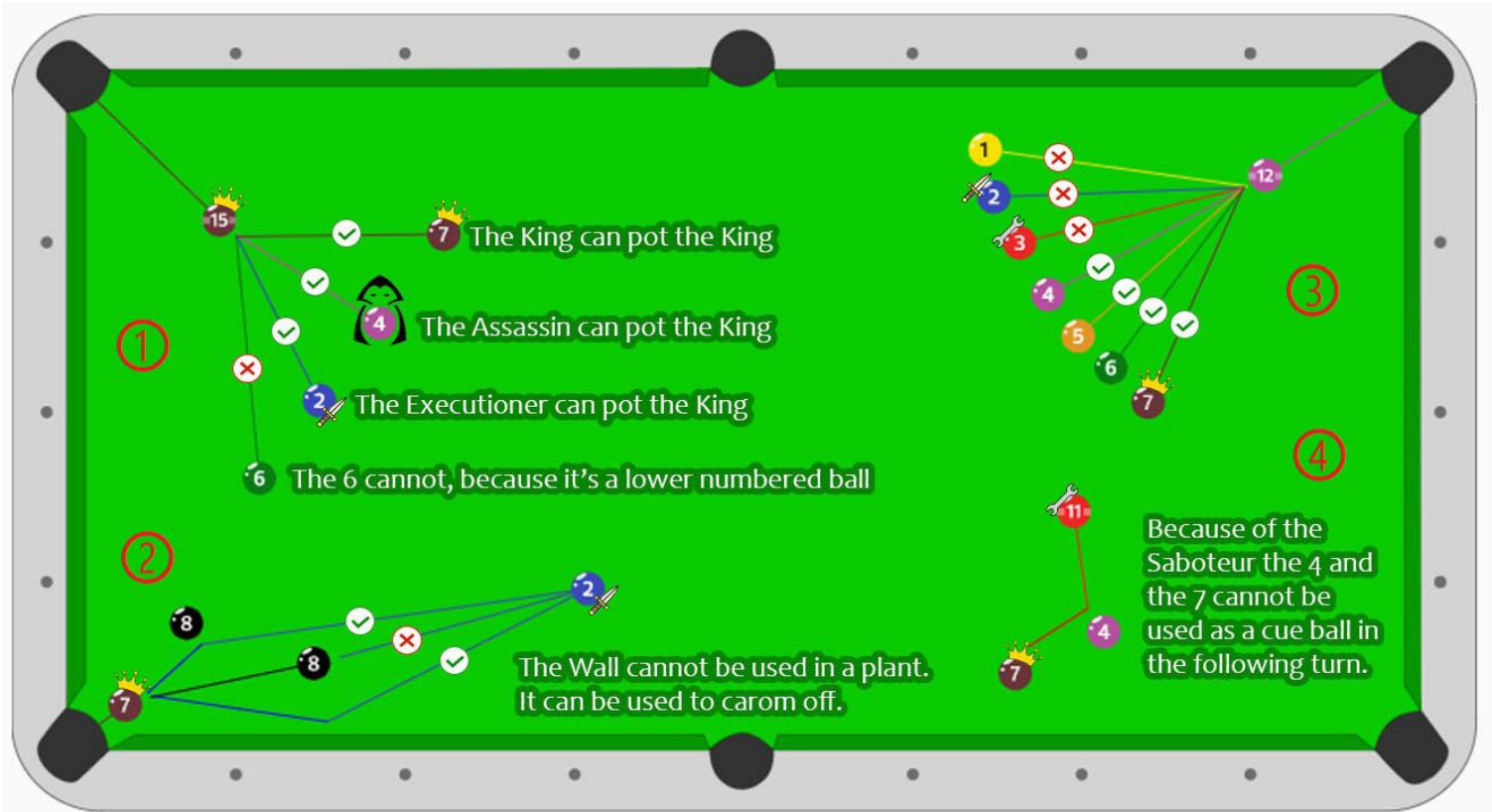
Assassin Just like the Executioner, the Assassin can pot the King, but the opponent doesn't know which ball is the Assassin. The role of the Assassin is secretly assigned to a ball by writing its number on a piece of paper. If the opponent pots your Assassin, you don't have to reveal it.

Saboteur The Saboteur (number 3) as the cue ball temporarily disables opponent's balls. The balls touched by the Saboteur cannot be used as cue balls in the following turn. It's important to note that sabotaging balls can only be done when using the Saboteur as the cue ball. You need to call the balls you want to disable. If you miss one, the sabotage of all called balls fails.

The wall The 8-ball is a neutral ball that doesn't have any special abilities. It cannot be used in combinations or jumped over. It acts as a sort of wall that you can hide behind. If the 8-ball is potted, it is respotted as close as possible to the center of the table.

Image: the different special abilities applied in an example + basic principle
Groen V = legal shot, Rood X = niet legal shot.

- ① **Who can pocket the King?** The King, the Executioner, and the Assassin. In this example the 4 is the Assassin, but theoretically it can be any ball.
- ② **Combinations** (plants) with the 8, the Wall, are not allowed, but caroms are.
- ③ **The basic principle:** only balls with an equal or higher number can pocket the other ball. The 12 ball = 4 ball, so only balls 4 to 7 can pocket it.
- ④ **The Saboteur** disables two balls for the next turn in a single shot. Note that you must call both balls. If you miss one of them, neither of them is sabotaged.



4. More than one life for the King (handicap)

Protecting the King is not an easy task. Therefore, it is advisable to give the King extra lives based on the skill level of the players. In case of a skill level difference, this can be used as a handicap.

Expert:	1 life
Intermediate:	2 lives
Beginner:	3 lives

For beginner and intermediate levels: If the King is pocketed, the player must place the King in the next turn. It can be placed anywhere on the table (ball in hand). After placing the King, the turn ends immediately.

6. Kill the King - Simple Version

Setting up the game

Place the 8-ball in the center. Use the lag to determine who starts and choose a side.

Recruitment Phase

Players take turns placing their balls on their own half until all 5 are placed. The player who placed the last ball does not begin.

Playing Phase

All rules from page 1 and pages 3 to 6 apply.

Page 1 describes the basic concept.

Page 3 describes how the game progresses.

Pages 4 and 5 describe the roles of the balls.

Page 6 describes the endgame and exceptional situations.

In the Simple Version, the endgame rule also applies: if the opponent has only the King remaining, all your remaining balls are allowed to pocket the King!

Optional: Add the roles of Saboteur and/or Assassin.

Optional: Balls can be placed anywhere on the table during the recruitment phase.

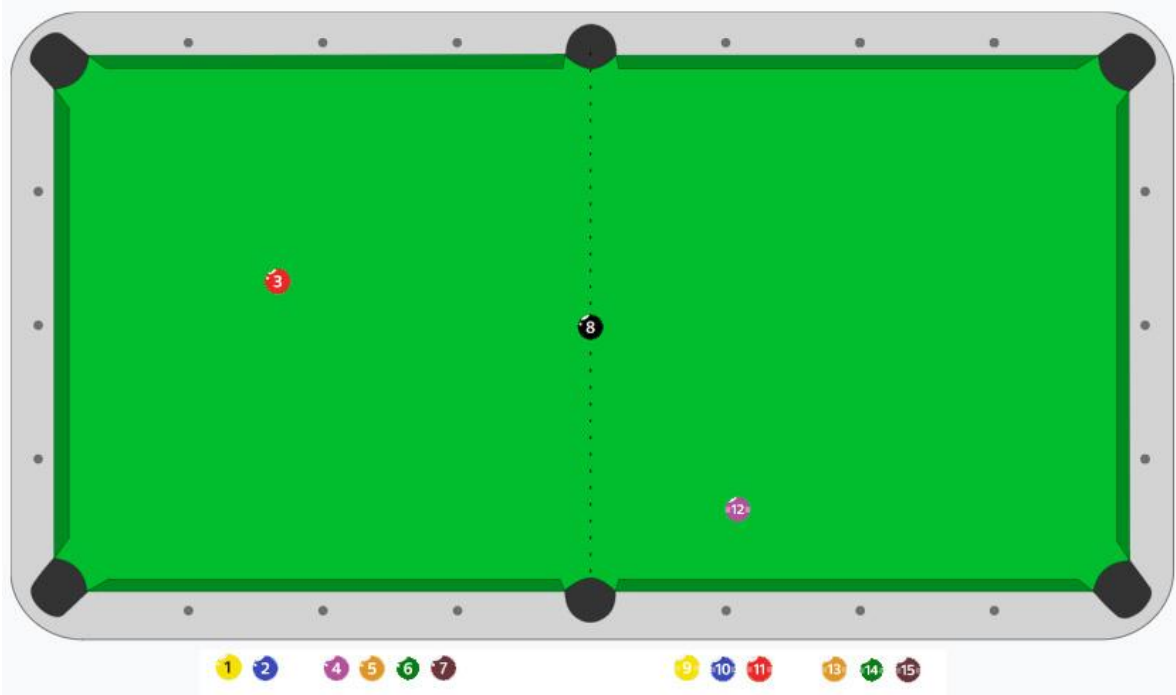
Optional: Play with a recruitment phase (see p.2). Each player has 4 points to purchase balls.

Image: The balls and their roles in the Simple Version.

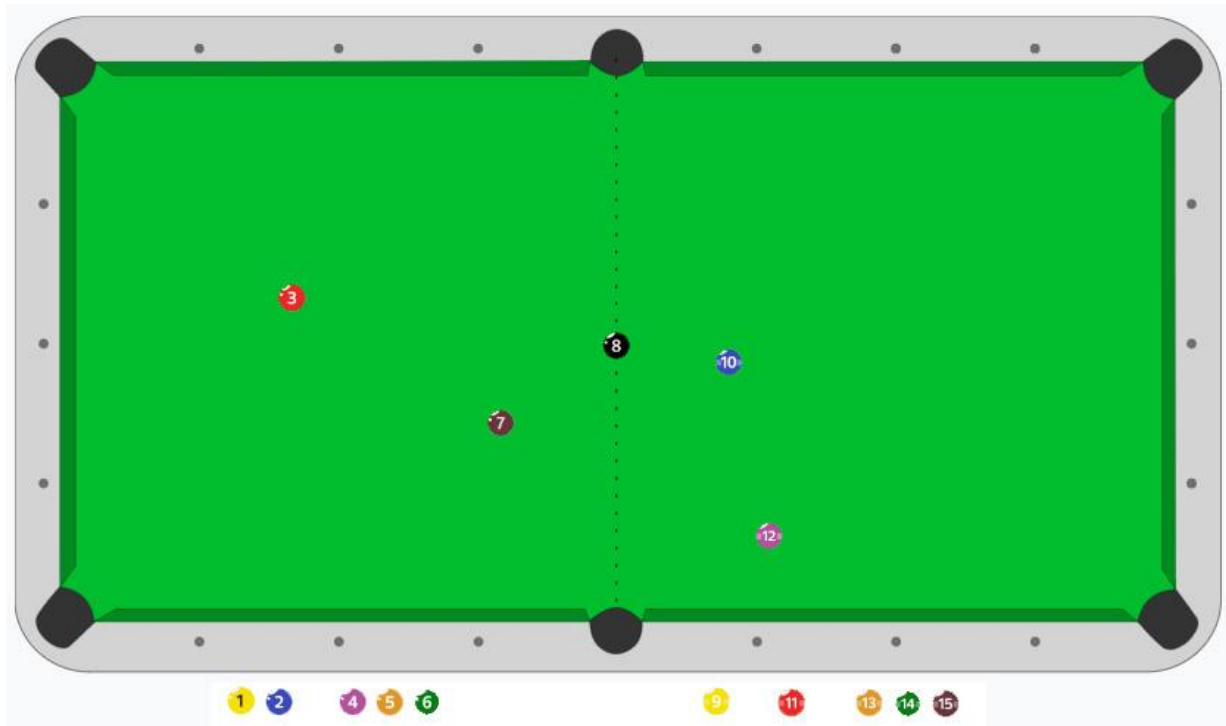


Attachment: an example recruitment phase

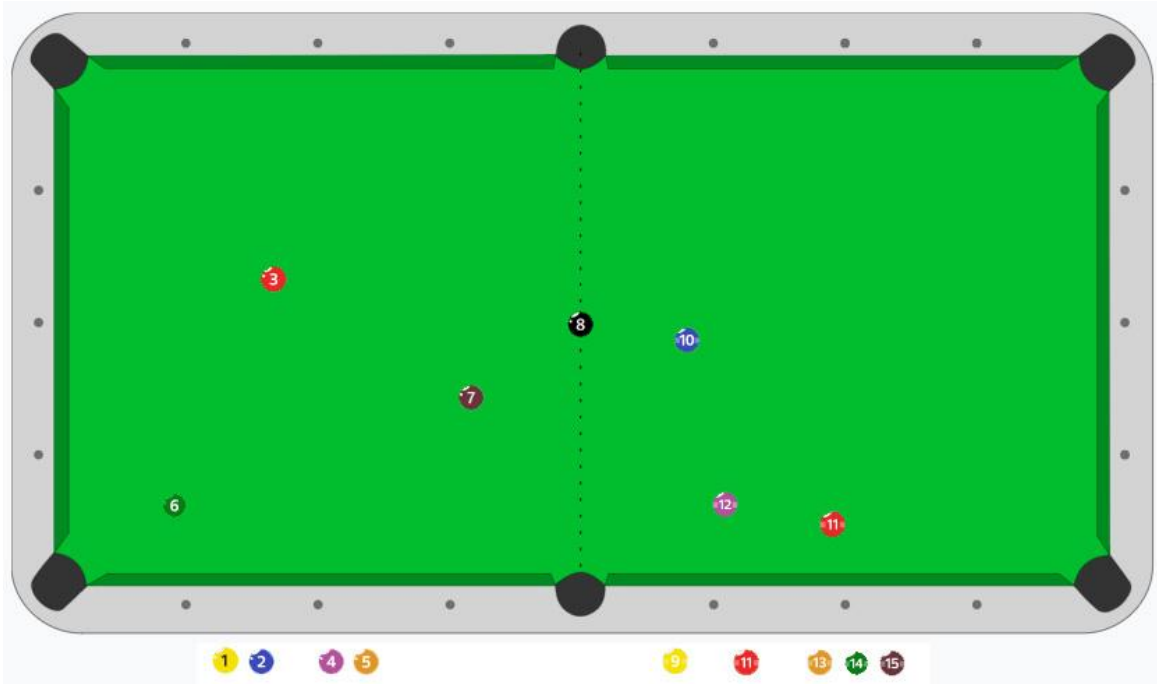
Example: In turn 1, the player on the left places the 3 ball. He then has $10 - 3 = 7$ points remaining. The player on the right places the 12 ball (which equals the 4 ball). He then has $10 - 4 = 6$ points remaining.



In turn 2, the player on the left places the 7 (King). The King is free. So he has $7 - 0 = 7$ points remaining. The player on the right places the 10 ball (which equals the 2 ball). He has $6 - 2 = 4$ points remaining.



In turn 3, the player on the left places the 6 ball. He then has $7 - 6 = 1$ point remaining. The player on the right places the 11 ball (which equals the 3 ball). He has $4 - 3 = 1$ point remaining



In turn 4, the player on the left does not place a ball. Instead, he spends 1 point to rearrange his reservists. He then has 0 points remaining. In this case, he places the 2 ball and the 5 ball at the front of the line. The 5 ball is a strong ball, and the 2 ball is a special ball; the Executioner.

The player on the right places the King (free) and the 9 ball (which equals the 1 ball). He also has $1 - 0 - 1 = 0$ points remaining. Since the player on the right placed the last ball, the player on the left gets to start.

