

P.D.C. Bumper Pool®

by MILTON BRADLEY

INSTRUCTIONS AND GAME RULES

Bumper Pool, a long standing pool game favorite, takes on a new dimension with the Precision Directed Cue. This unique cue shooter quickly enables any novice to shoot with the accuracy of an expert.

EQUIPMENT:

- | | |
|-------------------------------|-------------------------------------|
| 1 P. D. Cue Bumper Pool Table | 2 Marked Cue Balls (1 white, 1 red) |
| 2 Precision Directed Cues | 4 Padded Leveler Legs |
| 8 Balls (4 white, 4 red) | 1 Instruction Booklet |

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MILTON BRADLEY COMPANY
SPRINGFIELD, MASSACHUSETTS 01101

TO SET UP THE GAME TABLE

1. Turn the table over and screw a leveler leg (packed in plastic bag with balls) into each of the four corners as shown in(FIG. 1).
2. Return the table to its upright position, after making sure all the legs are in contact with the table surface, check its levelness by rolling a ball, by hand, slowly along the playing surface. If the ball does not roll in a straight line, gradually raise or lower the leveler legs until the ball rolls straight.

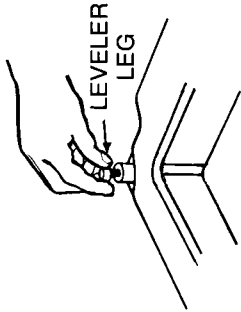


FIG. 1

NOTE: Normally, the simple adjustment is sufficient — however — if a more precise condition is desired, refer to pages 3, 4 and 5 for additional directions to level or adjust the playing surface.

THE OBJECT OF THE GAME:

The object of P. D. Cue Bumper Pool is to be the first player to pocket 5 balls of your color.

HOW TO USE THE PRECISION DIRECTED CUE

This versatile cue shooter can be placed anywhere on the green playing surface, and can be set to propel a ball at *four* different speeds.

1. Push the rod of the P. D. Cue into the handle to the desired depth. One *click* for a soft shot, 4 *clicks* for a fast shot. (See FIG. 2)
2. Place the P. D. Cue behind a ball, and taking aim, press one of the levers on either side of the handle. (See FIG. 3)
3. Two methods of play are allowed — decide before you start playing which will be used in the game;
 - a) The P. D. Cue must be used only on the flat playing surface (this is the preferred method).
 - b) The P. D. Cue can be either used on the flat playing surface or hand held.

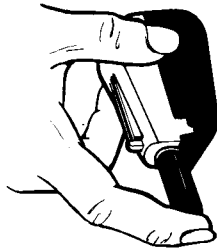


FIG. 2

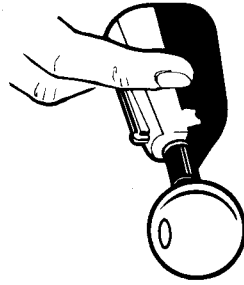


FIG. 3

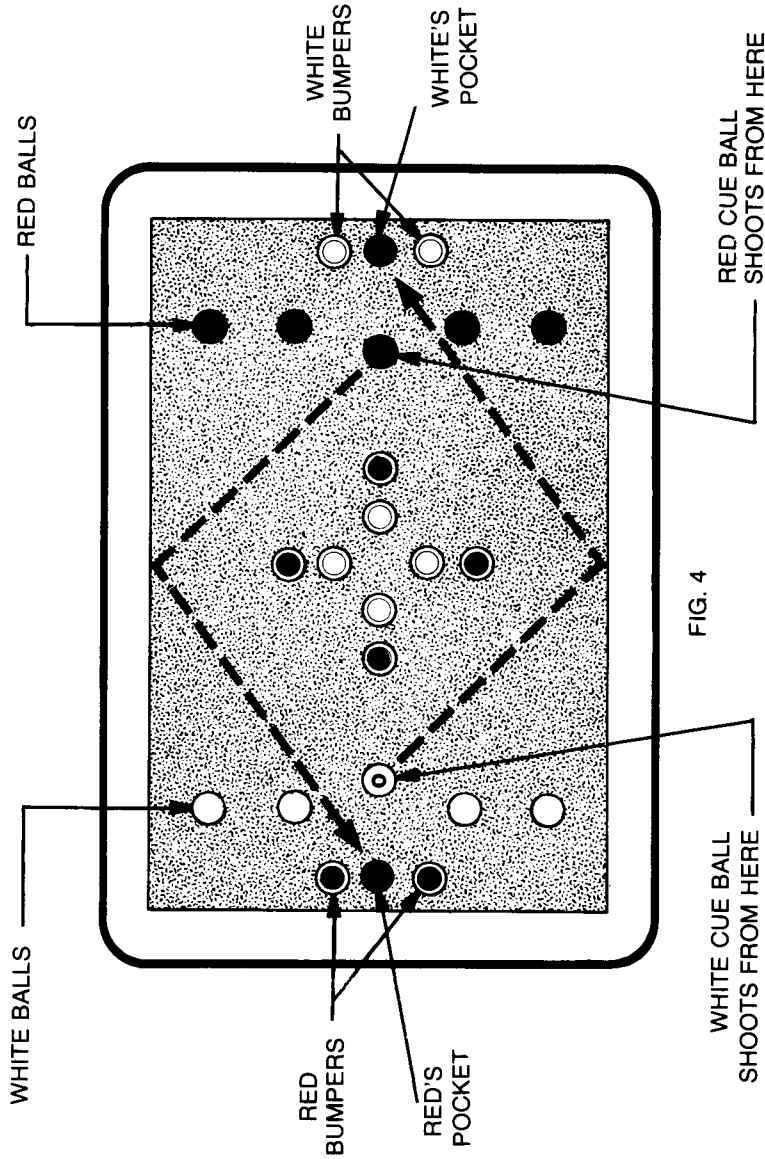


FIG. 4

HOW TO PLAY P. D. CUE BUMPER POOL

1. Place 2 red balls on the spots on each side of the white pocket markers, and the marked red cue ball on the spot directly in front of the white pocket. Position the white balls in the same manner around the red pocket. (See FIG. 4)
2. In playing the game, the white balls are to be sunk in the pocket marked by the white bumpers and the red balls in the pocket marked by the red bumpers. (See FIG. 4)

3. Both players will shoot their respective cue balls simultaneously, banking the ball off the cushion to the players right. The player who sinks his cue ball or is closest to his pocket shoots again (See FIG. 4) From then on, players alternate turns. If both players pocket their cue balls on the first shot, they each place one of their remaining balls on the spot where the cue ball was shot from and shoot again as before.
4. The marked cue balls **MUST** be pocketed first.
5. A player sinking one of his balls in his pocket shoots again.
6. A player sinking one of his balls in his opponent's pocket is penalized. His opponent may pocket any 2 of his balls. There is no penalty if a player sinks one of his opponent's balls.
7. If a player causes a ball to leave the table, his opponent can place that ball anywhere on the playing surface and in addition pocket any 2 of his balls.
8. The first player to sink all his balls wins. If a player sinks his last ball in his opponent's pocket he forfeits the game.

TEAM PLAY for four players is the same as above, but team and players alternate. (Red player A, White player A, Red player B, White player B, etc.)

FOR A PERFECTLY LEVEL AND FLAT PLAYING SURFACE

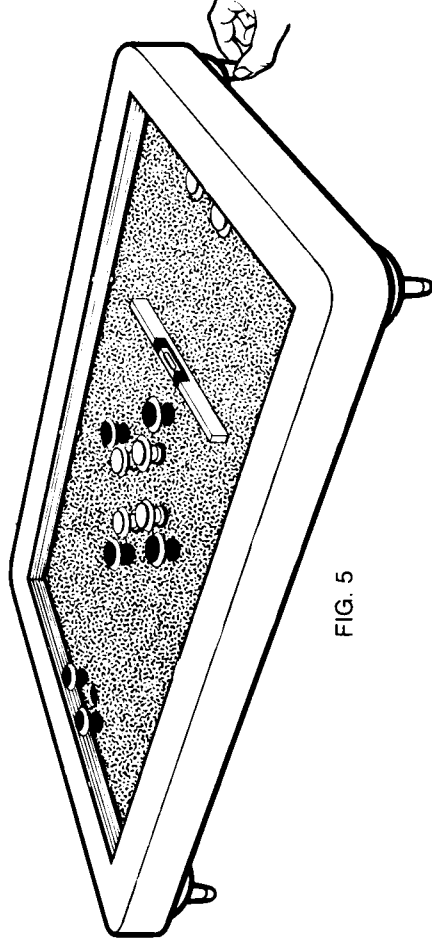


FIG. 5

Place a vial level on the green playing surface (FIG. 5) in several different locations and adjust the Leveler Legs until the vial indicates a level table.

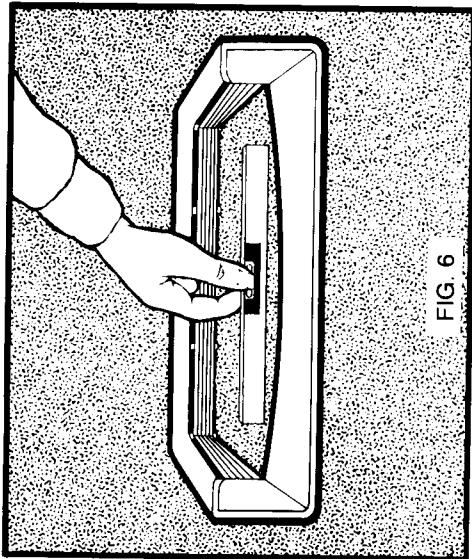


FIG. 6

1. Use the vial level (or any other straight edge such as a ruler) and check the flatness (FIG. 6). If the table has warped and shows an open area under the straight edge —

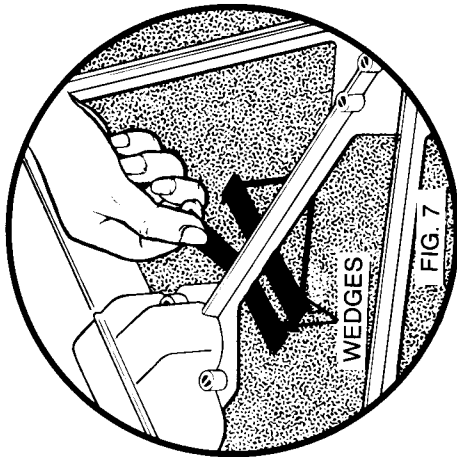


FIG. 7

2. Turn the table over and remove the WEDGES (FIG. 7) by bending them up and down until they break away from the table support rib.

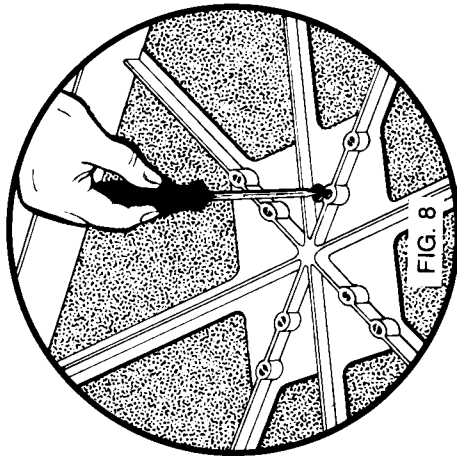


FIG. 8

3. Loosen, but do not remove, the 8 center screws holding the center bumpers in place (FIG. 8)

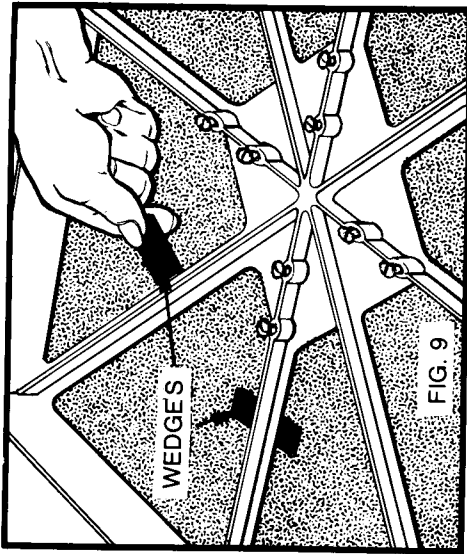


FIG. 9

4. Place the smooth side of the wedge against the table bottom and push it in between the table and the support rib where needed until the playing surface is flat. (FIG. 9 and 10)

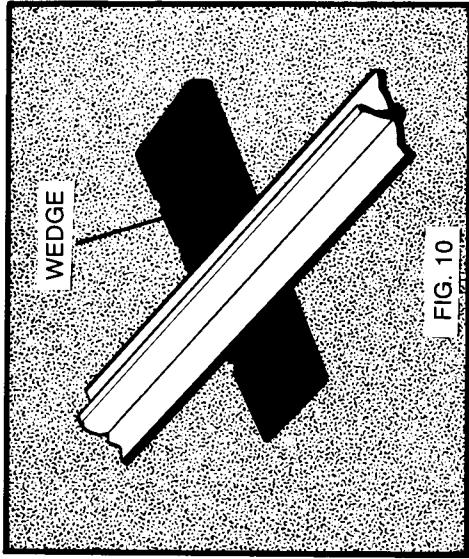


FIG. 10

5. Continue checking the playing surface at several points and insert wedges where needed. Tighten center bumper screws (FIG. 8) and return table to upright position.

To obtain the replacement parts listed below, send check or money order (no C.O.D.'s please) to:

MILTON BRADLEY COMPANY
SPRINGFIELD, MASSACHUSETTS 01101

We pay mailing and handling charges. Be sure to give the Part Number, Description and Quantity desired. Print your name, address and zip number clearly.

PART NUMBER	DESCRIPTION	PRICE
4354	Set of 10 Balls	1.50
4355	Any Individual Ball, each	.25
4356	One P. D. Cue Shooter	1.25
4357	One Elastic Cushion (only 1 needed per game)	1.25
4249	Set of 4 Leveler Legs	.50