



Krek-It: The Rules

1. A player must be 18 years and above to participate.
2. A player must pay a registration fee of **KSh 100** via **Paybill No. 522533 Acc. 7971820** before playing.
3. Players have 10 seconds to break the rack using the white ball.
4. No cushion shots allowed. The player must hit the rack directly with a rolling ball. No jumping shots.
5. The black ball can be placed anywhere inside the triangle except for the front tip.
6. The white ball must be played from the designated spot marked on the table.
7. Players must wait for their turn in an orderly queue. No jumping ahead.
8. Only the black ball qualifies a player for the jackpot draw.
9. You can use your hand to play. But no going beyond the line.
10. A player has one chance to break "Krek" the balls and if him or her inputs the black "8" ball, they are in the jackpot draw. If they also pot any other balls, they become eligible for other prizes from sponsoring brands.
11. The jackpot round will be conducted after all registered players have played. In the event of more than one player potting the jackpot ball, the players then participate in a 3 Rounds Face Off challenge to determine the winner of the jackpot prize. If all players pot after 3 rounds or don't pot after 3 rounds they share the jackpot prize.
12. A referee will oversee all games, and their decision is final and cannot be appealed.
13. **Filming in progress – If you are not comfortable, don't participate.**

Sheria Rasmi za Krek-It

1. Mchezaji lazima awe na umri wa miaka 18 au zaidi ili kushiriki.
2. Mchezaji lazima alipe ada ya usajili ya **KSh 100** kwa **Paybill No. 522533 Acc. 7971820** kabla ya kucheza.
3. Una sekunde 10 kuvunja mipira kwa kupiga na white ball.
4. Hakuna kugonga mpaka wa meza kwanza. Mchezaji lazima apige mipira moja kwa moja na kwa mpira unaoviringika. Hakuna jumping shots.
5. Black ball inaweza kuwekwa sehemu yoyote ndani ya triangle isipokuwa kwenye kona ya mbele.
6. White ball lazima ichezwe kutoka kwa alama maalum mezani.
7. Hakuna kuruka foleni. Subiri kwa utulivu hadi zamu yako ifike.
8. Black ball pekee ndio ya ushindi wa raundi ya jackpot.
9. Unaweza kutumia mkono kucheza, lakini usivuke mstari.
10. Mchezaji ana nafasi moja tu ya kuvunja "Krek" mipira. Akifanikiwa kuingiza black "8" ball, anapata nafasi ya kushiriki kwenye droo ya jackpot. Akiingiza mipira mingine pia, anastahili kushinda zawadi zingine kutoka kwa wadhamini.
11. Raundi ya jackpot itachezwa baada ya wachezaji wote kushiriki. Kama zaidi ya mchezaji mmoja ataingiza black ball, watahindana kwenye Face Off ya raundi 3 ili kumpata mshindi wa jackpot prize. Ikiwa wachezaji wote watafanikiwa kupiga black ball baada ya raundi 3 au hakuna anayepiga baada ya raundi 3, watagawana zawadi ya jackpot.
12. Mwamuzi atasimamia mchezo wote, na uamuzi wake ni wa mwisho na hauwezi kubadilishwa.
13. "Upigaji wa video unaendelea – Ikiwa haujisikii vizuri, usishiriki."

