

# DC HOCKEY

## RULES

### INTRO

DC Hockey is a Dice and Card Hockey driven game. There's 80 game cards and you need 1 D20 and 2 D6 to play this game. A game consist of 3 period of 20 minutes, each game card representing 1 minute of play.

Here's a preview of Edmonton's 1985-86 team sheet.

The diagram shows a preview of the Edmonton 1985-86 team sheet, which is a complex table with multiple columns and rows. Callouts point to specific sections of the sheet:

- Line #1**: Points to the first line of the team sheet.
- D Pair #2**: Points to the second defense pair.
- Power Play #1**: Points to the first power play section.
- Assists section**: Points to the assists column.
- Team ratings (1 to 5)**: Points to the team ratings column.
- Team ratings (1 to 20)**: Points to the team ratings column.
- Short-Handed #2**: Points to the short-handed section.
- Duo Play**: Points to the duo play section.
- Enforcer**: Points to the enforcer section.
- Goalie # 1**: Points to the first goalie.
- Goalie # 2**: Points to the second goalie.
- Goalie # 3**: Points to the third goalie.

### RATINGS

#### TEAM RATINGS (OFF, DEF, INT, PEN, PK, PP DEF)

Teams are rated with 6 different aspect of the game.  
 OFFENSE (OFF) , DEFENSE (DEF) AND INTIMIDATION (INT) are rated from 1 to 5  
 PENALTY (PEN) , PENALTY KILL (PK) AND PP DEFENSE (PP DEF) are rated from 1 to 20.

#### LINE RATINGS (F INT, PEN)

Each lines has 2 ratings :  
 FORWARD INTIMIDATION (F INT) : from 1 to 5  
 PENALTY (PEN) : from 1 to 20

#### DEFENSEMEN PAIR RATINGS (D INT, DEF)

Each defensemen pair has 2 ratings :  
 D PAIR INTIMIDATION (D INT) : from 1 to 5  
 D PAIR DEFENSE (DEF) : from 1 to 20.

#### DEFENSEMEN PAIR ON SHORT-HANDED SITUATION (D PAIR DEF)

Each SH line has 1 rating :  
 DEFENCEMAN PAIR DEFENSE (D PAIR DEF) : from 1 to 20

## PRE-GAME SETUP

Choose a Visiting team and a Home team. Put each team sheet side by side, the Visiting team being to the left.

### **STARTING GOALIES**

Roll the D20 to determine the Visiting starting goalie and refer to the number in ( ) to the right of the goalie name. Do the same for the Home team. You can use the marker G (provided at the end of game card) to put over the starting goalie.

### **SHOTS ON GOAL**

#### Visiting team :

Take the OFFENSE(OFF) number of the Visiting team MINUS the DEFENSE (DEF) number of the Home team. This becomes the OFFENSIVE FACTOR for the Visiting team. Roll D20 and cross reference the dice roll and the OFFENSIVE FACTOR on the Shot Chart. This is the number of shots for the Visiting team for the 1<sup>st</sup> Period.

#### Home team :

Take the OFFENSE (OFF) number of the Home team MINUS the DEFENSE (DEF) number of the Visiting team. This becomes the OFFENSIVE FACTOR for the Home team. Roll D20 and cross reference the dice roll and the OFFENSIVE FACTOR on the Shot Chart. This is the number of shots for the Home team for the 1<sup>st</sup> Period.

Although improbable, if the number of goals scored at the end of one period exceed the number of shots, you must adjust the number of shots on the scoresheet so it reflects reality. If the team had 4 shots and they score 5 goals, just put 5 shots on the scoresheet.

### **SHOT RANGE**

#### Home team only :

Take the INTIMIDATION (INT) number of the Home team (there is always a +1 for the Home team) MINUS the INTIMIDATION (INT) number of the Visiting team. This becomes the INTIMIDATION FACTOR for the Home team (The INTIMIDATION FACTOR cannot be lower than -4 and higher than +4). Roll 2D6 and cross reference the dice roll with the INTIMIDATION FACTOR on the INTIMIDATION CHART.

If the result on the chart is negative, you SUBTRACT that number to the number of SHOTS of the Home team and it becomes the SHOT RANGE for the Home team. That same negative number becomes positive for the Visiting team and you ADD it to the number of SHOTS of the Visiting team. This is the SHOT RANGE of the Visiting team.

If the result on the chart is 0, the SHOT RANGE is the number of SHOTS for each team.

If, on the chart, the result is positive, ADD that number to the number of SHOTS of the Home team and it becomes the SHOT RANGE of the Home team. You SUBTRACT that same number to the Visiting team SHOTS. This is the SHOT RANGE of the Visiting team.

The SHOT RANGE cannot be lower than 1 or higher than 20.

For each period of play, determine the number of SHOTS and the SHOT RANGE for each team.

If the game goes to overtime, the number of shots for the OT will be modified at the end of the overtime. Refer to the OVERTIME CORRESPONDING SHOT CHART and depending on the number of minutes you played in OT, you cross reference with the number of shots the team had before the OT began. You will then have the real number of shots for the overtime.

Example : EDMONTON is visiting BOSTON

#### Number of shots for EDMONTON

OFFENSE for EDMONTON : 5

DEFENSE for BOSTON : 5

5-5 = **0** (offensive factor)

Dice Roll (D20) : 14. Cross-reference on the shot chart with **0** (offensive factor). 12 shots

EDMONTON has 12 shots for the 1<sup>st</sup> period.

#### Number of shots for BOSTON

OFFENSE for BOSTON : 3

DEFENSE for EDMONTON : 2

3-2 = **+1** (offensive factor)

Dice Roll (D20) : 5. Cross-reference on the shot chart with **1** (offensive factor). 8 shots

BOSTON has 8 shots for the 1<sup>st</sup> period.

#### Shot Range for both teams

Home team Intimidation (+1) MINUS Visiting team Intimidation

BOSTON INTIMIDATION : 5 (+1) = 6

EDMONTON INTIMIDATION : 4

6-4 = **+2** (intimidation factor)

Dice Roll (2D6) : 3. Cross-reference on the intimidation chart with **+2** (intimidation factor). Result is **-1**

BOSTON SHOT RANGE : 8 shots **-1** = **7**

EDMONTON SHOT RANGE : 12 shots **+1** = **13**

BOSTON has **8** shots with a shot range of **1-7**

EDMONTON has **12** shots with a shot range of **1-13**

### PLAYING THE GAME

A period consist of 20 game cards. Start the game by flipping 1 game card, and check in the top section if the Home team or Visiting team is in control, then check which of the line is on the ice.

Let's say for example the card reads VISITOR - LINE 2.

Roll 2D6, and check if there is pass made by a player on the LINE 2 - PASS column.

- If no name appear, the play aborted and flip the next game card.
- If a pass is made, roll again 2D6 and check under the SHOT section of the Line 2. Same rule applies, if no name appears according to the dice total, proceed with the next game card. If a player takes a shot, you must know if it's gonna be a NORMAL SAVE or a TOUGH SAVE.

Roll D20 and check the SHOT RANGE of the team who has taken the shot.

- If the dice roll is within the shot range (dice equal or lower) it's a TOUGH SAVE.
- If the D20 is outside the shot range (dice higher), a NORMAL SAVE will be attempted.

Roll 2D6 and check if the opponent goalie is making a save. Any reading on a goalie card in ( ) like SAVE (1 - 16) means you have to roll a D20 to see if the goalie has made the save. if a save is made, the play continues and you flip the next game card. No save ? it's a goal !!

#### **4<sup>th</sup> LINE**

No defensemen are paired with the 4<sup>th</sup> line. Included in the team sheet, there are 3 defensemen pair (D PAIR). In the first period of play, the D PAIR 1 are matched with line #4. Second period, D PAIR 2 plays with line #4, and in the 3<sup>rd</sup>, D PAIR 3 plays with line #4. You can put the marker L4 (printed on the last page of the game card) on top of the D PAIR that is matched with Line 4 for each period of play.

## SUPER PLAYMAKERS

Some players has a # to the right of their name under the PASS section. If the dice roll is pointing to a player with a #, it means he has made a SUPER PASS. When rolling 2D6 for the shot and it succeeded in testing the goaltender, then the goalie must make a MIRACULOUS SAVE (MS) to prevent a goal.

Players with # has a darker gray color.

The MIRACULOUS SAVE rating (MS) is at the right of the goaltender's card on the team sheet. MIRACULOUS SAVE (MS) are ranged from 1 to 3.

Roll D20.

- If the Dice Roll is within the MS range, the goalie has made a miraculous save. Flip next game card.
- If the D20 is greater than the MS rating, it's a goal.

## POOR SCORING PLAYERS

Some players has not scored a single goal in the regular NHL season. In this game, those players will still have a chance to score a goal. If, in the shot column, a player with a 6 to the right of their names appears, it means you have to roll a supplementary dice before testing the goalie.

Roll D20.

- A result from 1 to 6 means you can now test the goalie.
- From 7 to 20, that player did not succeed in testing the opposing goalie. Flip the next game card.

If a poor scoring player receives a pass from a super playmaker (# sign), you still need to roll D20 and check the 1 to 6 range.

## LONG DISTANCE SHOT

If, after making a successful pass, the dice roll on the shot give you the same player who has made the pass, consider that player being unable to make a play. He has no choice but to take a long distance shot.

Roll D20.

- A goal occurs on a dice roll of 1 only.
- From 2 to 20, it's an easy save for the goalie. You then proceed with the next game card.

Long distance overrides all others possible situation you can encounter.

- ✓ A super playmaker making a pass to himself, do not attempt a miraculous save. Attempt a long distance shot
- ✓ A poor scoring player makes a pass the himself, do not check the 1 to 6 rating, just attempt the long distance shot right away.

## OVERTIME

If the game is tied after 3 periods of play, you can play a 5 minutes overtime (regular season) or 20 minutes (playoffs).

- ✓ 5 min : convert all Line 4 readings with Line 1.
- ✓ 20 min : no change of readings on game cards.

## SHUFFLING CARDS

Before each game and after each period of play, reshuffle all game cards.

## ASSISTS

If a player contributed directly to a goal (by making a pass with the 2D6), he has been awarded an assist on this goal. For supplementary assists, refer to the assist column at the right of the team sheet. Each line has their players and a range of assist.

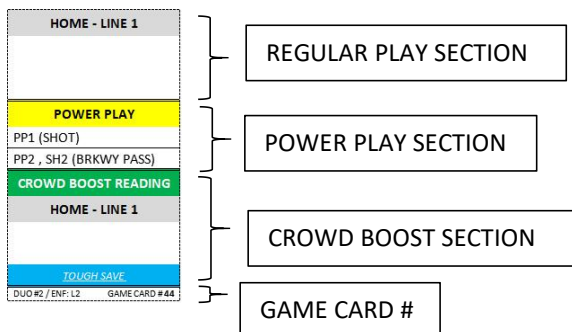
Roll D20 and check the appropriate section depending who was on the ice for that goal (Line 1, PP2,...).

- ✓ FOR EVEN STRENGTH, AND SHORT-HANDED GOALS : 2 Dice Roll (D20)
- ✓ FOR POWER GOALS : 3 Dice Roll (D20).

For Short-Handed Goals, if the D20 fall into the 16-20, you will see it's written "NO PLAYER". This counts as a dice roll.

Some players has a number in ( ) right to their name. They also have a pale gray color. If, after the dice rolls (2 or 3), there's still an assist that can be attributed, you roll a D20 another time. If that roll fall in the range of the number in ( ), that player has an assist on that goal.

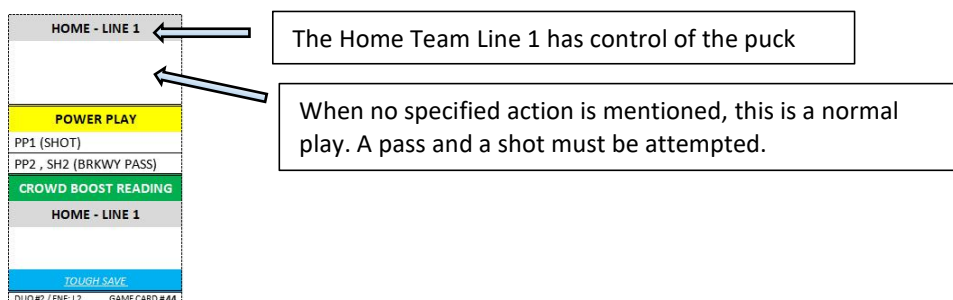
## GAME CARDS



## REGULAR SECTION :

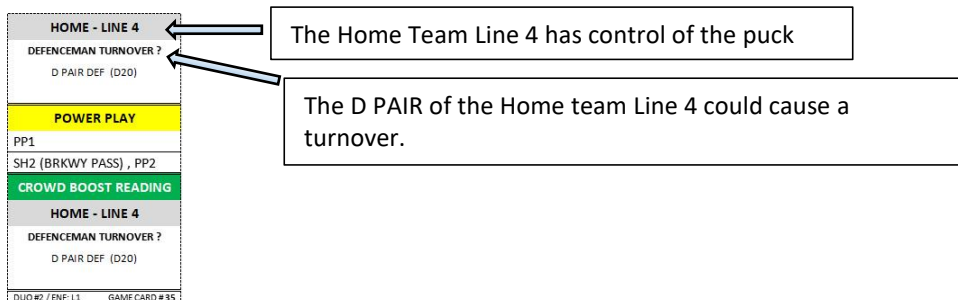
There are 9 different types of action that can take place in the regular section of the game card. Let's go through them.

### 1 - NO SPECIFIED ACTION



Pass & Shot with the specified line. In the example above, make a pass (2D6) with Home Line 1. If the pass is successful, take a shot (2D6) with Line 1 again. If there's a shot on goal, roll D20 and compare with SHOT RANGE (of the Home team) to see if it's a NORMAL or TOUGH save.

### 2 - DEFENCEMAN TURNOVER ?



When a reading of DEFENCEMAN TURNOVER ? occurs, you must roll a D20 and compare the dice roll with the DEF rating of the D PAIR that is on the ice.

### Roll D20

- Dice roll EQUAL or LOWER than the DEF D PAIR on the ice : NO TURNOVER. Flip next game card.
- Dice roll HIGHER than the DEF D PAIR on the ice : A TURNOVER OCCURS. Take the shot with the opposing team (and Line) and you don't need to make a successful pass ; go directly to the SHOT section.

Example of a NO TURNOVER situation :  
EDMONTON Visiting BOSTON. Period #3

(game card #4)  
VISITOR - LINE 4  
DEFENCEMAN TURNOVER ?

This is the 4<sup>th</sup> line and we're in the 3<sup>rd</sup> period so the D PAIR 3 are matched with LINE 4.

- ✓ EDMONTON D PAIR 3 DEF rating is 9.
- ✓ Dice Roll (D20) : 7
- ✓ No turnover. Proceed with next game card

Example of a TURNOVER situation :  
EDMONTON Visiting BOSTON. Period #1

(game card #33)  
HOME - LINE 2  
DEFENCEMAN TURNOVER ?

- ✓ BOSTON D PAIR 2 DEF rating : 14
- ✓ Dice Roll : 18
- ✓ Turnover. Take a shot (no pass needed) with EDMONTON'S Line 2.

### 3 - SHOT

HOME - LINE 1
SHOT
POWER PLAY
PP1 , SH1 (BRKWY PASS)
PP2
CROWD BOOST READING
HOME - LINE 1
SHOT
TOUGH SAVE
GAME CARD #40

The Home Team Line 1 has control of the puck.

Home Team Line 1 will take a SHOT (no pass needed).

A game card written SHOT means you don't have to make a pass. Just roll 2D6 and check under the SHOT section of the according line.

### 4 - DUMP & CHASE

VISITOR - LINE 1
DUMP & CHASE
F INT vs OPP D PAIR INT
NORMAL SAVE
POWER PLAY
PP1 , SH1 (SHOT)
PP2
CROWD BOOST READING
VISITOR - LINE 1
DUMP & CHASE
F INT - 2 (MIN = 3)
NORMAL SAVE
DUO #1 / ENF: L1
GAME CARD #65

The Visitor Team Line 1 has control of the puck

Visitor Team Line 1 will DUMP & CHASE the puck. The F INT of Visitor Line 1 will be compared with the Home Line 1 D INT.

Automatic NORMAL SAVE. No need to check for SHOT RANGE.

In a DUMP & CHASE situation, you must compare the F INT (FORWARD INTIMIDATION) with the opposing D INT (DEFENCEMAN INTIMIDATION).

You cannot get a TOUGH SAVE with a dump & chase so you don't need to roll the D20 for the SHOT RANGE. All shots from dump & chase situation are NORMAL SAVE. Note that superplaymer can still make great pass in a dump & chase play.

All F INT rating receives a +1 for the Home team only. The F INT ratings cannot be higher than 5. Consequently, a HOME F INT rating of 5 do not get the +1. (There is some exceptions to the previous rule in CROWD BOOST READING)

- F INT HIGHER than OPP D PAIR INT : Take directly a SHOT. No pass is needed
- F INT EQUAL to OPP D PAIR INT : Must make a successful PASS, then a SHOT.
- F INT LOWER than OPP D PAIR INT : Unsuccessful Dump & Chase. Proceed with next game card.

Example : EDMONTON Visiting BOSTON. Period #1.

(game card #39)

HOME - LINE 4

DUMP & CHASE

HOME Line 4 F INT : 3 (+1 HOME) = **4**

VISITOR D PAIR 1 (because of line 4 , period #1) : D INT : **4**

The ratings are equal. I must make a PASS and a SHOT with BOSTON's Line 4 (NORMAL SAVE)

OPTIONAL RULE : DIFFERENT OPPONENT D PAIR

If you want to vary the opposing D PAIR that is facing the dump & chase situation, you can apply the following rule (also written on the optional rule game aid)

Roll D6

- 1 to 2 : D PAIR 1
- 3 to 4 : D PAIR 2
- 5 to 6 : D PAIR 3

## 5 - PENALTY CHECK

HOME - LINE 1
PENALTY CHECK
HOME LINE 1 PEN RATING (D20)
POWER PLAY
PP1
PP2
CROWD BOOST READING
HOME - LINE 1
PENALTY CHECK
HOME LINE 1 PEN RATING (D20)
DUD #2 / ENF: L3 GAME CARD #57

The Home Team Line 1 might receive a penalty.

If a game card reads PENALTY CHECK, roll D20 and check with the PENALTY rating of the according Line or team. VISITOR - LINE 4 ; PENALTY CHECK refers to the PENALTY (PEN) rating of Visitor Line 4.

VISITOR - TEAM ; PENALTY CHECK refers to the PENALTY (PEN) rating of the Visiting team.

- If the D20 is LOWER or EQUAL to the PENALTY rating , that team has been handed a 2 minutes penalty.
- If the D20 is HIGHER, no penalty occurs and proceed with the next game card.

If there's a penalty on the last card of the period, the power play starts on the next period. The Power Play situation will be explained in details shortly.

OPTIONAL RULE : 5 MINUTES penalty.

The following rule only apply when you have a game card LINE # - PENALTY CHECK. It does not apply for TEAM - PENALTY CHECK.

When rolling D20 for the LINE # - PENALTY CHECK, if a D20 result of 1 occurs, you make a supplementary D20 roll.

Roll D20

- If the second dice roll falls within the range of the Line PEN rating, it's a 5 minutes penalty.
- If the second dice roll is outside the range of the Line PEN , it's just a regular 2 minutes Power Play.

## 6 - NO PLAY

NO PLAY
POWER PLAY
PP1
SH2 (D PAIR CLEAR ZONE)
CROWD BOOST READING
NO PLAY
DUO #1 / ENF. L2 GAME CARD #72

Nothing happens. Just flip the next game card.

## 7 - CROWDBOOST

HOME
CROWD BOOST !
ACTION ON NEXT GAME CARD (Unless last card of period)
POWER PLAY
SH1 (D PAIR CLEAR ZONE)
PP2, SH2 (SHOT)
CROWD BOOST READING
HOME - LINE 1
DUO #1 / ENF. L1 GAME CARD #63

The crowd is cheering for the Home Team. Something good might happen on the next game card.

When a reading of CROWD BOOST occurs (always for the Home team), you flip the next game card and you read below the CROWD BOOST READING. The underline text is the text that is been modified from the REGULAR PLAY SECTION of the game card.

If a CROWD BOOST occurs on the last game card of a period, do not flip an extra game card. In this situation only, read on the same game card the effect of the crowd boost under the CROWD BOOST READING.

Example :

The 20<sup>th</sup> card of the second period is game card #64. HOME - CROWD BOOST. Go directly under the CROWD BOOST READING : HOME - LINE 2. Make the play (pass & shot) with HOME, Line #2.

## 8 - DUO PLAY (OPTIONAL RULE)

HOME
DUO PLAY
FLIP ON TOP OF THIS ONE
POWER PLAY
DUO PLAY (DUO PP)
DUO PLAY (DUO PP)
CROWD BOOST READING
HOME
DUO PLAY
FLIP ON TOP OF THIS ONE
TOUGH SAVE
DUO #2 / ENF. L3 GAME CARD #56

Home team has control of the puck.

A passer and a shooter (not necessarily on the same line) will combine and attempt to make play. You will use D20 instead of 2D6.

Optional rule cards have a + sign.

Duo #1 or Duo #2.

If a game reads DUO PLAY, you must use the DUO PLAY section on the team sheet. To see if it's DUO#1 or #2 making the play, you must flip a card on top of the last one played (this extra card on top **does not** count as 1 minute of play) and the DUO (1 or 2) is written in the bottom left section of the card.

In the duo section on the team sheet, the first name appearing is the passer and the second name below is the shooter. If the D20 roll fall in the range of the passer - the rating is in ( ) - , roll again D20 with the shooter. If again it's in the range, test opposing goaltender using the NORMAL or TOUGH save procedure.

- ✓ In order to play with the DUO PLAY rule, you must print the optional rule cards # 25 and 56. Add these cards to the card package and remove the 2 regular game card numbers (25 and 56).
- ✓ DUO#1 or DUO#2 are always 2 forwards. No defencemen.

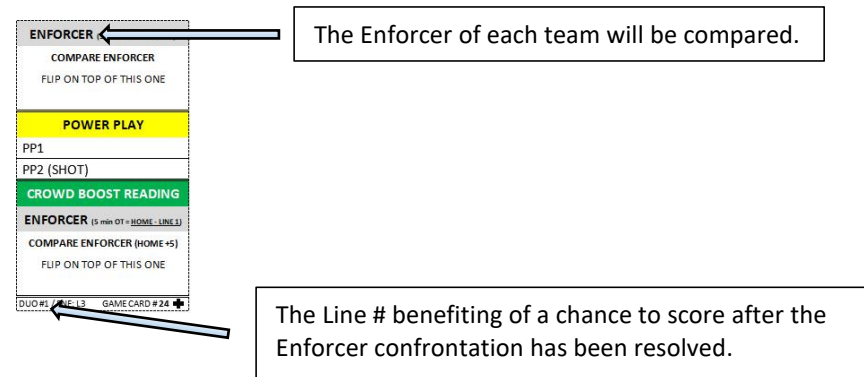
If a goal is scored, do only 1 roll of the D20 for the supplementary assist. To check the appropriate assist section, the line that was on the ice is written to the right of the DUO# on the team sheet. It is in fact the line the Passer is playing.



Example (this is in the DUO PLAY section on the team sheet) : DUO #2 (L3)

If DUO#2 scores a goal, roll 1 D20 and check the LINE 3 in the assist section to see if there's a second assist on that goal (Only one D20 roll).

## 9 - ENFORCER (OPTIONAL RULE)



There is 2 way you can play the enforcer rule :

### BASIC :

If a game card reads ENFORCER, you compare the rating of each Enforcer on the team sheet (Enforcer Section). The highest rating means the enforcer of that team, by his physical presence, has provided a chance of scoring for his team.

### ADVANCED :

Take the Visitor Enforcer rating and roll D6. Add the D6 result to the rating. Do the same for the Home team. The highest total win. The total of the D6 + Enforcer Rating cannot be higher than 20.

After the winner has been determined, flip a card on top of the last card played (this extra card on top **does not** count as 1 minute of play) and check in the bottom left section of the card to see which line is getting a chance. If you see ENF : L2 , you make a pass and a shot with the team's Line 2.

If the enforcer ratings are equal, consider the Home enforcer has being the highest.

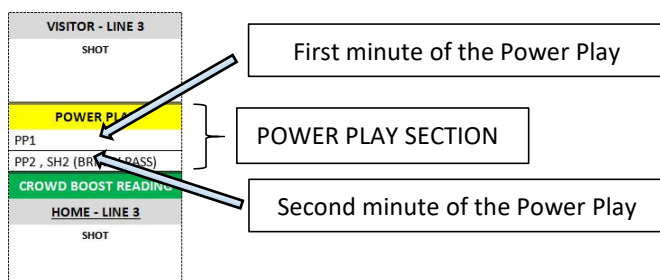
During a 5 min. overtime, ENFORCE rule cannot apply. On the game card, read instead the text to the right of ENFORCER written in ( ).

In order to play with the ENFORCER rule, you must print the optional rule cards # 24 and 55. Add these cards to the card package and remove the 2 regular game card numbers (24 and 55).

- ❖ It is strongly suggested to add both optional rule at the same time (duo play & enforcer rule) because only adding one optional rule to the game is creating a slight imbalance in game cards.
- ❖ All 4 cards of the optional rules have a + sign to the bottom right corner.

## POWER PLAY SECTION :

The power play start by flipping one game card. Read under the POWER PLAY section (disregard ALL other readings).




The first minute of the Power Play is in the first row of the Power Play Section.

Flip one game card to start the 1<sup>st</sup> minute of the Power Play. Make the play according to the text on the game card, then flip the next game card and read the second row of the Power Play Section for the 2<sup>nd</sup> minute of the Power Play.

**2 minutes PP :** If the team on the Power Play scores a goal , the Power Play ends right away. Do not proceed with any further reading in the Power Play Section. Flip the next game card and read the Regular Play Section.

**5 minutes PP :** A goal on a 5 min PP do not end action. All readings in the PP Section must be resolved until the end of the 5 min. Power Play.

It is suggested to “tap”  the card when a penalty is taken. It’s easier to remember how much card is left in the PP.

- If a penalty is taken on the last card of a period, the power play starts at the beginning of the next period of play.
- If a period begins and it’s the 2<sup>nd</sup> minute of a power play, you must read the first row of the Power Play Section, even if it’s the 2<sup>nd</sup> minute of the Power Play.

**Example 1 :** On the 19<sup>th</sup> card of the 1<sup>st</sup> period, Home team gets a 2 min. penalty. Flip the 20<sup>th</sup> card and read the 1<sup>st</sup> row in the PP Section. At the beginning of the 2<sup>nd</sup> period, read again the first row of the Power Play Section even if it’s the 2<sup>nd</sup> minute of the Power Play.

**Example 2 :** On the 17<sup>th</sup> card of the 2<sup>nd</sup> period, Visitor team gets a 5 min penalty (optinal rule).

- ✓ On the 18<sup>th</sup> card, read 1<sup>st</sup> row of PP.
- ✓ 19<sup>th</sup> card, read 2<sup>nd</sup> row.
- ✓ 20<sup>th</sup> card, read 1<sup>st</sup> row.
- ✓ At the beginning of the 3<sup>rd</sup> period, read again 1<sup>st</sup> row (for the min. 4 of the PP).
- ✓ Second card of the 3<sup>rd</sup> period, read 2<sup>nd</sup> row (for the 5<sup>th</sup> minute of the Power Play).

#### PENALTY KILL (PK) RATING :

If during the Power Play, the team with the man advantage takes a shot on the opposing goaltender, the PENALTY KILL (PK) rating of the team in short-handed will be used to know if it’s a NORMAL SAVE or a TOUGH SAVE. The dice roll must be OVER the PENALTY KILL (PK) rating of the team in Short-Handed.

#### Roll D20

- If D20 is HIGHER, you test the opposing goalie by checking under the TOUGH SAVE column.
- If D20 is EQUAL or LOWER to the PENALTY KILL (PK) rating of the team in Short-Handed, the shot is taken but you check under the NORMAL SAVE column of the goaltender.

#### POWER PLAY DEFENSE (PP DEF) RATING:

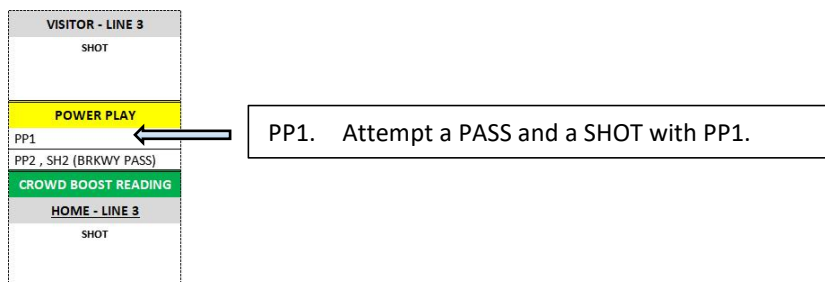
If during a Power Play, the team in Short-Handed situation takes a shot on the opposing goaltender, the POWER PLAY DEFENSE (PP DEF) rating of the team in Power Play will be used to know if it’s a NORMAL SAVE or a TOUGH SAVE.

#### Roll D20

- If the dice roll (D20) is OVER the PP DEF rating of the team in Power Play, you test the opposing goalie by checking under the TOUGH SAVE column.
- If the dice roll (D20) is EQUAL or LOWER to the PP DEF rating of the team in Power Play, the shot is taken but you check under the NORMAL SAVE column of the goaltender.

7 different type of play can occur during a power play.

#### 1 - PP1(2)



Pass & Shot with the specified PP line.

## 2 - PP1(2) (SHOT)

VISITOR - LINE 2
POWER PLAY
PP1 (SHOT)
PP2
CROWD BOOST READING
HOME - LINE 2
DUO #1 / ENF: L2      GAME CARD #14

PP1 (SHOT). No pass is needed. Just take a SHOT with PP1.

A game card written (SHOT) means you don't have to make a pass. Just roll 2D6 and check under the SHOT section of the according line (PP1 or PP2).

## 3 - SH1(2) D PAIR CLEAR ZONE

HOME
CROWD BOOST !
ACTION ON NEXT GAME CARD
(Unless last card of period)
POWER PLAY
SH1 (D PAIR CLEAR ZONE ; D20)
PP2
CROWD BOOST READING
HOME - LINE 4
DUO #2 / ENF: L1      GAME CARD #66

SH1 (D PAIR CLEAR ZONE). The D PAIR of the team in short-handed will attempt to clear the puck all the way to the opposing zone.

A game card with (D PAIR CLEAR ZONE) means the team in Short-Handed try to clear the puck of the defensive zone. Use the D PAIR DEF RATING (SH1 or SH2)

Roll D20

- Dice roll EQUAL or LOWER than D PAIR DEF rating : The puck is cleared of the zone. Proceed with next game card.
- Dice roll HIGHER than D PAIR DEF rating : D PAIR failed to clear the puck of the zone. Take directly a SHOT (no pass needed) with the opposing team on the Power Play. (If SH1 failed to clear, take shot with PP1 ; If SH2 fails , take shot with PP2)

## 4 - SH1(2) (SHOT)

NO PLAY
POWER PLAY
PP1
SH2 (SHOT)
CROWD BOOST READING
NO PLAY
DUO #2 / ENF: L3      GAME CARD #77

SH2 (SHOT). The SH2 takes a SHOT (no pass is needed).

A game card written (SHOT) means you don't have to make a pass. Just roll 2D6 and check under the SHOT section of the according line (SH1 or SH2).

## 5 - SH1(2) (BRKWY PASS)

HOME - LINE 3
POWER PLAY
PP1 , SH1 (BRKWY PASS)
PP2 (SHOT)
CROWD BOOST READING
HOME - LINE 3
TOUGH SAVE
DUO #2 / ENF: L2      GAME CARD #50

SH1 (BRKWY PASS). The SH1 attempts a breakaway pass.

A game card written (BRKWY PASS) means you try a PASS and a SHOT with the team in Short-Handed. If it's a successful SHOT, you don't need to check the opposing PP DEF rating, it's an automatic TOUGH SAVE.

## 6 - NO PLAY

NO PLAY
POWER PLAY
NO PLAY
PP2
CROWD BOOST READING
NO PLAY
DUO #1 / ENF: L2      GAME CARD #74

Nothing happens. Just flip the next game card.

❖ You might have 2 readings in the same row in the Power Play section. Just proceed with each action (1<sup>st</sup> action left of the coma, second action right to the coma) remembering that a Power Play goal ends all reading in the Power Play section (unless it's a 5 min. Power Play)

## 7 - DUO PLAY (OPTIONAL RULE)

HOME
DUO PLAY
FLIP ON TOP OF THIS ONE
POWER PLAY
DUO PLAY (DUO PP)
DUO PLAY (DUO PP)
CROWD BOOST READING
HOME
DUO PLAY
FLIP ON TOP OF THIS ONE
TOUGH SAVE
DUO #2 / ENF: L3      GAME CARD #56

A passer and a shooter (not necessarily on the same line) will combine and attempt to make play. You will use D20 instead of 2D6.

The DUO PLAY card in the POWER PLAY section is played the same way as in the REGULAR SECTION section, the only exception being that you don't need to flip an extra card on top because there is only 1 duo on the Power Play. Check under the DUO PP section on the team sheet to see the passer and shooter ratings.

If a goal is scored, do only 1 roll of the D20 for the supplementary assist. To check the appropriate PP assist section, the PP line that was on the ice is written to the right of the DUO PP on the team sheet.

✓ DUO PP can be consisted of 1 forward and 1 defencemen or 2 forwards.

## CROWD BOOST SECTION :

VISITOR - LINE 3
SHOT
POWER PLAY
PP1
PP2 , SH2 (BRKWY PASS)
CROWD BOOST READING
HOME - LINE 3
SHOT
DUO #3 / ENF: L1      GAME CARD #11

Underlined Text.

CROWD BOOST SECTION

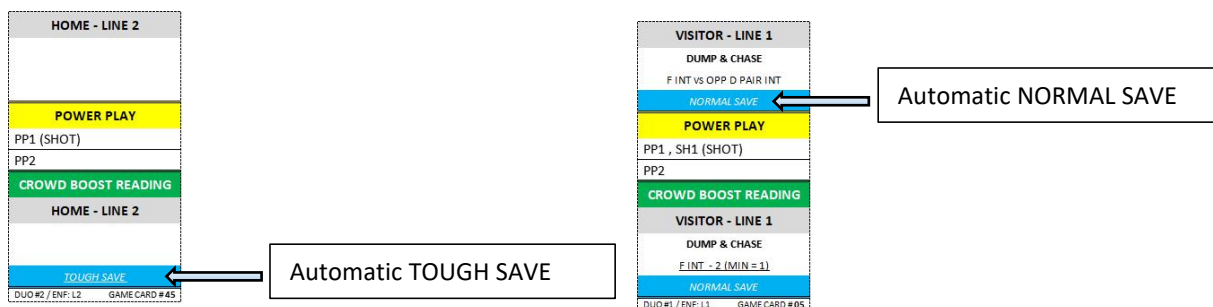
When a HOME - CROWD BOOST card appears (card # 63, 64, 65 ,66) , you flip again another card (counting for another minute) and the readings in that last card played will take place in the CROWD BOOST READING Section. The Home team might get an advantage in this new reading or the card in the CROWD BOOST Section will remained unchanged from the REGULAR PLAY Section .

The text underlined is the modified text from the REGULAR PLAY Section.

## SHOT RANGE

Unless specified on the game card, you must use SHOT RANGE to know if the opposing goaltender has to make a NORMAL SAVE or a TOUGH SAVE. On some game card, in the bottom of the regular section (pale blue) or in the bottom of the crowd boost

section (pale blue), you can see a reading of NORMAL SAVE or TOUGH SAVE. When this occurs, you don't need to check for SHOT RANGE.



## RATINGS : DICE ROLL UNDER, EQUAL, OVER ?

DEFENCEMAN TURNOVER, D PAIR CLEAR ZONE, SHOT RANGE, MIRACULOUS SAVE, PENALTY CHECK, DUO PLAY  
When referring to it's own team/line rating, a dice roll result equal or lower than the rating means a success (except for penalty, it cannot be considered as a success....).

PK, PP DEF

When referring to the opponent's team/line, the dice result must be over that rating to be a success.  
These ratings are white on black on the team sheet.

DCHOCY DUS-86	OFF	/5	5
	DEF	2	2
	INT (HOME +1)	4	4
	PEN	/20	13
	PK	14	14
	PP DEF	6	6

EDMONTON OILERS  
56-17-9 (119 PTS)  
GF : 426 (5.3/G)  
GA : 310 (3.9/G)

Each time you test a rating during the game, you use D20. When comparing ratings (OFF/DEF ; F INT/D INT), they are ranged from 1 to 5 (exception in the Enforcer optional rule - you compare a 1 to 20 rating)

## GOALIE CHANGE (OPTIONAL RULE)

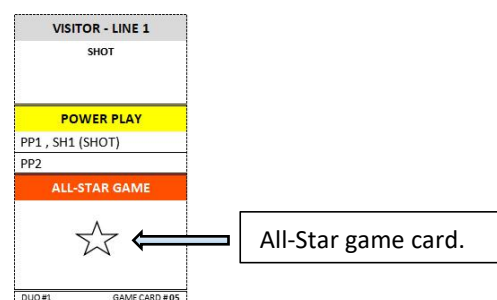
A goalie change can occur in 2 situations :

- Difference of 5 goals between the 2 teams (5-0 , 6-1, ...)
- 7 Goals Against.

You do not proceed with a goalie change in the last 5 minutes of a period. If the condition for a goalie change is still there at the beginning of the next period, you can proceed with the change. For the last 10 minutes of a game and overtime, no goalie change is allowed.

- ✓ First goalie start the game : second goalie is the backup
- ✓ Second and third goalie start the game : the first goalie is the backup

## ALL-STAR GAME



If you want to play an All-Star game you must use the All-Star game card package containing 50 cards instead of 80.

You do not use the INT rating of both teams to calculate SHOT RANGE. Each team receives a +2 to their number of SHOTS to give SHOT RANGE.

If you want to add the DUO PLAY optional rule for this game, add the 2 supplementary card (51 and 52) without removing any.

ENFORCER optional rule does not apply for an All-tar game.

You change the goaltender after the 10<sup>th</sup> card of the second period.

### **OPTIONAL RULES (OVERVIEW)**

- ✓ DIFFERENT OPP D PAIR ON DUMP & CHASE (USE CHART)
- ✓ 5 MINUTES PENALTY (ON DICE ROLL)
- ✓ GOALIE CHANGE
- ✓ DUO PLAY (GAME CARDS REPLACEMENT)
- ✓ ENFORCER / BASIC & ADVANCED (GAME CARDS REPLACEMENT)