

PROTO HOCKEY PLAYING INSTRUCTIONS:

METHOD OF PLAY - Use "Play Chart" and throw one die until "shoot", "intercepted", or "penalty" occurs. When "shoot" occurs, throw two dice and read results on "Scoring Chart". When "intercepted" occurs, turn puck and dice over to other team. When "penalty" occurs, throw one die and read result under "penalty". The penalized player must be removed from play for six (6) throws of the die (2 minutes), and his team must play shorthanded.

FACE-OFFS- Each team throws one die and the highest number gets the puck. Re-member to add FCA Rating difference. If throw of die results in a tie, throw again, disregarding FCA Ratings, and charge one play (20 Sec.) on the "Game Sheet". When shorthanded deduct one from FCA.

SCORING- When a goal is scored, throw one die and credit the goal to designated player if on the ice. If player is not on the ice no goal is scored. Then throw one die two more times and credit assists. Goal scorer may not receive an assist, nor may one player receive two assists.

CHANGING LINES- A line must be changed after each play stoppage that occurs after four(4) throws of the die. No line may return to the ice unless it has been off for at least six (6) plays. "On-the-move changes" may be made at any time. However, the opposing team controls the puck following the change. NOTE: the restrictions listed under the "Play Chart" regarding lines on the ice for more than ten (10) plays.

AFTER BLOCKED OR MISSED SHOTS- Team who throws highest number on one die gets the puck (disregard FCA Ratings and do not charge a play on the game sheet). If both throw the same number assume face-off. An exception to this rule is the "Rebound Shot". See below, under "Goalie Ratings".

REMOVE GOALIE- A Goalie may be removed during stoppage of play or while his team has the puck. Add one (1) factor to FCA Rating of such team, and change "penalty" throw #1. ("Face-Off") to "Retain Control". But, any opponent shot that is not missed or blocked by a defenseman becomes a goal. A goalie may be returned to play at any time except after his own team has thrown a five (5) "intercepted".

TEAM RATINGS- PENALTY KILLING (PK rated 3,4,5). Once shorthanded team gets the puck it may retain possession by throw of die which equals or is less than PK Rating. Normal method of control may also be used.

FACE-OFF (FCA rated 0,1,2,3). Team with highest rating may add the difference to throw of die on face-offs, except in case of tie on first face-off (See "Face-Off" rule above). Add one factor to FCA Rating when on home ice, and deduct one when playing shorthanded.

INDIVIDUAL PLAYER RATINGS- Players may be rated 4,3,2,1 per instructions on page 1. The highest rated player on the ice is credited with a goal or assist when noted on "Credit Chart". Lack of a rated player could result in "no goal" if #3 on the die were thrown.

GOALIE RATED X or IX- may block shots #2 & 12 on "Scoring Chart". Goalie rated XX may block shot #11 in addition, with the provision that an immediate "Rebound Shot" may be taken, ignoring this time the Goalie rating. Do not charge a play for a "Rebound Shot".

"P" Rated player is one who gets a high percentage of penalties. NOTE- A game may not end on a "Penalty". One additional throw of the die is made after the face-off result has been determined.

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PLAY CHART { THROW ONE DIE

Table with 6 rows and 2 columns: 1 SHOOT INTERCEPTED IF SHORTHANDED, 2 SHOOT, 3 RETAIN CONTROL THROW AGAIN, 4 RETAIN CONTROL THROW AGAIN, 5 INTERCEPTED LOSE PUCK AND DICE, 6* PENALTY THROW ONE DIE USE THIS CHART

* BECOMES "SHOOT" IF DEF LINE HAS BEEN ON THE ICE FOR MORE THAN 10 PLAYS. * BECOMES "SHOOT" FOR OFF TEAM ON POWER PLAY OR WITH OFF TEAM ON THE ICE MORE THAN 10 PLAYS. NOTE THAT IF BOTH LINES HAVE BEEN OVER THIS LIMIT "PENALTY" OCCURS.

SCORING { THROW TWO DICE AFTER "SHOOT"

Table with 12 rows: 2 GOAL 1 (Blocked by X or XX Rated Goalie), 3 GOAL 1, 4 MISSED, 5 BLOCKED BY GOALIE, 6 CAUGHT BY GOALIE (FACE-OFF), 7 BLOCKED BY GOALIE, 8 BLOCKED BY GOALIE, 9 BLOCKED BY DEFENSEMAN, 10 BLOCKED BY GOALIE (REBOUND SHOOT AGAIN), 11 GOAL 1 (SHOOT AGAIN, REBOUND SHOOT AGAIN), 12 GOAL 1 (Blocked by X or XX RATED GOALIE)

CREDIT { THROW ONE DIE AFTER "GOAL"

Table with 6 rows: 1 DEF. 2 L.D. = EVEN, 2 CENTER, 3 RATED PLAYER (as center), 4 R. WING, 5 L. WING, 6 CENTER

TEAM RATINGS

PK (Penalty Killing)
A Defensive Rating.

GA (Season)	PK Rate
220 or less	5
221 - 260	4
261 or more	3

FCA (Face-Off Ratings)
An Offensive Rating.

GF (Season)	FCA Rate
325 or more	3
290 - 324	2
255 - 289	1
254 or less	0

INDIVIDUAL RATINGS

High Scorers: Only those players with 70 or more points are rated. Some teams might not have any rated players under this system. The man with the most points is rated tops (4,3,2,1), and others are down rated behind him.

P-Rated Player: One who was assessed 170 PIM or more.

X-Rated Goalie: One with a GA Ave. of 3.00 or less.

XX-Rated Goalie: One with a GA Ave. of 2.10 or less.

The above ratings can be figured using statistics published in several paper back editions of Hockey annuals.

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INTRODUCTION:

PROTO HOCKEY USES TWO DICE & THREE CHARTS AND PLAYS FAST EITHER SOLITAIRE OR HEAD-TO-HEAD. EACH THROW OF THE DICE EXCEPT FOR FACE-OFFS & SHOTS COUNT AS 20 SECONDS ELAPSED TIME. 60 THROWS OF THE DICE EQUALS ONE PERIOD.

EACH TEAM SHALL CONSIST OF THREE LINES (RW, LW, C); THREE PAIRS OF DEFENSEMEN (R & L); AND TWO GOALIES. ALL PLAYERS MAY BE RATED FROM NHL, WHA OR OTHER HOCKEY STATISTICS. IN CERTAIN BASIC CATEGORIES.

PLAYING INSTRUCTIONS ARE ON PAGE 2 & 3. PLAYING CHARTS ARE ON PAGE 4 AND THE RATING SYSTEM IS ON PAGE 1 INSIDE.

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PROTO HOCKEY ROSTER SHEET

PROTO HOCKEY ROSTER SHEET

Team name	PK	FCA
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Team name	PK	FCA
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Line no. 1	R	G	A	PIM
RW				
C				
LW				

Line no. 1	R	G	A	PIM
RW				
C				
LW				

Line no. 2				
RW				
C				
LW				

Line no. 2				
RW				
C				
LW				

Line no. 3				
RW				
C				
LW				

Line no. 3				
RW				
C				
LW				

Alternates				

Alternates				

No. 1 Defensemen				
R				
L				

No. 1 Defensemen				
R				
L				

No. 2 Defensemen				
R				
L				

No. 2 Defensemen				
R				
L				

No. 3 Defensemen				
R				
L				

No. 3 Defensemen				
R				
L				

Alternates				

Alternates				

Goalies	GA	SVS	SH	G

Goalies	GA	SVS	SH	G

Team Record	W	L	T
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Team Record	W	L	T
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