

# 4<sup>th</sup> Street Hockey Basic Instructions

November 29, 2015

Welcome to 4<sup>th</sup> Street Hockey! These are the “basic” instructions for version 3 of the game. After reading through the basic instructions and becoming more familiar with the game, you may wish to employ some of the “standard” and “advanced” options, which are in a separate document included with your game. If you would like a briefing of what has changed since the version 1.0 release, please see the Addendum in the back of this manual.

Rules of professional hockey should be observed throughout the game.

## Game Contents

The following components should be included in your game. If any are missing, please e-mail 4<sup>th</sup> Street Software for replacements:

- Basic Instruction manual
- Advanced Instruction manual
- Game Board
- Set of teams for the season you purchased
- Roster
- 1 set of tokens used to signify a player’s position on the ice, and a set of labels (numbered 1 through 6) for each team
- Hockey “puck”
- Marker pawns: 1 for minutes, 1 for seconds, 1 for each goalie, 6 TOI (time on ice) pawns to represent each team’s players’ on-ice time
- Score sheets
- 6 dice...one d20, two d10, two regular d6 (one with white spots, one with black), one special d6
- Injury/Advanced Penalty chart
- Loose Puck/Faceoff/Basic Penalty/Rush Chart
- Assist Table/Symbol Map
- Weird Play charts

Players come in two types; skaters and goalies. Skaters have the following appearance:

<b>Mark Bollinger</b>				TG	PN	LP	TP	SP	PK	PH	EN	SH-L 2/3							
C	BUF 2008-09			61	0	+1	-2	4	4	1	1	0	W-14 S-13 B-26						
	D	N		O			PS	SK	DF	CH		1	2	3	4	5	6		
	ES	PP	SH	ES	PP	SH	15	15	1	1	1	b1	b4	c2	c4	d4	c2		
pd	40	50	10	43	12	1	10	2	▶ (D)	●	⊙	⊙	2	b1	c1	c3	c4	e2	c2
sc	59	78	21	63	17	2	17	3	◀ (A)	▲	◆	◇	3	b2	c1	c3	d1	e4	c2
dc	74	79	45	74			41	4	▼ (C)	◀	◇	◆	4	b2	c2	c3	d2	c2	□
ice	80	80	92	76				5	▶ (B)	▲	⊙	○	5	b3	c2	c3	d2	c2	wR
off				79				6	● (A)	◀	◆	○	6	b3	c2	c4	d3	c2	wL
pn	82	81	93	81	19	3	43	7	▲ (X)	●	◆	○	1						
inj	84	83	95	83	21		45	8	▲ (A)	▲	◆	○	2						
ws				54	35	60		9	▲ (B)	◀	◇	○	3			↖	↗		⊙
ss				87	88	91		10	△ (C)	△	◇	○	4			←	→		⊙
**	98	99	99	98	99	99	99	11	△ (B)	△	◇	○	5			↳			⊙
wp	99			99				12	◀ (D)	△	○	⊙	6			↖			⊙
Gm(-2)	G(11)	A(2)		PIM	FO(-2)		SH%	TOI	+/-	BL(-2)									
48	6	14		20	0/3		6.5	12:36	-7	11									

while goalies look as below.

<b>Bob Anders</b>					31	CA	Reb	▲	△	△	◇					
G	FLA 2008-09				L	5	5	8	9	11						
	a	b	c	d	e	0	1	2	3	4	5	6	7	8	9	+
1						⊙	⊙	②	②	③	①	②	④	⑤	○	☁
2						⊙	⊙	②	③	④	①	③	④	⑤	○	③
3						⊙	①	②	③	④	①	③	④	○	○	③
4						⊙	①	②	✗	✗	✗	✗	✗	⊙	⊙	①
5						⊙	①	②	✗	✗	✗	✗	⊙	⊙	⊙	②
6						⊙	①	♠	⊙	⊙	⊙	⊙	♣	♣	♣	♣
7						⊙	①	♠			②	③	⑤	○	○	
8						⊙	①	♠	③	⑤	②	④	⑤	○	○	♠
9						⊙	①	②	③	⑤	②	④	⑤	○	○	②
d6p 1 2 3 4 5 6																
☁ ⊕ ♣ ♣ ① ② ③																
Gm(+1)	W	L	OT	PIM(+2)	GAA	Sv%	ESv%									
31	15	7	5	2	2.71	92.4	92.7									

“Shot Quality” section

“Scoring Grid” section







A color sample is shown on the back cover of this instruction manual. Please refer to it when prompted.

You'll notice that the goalie card is reminiscent of a rainbow, and in fact, that sequence of colors (remember "ROY G BIV" from junior high science?) is used in determining whether a goal is scored on shot attempts.

Play results are found by:

- Finding a "puck-action" ...either a pass attempt, skate attempt, dump/clear, ice, penalty, injury, weird play, or shot attempt.
- Determining a player "matchup", if applicable. That is, a one-on-one battle between the skills of the player in possession of the puck and the player defending him.
- Determining who wins the matchup.
- Reading the result of the play off the player who won the matchup.

Six dice are used to play 4<sup>th</sup> Street Hockey. The following symbols are used to differentiate between the six dice:

Symbol	Description	Used for:
	Colored 10-sided die (d10)	Puck actions and shot attempts
	White 10-sided die (d10)	
	6-sided polyhedral die (d6p)	Player identification
	20-sided die (d20)	Resolving matchups
	Black-spotted 6-sided die (d6)	Finding results on players, and player identification in some situations
	White-spotted 6-sided die (d6)	

The two d10 (one colored, one white) are normally "combined" in the ordered "colored-white". For example, a colored "8" and a white "2" would be combined to read "82".

The d6p is an independent die used solely to identify the defender in a matchup.

The d20 is used to determine who wins a matchup. A range for the d20 will be generated on virtually every play.

The two d6 are used in a few different ways:

- Sometimes added together to give results ranging from “2” through “12”. These are used after a matchup has been resolved in order to find the actual play result on a player.
- In the advanced game, one of the d6 is sometimes used by itself to help identify the visiting player on loose puck actions. For this reason, one of the d6 has white spots and the other has black.
- During the shot process, the d6 are combined, similarly to how the d10 are, in the order black-spots white-spots.

Skaters are identified in two ways:

...by number:

- 1=left wing (L)
- 2=center (C)
- 3=right wing (R)
- 4=left defenseman (D)
- 5=right defenseman (D)
- 6= 6<sup>th</sup> skater (when pulling the goalie)

Throughout the game, player numbers will appear in two ways, “②” and “❷”. An open number “②” refers to a player’s teammate, while a solid number “❷” refers to a player’s opponent. In these examples, both numbers (“2”) represent a center.

...and by “recipient” value, which is located in parentheses next to a skater’s “G” (goals) stats. (the player shown on page 2, Mark Bollinger, has a recipient value of “11”.) Recipient values are used when a player attempts a pass...it designates to which skater the puck is intended. The skater with the highest recipient value on the ice (excluding the player with the puck) is identified as the “Ⓐ” skater. The skater with the next highest is the “Ⓑ” skater, etc. In the case of a tie, break it by using the player with the lowest position value (e.g., player “②” and player “④” both have recipient values

of 8, which is the second-highest on the ice. Player “②” will be designated as recipient “ⓑ” because his number is smaller. Player “④” will then be designated as recipient “ⓒ”).)

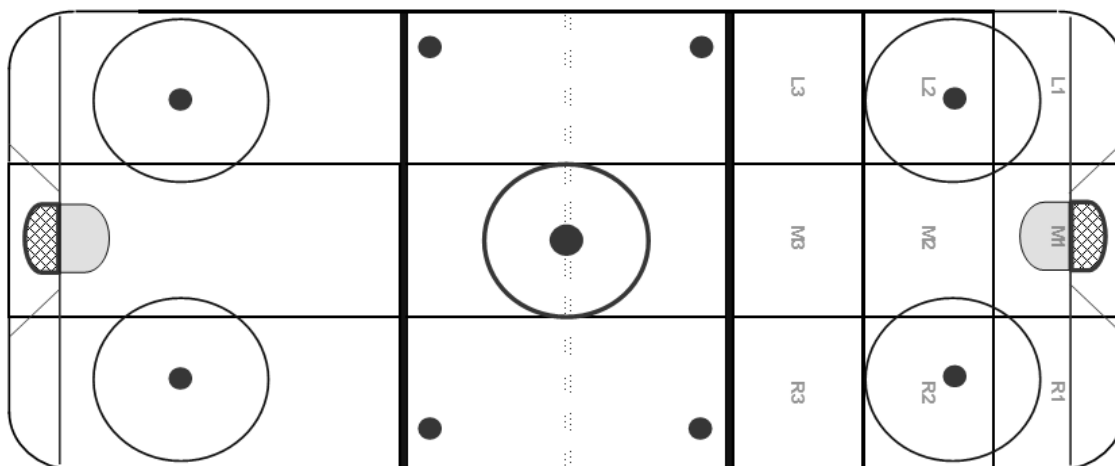
## Defense and Offense

The “offensive” team is the team in possession of the puck, regardless of where the puck is located. The “defensive” team is the team without possession of the puck. In cases where neither team has possession, the “offensive” team is considered the team that most recently held control of the puck.

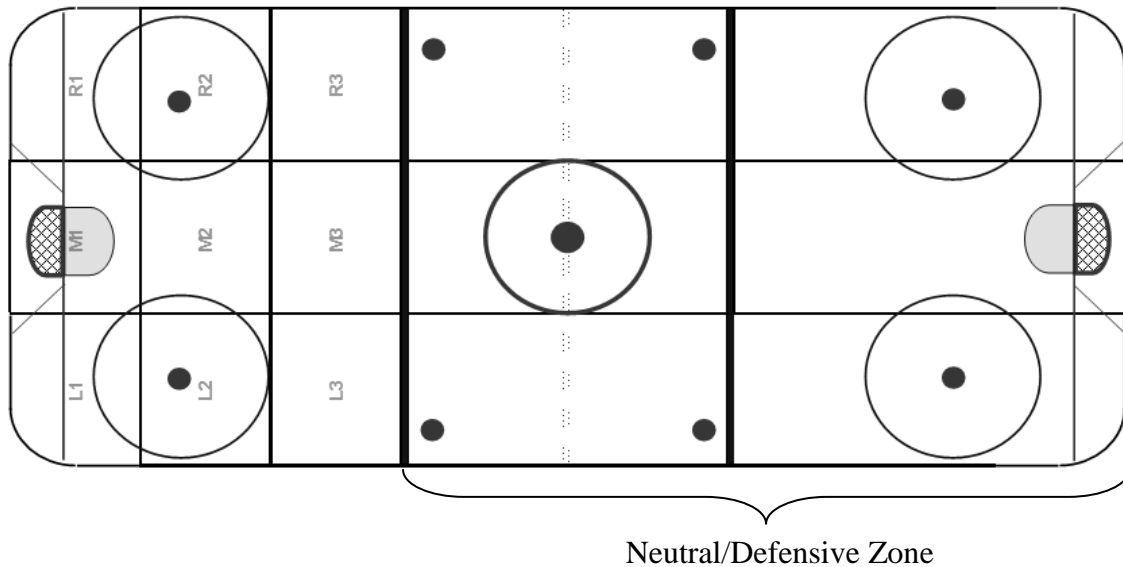
## The Rink

The rink takes on a slightly different appearance, depending upon which team has control of the puck. The defensive zone is split into three sections; left, middle, and right. The neutral zone is likewise split in to three sections; left, middle, and right. While the offensive zone is split in to three sections (again, left, middle, right), it is also divided in to three different depths, or levels (one, two, and three) so that the offensive zone has a total of nine different sections, labeled “L1” (left-one) through “R3” (right-three).

A team protecting the goal on the left side of the rink will see the rink as follows when it is in possession of the puck (in other words, while it is the *offensive* team):



while the team protecting the net (the *defensive* team) on the right end of the rink will see the rink as follows:



Neutral/Defensive Zone

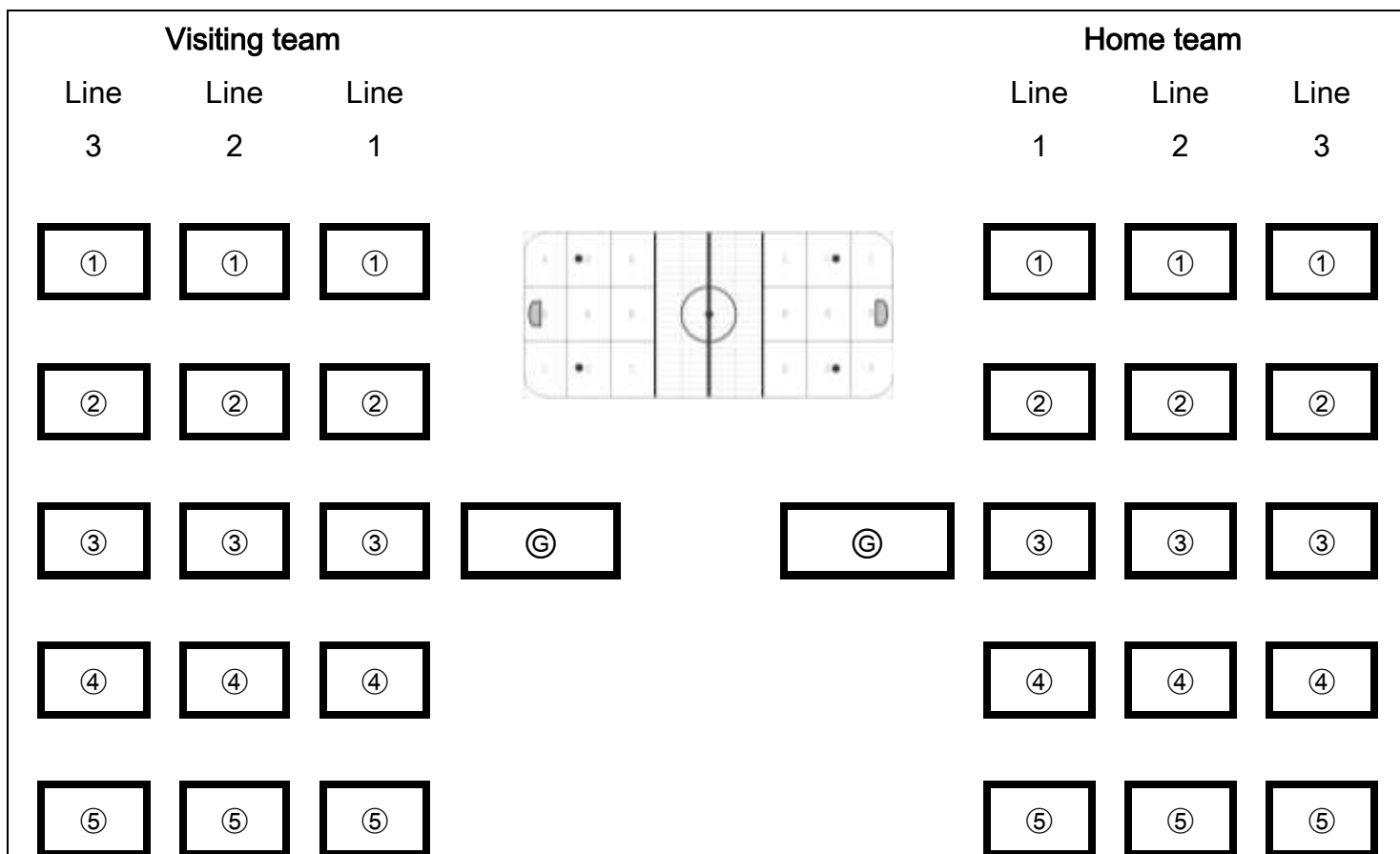
Note that the center line does not separate any zones, nor do the backlines. When playing defense, the defending coach must choose whether to place from 1 to 3 forecheckers in his offensive end (provided the puck is located there). For the purposes of this game, defenders who are not forechecking are located in the “neutral/defensive” zone, as shown above.

A second set of labels reside in each of the three sections of the ice, all of which are printed in parentheses and range from 1-20. These are used to identify the area on the ice where a loose puck is collected.

## Lines

The game may be played with individual players skating on and off the ice, or with line shifts. Normally, each team will have six players on the ice...5 skaters and 1 goalie. Skaters include forwards (centers, left wings, right wings) and defensemen. Teams normally would have three forwards (one left wing, one center, one right wing) and two defensemen on the ice at a time.

The basic game uses line shifts, which is the easiest way to track player usage. Place the players in columns on either side of the rink, with the left wing or “L” (position “①”) at the top of the line, and the right defenseman (position “⑤”) at the bottom of the line. The second line would be placed outside the first. The third line placed outside the second, the fourth line placed outside the third, and so on. The goalies are placed underneath the rink. See the illustration below.



In the basic game, 3 lines are sufficient. If you want, you can always add more, or even use specialized sets of players on the power play or penalty kill.

You may choose to (or be forced to) play different combinations of players because your team may not have enough who play a particular position. For example, there may be a surplus of right wings (position “R”) but only one or two left wings (position “L”) on a team. Defenseman may play either position “④” or “⑤”.

If playing a position for which he is not rated:

- Penalize a forward (LW, RW, C) 1 point on his “PS” and “SK” ratings if he is playing another forward position for which he is not rated.
- Penalize a forward 5 points on his “DF” and “CH” ratings if he is playing as a defender.
- Penalize a defenseman 1 point on his “PS”, “SK”, “DF”, and “CH” ratings if he is playing a forward position.

Use a minimum rating of “1” in all of the above cases.

## Time

Below the hockey rink is the game timer, slotted into minutes and seconds as shown below:

Minutes			Seconds										
20	13	6	Standard Game	:54	:48	:42	:36	:30	:24	:18	:12	:06	:00
19	12	5	Basic Game	:50	:40	:30	:20	:10	:00				
18	11	4	1										
17	10	3	2										
16	9	2	3										

One pawn is placed on the minute marker (at “20” for the beginning of a period), while the other is placed on the “:00” position. Each play uses up an allotted time amount, as per the table below:

Plays Taking 20 Seconds	Plays Taking 10 Seconds
Pass	Faceoffs
Skate	Shots and rebounds
Loose pucks	Second (or third, or fourth, etc.) rolls for loose puck battles if the first roll did not resolve possession
	Plays on which a penalty or stoppage of play occurred

In short, move the clock each time you roll the dice except on the second part of a shot sequence.

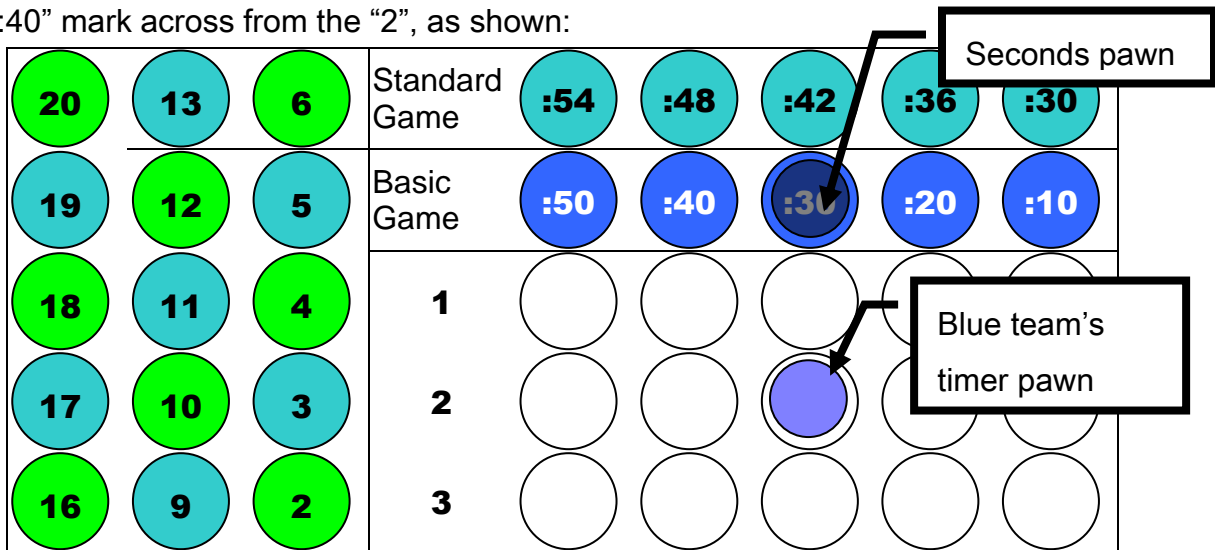
Each time the clock passes the “:00” mark and returns to the left (either “:50” or “:40”), remember to move the minute marker down by one.



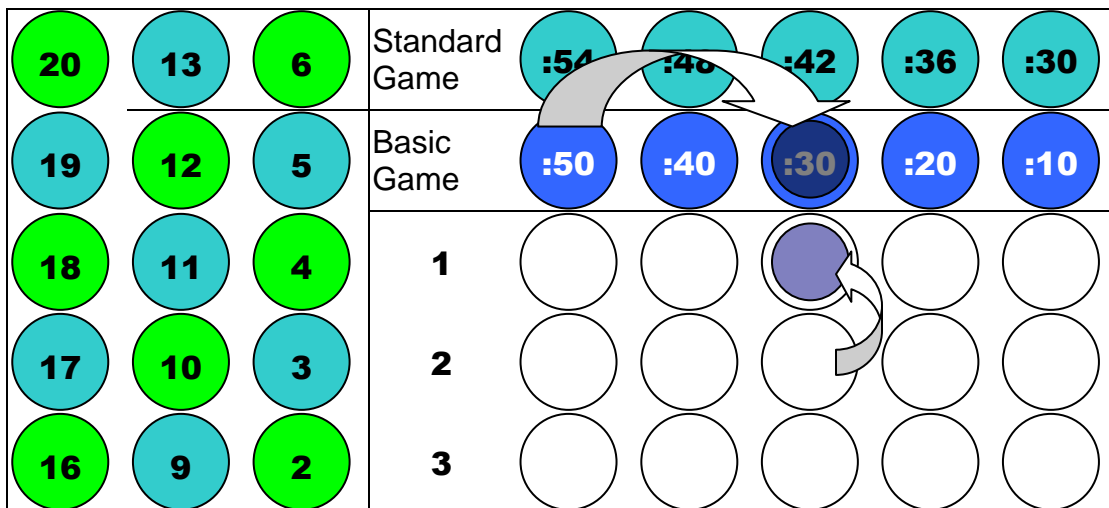
## Shifts

In the basic game, keeping track of shifts is accomplished by keeping track of lines. At the beginning of a line's shift, a team's pawn (either red or blue) is placed under the seconds column across from the "2". When the seconds time pawn reaches this point over the course of the next minute, move the pawn up so it is across from the "1". When the seconds time pawn reaches this point again, the players have been on the ice for two minutes and need to conduct a line change. Simply assume that a new line takes over at that time, and that the puck is in possession of the player replacing the one who last had it.

For example, the blue team's players were put on the ice at 18:30. The blue pawn is therefore placed under the ":40" mark across from the "2", as shown:



When the seconds pawn returns to or passes the ":30" mark, the blue team's pawn is elevated to the "1" position, as shown:



When the “seconds” pawn again returns or passes the “:30” mark, it is time for the blue team to conduct a line change. Don’t forget to move the blue team’s pawn back to the “2” position!

The “minutes” section has been constructed using alternating colors (at this writing, blue and green), so that you are reminded to make a line change every time the minute pawn is moved to a green circle.

You may opt to use the more advanced shift rules as you get accustomed to the game mechanics.







### **Marking Players**

Besides the discs for each on-ice player, which are placed on the rink, there are two non-labeled tokens, one for each team, for marking the player with possession of the puck and/or involved in a matchup. This is also handy for keeping track of which line is currently on the ice.

### **Faceoffs**

- 1) After selecting the players who will be on the ice, each team selects an on-ice player to take the face-off and announces this selection to the other team with the visiting team selecting his player first. To help you make a decision, each player’s faceoff win/loss stats are listed at the bottom of his ratings.
- 2) Roll the dice. The home team player is represented by the colored d10, while the visiting team player is represented by the white d10. Whichever roll is highest, wins the faceoff. The puck is received by the player identified by the d6p.
- 3) If a team is on the power play OR has pulled their goalie, add 2 points to that team’s d10 for each skater they have in the man advantage. For example, in a 5-3 power play, the player on the power play would receive a 4-point bonus.
- 4) In the case of a tie, the team in its offensive zone wins. In the neutral zone, the home team wins. If a team is on the power play, that team always wins, regardless of where the puck is dropped.
- 5) Possession of the puck takes place wherever the faceoff was located.

6) If a player identified as receiving the puck is not on the ice (for example, player number “⑥” when a sixth skater is not on the ice), the result is a loose puck in the zone where the faceoff took place.

Faceoffs	
	The colored d10 represents the home team’s player. The white d10 represents the visiting team’s player.
	
	The d6p identifies the player receiving the puck.
	Not needed
	Not needed
	
Notes:	<p>If the d10 totals result in a tie:</p> <ul style="list-style-type: none"> <li>• the team in its offensive zone wins.</li> <li>• In the neutral zone, the home team wins.</li> <li>• If a team is on the power play, that team always wins regardless of where the puck is dropped.</li> </ul>

### Forechecking

In order to prevent the other team from easily moving the puck up the ice, and in order to create more turnover possibilities in the opponent’s end (and thereby causing more scoring possibilities), you may place forecheckers in your offensive end when the other team is in possession of the puck in that end.

The defensive team chooses how many forecheckers to place by putting on-ice tokens on the game board in their offensive (attacking) zone. Only the three forwards (center, left wing, right wing) may be placed in the other player’s defensive zone. The other players are assumed to be in the neutral/defensive zone. Placing too many forecheckers has the disadvantage of creating scoring opportunities for your opponent if they are able to move the puck in to your end of the ice.

After being placed, a team’s forecheckers may not be moved again until one of the following happens:

1. the offensive team turns the puck over

2. a loose puck occurs
3. there is a play stoppage
4. after the offensive team takes a shot

**Puck Actions**

On the far left of each skater’s ratings are seven columns labeled as follows:

<b>D</b>			<b>N</b>	<b>O</b>		
ES	PP	SH		ES	PP	SH

This block represents “puck actions” which will be taken in the “Defensive Zone” (D) when the team is at Even Strength (ES), on the Power Play (PP), and Short-Handed (SH), in the “Neutral Zone” (N), and the “Offensive Zone” (O), which is also sliced into Even Strength, Power Play, and Short-Handed columns.

Each of the columns have different types of puck actions, such as “PD” (pass vs. defense), “SC” (skating vs. checking), “DC” (dump or clear), “ICE” (icing), “OFF” (offsides), “INJ” (injury), “PN” (penalty), and the shot types “WS” (wrist shot) and “SS” (slap shot). There is also a “\*\*” (wild card) action, which allows the coach to choose from most of the other actions above (exceptions would be penalties, injuries, and offsides), and a “WP”, which means a “weird play” may have occurred.

The ranges in each column are from 00 to 99. On the player (Mark Bollinger) listed on page 2, a passing (“PD”) action will occur on rolls from 00-40 when the player is in his defensive (“D”) zone at even strength (“ES”). On rolls from 41-59, a skating (“SC”) action will occur. The player will attempt to clear (“DC”) the puck on rolls from 60-74, and will ice (“ICE”) the puck on rolls from 75-80. On roll 82, the player will either be called for and/or instigate a penalty (“PN”), and on rolls 83-84 will suffer some sort of injury (“INJ”). Rolls from 85-98 are wild cards (“\*\*”). Bollinger will initiate a “WP” (weird play) on roll 99 in this situation, but will not on a power play (“PP” column) or when his team is short-handed (“SH” column) as those blocks have been grayed-out. While in the neutral zone or offensive zone, and under power play or short-handed situations, these actions change accordingly.

## Wild Card (\*)

Each team has a set of strategy cards for use when a wild card puck action presents itself. The strategy card will outline which puck action(s) to take. For example, the “Dump and Chase” strategy card has the offensive team dump the puck into its offensive zone, resulting in a loose puck, while the “Puck Possession” strategy card will more than likely call for the puck-handler to attempt to skate or pass his way into the next zone.

You may alternately decide to just choose which puck action to take when the wild card option comes up from the following:

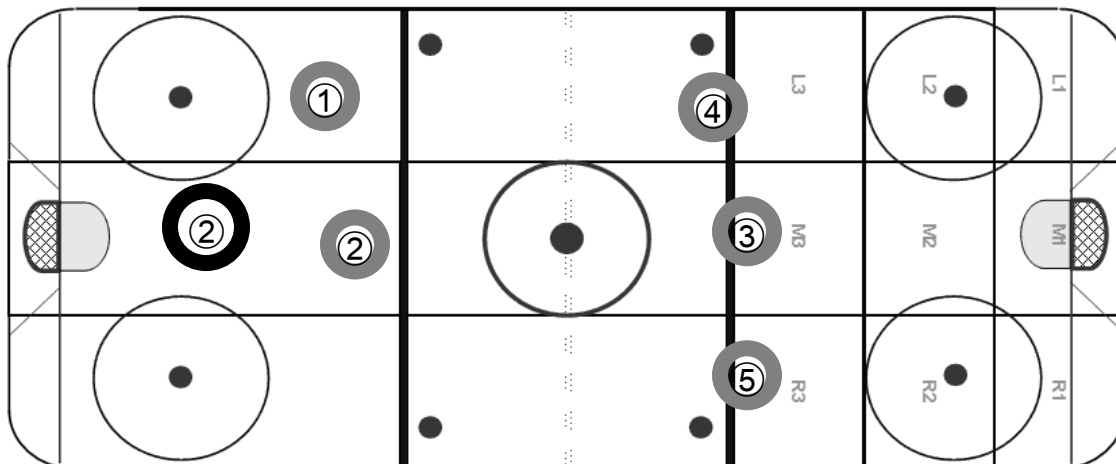
- PD
- SC
- DC
- shoot (when in the offensive zone)
- ICE (when short-handed)

## Identifying Defenders

Identifying defenders is done with the six-sided “polyhedral” die (the one with numbers rather than dots), which is referred to as the “d6p” (d6-polyhedral). For example, when Bollinger has control of the puck in his defensive zone and a d6p roll of “2” comes up, the defense’s center (“**2**”) is involved in the play if he was present (in this case, as a forechecker in Bollinger's defensive zone). If the player identified by the d6p is not in the same zone as the puck, then the result of the play is automatically read from the puck-handler’s ratings (the offensive player is “unopposed”).

## A Walk-Through...

The offensive team (Team 1) has the puck in its defensive zone, section M2, with Bollinger, a center (“②”), in possession. Note that the “M2” designation isn’t very important at this point, since the team is in its defensive end. The “M” however, means that the puck is located in the “middle” of the zone. We will place the plastic puck and Bollinger’s token with a “2” on it as shown below, to indicate that he is in possession of the puck:



The defensive team elects to put its left wing (“①”) and center (“②”) as forecheckers in their offensive zone (Bollinger’s defensive zone), and the rest of the players (“③”, “④” and “⑤”) in its neutral/defensive zone. Note that it doesn’t matter which portion of the zone...left, middle, right...that the forecheckers are placed. It also doesn’t matter where the other players are placed, so long as they are not in their attacking zone. In the diagram above, they are placed near the blue line, but they just as easily could have been placed in the neutral zone, or one in the neutral zone and two anywhere in the defensive zone. In all cases, they defend when ever identified by the d6p when the puck is in either the neutral zone or the defensive zone.

The offensive team now rolls all 6 dice to begin its play. The dice roll is as follows:

Symbol	Roll	Used for:
◆	5	Find the puck action on the possessing player’s puck action block. The roll of “54” under the “D”, “ES” (defense, even-strength) column indicates a “sc” (skating vs. checking) matchup on Mark Bollinger.
◇	4	
■	1	The d6p identifies any defensive player in the matchup, provided that player is in the

		same zone as the puck. In this case, the player he is matched up with is the other team's left wing, player "❶".
⬡	11	Bollinger's "SK" (skating) rating is 15. Assuming that the defender's "CH" (checking) rating is a 3, Bollinger wins the matchup (15 minus 3=12, and the d20 roll of 11 is less than or equal to 12)
■	5	Looking across from "8" (5 + 3 = 8) in Bollinger's "SK" column, we see the result of "▲" ...Bollinger successfully moves the puck 2 zones forward.
□	3	
Advance the time by 20 seconds		

The two d10 are combined (colored die first, white die second) in order to see what type of action is taking place with the puck. Since the colored d10 roll of "5" and a white d10 roll of "4" combine for a "54", the puck action type is "SC" (found on Bollinger's card under the "D", "ES" column,) which means that the player with the puck will attempt to skate it into the next zone, and the defensive player (if close enough to hinder the play) will use his "CH" (checking) column to try to stop him.

Note that the "D" column, which is used whenever the puck handler is in his defensive zone, has three sub-columns; "ES", "PP", "SH". The "ES" column is used on all even-strength plays, the "PP" column is used when the puck handler's team is on the power play, and the "SH" column is used when his team is short-handed. On Bollinger's card under the "D", "ES" column rolls "00" through "40" are "PD" (passing vs. defense). Rolls "41" through "59" are "SC" (skate vs. checking). Rolls "60" through "74" are "DC" (dump or clear). Rolls "75" through "80" are "ICE" (icing), while rolls "81" through "82" is a penalty, "84" is an injury, rolls "85" through "98" are "✳" (wild cards), on which the offensive coach may elect any applicable puck action he chooses, unless you choose to use the strategy cards mentioned previously, and roll "99" is a "WP" (weird play.)

Mark Bollinger				
C	BUF 2008-			
	D			N
	ES	PP	SH	
PD	40	50	10	43
SC	59	78	21	63
DC	74	79	45	74
ICE	80	80	92	76
OFF				79
PN	82	81	93	81
INJ	84	83	95	83
WS				
SS				
✳	98	99	99	98
WP	99			99
Gm	G			
(-2)	(11)			
48	6			

The d6p was a "1". This means that the other team's left wing (player "❶") is identified as the matchup opponent, provided he is in the same area as the puck. Since "❶" is one of the

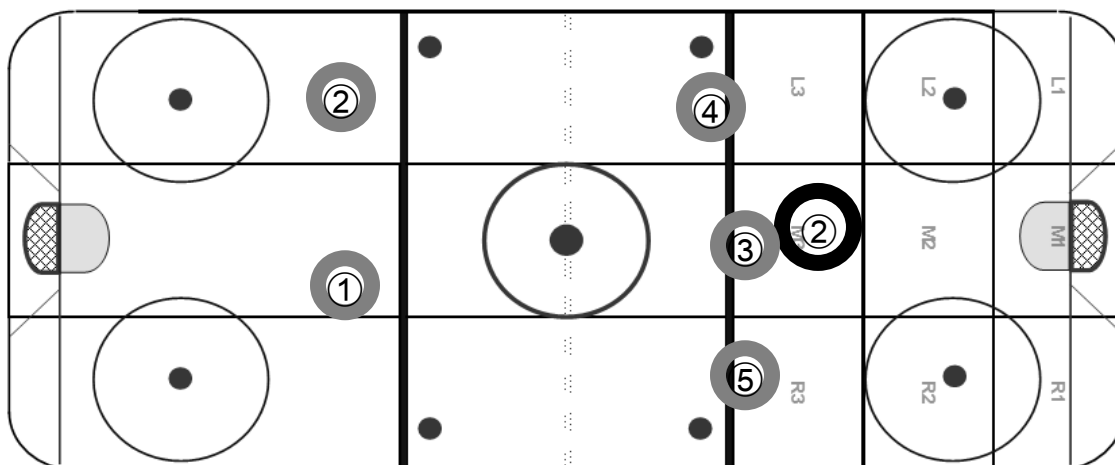
forecheckers in the same zone as Bollinger, he is recognized as the defender on the play. Had the d6p roll been a “2”, player “②” would have been the defender, as he too is a forechecker. Rolls “3” through “6” would have indicated that Bollinger was unopposed, and whatever action he was taking would be successful.

To determine who wins the matchup, we look at Bollinger’s “SK” rating, which is “15” in this example, subtract the defender’s “CH” rating, which we will assume is a “3”, and compare the result to the d20. If the d20 result is less than or equal to the result, the result of the play will be read off Bollinger’s “SK” column. If not, the result will be read off the defender’s “CH” column. In this case, d20 rolls from 1-12 would result in the play result being found on Bollinger’s card, while rolls of 13-20 would be read off the “CH” column of the other team’s center. If no defender was recognized by the d6p, the result would automatically have been read off of Bollinger.

In this case, since the d20 roll was a “11”, the play result will be found on Bollinger’s “SK” column.

The two d6 total was “8”. Looking under Bollinger’s “SK” column, across from “8”, we see the play result of “▲”, which means Bollinger has now successfully skated straight ahead 2 zones from his defensive zone into the other team’s offensive zone.


The rink now appears like this:



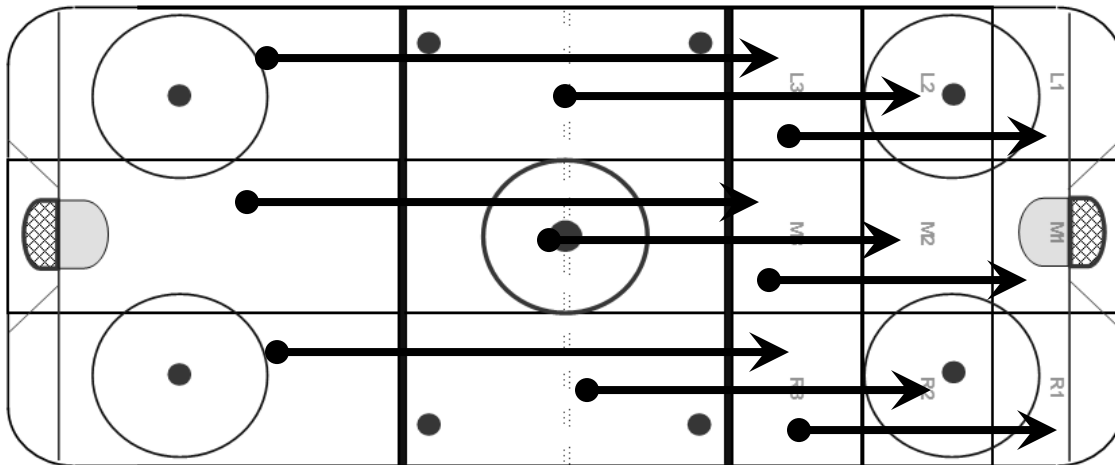
Notice that the defensive tokens haven’t moved...and they won’t, until either a turnover, loose puck, play stoppage, or shot occurs. Therefore it is very important to set your number of forecheckers reasonably! Too many will lead to weaknesses in the other areas of the ice.



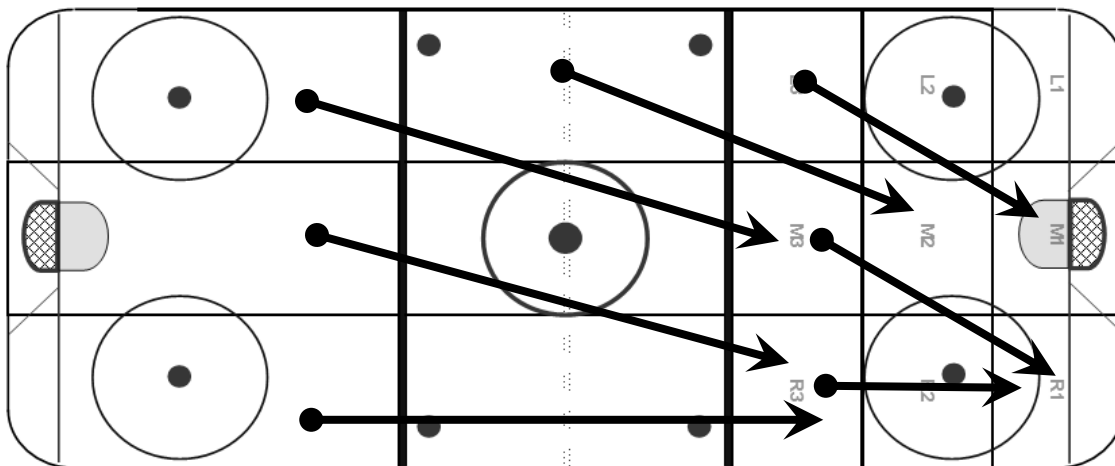
The offensive zone is actually nine different zones, laid out in a 3x3 grid, as shown:

	Left	Middle	Right
Level 1			
Level 2			
Level 3			

A “▲” results in a two zone movement. The diagram below shows the possible two-zone movements on a “▲” result:





Likewise, results of “▶” and “◀” also result in two zone movements forward, and also a lateral movement of one zone either to the right or to the left. Shown below would be some examples of a “▶” result (two zones forward, one zone to the right):





Note that if the puck is already located in the right-hand portion of the rink, a “▶” basically turns to a “▲”.



Since the result was “▲”, the puck is placed as shown:

	Left	Middle	Right
Level 1			
Level 2			
Level 3			

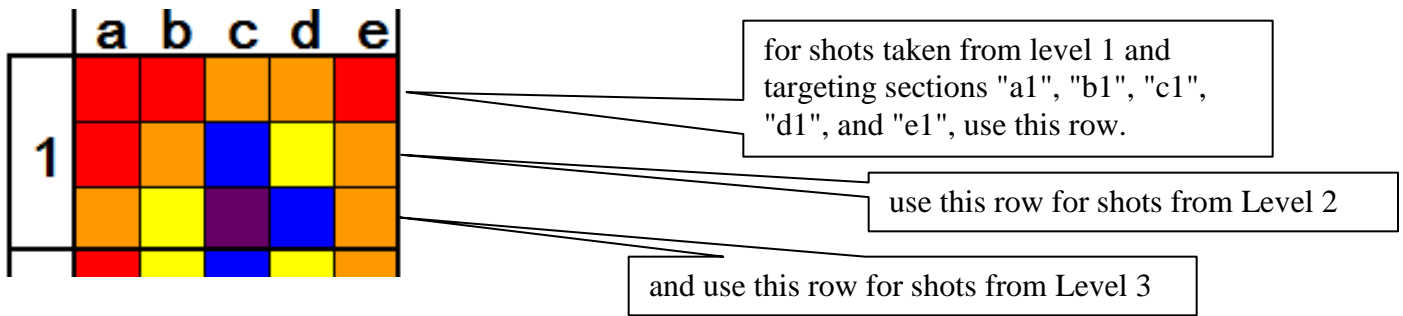
Had the result symbol been a “△” instead, the puck would have advanced three zones total and would now be in level 2, as shown.

	Left	Middle	Right
Level 1			
Level 2			
Level 3			

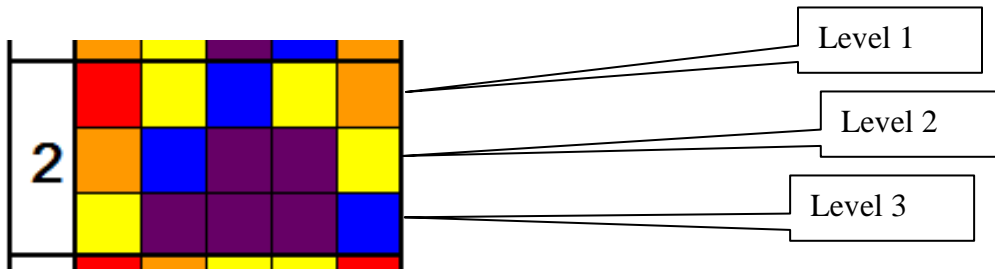
Had the result symbol been a “▶” instead, the puck would have advanced forward two zones and to the right, and would now be in offensive zone “R3”, as shown below:

	Left	Middle	Right
Level 1			
Level 2			
Level 3			

The "Levels" shown in the diagrams above play a huge role in determining the quality of shots, and coincide with the zones in the goalie's "shot quality" section.



Shots targeting other sections, such as "a2", would similarly use the rows corresponding to Levels 1, 2, and 3, as shown below, and so forth.



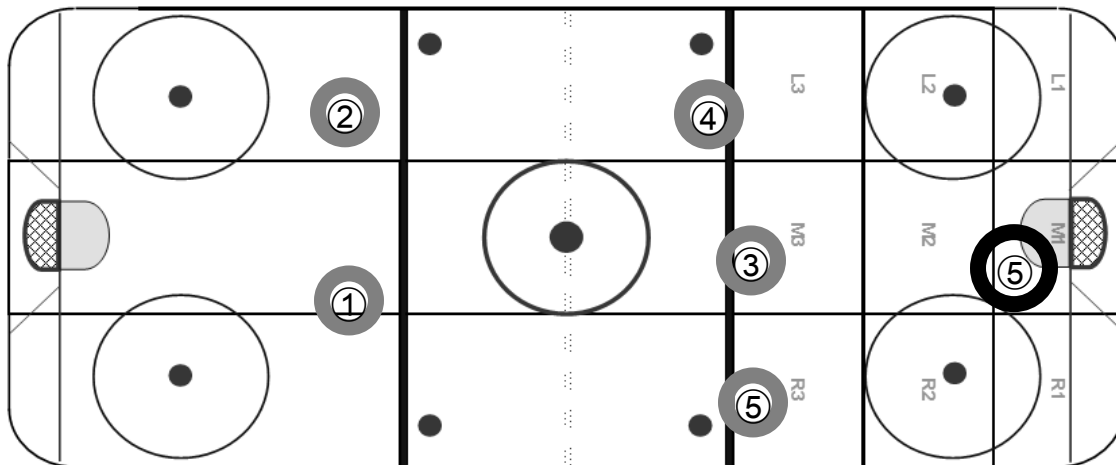
Since Bollinger still has possession of the puck, we re-roll all 6 dice to see what he does with it. This time, the following dice are rolled:

Symbol	Roll	Used for:
◆	1	Find the puck action on the possessing player's puck action block. The roll of "12" in the offensive zone at even-strength indicates a "PD" (passing vs. defense) matchup on Mark Bollinger.
◇	2	
■	2	No defender is assigned to d6p roll of 2 in the neutral or defensive zone...player "2" is a forechecker in the previous zone...so Bollinger is unchallenged.
⬡	17	Unchallenged, so Bollinger automatically wins the matchup, regardless of the roll.
■	5	Looking across from "8" in Bollinger's "PS" column, we see the result of "▲Ⓐ"...Bollinger successfully passes the puck to the player with the highest recipient rating (excluding the passer) two zones forward (in this case, into offensive zone M1).
□	3	
Advance the time by 20 seconds		

The d10 combo is "12". Looking under the "O" (offensive zone), "ES" (even-strength) column on Bollinger, we see that d10 combos from 00-12 give the puck action of "PD" (passing vs. defense).

The d6p was a “2”. Since player “②” is still back in Bollinger’s defensive zone as a forechecker, this means that Bollinger is “unchallenged”, and so he will automatically win the matchup and the result of the play will be read from his ratings.

We now look under the “PS” column across from the d6 total of “8”. This time we see the result of “▲Ⓐ”. Translation: the pass was successful, and it goes to the offensive player with the highest “recipient” rating (excluding the passer), advancing the puck two zones (in this case, to zone “M1”).



Notice that the puck now has disc “⑤” on it rather than Bollinger’s “②”. The puck is now in possession of a new player, our right defenseman (“⑤”) Roman Hammer, who had the on-ice players’ highest “recipient” rating of “5” (see Hammer’s “G(5)” rating at the bottom of his card below), so we will use his ratings for our next play.

Roman Hammer				TG	PN	LP	TP	SP	PK	PH	EN	SH-R 3/5							
D CGY 2008-09 33				1	+1	-1	1	2	5	1	0	W-11 S-14 B-25							
D		N		O		PS		SK	DF	CH	1 2 3 4 5 6								
ES	PP	SH	ES	PP	SH	16	13	3	3	1	a2	b3	c2	c3	c4	d4			
pd	38	48	8	37	21	6	6	2	△ (A)	▲	⊗	⊗	2	a3	b3	c2	c3	d1	d4
sc	58	79	20	61	32	13	15	3	▶ (B)	▶	◆	◆	3	b1	b4	c2	c3	d2	e2
dc	75	80	45	74			59	4	◀ (C)	▲	○	○	4	b1	c1	c2	c3	d2	□
ice	83	81	94	76				5	▼ (B)	▶	⊙	○	5	b2	c1	c2	c4	d3	wR
off				79				6	▲ (A)	●	◆	○	6	b2	c2	c3	c4	d3	wL
pn	84	82	95	80	36	15	61	7	● (⊗)	▲	◆	○	1						
inj								8	▲ (A)	▶	◇	○	2						
ws					63	43	72	9	▲ (B)	▲	◇	○	3			↵	↶		⊛
ss					90	90	94	10	△ (C)	▶	○	○	4			←	→		★
*	99	99	99	99	99	99	99	11	△ (D)	▲	○	◇	5			↳			
**								12	△ (D)	△	○	⊗	6			↵			
wp																			
Gm(+5)	G(5)		A(2)		PIM		FO(-2)		SH%		TOI		+/-		BL(0)				
81	10		24		46		0/0		7.9		22:17		-8		55				

The dice are again rolled:

Symbol	Roll	Used for:
◆	4	The roll of "45" in the "O", "ES" (offensive zone, even-strength) indicates a "WS" (wrist shot) from Roman Hammer (rolls from 37-63 are wrist shots)
◇	5	
■	4	Since player "4" is present in his team's neutral/defensive zone, he has been identified as the defender on the play.
⬡	6	Hammer's "W" (wrist shot) rating is 11 (upper-right corner of his card.) Assuming that the defender on the play has a "BL" (block) rating of 2, Hammer wins the matchup (11 minus 2 = 9, and the d20 roll of 6 is less than or equal to 9). Had the roll been 10 or higher, the shot would have been blocked by defender number "4", resulting in a loose puck.
■	1	Looking under "1" and across from "3" in Hammer's shot section, we see the result of "b1"...Hammer's wrist shot is headed toward goalie zone "b1". The lower part of the section is referred to as the "drift" section, and is only used in the second part of the shot sequence.)
□	3	
Advance the time by 10 seconds		

Since our right defenseman, Roman Hammer, is in his offensive zone and his team is at even strength, we look under “O”, “ES” in order to find out what the d10 combo “45” calls for. Rolls 37-63 are “WS”, or “wrist shots”.

If a defender is close enough to a shooter, he may be able to block the shot. Hammer’s “W” (wrist shot) rating is 11. Assuming that the defender’s “BL” (block) rating is a 2, Hammer would be able to get the shot on goal with d20 rolls from 1-9 (11 – 2 = 9). Rolls from 10-20 would be blocked by the defender. Since our d20 roll was a 6, the shot goes through toward the goal.

Look in the shooter’s shot section under "1" (d6 with black dots) and across from the "3" (d6 with white dots) to see where the puck is targeted. We find the code “b1” listed there. This means that the puck is headed toward zone “b1” on the goalie. Since Hammer is shooting from section "M1", we cross-reference zone "b1" with level 1 in the goalie's "shot quality" section, as shown (refer to the color

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		G FLA 2008-09				
		a	b	c	d	e
1		Red	Red	Blue	Yellow	Orange
2		Orange	Blue	Purple	Purple	Yellow
3		Red	Orange	Yellow	Yellow	Red
4		Red	Orange	Red	Orange	Red
		Orange	Blue	Yellow	Purple	Yellow
		Gm(+1)		W		
		31		15		

sample on the back cover for a more detailed view.) The color residing in this position is "red". Had the shot been taken from level 2, it would have been "orange", and had the shot been taken from level 3, it would have been "yellow". Red is a very high-quality shot! Let's see if Hammer scored...

Knowing that the puck is headed toward the net, we now re-roll to see if the shot scores:

Shot on goal		
Symbol	Roll	Used for:
◆	2	The “24” is used to determine whether the shot goes into the goal. If it doesn’t, it is used again to see if there is a rebound.
◇	4	
■	3	Not used
⬡	11	Used to find the location of a rebound.
■	3	The two d6 are combined (in this case, "35") to see if the shot drifts, the goalie is screened, or if the puck is deflected by a teammate.
□	5	
Do not advance the time, as this and the previous roll are considered simultaneous.		

We have already ascertained that the shot taken by Hammer is on-goal. Now we need to see if it has "drifted" from its original heading, tipped by another player, or if the goalie was screened on the play. The d6 combination this time is "35" (d6 black 3, d6 white 5), so we use the "drift section" of the shooter's card, as shown.

Listed there is the result "↳". This means that, although the shooter has targeted zone "b1" as found previously, his shot drifts a little down and to the right, targeting zone "c2" instead. The color on the goalie's shot quality section in level 1 of zone "c2" is blue. This means that the shot wasn't as good as we had originally thought...perhaps Hammer "didn't get all of it."

EN	SH-R 3/5					
0	W-11 S-14 B-25					
	1	2	3	4	5	6
1	a2	b3	c2	c3	c4	d4
2	a3	b3	c2	c3	d1	d4
3	b1	b4	c2	c3	d2	e2
4	b1	c1	c2	c3	d2	□
5	b2	c1	c2	c4	d3	wR
6	b2	c2	c3	c4	d3	wL
1						
2						
3			↖	↗		⊙
4			↖	→		⊙
5						
6						
	+/-	BL		GWG		

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	a	b	c	d	e
1	Red	Red	Blue	Yellow	Red
2	Red	Blue	Purple	Yellow	Red
3	Red	Blue	Purple	Yellow	Red
4	Red	Blue	Purple	Yellow	Red

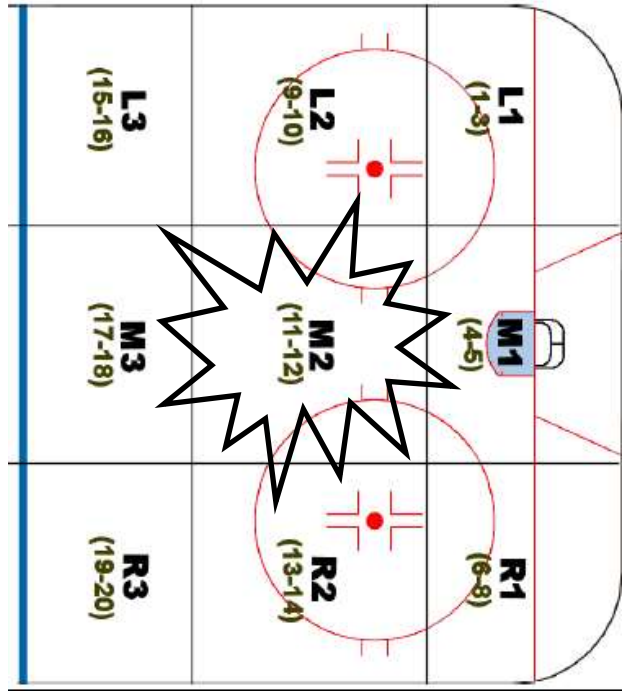
Now that we know the quality of the shot, we check the goalie's "scoring grid" section to see if the shot is a goal. The d10 combo was "24" (colored "2", white "4".) Looking at the goalie card, we see a "2"...



**31**

	L	5	5	8	9	11					
	0	1	2	3	4	5	6	7	8	9	+
0	⊙	⌘	②	②	③	①	②	④	⑤	○	☁
1	⌘	⌘	②	③	③	①	③	④	⑤	○	③
2	⌘	⌘	②	③	④	①	③	④	⑤	○	①
3	⌘	①	②	③	④	①	③	④	○	○	③
4	⌘	①	②	X	X	X	X	X	⌘	⌘	①
5	⌘	①	②	X	X	X	X	X	⌘	⌘	②
6	⌘	①	♠	⌘	⌘	⌘	⌘	🔥	🔥	🔥	🔥
7	⌘	①	♠	⌘	⌘	②	③	⑤	○	○	⌘
8	⌘	①	♠	③	⑤	②	④	⑤	○	○	♠
9	⌘	①	②	③	⑤	②	④	⑤	○	○	②

A “②” means the shot was on goal, the goalie made the save, and the center has possession of the rebound. Which team’s center? Since the result was found on the goalie’s card and the symbol is black, the player identified is on the *other* team (a “②” would have been the center on the goalie’s team). Therefore, Bollinger (our center) now has possession of the puck. Where? The d20 roll of "11" tells us that the puck is recovered in "M2" (that's what the number ranges on the game board represent.)



The defense’s forecheckers (if any) have now had enough time to get back down the ice to help play defense. All 5 defenders are now located in their team’s neutral/defensive zone.

Now that we know who has control of the puck, we re-roll all six dice:

Rebound		
Symbol	Roll	Used for:
◆	4	The “47” is used to see what the player will do. In this case, Bollinger will try a wrist shot from his current location, which is this case is “M2”.
◇	7	
■	3	Used to see if a defender is close enough to block the shot. Player “③” is identified as a potential shot blocker.
⬡	6	Bollinger has a “W” rating of 14. Assuming that the defender’s “BL” (blocking) rating is 3, d20 rolls from 1-11 would result in a shot on goal. Rolls from 12-20 are blocked by the defender.
■	2	Looking at the shooting section of Bollinger's card at "21", the wrist shot is headed toward goalie zone “b4”.
□	1	
Advance the time 10 seconds.		



Looking under Mark Bollinger's (the shooting team's center) "O", "ES" column (since he has taken possession of the puck in offensive zone "M2" and his team is at even-strength), we find that he will take a wrist shot (rolls "22" through "54" are all wrist shots).

We will assume that the defender on the play (identified as the right wing, "6", by the d6p roll) has a "BL" rating of 3. Subtracting it from Bollinger's "W" rating of 14, and comparing the result to the d20 roll of 6, we see that the shot is not blocked and is headed toward the goal ( $14 - 3 = 11$ , and the d20 roll of 6 is less than or equal to 11).

The two d6 are now combined to see where the puck is headed. In this case, Bollinger's shot is headed toward goalie zone "b4", as the d6 combo was a "21". Referring to the goalie's shot quality section, we see that this is a "yellow" quality shot (remember, the shot was being taking from level 2,) as shown:

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G FLA 2008-09					
	a	b	c	d	e
1	Red	Red	Orange	Orange	Red
2	Red	Orange	Blue	Yellow	Orange
3	Red	Yellow	Blue	Yellow	Orange
4	Orange	Blue	Purple	Blue	Orange
5	Orange	Purple	Purple	Purple	Yellow
6	Red	Orange	Red	Orange	Red
7	Orange	Blue	Yellow	Purple	Orange
8	Red	Yellow	Blue	Yellow	Orange
9	Orange	Purple	Purple	Purple	Yellow
10	Red	Orange	Blue	Orange	Red
11	Orange	Blue	Yellow	Blue	Orange
12	Red	Yellow	Blue	Yellow	Orange
13	Orange	Purple	Purple	Purple	Yellow
14	Red	Orange	Red	Orange	Red
15	Orange	Blue	Yellow	Purple	Orange
16	Red	Yellow	Blue	Yellow	Orange
17	Orange	Purple	Purple	Purple	Yellow
18	Red	Orange	Red	Orange	Red
19	Orange	Blue	Yellow	Blue	Orange
20	Red	Yellow	Blue	Yellow	Orange
21	Orange	Purple	Purple	Purple	Yellow
22	Red	Orange	Red	Orange	Red
23	Orange	Blue	Yellow	Purple	Orange
24	Red	Yellow	Blue	Yellow	Orange
25	Orange	Purple	Purple	Purple	Yellow
26	Red	Orange	Red	Orange	Red
27	Orange	Blue	Yellow	Blue	Orange
28	Red	Yellow	Blue	Yellow	Orange
29	Orange	Purple	Purple	Purple	Yellow
30	Red	Orange	Red	Orange	Red
31	Orange	Blue	Yellow	Purple	Orange
32	Red	Yellow	Blue	Yellow	Orange
33	Orange	Purple	Purple	Purple	Yellow
34	Red	Orange	Red	Orange	Red
35	Orange	Blue	Yellow	Blue	Orange
36	Red	Yellow	Blue	Yellow	Orange
37	Orange	Purple	Purple	Purple	Yellow
38	Red	Orange	Red	Orange	Red
39	Orange	Blue	Yellow	Purple	Orange
40	Red	Yellow	Blue	Yellow	Orange
41	Orange	Purple	Purple	Purple	Yellow
42	Red	Orange	Red	Orange	Red
43	Orange	Blue	Yellow	Blue	Orange
44	Red	Yellow	Blue	Yellow	Orange
45	Orange	Purple	Purple	Purple	Yellow
46	Red	Orange	Red	Orange	Red
47	Orange	Blue	Yellow	Purple	Orange
48	Red	Yellow	Blue	Yellow	Orange
49	Orange	Purple	Purple	Purple	Yellow
50	Red	Orange	Red	Orange	Red
51	Orange	Blue	Yellow	Blue	Orange
52	Red	Yellow	Blue	Yellow	Orange
53	Orange	Purple	Purple	Purple	Yellow
54	Red	Orange	Red	Orange	Red
55	Orange	Blue	Yellow	Purple	Orange
56	Red	Yellow	Blue	Yellow	Orange
57	Orange	Purple	Purple	Purple	Yellow
58	Red	Orange	Red	Orange	Red
59	Orange	Blue	Yellow	Blue	Orange
60	Red	Yellow	Blue	Yellow	Orange
61	Orange	Purple	Purple	Purple	Yellow
62	Red	Orange	Red	Orange	Red
63	Orange	Blue	Yellow	Purple	Orange
64	Red	Yellow	Blue	Yellow	Orange
65	Orange	Purple	Purple	Purple	Yellow
66	Red	Orange	Red	Orange	Red
67	Orange	Blue	Yellow	Blue	Orange
68	Red	Yellow	Blue	Yellow	Orange
69	Orange	Purple	Purple	Purple	Yellow
70	Red	Orange	Red	Orange	Red
71	Orange	Blue	Yellow	Purple	Orange
72	Red	Yellow	Blue	Yellow	Orange
73	Orange	Purple	Purple	Purple	Yellow
74	Red	Orange	Red	Orange	Red
75	Orange	Blue	Yellow	Blue	Orange
76	Red	Yellow	Blue	Yellow	Orange
77	Orange	Purple	Purple	Purple	Yellow
78	Red	Orange	Red	Orange	Red
79	Orange	Blue	Yellow	Purple	Orange
80	Red	Yellow	Blue	Yellow	Orange
81	Orange	Purple	Purple	Purple	Yellow
82	Red	Orange	Red	Orange	Red
83	Orange	Blue	Yellow	Blue	Orange
84	Red	Yellow	Blue	Yellow	Orange
85	Orange	Purple	Purple	Purple	Yellow
86	Red	Orange	Red	Orange	Red
87	Orange	Blue	Yellow	Purple	Orange
88	Red	Yellow	Blue	Yellow	Orange
89	Orange	Purple	Purple	Purple	Yellow
90	Red	Orange	Red	Orange	Red
91	Orange	Blue	Yellow	Blue	Orange
92	Red	Yellow	Blue	Yellow	Orange
93	Orange	Purple	Purple	Purple	Yellow
94	Red	Orange	Red	Orange	Red
95	Orange	Blue	Yellow	Purple	Orange
96	Red	Yellow	Blue	Yellow	Orange
97	Orange	Purple	Purple	Purple	Yellow
98	Red	Orange	Red	Orange	Red
99	Orange	Blue	Yellow	Blue	Orange
100	Red	Yellow	Blue	Yellow	Orange

We now re-roll all six dice for part two of the shot process:

Shot on goal		
Symbol	Roll	Used for:
◆	4	The "42" is used to determine whether the shot goes into the goal. If it doesn't, it is used again to see if there is a rebound. Because this is a rebound shot, we add the goalie's "Reb" (rebound) rating (in this case, 5) to an adjusted total of "47".
◇	2	
■	1	Not used
⬡	18	Used to determine the location of a rebound, if necessary.
■	5	The two d6 are used to see if the shot drifts or is deflected by a teammate.
□	2	
Do not advance the time, as this and the previous shot roll are simultaneous.		

As in the previous example, we need to see if the shot drifts. Cross-referencing the d6 combination of "52" in the "drift" section of the shooter's card, we see an empty spot. This means the shot does not drift, and is still headed toward goalie zone "b4".

On "yellow" quality shots, any square in the goalie location section which is colored yellow, blue, or violet will result in a goal. Since this shot is off a rebound, we add 5 points (the goalie's "Reb" rating is 5) to the d10 combo of "42", giving us an adjusted total of "47". Cross-referencing on the goalie "scoring grid" section, we see that this time the color there is violet...Bollinger has scored! Had the shot not been a rebound (and therefore, the 5-point bonus not been added,) a "42" would have resulted in "4", which would have been a rebound to the attacking team's left defenseman.

EN	SH-L 2/3					
0	W-14 S-13 B-26					
	1	2	3	4	5	6
1	b1	b4	c2	c4	d4	c2
2	b1	c1	c3	c4	e2	c2
3	b2	c1	c3	d1	e4	c2
4	b2	c2	c3	d2	c2	□
5	b3	c2	c3	d2	c2	wR
6	b3	c2	c4	d3	c2	wL
1						
2						
3			↑	↑		⊙
4			←	→		⊙
5			↓			⊙
6			↑			⊙
DI	+/-	BL(-2)				
36	-7	11				

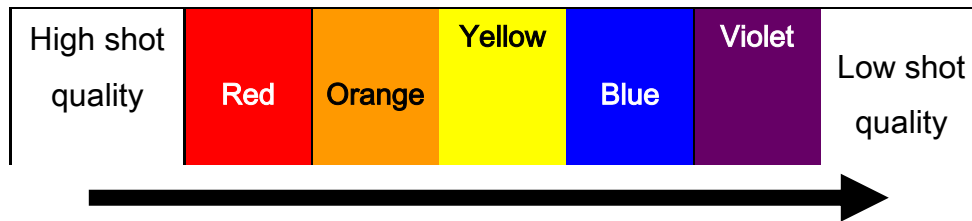
**31**

	L	5	5	8	9	11					
e	0	1	2	3	4	5	6	7	8	9	+
0	⊙	⌘	②	②	③	①	②	④	⑤	○	☁
1	⌘	⌘	②	③	③	①	③	④	⑤	○	③
2	⌘	⌘	②	③	④	①	③	④	⑤	○	①
3	⌘	①	②	③	④	①	③	④	○	○	③
4	⌘	①	②	×	×	×	×	×	⌘	⌘	①
5	⌘	①	②	×	×	×	×	×	⌘	⌘	②
6	⌘	①	♠	⌘	⌘	⌘	⌘	⌘	⌘	⌘	⌘
7	⌘	①	♠	⌘	⌘	②	③	⑤	○	○	⌘
8	⌘	①	♠	③	⑤	②	④	⑤	○	○	♠
9	⌘	①	②	③	⑤	②	④	⑤	○	○	②

### More on Goalies

In short, a shot will score if the result found in the goalie's "scoring grid" is the same as or **lower** than shot quality.

Shot qualities are graded on a “ROYBV” scale, with red being the highest and violet being the lowest shot quality...



Goals are scored on any color the same as or lower than the shot quality color. For example, a “red” quality shot will score on any color (except white, which is always a save) on the goalie’s “scoring grid,” shown on the right:

The d10 are read with the colored die (10’s value) across the top and the white die (1’s value) down the side.

Therefore, a roll of “46” is a spade (“♠”).

On the goalie pictured at right, a “red” quality shot will score on d10 combo rolls (ignoring the “+” column, which is explained later) of;

- 64, 65, 74, 75, 84, 85, 94 (all red)
- 66, 76, 86, 95, 96 (all orange)
- 67, 77, 87, 97 (all yellow)
- 68, 78 (both are blue)
- 87 (violet)
- ...in other words, on ANY colored square.

An “orange” quality shot on the other hand, will only score on orange, yellow, blue, and violet squares;

- 66, 76, 86, 95, 96 (all orange)
- 67, 77, 87, 97 (all yellow)
- 68, 78 (both are blue)

	0	1	2	3	4	5	6	7	8	9	+
0	☉	⌘	①	③	⑤	③	⑤	☉	○	○	☁
1	⌘	⌘	①	③	①	③	⑤	☉	○	○	③
2	⌘	⌘	①	③	①	③	⑤	☉	○	○	①
3	⌘	⌘	②	③	①	④	⑤	☉	○	○	③
4	⌘	⌘	②	③	①	④	×	×	×	×	①
5	⌘	⌘	②	③	②	④	×	×	×	×	②
6	⌘	①	②	③	♠	④	×	×	×	⌘	♣
7	⌘	①	②	④	②	④	⌘	⌘	⌘	⌘	♠
8	⌘	①	②	④	②	④	♣	♣	♠	○	♠
9	⌘	①	②	⑤	③	⑤	⑤	☉	○	○	②

d6p 1 2 3 4 5 6

☁	+	?	①	②	③	①
---	---	---	---	---	---	---

OT PIM(+2) GAA SA% ES%

- 87 (violet)
- ...in other words, on ANY colored square EXCEPT red.

A “yellow” quality shot will score on yellow, blue, and violet; a “blue” on blue and violet; and finally, a “violet” quality shot will only score on violet, on this goalie, a roll of “88”. A table outlining this is below:

Shot quality	Scores on d10 rolls of:	This table ignores the “+” column, which is explained later.
Red	64,65,66,67,68,74,75,76,77,78,84,85,86,87,88,94,95,96,97	
Orange	66,67,68,76,77,78,86,87,88,95,96,97	
Yellow	67,68,77,78,87,88,97	
Blue	68,78,88	
Violet	88	

While a skater’s “WS” and “SS” ratings are used when determining whether or not a shot is blocked, they are NOT used in the second part of the shot sequence. Drift bonuses (screens, rebounds, and tips,) man-advantage bonuses (power play,) breakaway (and shootout,) rebounds, and center-and-shoot bonuses ARE added to the d10 combo roll. d10 combo rolls of 100+ are read from the “+” column on the far-right side of the goalie. Since only one “+” column exists, it doesn’t matter if a roll is “106”, “116”, “126”, or “136”...the result is read across from the “6” (and in this case, is a “🔥”) as highlighted below. Because of the high density of color in the “+” column, the probability of a goal being scored is greatly increased on shots where the aforementioned bonuses occur.

“Cloud” (“☁”) results (such as shown on “+0”) lead to less-common results, such as goalie injuries, goalie penalties, weird plays, etc. In the event of a cloud event, use the d6p roll and read the result from the “☁” row.

Rebounds, loose pucks, freezes, etc. are also handled automatically on the goalie’s “scoring grid.” For example, if a shot quality was “blue” and a d10 combo of “45” was rolled, the goalie made a save with the

	0	1	2	3	4	5	6	7	8	9	+
0	☉	⌘	①	③	⑤	③	⑤	⊖	⊖	⊖	☁
1	⌘	⌘	①	③	①	③	⑤	⊖	⊖	⊖	③
2	⌘	⌘	①	③	①	③	⑤	⊖	⊖	⊖	①
3	⌘	⌘	②	③	①	④	⑤	⊖	⊖	⊖	③
4	⌘	⌘	②	③	①	④	✖	✖	✖	✖	①
5	⌘	⌘	②	③	②	④	✖	✖	✖	✖	②
6	⌘	①	②	③	♠	④	✖	✖	✖	⌘	🔥
7	⌘	①	②	④	②	④	⌘	⌘	⌘	⌘	🔥
8	⌘	①	②	④	②	④	🔥	🔥	🔥	⊖	♠
9	⌘	①	②	⑤	③	⑤	⑤	⊖	⊖	⊖	②

d6p 1 2 3 4 5 6

☁	+	?	①	②	③	①
---	---	---	---	---	---	---

OT PIM(+?) GAA S% FS%

rebound coming out to his player “②” in the zone indicated by the d20 roll.

Below is a break-down of symbols found on goalie cards:

①-⑤	If the shot does not result in a score, a rebound results to the goalie’s teammate in the zone indicated by the d20 roll.
①-⑤	If the shot does not result in a score, a rebound results to the goalie’s opponent in the zone indicated by the d20 roll.
⌘	If the shot does not result in a score, the goalie freezes the puck.
✘	If the shot does not result in a score, the goalie freezes the puck ONLY if ordered to do so from the bench OR if any of his teammates are fatigued. Otherwise, a loose puck ensues.
♠	If the goalie is “cold,” change this result to a violet square (this replaces the previously used “☾” reading.)
☃	If the goalie is “hot,” change this result to a save and an ensuing loose puck.
☁	Cloud event. Refer to the cloud row under the goalie’s “scoring grid.” Change this result to a violet square during shootouts.
+	Save. Goalie freezes puck. Goalie is injured.
¿	Weird play. Consult weird play chart.
⦿	Puck is knocked out of play. Faceoff ensues.
○	Loose puck.

Please note that, due to darker background colors, occasionally the font color has been changed to white rather than black for easier viewing. This has NOT been done for “①-⑤” and “①-⑤” results.

### Tips and Redirected Shots

Occasionally, rather than a puck drifting, it will be tipped or redirected by a shooter’s teammate. This happens when another player’s position number (e.g., “②”) shows up in the drift section of the shooter’s card.

Add the new player’s “TP” (tip) rating to the total already calculated from the shooter to see whether the puck finds the back of the net.

As an example, let's assume that we've already completed the first part of the shot process, and Hammer is firing a wrist shot from "M2" toward goalie zone "b2". The dice are re-rolled for the second part of the shot process:

Redirected shot		
Symbol	Roll	Used for:
◆	9	The "98" is used to determine whether the shot goes into the goal. If it doesn't, it is used again to see if there is a rebound.
◇	8	
■	1	Not used
⬡	17	Used to find the location of a rebound, if necessary.
■	6	Looking on Hammer's drift section, we see the shot is redirected by player "Ⓐ". This is the player with the highest "TP" (tip) rating on the ice. In this case, we'll assume our center, Mark Bollinger, has the highest tip rating.
□	3	
Do not advance the time, as this and the previous shot roll are simultaneous.		

Player "Ⓐ" is the offensive player with the highest "TP" (tip) rating (excluding the shooter, of course.) Had the reading been a "Ⓑ", the second-highest "TP" player would have been used, etc. In this case, let's assume that the puck has been redirected by the center, Mark Bollinger. Bollinger's TP rating (4) will be tacked on to the d10 combo, which changes it from 98 to 102.

The goalie, Anders, has a "blue" shot quality rating in section "b2" for shots from offensive level 2. But redirected shots come from level 1 (the player is assumed to be standing close to the net.) His rating in "b2" for shots from level 1 "yellow".

The normal range in a goalie's "goalie location grid" is from 00-99, but "tack-on" points (from man-advantages, tips, center-and-shoots, and screens) will frequently stretch the range into the 100s. Any d10 combination roll that exceeds 99 (due to a "tack-on") is read from the "+" column on the goalie's card. If you're on offense, this is where you want to be!

Since there is only one "+" column on each goalie, it is used for ANY and all rolls over 99, and is cross-referenced with the ones digit of the roll. For example, an adjusted roll of "103" is read under

the "+" column, across from "3". An adjusted roll of "113" or "123" is also read under the "+" column, across from "3".

Therefore, a "102" (the d10 roll after Bollinger's "TP" tack-on) puts us into the "+" column of the goalie location grid. Looking under "+" and across from "2", we see a yellow square. Since the shot quality was "yellow", anything of "yellow" or higher (yellow, blue, violet) scores. The tip has found the back of the net for yet another goal!

You'll also notice a second symbol in the box, besides it being yellow. The "1" would have been a rebound to the attacking team's left wing, had the shot been a rebound.

	31		CA	Reb	▲	△	△	◇			
			L	5	5	8	9	11			
	0	1	2	3	4	5	6	7	8	9	+
0	☉	⌘	②	②	③	①	②	④	⑤	○	☁
1	⌘	⌘	②	③	③	①	③	④	⑤	○	☁
2	⌘	⌘	②	③	④	①	③	④	⑤	○	☁
3	⌘	①	②	③	④	①	③	④	○	○	☁

### Screens

Another drift column symbol to watch for is "☉", which means that the goalie has been screened from the shot. Give the shooter a bonus of 10 points when calculating his chances of scoring.

### Game Plan Shots

Before the game begins, each team may select a "game plan" goalie zone by using the "a" through "e" and "1" through "5" "☐" strategy cards. This symbolizes the ability of a team to scout the opponent's goalie ahead of time, increasing the chances of scoring on a play where the goalie is weakest.

For example, a goalie who catches left-handed and who is weaker to his glove side and down in the zone may have problems with pucks shot toward goalie zone "e4". Before the game begins, the team facing this goalie may want to lay down the "e" and "4" "☐" strategy cards.

Skaters who scored more frequently will have more "☐" results.

## Wrist Shots, Slap Shots, Breakaways

Each skater's shot section has a set of ratings above it in the form "W-14 S▲13 B▼26". The "W" is the player's wrist shot rating, the "S" is his slap shot rating, and the "B" is his breakaway rating. A wrist shot is always followed by a "-", indicating that no change is made to the d6 combination roll...any place on the 6x6 grid, both for the initial location of the shot and for the drift, has an equal likelihood of coming up.

Slap shots and breakaways, however, are handled a bit differently. The "▲" symbol following the "S" (slap shot) rating, points to the lower-right corner. Slap shots are generally not as accurate as wrist shots, and the likelihood of them drifting is greatly increased. Therefore, add "1" to both d6 when calculating its combination. For example, a d6 roll of "32" changes to "43" when a slap shot is taken. This is done on both the shot section and drift section of the skater, as shown. The highest either die can go is "6", so the largest combination possible on a slap shot is a "66", while the smallest is "22".

EN	SH-L 2/3					
0	W-14 S▲13 B▼26					
	1	2	3	4	5	6
1	b1	b4	c2	c4	d4	c2
2	b1	c1	c3	c4	e2	c2
3	b2	c1	c3	d1	e4	c2
4	b2	c2	c3	b2	c2	□
5	b3	c2	c3	d2	c2	wR
6	b3	c2	c4	d3	c2	wL
1						
2						
3						⊙
4						⊙
5						⊙
6						⊙

Breakaway shots are considered even more accurate than a wrist shot. For that reason a "▼" symbol appears immediately after the "B" rating for the player. Subtract "1" from both d6 when calculating its combination. For example, a dice roll of "32" changes to "21" on a breakaway. The lowest either die can go is "1", so the smallest combination possible on a breakaway is "11", while the highest is "55".

## Rushes

Good passers and skaters will create fast-action situations where the offensive team has more men than the defensive team on the way toward the goal. Results of "△" can result in a

- break-away
- 3-on-2 rush
- 2-on-1 rush
- 3-on-1 rush
- or, a major advancement of the puck.



On “△” results, re-roll the d20 and compare the puck handler’s (the skater if the “△” result was found in a “SK” column; the pass recipient if the result was found in a “PS” column) “SP” (speed) rating to the defensive team’s aggressiveness setting on the Rush chart.

For example, on a skate attempt (“SK”) by Bollinger, a d6 total of 11 is rolled, yielding a “△” symbol.

The dice are re-rolled, and then we look at the “Rush” chart:

<b>4</b>	1-2	1-3	1-4	1-5	1-6	<b>BA</b>
	3-4	4-6	5-7	6-8	7-10	<b>3 on 2</b>
	5-6	7-8	8-10	9-11	11-13	<b>2 on 1</b>
	7-8	9-10	11-12	12-14	14-16	<b>3 on 1</b>
	9-20	11-20	13-20	15-20	17-20	<b>adv</b>

Bollinger has a “SP” rating of 4 (he’s fast!), and the defense is in a normal, “0” setting for aggressiveness. On d20 rolls of 1-4, Bollinger has a break-away. On rolls of 5-7 he will start a 3 on 2 rush. On rolls of 8-10 he’ll begin a 2 on 1 rush, etc.

Each of the possibilities is explained further below:

Ⓟ = puck handler

	<b>BA</b>	<b>3 on 2</b>	<b>2 on 1</b>
<b>(Colored d10)</b>	<b>0</b>	Ⓟ	Ⓟ ② ③
	<b>1</b>	Ⓟ	Ⓟ ① ②
	<b>2</b>	Ⓟ	Ⓟ ② ①
	<b>3</b>	Ⓟ	Ⓟ ① Ⓟ
	<b>4</b>	Ⓟ	Ⓟ ② Ⓟ

- **Breakaways**

Re-roll the dice for the breakaway shot and look under the puck handler’s shot section. The shot comes from section “M1” in the offensive zone. There is no defender on the play. Add the shooter’s “B” (breakaway) rating to the d10 roll when consulting the goalie scoring grid section, as this is a “tack-on”.

Notice that the “B” rating for all players is substantially larger than for all other ratings, which means the player’s chances of scoring are greatly increased. Advance the clock 10 seconds, just as you would on any other shot attempt.

- **3-on-2, 2-on-1, 3-on-1 Rushes**

Re-roll the dice. Use the two d10 and look at the bottom of the Rush chart to find out who is involved in the play both offensively and defensively. On the offensive side, you will see a string such as “Ⓟ②③”, which means a pass from the puck handler (“Ⓟ”) to the offensive center (“②”), who in turn passes to the offensive right wing (“③”), who takes a wrist shot from section “M1” in the offensive zone. If one of the players listed in the string is, in fact, the puck handler (for example, the offensive center in the above example), substitute the other forward in his place in the string. In this example, the “Ⓟ②③” string becomes “Ⓟ①③”.

On the defensive side, a defensive player may be identified as having a chance to block the shot and break up the rush. If a “none” appears instead of a player identification number, then the defender(s) are out of position and cannot attempt a shot block. Handle the play just as you would any other wrist shot.

		BA	3 on 2	2 on 1	3 on 1
Defense (White d10)	0	no defender	④	④	④
	1		④	④	⑤
	2		④	⑤	none
	3		⑤	⑤	none
	4		⑤	none	none
	5		⑤	none	none
	6		none	none	none

- **Advancements**

The other possibility on a “△” result is an Advancement (“adv”). The puck moves straight ahead three zones (or to offensive level 1, if the puck is already in the offensive zone), and is treated in the same manner as a “△” result.

### Center & Shoot

The “●” result is a “center & shoot” symbol...the puck is advanced forward two zones, centered toward the middle of the rink, and if the puck-handler is in the offensive zone, he takes a shot (slap shot if from level 3, wrist shot if from level 2 or level 1.)

Because of the “nice pass” or “nice move”, add a 5 point “tack-on” bonus to the shooter’s adjusted shot rating, both to determine whether the shot is blocked and the shot itself. As the centering action and shot are simultaneous, the entire play takes 20 seconds off the clock.

## **Steals, Steal & Shoot**

The “◆” result is a steal, and is found in the checking and defensive columns of skaters. Similarly, the “◇” is also a steal, but if it occurs in the player’s offensive zone, it also results in an immediate shot attempt without the opportunity for a block by the defense. This is the result you want when forechecking.

Re-roll the d20 in order to determine the position of the puck (by using the ranges listed in parentheses in each zone). On a steal & shoot, if the puck is stolen in the stealing team’s offensive zone, a slap shot is immediately attempted if the puck is in Level 3, a wrist shot if in Level 2 or Level 1.

As is the case with the “center & shoot” result, the “steal & shoot” is considered simultaneous, and takes only 20 seconds off the clock.

## **Blocks**

Each skater has a “BL” (block) rating, (located in “( )” in his statistics line at the bottom of the player) which is subtracted from the shooter’s ratings and compared to a d20 in the first part of the shot sequence to see whether or not the shot goes through on-goal or is blocked. Some players excel in this area, while others are quite inept. In fact, some players will even have a negative “BL” rating, indicating that they are very unlikely to block a shot. For example, if a shooter has a rating of 15 and a potential shot-blocker has a “BL” rating of -2, the puck will go through on-goal on d20 rolls from 1-17 (15 minus -2 = 17), and the shot will only be blocked on rolls 18-20.

If a shot is blocked, a loose puck ensues.

## Loose Pucks

A result of “○” is a loose puck. Roll all the dice:

Loose Puck		
Symbol	Roll	Used for:
◆	5	As is the case on faceoffs, the colored d10 represents the home team, while the white d10 represents the visiting team.
◇	9	
■	1	Used to identify the player who gains possession of the puck.
⬡	12	Used to determine which section of the ice the player gains control of the puck.
■	3	Not used.
□	1	

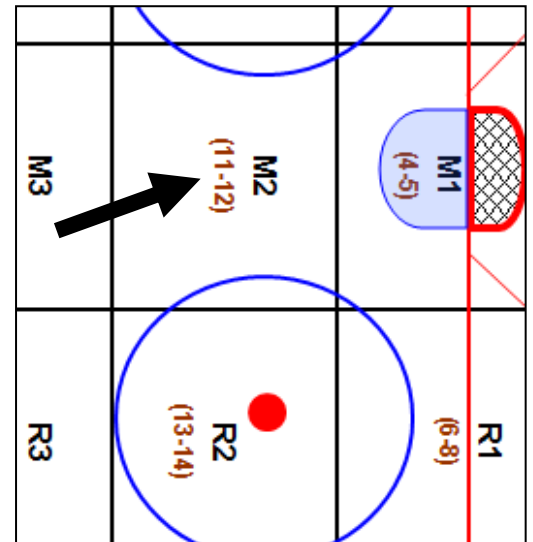
Advance the time 20 seconds. If another loose puck occurs immediately after this roll, advance the time an additional 10 seconds.

Use the d6p to identify the player gaining possession of the puck.

Whichever team has the highest d10 total comes out with the loose puck.

If one team has more skaters on the ice than the other, that team’s player receives a 2 point bonus for each additional skater (e.g. for a 5-4 advantage, add 2 points. For a 5-3 advantage, add 4 points. For a 6-5 advantage, add 2 points).

In the case of a tie, or if the d6p does not identify a player on the ice (for example, “6” when there is not a 6<sup>th</sup> skater on the ice), another loose puck resolution is necessary. The timer only moves 10 seconds in these situations.



Except on dump-ins from neutral or offensive zone, use the d20 to determine where control of the puck is gained. Each zone is marked with numbers ranging from 1-20 below the zone designations. For example, zone “M2” is marked “(11-12)”, meaning that on loose puck d20 rolls of 11-12, the puck

is located there. In this case, assuming that the puck is in the offensive zone, it is recovered in zone “M2” because of the d20 roll of 12.

On a dump-in, the puck travels straight ahead into zone “L1”, “M1”, or “R1”. For example, if a dump-in occurred from the right-hand portion of the neutral zone, the puck is located in zone “R1”.

Other instances of a loose puck may occur when:

- A faceoff intended for a player not on the ice. For example, if the d6p is intended for player “⑥”, but there is not a sixth skater on the ice.
- A pass intended for a player not on the ice. For example, if a pass is intended for recipient “④” (the player with the fourth highest “recipient” rating), but he is in the penalty box.
- A player with possession of the puck is injured.
- A shot misses the net (“wL”, or “wR”, or drifts too far to the right, left, or above the net.)
- A shot is blocked.

Run 20 seconds off the clock on loose puck skirmishes. Run 10 seconds off for each subsequent loose puck determination if the first was unresolved.

## Penalties

Penalties occur whenever a result symbol of “⊕” occurs, or as a puck-action. A player from one team, the other, or from both teams may be penalized. On “⊕” results, an offensive and defensive player will already be identified. On puck-actions, the offensive player will already be recognized (since the penalty was found in his ratings), and the defensive player is identified by the d6p roll (if the d6p identifies a player not currently on the ice, re-roll it until it does). The defensive player identified by the d6p is involved, even if he isn’t in the same area of the ice as the offensive player involved in the penalty.

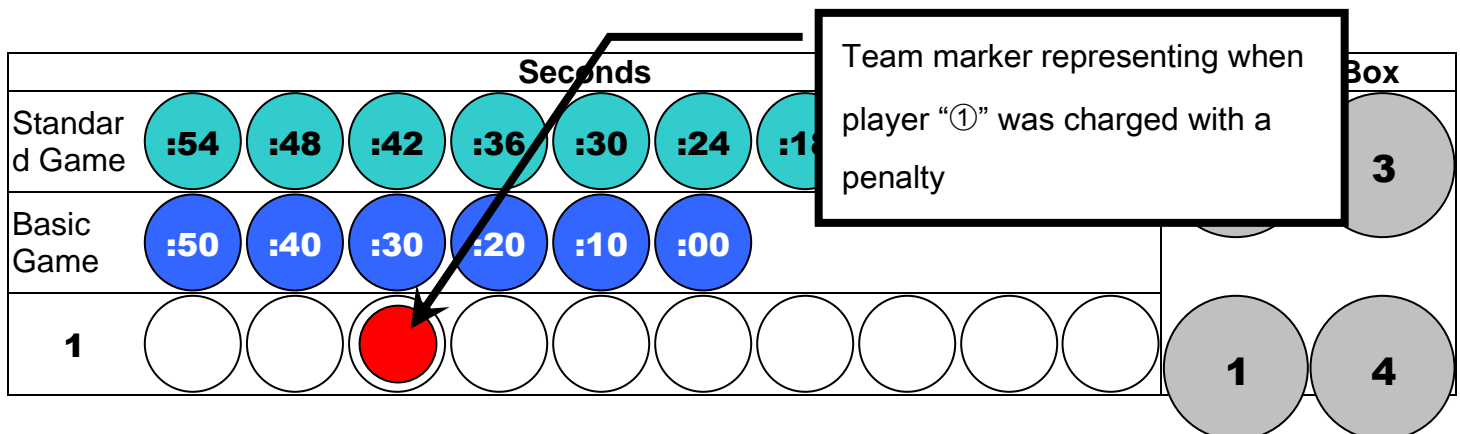
d10	Penalty	Called on
05	Roughing	Offense and Defense
10	High Sticking	Offense
15	Interference	Defense
20	Delay	Defense
23	Delay	Offense
25	Roughing & Fighting	Defense (Roughing); Offense and Defense (Fighting)
30	Hooking	Defense
40	Holding	Defense
50	Tripping	Defense
60	Boarding	Defense
65	Slashing	Defense
67	High Sticking & Injury	Offense (double-minor)
70	Slashing & Fighting	Defense (Slashing); Offense and Defense (Fighting)
72	Bench	Offense
75	Bench	Defense

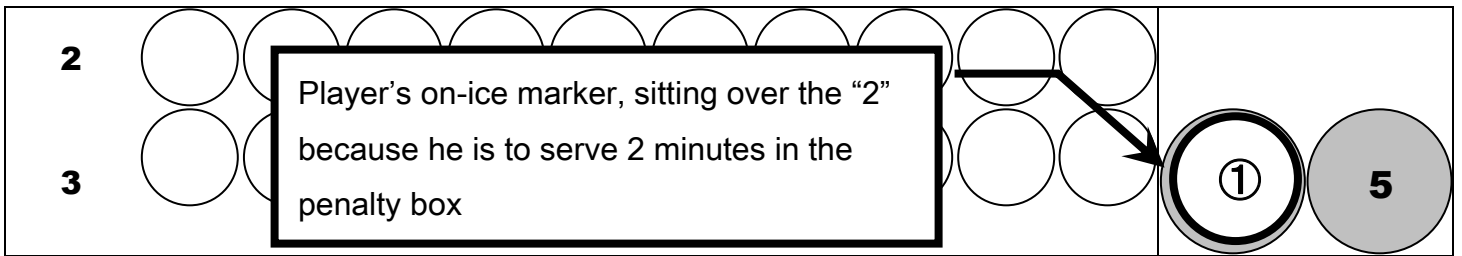
Re-roll the dice and use the d10 combo on the Basic Game Penalty Chart (shown above) to find out what infraction has occurred.

The d10 combo was “35”, and rolls from 31-40 are holding against the defense. The defensive player identified would be called for holding and serve 2:00 in the penalty box.

### Power Plays

When a team is penalized, place one of the team pawns (blue or red) below the seconds timer and across from his position number in order to mark the time of the penalty. For example, if the visiting left wing (player “①”) had received a 2:00 minor at the 7:30 mark, we would place his red pawn as shown below, and remove his position disc from the rink and place it in the penalty box, as shown:





Each time the seconds pawn reaches this location, move the player's on-ice position disc one step toward the "0" mark in the penalty box until his penalty time expires.

When a player's number comes up who is not on the ice because of penalty, the opposing team's player automatically wins the matchup.

On "PD" and "SC" puck actions, use the short-handed defensive player's "PK" (penalty kill) rating rather than his defensive ("DF") or checking ("CH") rating. Some players are very adept at killing penalties, while others just don't seem to have the knack, or were used rarely by their teams to kill penalties.

When the "penalty killers" ice the puck, the puck is sent down to the other end of the rink and the power play offense's center, "②" takes control of the puck (in the event that he is not on the ice, the left wing "①" takes possession of the puck). There is no icing call, and consequently, no faceoff.

As the short-handed team will more often fail to have a defender identified by d6p rolls, the team on the power play has a built-in advantage in moving and shooting the puck. The power play team also can move the puck down the ice more easily...instead of a "▲" moving the puck ahead two zones, the puck instead moves three zones. Likewise, a "►" moves the puck one zone to the right and three zones forward, rather than the usual one zone right, two zones forward. Each of the following symbols moves the puck ahead three zones rather than one:

▲, ◀, ▶, ▼, ●.

In all cases, if the symbol has a second meaning (for example, "●" centers the puck and adds 5 points to a shooter's shot rating), that meaning applies as well.

Change "△" results to "△" results. "△" remain unchanged.

All skaters have a “SH” (“shooting”) bonus rating which is added to the calculated total of the shooter after the puck has gone through a defender and toward the goal. The rating is split in the form “**SH-R 12/18**”, meaning that if the team has a one man advantage, the first rating (in this case, “12”) is used. If a team has a two-man advantage, the second rating is (in this case, “18”) is used. If a team has a three-man advantage (due to an extra attacker,) both ratings are used...in this case, a bonus of “30” points (12 + 18) would be awarded to the shooter.







Example: Team one has a player in the penalty box (the left defenseman, player number “**4**”) for hooking. Team two has five skaters and a goalie. Team two has possession of the puck in their attacking zone, offensive zone M3, with Mark Bollinger in possession. The dice are rolled:

Power Play Shot		
Symbol	Roll	Used for:
◆	7	The “70” is used to determine the puck action. On Bollinger’s card a “70” calls for a “SS” (slap shot)
◇	0	
■	2	Identifies defender number “ <b>2</b> ”
⬡	3	Used to see whether or not the shot is blocked
■	3	Used to see which goalie zone the shot is headed toward. Since Bollinger is attempting a slap shot, add 1 to both dice, changing the roll from "31" to "42".
□	1	
Advance the puck 10 seconds		

A d10 combo roll of “70”, under the “O”, “PP” column, calls for a slap shot (“SS”). Rolls from 36 through 88 are all slap shot actions on Bollinger. The d6p indicates that defender number “**2**” (team one’s center) is defending. Bollinger’s “S” rating is 11. Although his power play bonus is 2 when his team has a one-skater advantage, we don’t use it in the first step of the shot process. Assuming that the center’s “BL” rating is a “6”, the adjusted shot rating is 5 (11 – 6 = 5). If the d20 is less than or equal to 5, the puck goes through on goal. Since the d20 is a 3, the shot is not blocked and is headed toward goalie zone “c4”, from M3, which has a shot quality rating of "yellow" on our goalie.



We now re-roll the dice to see whether or not the shot scores:





Power Play Shot		
Symbol	Roll	Used for:
	2	The "21" is used to see whether or not the shot scores, or for a rebound, if necessary.
	1	
	2	Not used
	10	Used to determine the location of a rebound, if necessary.
	4	Used to see whether there is any drift on the shot. Since Bollinger is attempting a slap shot, 1 is added to each die, changing it to a "52".
	1	
Since this portion of the shot sequence is simultaneous with the last, the clock does not advance.		

Look first to see whether Bollinger's shot has drift or has been redirected. The d6 combo is "41", and we add "1" to each die because it is a slap shot, changing the roll to a "52". Looking at the drift section, we see no drift has occurred.

We now re-calculate Bollinger's shot rating. He has a power play bonus of 2, which is tacked-on to the d10 combo of "21", changing the roll to a "23". Bob Ander's has a "2" on a white background at spot "23" on his goalie location section, so the shot was stopped and the puck has rebounded back to Bollinger at "L2", as identified by the d20 roll.

If one team has more skaters on the ice because they pulled their goalie, the team pulling the goalie would get the man-advantage bonus added to their shots, and the defensive team would use its players' "PK" ratings rather than the usual "CH" and "DF". Unless a man is off the ice due to a penalty, regular icing rules are enforced, even though one team may have fewer skaters on the ice.

## Injuries

Player injuries usually occur on checks (designated by the symbols  and ) , or as a puck-action on d10 combo rolls. On , the player losing the matchup is injured. On  and on puck-actions the player on which the symbol is found is injured.

In all cases, a loose puck result occurs in the location where the player last had the puck.

Roll the d20, add the injured player's injury rating (listed as "Inj" on goalies, and listed in parentheses behind skater's "Gm" stats), and refer to the injury chart in order to determine the extent of the injury. The player leaves the ice and is immediately replaced by another player.

### **Shootouts**

If you choose to have a shootout following a scoreless overtime, each team selects three skaters and a goalie. Use the "Break Away" rules to determine whether or not a player scores. If the shootout is still tied after the three skaters have had their turn, each team selects an additional skater and the process continues until one team has scored more goals than the other.

### **Empty Net**

Run the first part of the shot sequence in the normal fashion. If the shot is not a miss (e.g., "wL") a goal is automatically scored. The second part of the shot sequence is ignored (no drift, and no need to reference a goalie card, since there is no goalie on the ice.)

On icing puck actions with an empty net, re-roll the two d10...if the combination is "10" or less, the puck goes in to the empty net for a score.

### **Defensive Aggressiveness**

Besides setting the number of forecheckers, the defense may elect to play an aggressive or conservative style of defense. By setting a team's defensive style to a more aggressive one, you can create more turnovers, but your team will also surrender more break-aways and rushes.

Each team has a set of aggressiveness cards, ranging from -2 (very conservative) to +2 (very aggressive). An aggressiveness of +0 is normal.

Add the aggressiveness setting to all of your defender's "DF", "CH", and "PK" ratings.

If the opposing team ends up with a "Δ" result, use the puck-handler's speed ("SP") rating and the defensive team's aggressiveness setting on the Rush chart to see whether the defense surrenders a break-away or rush.

## ⊕ Wild Cards

The offense may choose which player on the ice receives a pass on all “⊕” results in the “PS” (passing) column. A player may not pass to himself.

## Miscellaneous Items

- **Misses**

A miss occurs when the shot misses the net. These are represented by the symbols “wL” (wide left) and “wR” (wide right). Misses are followed by loose puck battles.

- **Hit the Pipe**

Shots initially on-goal which drift out of the goalie zones are presumed to hit the post. For example, a shot initially travelling toward goalie zone “E1” may drift to the right (“→”) so that it is no longer on-goal. In this event, the shot hits the right (as viewed by the shooter) post, and a loose puck ensues.

- **Recording Assists**

Because it is sometimes difficult to track puck movement (especially for second assists), and because several players may in fact touch the puck during a play, whereas only one or two players are actually specified as touching it, an Assist Table has been provided as an optional way to record assists.

An assist rating has been given to each skater, and is located in parentheses next to the “A” on the player’s stats section. Mark Bollinger has an assist rating of “2”, while Roman Hammer’s is a “1”.

After a goal is scored, add up the player assist ratings of the scoring team's players (do not include the player who scored the goal) on the ice. Order the players from highest to lowest, breaking ties by the player's position (e.g., “①” and “③” each have a “4” as their assist rating, which is the highest the team has on the ice. “①” will be the highest player, and “③” will be second). Roll the d20, then cross-reference the team's on-ice assist rating total with the first player's assist rating. If the d20 is less than or equal to the value listed, this player is awarded an assist. If it does not, cross reference the team's on-ice assist rating total with the second

player's assist rating, and add it to the value found for the first player. If the d20 is less than or equal to this new value, the second player is awarded an assist. If not, repeat the process for the third player, the fourth player, and the fifth player (if there is one). If none are identified, no assist is awarded.

If a first assist is awarded, a second may also be. Repeat the process using the "Second Assist Table" above.

Example: In a 5-on-5 situation, "②" scores a goal. "①" has an assist rating of 4, "③" has an assist rating of 6, "④" has an assist rating of 2, and "⑤" has an assist rating of 1. The order from highest to lowest is therefore "③①④⑤" ("②" is not counted, since he scored the goal.) The team's assist rating total is 13. The d20 roll is 14. Looking across from 13 (the team's assist rating total) and under 6 (since the highest rated player has an assist rating of 6) is a value of 9. Since the d20 is higher than this, we now check the next highest player, who has a rating of 4. Across from 13 and under 4 on the assist table is a value of 6. Adding this (6) to the first value (9) gives us a total of 15. The d20 is less than or equal to 15, so the second-highest player (in this case, "①") receives credit for an assist.

Since the first assist has been rewarded, we now repeat the process to see if a second assist has also been awarded. The new team assist rating total is now 9 ("①" has his assist rating of 4 removed from the total, since he already was awarded an assist). The d20 is rolled again, this time with a 18. Across from 9 (team assist rating total) and under 6 (player "③" assist rating) is an 11. The d20 is higher than this, so we go on to the next highest player, "④". Looking across from 9 and under 2 is a value of 4. Since  $11 + 4$  is 15, and the d20 roll of 18 is still greater than this, we proceed to our final player, "⑤". Across from 9 and under 1 is a value of 2. Since  $11 + 4 + 2$  is 17, and 18 is still higher, no second assist is awarded.

## Weird Plays

Weird plays occur as puck actions on some skaters, and as a rebound action on all goalies, in the form of “wp” results. Re-roll the dice and find the correct ice situation on the weird play charts.

The d6 total identifies the possible weird play description, while the d20 confirms whether or not the weird play actually occurs. For example, if the offensive team was at even strength in their defensive zone, and the d6 total was 5, we would use the following description on d20 rolls of 2-5:

### Even Strength

○ = puck handler. If WP does not occur, change action to Loose Puck in the current zone.

d6	d20	Defensive Zone
2	1	○ attempts a pass to the neutral zone but misses. The puck continues on-goal, takes a wicked hop, and bounces into the net for a goal.
3	1-20	Pass △ to ①
4	1-20	Pass △ to ②
5	1-5	○ trips and coughs up the puck, leading to a break-away by the forechecker with the highest CH rating.

If the d20 was 6 or higher, a loose puck would ensue in the offensive team’s defensive zone.

## Other Items...Skater

Dump/Clear...when in the defensive zone, the puck is cleared to the neutral zone. Otherwise, the puck is dumped straight-ahead into the offensive zone, depth 1. In both cases, the result is a loose puck.

Puck is iced to the other end of the rink. Unless the team is short-handed, a faceoff ensues at the spot of the puck before it was iced.

Offsides. Conduct a faceoff in the neutral zone where the puck was last touched.

Wild-card. The offensive coach may elect to use any of the puck actions listed which are not greyed-out, OR use the strategy cards to dictate the course of action to be taken in advance.

	D			N	O		
	ES	PP	SH		ES	PP	SH
pd	40	50	10	45	4	1	8
sc	59	79	21	63	7	2	15
dc	75	80	45	75	8	3	43
ice	82	81	93	80			
off				83	10	9	44
pen	83	82	94	84	11	10	45
inj	84	83	95	85	12	11	46
ws					49	40	61
ss					86	89	91
**	99	99	98	99	99	99	99
wp			99				

Weird Play. Consult the "Weird Play" charts for the result.

## Rating Abbreviations...Skaters

PN = Penalty

LP = Loose puck

BL = Block

TP = Tipped Puck

SP = Speed

EN = Enforcer

PK = Penalty Killing

Gm(xx) = where "xx" is the skater's Injury rating

G(yy) = where "yy" is the skater's "recipient" rating

A(zz) = where "zz" is the skater's assist rating

SH = Shoots, immediately followed by a player's Man Advantage bonuses (for example, a player having "SH-L 2/3" is a left-handed shooter, receives a 2-point bonus when his team has a man advantage, and a 3-point bonus when his team has a two man advantage.)

SK = Skating

PS = Passing

FO = Face Off

DF = Defense

CH = Checking

W = Wrist Shot

S = Slap Shot (or one-timer)

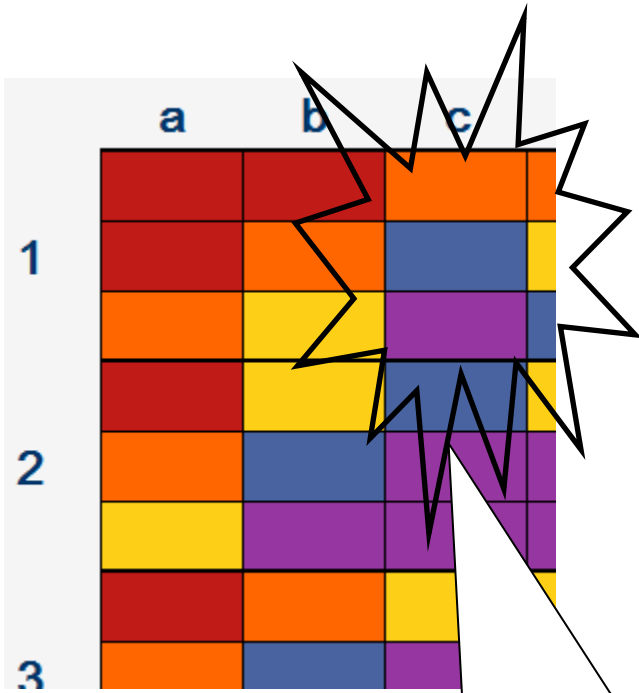
B = Break-away

PH = Physical (used only as an advanced game option)

TG = Intangible (used only as an advanced game option)

Other Items...Goalie

Rebound rating. On a rebound shot, add this value to the d10 roll in the final portion of the shot process. For example, had a d10 combo been "63", it becomes "68" on a rebound.



CA		Reb	
L		5	
2	3	4	5
②	②	③	①

Goalie Zone "c1". The "orange" (top,) "blue" (middle,) and "violet" (bottom) represent the shot qualities for shots from offensive level 1, level 2, and level 3, respectively.



## Symbol Map (Basic Game)

Code	Translation
▲	Advance puck two zones forward
△	Advance puck three zones forward
△	Possible break-away or rush. If the outcome is an advancement, advance the puck three zones forward
▼	Puck goes straight back to the point (when in offensive zone) to level 3. Otherwise, puck advances two zones forward
◀	Advance puck forward two zones and one zone left
▶	Advance puck forward two zones and one zone right
●	Advance puck forward two zones and center it. Player with possession of puck attempts shot. Add 5 points because of the "nice feed" by the passer or a "nice deke" by the skater. Use a SS from level 3, a WS from level 1, and the player's best shot (WS if it is a tie) from level 2.
◆	Stolen puck
◇	Stolen puck. If stolen in the offensive zone, roll d20 to find out where the puck is located, and then a slap shot (if in level 3) or wrist shot (if in level 2 or level 1) is immediately taken.
○	Loose puck
◎	Play stoppage. Faceoff
①-⑥	Refers to players on the opposing team
①-⑥	Refers to players on the same team
Ⓐ-Ⓓ	Pass directed to player on the ice with highest ("Ⓐ") recipient rating to lowest ("Ⓓ") recipient rating.
⊗	Pass directed to the player of the offensive coach's choice
☠	Hard hit. Possible injury to opposing player. Loose puck
+	Possible injury to player on which the symbol is found. Lose puck
⚡	Penalty
□	Shot heads toward goalie zone of offensive coach's choice
↑	Shot drifts 1 goalie zone up

→	Shot drifts 1 goalie zone to the right
↓	Shot drifts 1 goalie zone down
←	Shot drifts 1 goalie zone to the left
↖	Shot drifts 1 up, 1 left
↗	Shot drifts 1 up, 1 right
↙	Shot drifts 1 down, 1 left
↘	Shot drifts 1 down, 1 right
★	Goalie is screened. Add 10 points to shooter's shot rating

### Goalie Card Symbols

①-⑥	If the shot does not result in a score, a rebound results to the goalie's teammate in the zone indicated by the d20 roll.
①-⑥	If the shot does not result in a score, a rebound results to the goalie's opponent in the zone indicated by the d20 roll.
⌘	If the shot does not result in a score, the goalie freezes the puck.
✘	If the shot does not result in a score, the goalie freezes the puck ONLY if ordered to do so from the bench OR if any of his teammates are fatigued. Otherwise, a loose puck ensues.
♠	If the goalie is "cold," change this result to a violet square (this replaces the previously used "☾" reading.)
☼	If the goalie is "hot," change this result to a save and an ensuing loose puck.
☁	Cloud event. Refer to the cloud row under the goalie's "scoring grid." Change this result to a violet square during shootouts.
+	Save. Goalie freezes puck. Goalie is injured.
ζ	Weird play. Consult weird play chart.
⊙	Puck is knocked out of play. Faceoff ensues.
○	Loose puck.

## Rating Ranges

Rating	Value	Range	Approx. Average	Description
PS	Passing	10-20	15	Ability to effectively move puck up the ice via the pass.
SK	Skating	10-20	15	Ability to effectively move puck up the ice by skating.
W	Wrist Shot	10-30	15	Ability to make a wrist shot or snap shot go to the net.
S	Slap Shot	10-30	15	Ability to make a slap shot or one-timer go to the net.
DF	Defense	0-9	5	Overall defensive ability.
CH	Checking	0-9	5	Combination of forechecking, back-checking and body checking.
PK	Penalty Kill	0-9	5	A player's effectiveness in helping his team kill a penalty
TG	Intangible	0-2	0	A player's ability to help a team as a leader, especially late in close games. Based largely on experience and game winning goals.
PH	Physical	0-2	1	The effectiveness a player displays at slowing down another team via his physical presence.
SP	Speed	1-5	1	A combination rating of a player's skating speed and his ability to score.
EN	Enforcer	0-5	0	The intimidating presence a player possesses.
TP	Tip	1-9	3	A player's ability to re-direct a shot by another player toward the goal.
PN	Penalty	-2 to +2	0	A player's tendency to be involved in a penalty call.
LP	Loose Puck	-2 to +2	0	A player's ability to come out with the puck for his team when no one clearly has control.

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## Credits:

**Artwork:** Nate Aldrich,

    “Missing Monkey Head” (<http://xiix.wordpress.com/2007/02/26/free-nhl-hockey-rink-artwork/>)

    Some Icons provided by <http://www.flaticon.com>, Creative Commons

**Game Design:** Bryan Aldrich

**Play-Testers:** Kirk Pfan, Dave Gorham, Bill Underwood, Lou Jakowatz, Gene Couture, Jonathan Evans

Some statistics courtesy of Puckalytics.com

## **4<sup>th</sup> Street Hockey Addendum January 22, 2009**

Optional Rule Change for Basic Game:

The basic game, if played as directed in the original instruction manual, will yield fewer shots (and consequently, fewer goals) than is normal for a full season due to the 20-second plays rather than the 12-second plays run in the standard game. To speed up game play even further and to increase the number of shots on goal (and consequently, the number of goals), you may opt to ignore the shot blocking rules in the original instructions.

For example, a skater is called upon to fire a wrist shot. Roll the dice, but do not look for a blocked shot; the skater automatically wins the matchup, the shot is on-goal, and the goalie zone to which it is directed is found immediately. A second roll is then needed to determine whether or not a goal is scored, as usual.

## **4<sup>th</sup> Street Hockey Addendum May 13, 2010**

Optional Rules Additions:

### **Icing “Touch Races”**

On icing calls, use the d6p to identify an offensive player and the black-spotted d6 to identify a defensive player. Add the offensive player’s “SP” rating to the colored d10 and the defensive player’s “SP” rating to the white d10. Which ever player has the highest total gains possession of the loose puck, “wins the race” to the puck. If the offensive player wins the race, he gains control in his offensive zone. Otherwise, the defender touches the puck and icing is called.

If the black-spotted d6 identifies player “⑥”, the goalie touches the puck, regardless of the offensive player chasing it down. Icing is waved off, and possession of the puck is awarded to player “②” on the goalie’s team behind his own net.

### **Dump Ins**

On a dump in to a team’s offensive zone, use the d6p to identify an offensive player and the black-spotted d6 to identify a defensive player. Add the offensive player’s “SP” rating to the colored d10 and the defensive player’s “SP” rating to the white d10. Which ever player has the highest total gains possession of the loose puck. If a tie ensues, use the normal loose puck procedures.

## 4<sup>th</sup> Street Hockey Addendum Dec 22, 2010

Version 2.2 Changes:

### Goalie Passes

Beginning with the 1983-84 season release (December 22, 2010), goalies have received a "goalie pass" section on their card.

▲	△	△	◇
4	6	7	7

The goalie pass section enters play in the following two situations:

- ☀ On a dump-in where the d6p identifies player "Ⓐ"
- ☀ On all icing plays by the short-handed team during power plays

In these situations, the goalie has the opportunity to attempt an automatic pass to player "Ⓐ". Use the d20 roll (there is no need to re-roll) and compare it to the goalie's (as displayed above) pass section:

▲	△	△	◇
4	6	7	7

on rolls of 1-4, the result is "▲ Ⓐ"...the puck is advanced one zone (two if on a power play) to player "Ⓐ". On rolls of 5-6, the result is "△ Ⓐ"...the puck advances two zones (three on a power play) to player "Ⓐ". On a roll of 7, the goalie turns the puck over to the forechecker with the highest "CH" rating. On rolls 8-20, normal procedures are employed (puck is taken in "M1" by player "Ⓐ"). Some exceptional passers will also create break-away opportunities (result "△ Ⓐ"). The goalie above does not.

## 4th Street Hockey Addendum May 19, 2011

Version 2.3 Changes:

Goalie "Hot/Cold" ratings. First released with the 2010-11 season on May 19, 2011.

After two periods, if the goalie starting a game is shutting out the opponent, his "Hot" rating ("🔥") is in effect, which changes the result normally listed to a save, followed by a loose puck. This continues until a goal is scored, after which his ratings return to normal.

If at any time during a game, a goalie allows two goals during a 2:00 span, the goalie is regarded as "Cold." Any result of "♠" is changed to a violet square. If the goalie shuts out the other team for a complete period after that, remove the "Cold" penalty (the goalie is now "normal.")

# 4th Street Hockey Addendum November 22, 2014

Version 3 Changes:

Major Goalie Modification, introduced with all seasons on November 22, 2014.

All previous versions of the game used a goalie card which, on the surface, appeared to look the same as all his counterparts. Of course, there were many differences, but to the untrained eye, these differences did not stand out.

With version 3, goalies have become (arguably) the most important player on the ice. The new model looks like this:

**Bob Anders**  
G FLA 2008-09

	a	b	c	d	e
1	red	orange	yellow	blue	red
2	orange	yellow	blue	purple	orange
3	red	orange	yellow	blue	red
4	orange	yellow	blue	purple	orange

**31** CA Reb ▲ △ ▽ ◇

L 5

	0	1	2	3	4	5	6	7	8	9	+
0	○	⌘	②	②	③	①	②	④	⑤	○	☁
1	⌘	⌘	②	③	③	①	③	④	⑤	○	③
2	⌘	⌘	②	③	④	①	③	④	⑤	○	①
3	⌘	①	②	③	④	①	③	④	○	○	③
4	⌘	①	②	✖	✖	✖	✖	✖	⌘	⌘	①
5	⌘	①	②	✖	✖	✖	✖	✖	⌘	⌘	②
6	⌘	①	♠	⌘	⌘	⌘	⌘	☁	☁	☁	☁
7	⌘	①	♠	⌘	⌘	②	③	⑤	○	○	⌘
8	⌘	①	♠	③	⑤	②	④	⑤	○	○	♠
9	⌘	①	②	③	⑤	②	④	⑤	○	○	②

d6p 1 2 3 4 5 6

☁	+	⌘	⌘	①	②	③
OT	PIM(+2)	GAA	Sv%	ESv%		
5	2	2.71	92.4	92.7		

shot quality grid

cloud row

scoring grid

goalie pass ratings

Each goalie has a "shot quality" section on the left, and a "scoring grid" on the right.

The shot quality section is used to determine how good of a shot was made by the skater, as denoted by a color ranging from red (high quality) to violet (poor quality.) It is sectioned off by level. For example, on the goalie above, a shot to section "d3" from level 1 is yellow (medium quality,) from level 2 is blue (low quality,) and from level 3 is violet. The only way an violet-quality shot will result in a goal is if a d10 combo roll is also violet (on the goalie shown above, rolls "37" and "47".) A high quality (red) shot, on the other hand, will score on red or any color **below** it. The color sequence is "red-orange-yellow-blue-violet." Therefore, an "orange" quality shot will score on orange-yellow-blue-violet, but NOT on red. A "yellow" quality shot will score on yellow-blue-violet, but NOT on red or orange. All possibilities are outlined in the table which follows:



		Goalie Scoring Grid (right-side of goalie card)					
		Red	Orange	Yellow	Blue	Violet	White
Color on "Shot Quality" Grid (left-side of goalie card)	Red	GOAL	GOAL	GOAL	GOAL	GOAL	
	Orange		GOAL	GOAL	GOAL	GOAL	
	Yellow			GOAL	GOAL	GOAL	
	Blue				GOAL	GOAL	
	Violet					GOAL	

See the basic instructions for more details.

### Version 3 Skater Changes:

To a lesser degree skaters have also been changed, predominately with a new shooting section on their cards, as shown below:

Mark Bollinger		TG	PN	LP	TP	SP	PK	PH	EN	SH-L 2/3								
C BUF 2008-09 61		0	+1	-2	4	4	1	1	0	W-14 S-13 B-26								
		D	N	O			PS	SK	DF	CH	1 2 3 4 5 6							
		ES	PP	SH	ES	PP	SH	15	15	1	1	1	b1	b4	c2	c4	d4	c2
pd	40 50 10	43	12	1	10	2	▶ (D)	●	⊕	⊗	2	b1	c1	c3	c4	e2	c2	
sc	59 78 21	63	17	2	17	3	◀ (A)	▲	◆	◇	3	b2	c1	c3	d1	e4	c2	
dc	74 79 45	74			41	4	▼ (C)	◀	◇	◆	4	b2	c2	c3	d2	c2	□	
ice	80 80 92	76				5	▶ (B)	▲	⊙	○	5	b3	c2	c3	d2	c2	wR	
off		79				6	● (A)	◀	◆	○	6	b3	c2	c4	d3	c2	wL	
pn	82 81 93	81	19	3	43	7	▲ (⊗)	●	◆	○	1							
inj	84 83 95	83	21		45	8	▲ (A)	▲	◆	○	2							
ws			54	35	60	9	▲ (B)	◀	◇	○	3			↵	↶		(C)	
ss			87	88	91	10	△ (C)	△	◇	○	4			↵	→		(b)	
**	98 99 99	98	99	99	99	11	△ (B)	▲	◇	○	5			↳			(a)	
wp	99	99				12	◀ (D)	△	○	⊕	6			↵			(★)	
Gm(-2)		G(11)	A(2)	PIM	FO(-2)	SH%	TOI	+/-	BL(-2)									
48		6	14	20	0/3	6.5	12:36	-7	11									

shooting section

drift section

Rather than combining the two d6, as was the practice in previous versions, version 3 takes advantage of the fact that the d6 have different colored "pips" (holes), and combines the two d6, in the order "black-white". The black-pip die is read across the top of the grid (and is therefore colored black) while the white-pip die is read down the side. On the skater above, a black "4" and a white "6" would be read "46", and results in a shot targeted at "d3".

The drift column is handled in similar fashion, so a "35" results in a reading of "↳".

The shooting-side bonus/penalty in versions 1 and 2 of the game has been modified, due to lack of available space on skater cards. The shooting designation, however, is still printed on the cards. As an optional rule, give the skater a +1 bonus if shooting on the side of the rink to which he shoots, no bonus (or penalty) if shooting from the middle of the ice, and a -1 penalty if he shoots from the side opposite that to which he shoots.

For example, Mark Bollinger is a left-handed shooter ("SH-L" in top-right of his card.) If he shoots a puck from the left side of his offensive zone, he receives an automatic +1 bonus on both shot rolls. If he shoots from the center of the ice, he receives no such bonus. If he shoots from the right side of his offensive zone, he receives a 1 point deduction on both shot rolls.