4th Street Hockey

ezv

4th Street Hockey ezv Instruction Manual

Thank you for purchasing 4th Street Hockey "ezv!" This game is the "little brother" of 4th Street Hockey, the "regular" version. The "ezv" (easy version) has many of the same attributes as the "regular" game, including puck movement, shot blocking, goalie efficiency, defensive prowess, and strategy, but at a much faster pace.

Game Components

The following materials should be included in the box. If they are not, please notify 4th Street Software from the "Contacts" link at the bottom of our web site, https://4th-street-software.com/.

- 4 dice: 1-d20, 1 black d6, 1 red d6, 1 blue d6
- Game board
- Set of 6 play cards
- Set of 6 details cards
- Set of 6 movement cards
- Injury card, 2 symbol maps
- This instruction manual
- Score sheets

- Set of player cards for the season(s) you ordered
- 2 black pawns
- 2 blue pawns
- 2 red pawns
- Set of 6 red tokens
- Set of 6 blue tokens
- 1 hockey puck

The Rink

As you might expect, you can't play hockey without some ice to skate on, and 4th Street Hockey ezv is no different. The rink included in your game is separated into 23 sectors, based on the likelihood of a shot making into the back of the net.
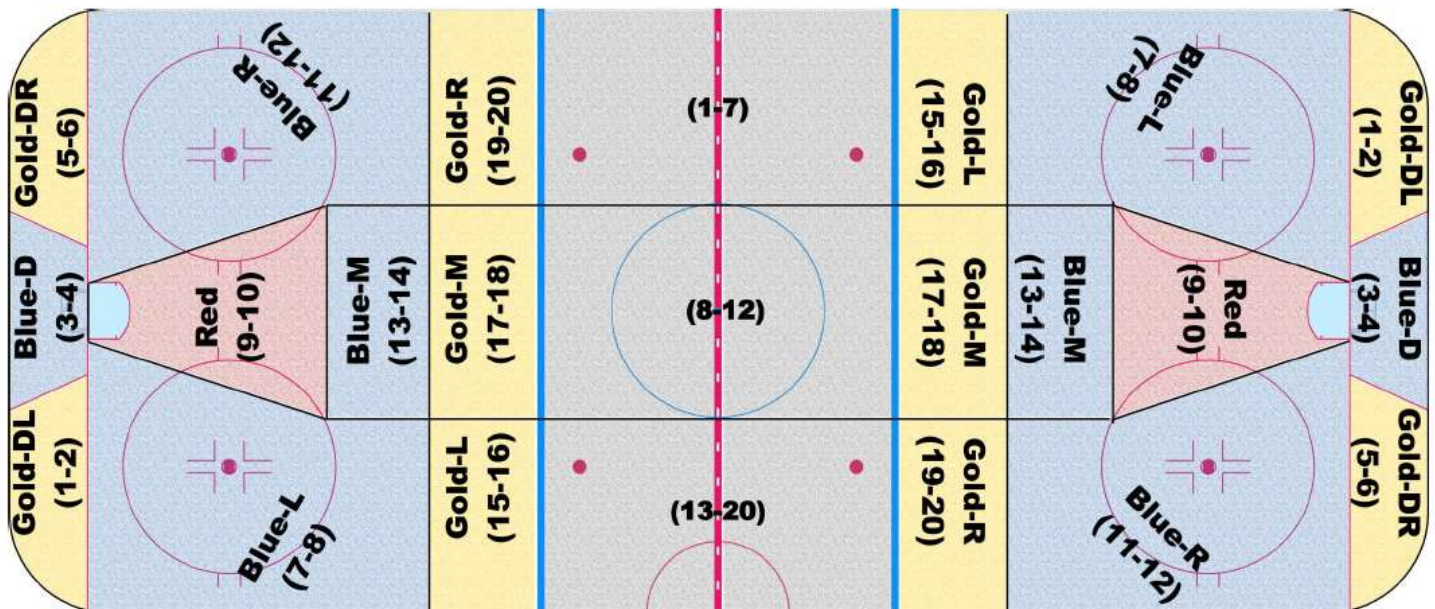

There are 5 "Gold" sectors on each end of the rink, which represent difficult areas to score from. The 4 "Blue" sectors are a little less challenging, and the single "Red" sector is a point-blank spot from which to shoot.

The rink changes depending upon which team has possession of the puck. For example, if the Red team is defending the goal on the left and has possession of the puck, the rink "appears" to look like this:
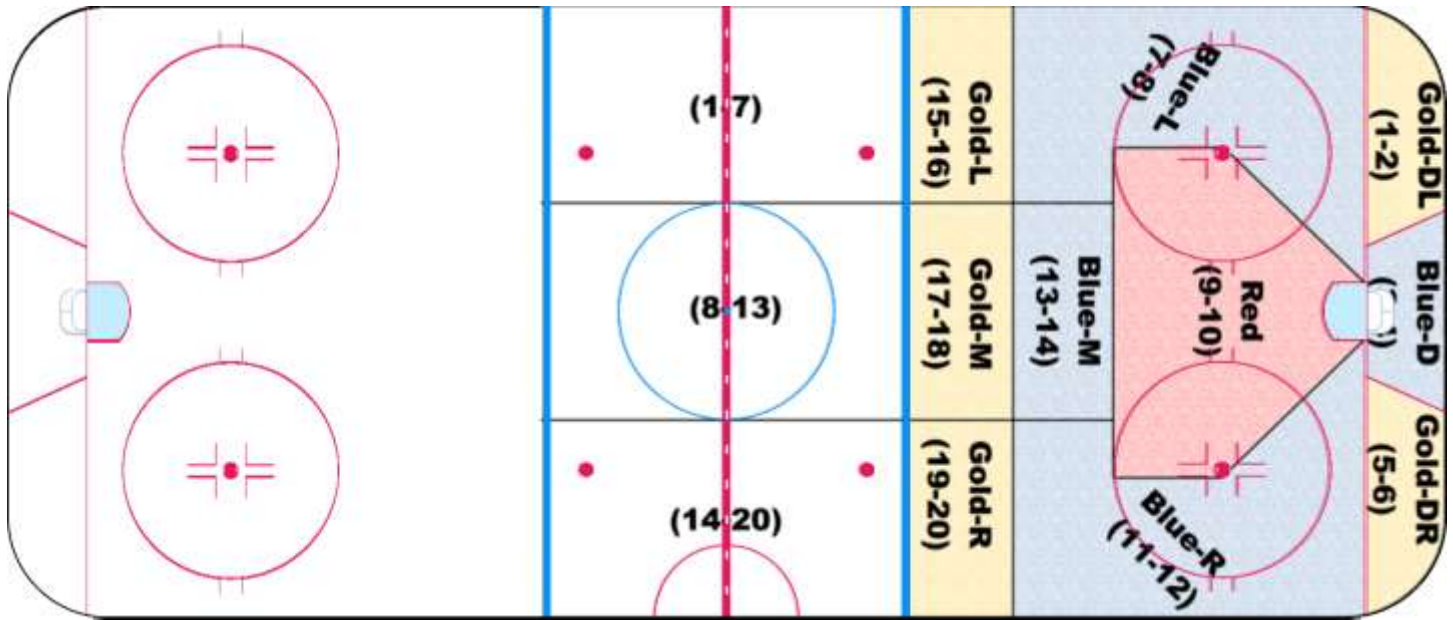
This indicates that the Red team's entire defensive zone is considered a single sector for movement purposes, whereas the neutral zone and attacking zone are split up into several smaller sectors. Note that the center-ice line (red) does not act as a border for the neutral zone…there are only 3 neutral zone sectors, marked with "1-7," "8-13," and "14-20."

Similarly, if the Blue team is defending the goal on the right and they have possession of the puck, their view of the rink is this:
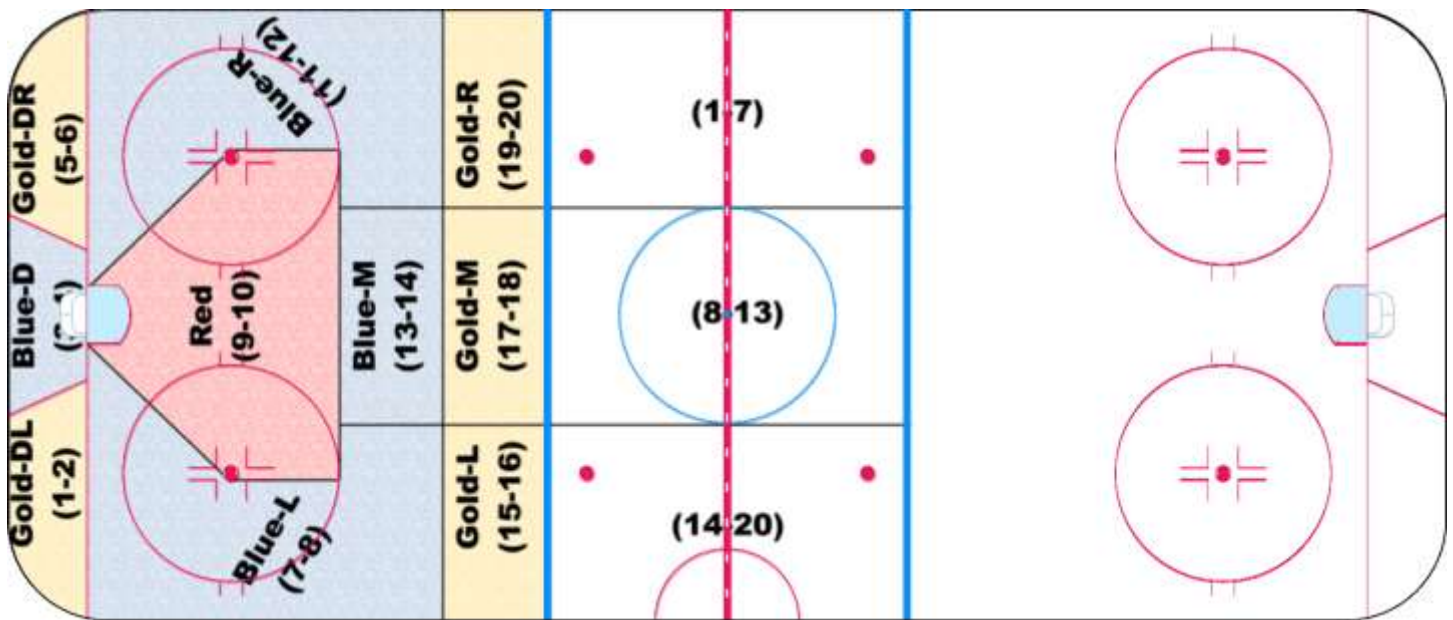

Again, the defensive zone is treated as a single area, whereas the rest of the rink is split up strategically as per shot quality.

Each sector has been assigned a d20 range, which is used as a location tool on loose pucks and rebounds.

We will cover more of the individual sectors and zones later.

The Players

There are 2 types of players in the game: skaters and goalies. Illustrations of each are shown below:
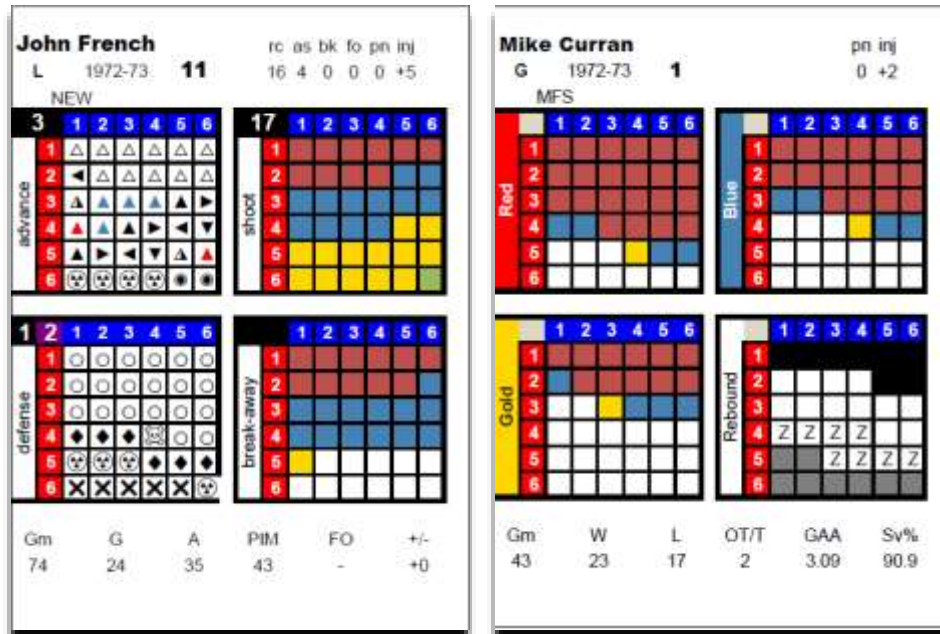
Skaters have an "advance" section, which emulates the skater's tendency to pass and skate when they have possession of the puck. The "shoot" section is used when a player shoots the puck. When on defense, the "defense" section may be used to determine the outcome of a play. And finally, the "break-away" section is used only on long stretch passes by a teammate.

Goalies have 3 sections labeled "Red," "Blue," and "Gold," which are used to stop shots from certain regions on the ice. The "Rebound" section is used after a save is made to determine who gains possession of the puck.

4th Street Hockey ezv uses a symbol system to make it easier to understand outcomes of plays. For example, a "▲" indicates that a skater made a pass to a teammate, while an "✖" reports a heavy hit made by a defender, knocking the puck loose from the puck handler.

A color code system is used for shot resolution. For example, if the outcome on a skater's card is a red square, and the color matches that found on the goalie's card, a goal is scored. If not, the goalie has made a save and a rebound occurs. The same goes for blue and yellow…if a blue square is shot by a skater and a blue square is the result on the goalie, a goal is scored. White squares on a skater are poor shots that never go into the back of the net and are easy saves for a goaltender.

We will cover these code systems more later.

The Dice

The machinery behind each play in 4th Street Hockey ezv are four polyhedral dice: 1 d20, 1 black d6, 1 blue d6, and 1 red d6.

The d20 is typically used to (a) determine what type of action will occur on a play, (b) determine the sector a puck is recovered in, and (c) determine whether a skater opts to take a shot or tries to advance the puck instead.

The black d6 is used for player identification.

The blue (hereafter "blu") d6 is (a) tied to the performance of each player on the blue team, and (b) used to find the outcome of most plays on the player cards. The red d6 is used similarly for the red team.

The Teams

Typically, the visitor will be represented by the red d6, and is therefore will be known as the "Red" team. The home team is represented by the blu d6 and is the "Blue" team. There are tokens of matching color to help mark player locations and highlight matchups.

Player Identification

Each skater on the ice is identified by number:

> 1 – Left Wing
>
> 2 – Center
>
> 3 – Right Wing
>
> 4 – Left Defenseman
>
> 5 – Right Defenseman
>
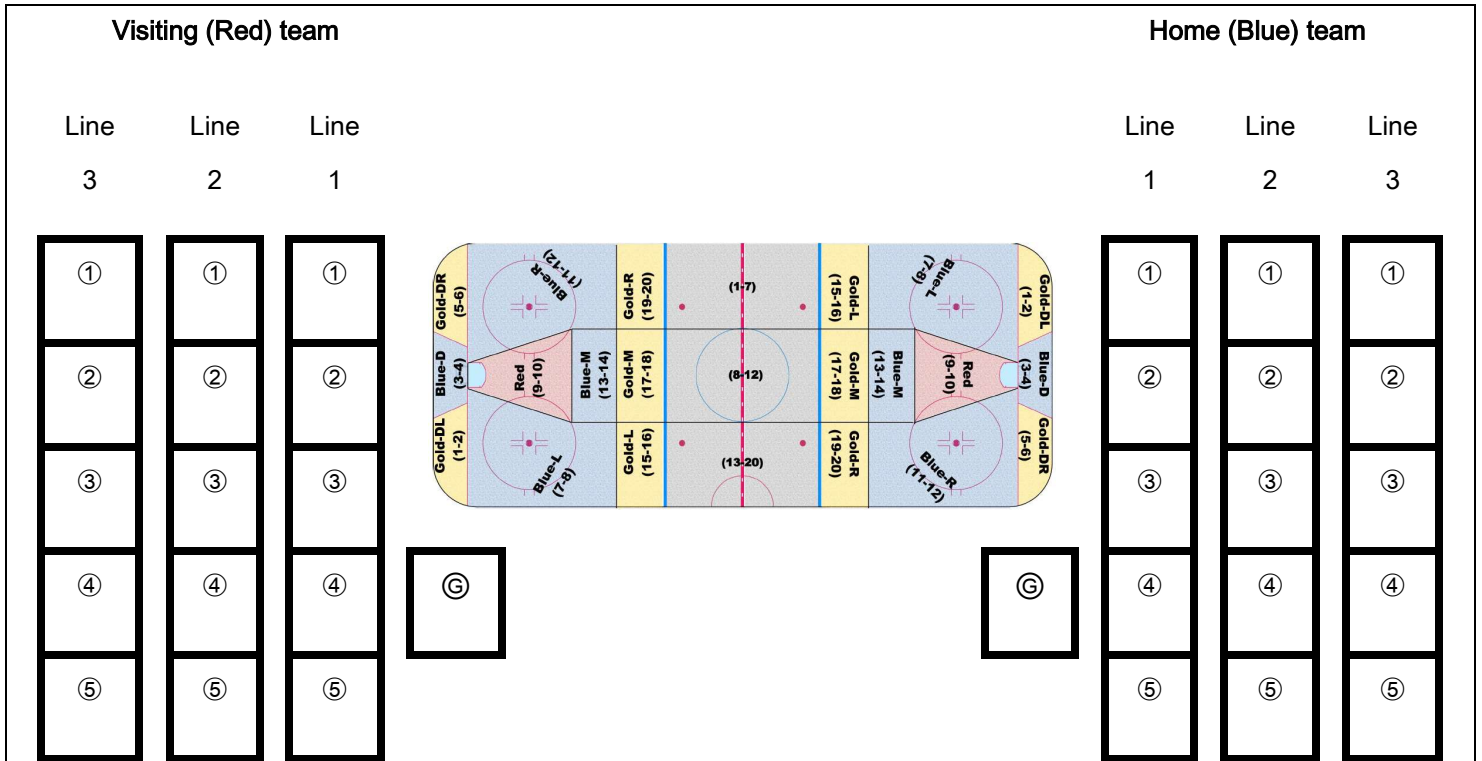> 6 – Extra attacker, if any (goalies do not need a numerical designation)

The tokens that come with the game represent each of the players by their number, and those same symbols are used in this instruction manual periodically to identify players:

> ① – Left Wing
>
> ②– Center
>
> ③– Right Wing
>
> ④– Left Defenseman
>
> ⑤– Right Defenseman
>
> ⑥ – Extra attacker, if any (goalies do not need a numerical designation)

The black d6 helps identify which player(s) are active in a matchup.

Game Setup

After separating the player cards, decide which players are active for the game and set them up as shown below:

Visiting (Red) team						Home (Blue) team		
Line 3	Line 2	Line 1				Line 1	Line 2	Line 3
①	①	①				①	①	①
②	②	②				②	②	②
③	③	③				③	③	③
④	④	④	Ⓖ		Ⓖ	④	④	④
⑤	⑤	⑤				⑤	⑤	⑤

The diagram above uses only 3 lines, but you can add a 4th if you would like to.

You may choose to (or be forced to) play different combinations of players because your team may not have enough who play a specific 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".

Time

Below the rink on the game board is a time-keeping area. Each dice roll in 4th Street Hockey ezv constitutes a 10-second time increment. Although at times this may seem rather silly, you should realize that not every single touch on the ice is emulated in this game. Rather, each play marks a significant event, like moving the puck from one zone to another…in "real" hockey, the puck might touch 4 different players and move into several different areas, but at the end of that 10-second increment, it has moved from one zone to another. ezv simply takes a shortcut from the beginning of the 10 seconds to the end of the 10 seconds.

You keep time by placing one of the pawns on the "20" under the "Minutes" section, and another on the ":00" in the "Seconds" section, as shown below:

After you roll the dice, move the "seconds" pawn one spot to the right…initially, you'll run out of room, so return it all the way to the left, and place it over the ":50." Of course, this means that the "minutes" pawn must be moved, too. The time display should now appear as shown below, indicating that the time remaining in the period is "19:50," as shown below:

The Play Cards

Six different play cards come with the game, allowing you to employ certain strategies. In tandem with the d20, the play card determines what "puck action" will take place during that dice roll.

Play: Normal — Even Strength

	zone		
d20	D	N	O
1			
2			
3			
4			
5			
6	advance	advance	shoot or advance
7			
8			
9			
10			
11			
12			
13			
14		dump	
15			
16	clear		
17			
18			
19	ice	ic off	
20			
	puck action		

advance:
add skater's "advance" rating, defenders "defense" rating to appropriate d6. If skater's result ≥ defender's, read result off "advance" section on skater; otherwise off "defense" section on defender.

dump and clear
d6off > d6def   d6off = d6def
    possession: off   loose puck
    zone: straight ahead
d6off < d6 def
    possession: def
    zone: straight ahead

offsides and icing
    faceoff in zone from which puck
    was last touched

shoot or advance:

if d20 is ≤ skater's "sh" rating, shot attempt.
Otherwise, refer to "advance" rules above

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For example, the play card shown above, "Even-Strength Normal," calls for the puck handler to "advance" the puck on d20 rolls of 1-14 when in the defensive zone, clear the puck to the neutral zone on rolls 15-18, and icing will be called on rolls 19-20.

ForeCheckers

Defensively, coaches need to decide whether to be aggressive or be more conservative in their approach by placing forwards as "forecheckers" in the attacking zone when the other team has possession of the puck there. Any forward (NOT defensemen) are eligible to be forecheckers, so teams may place anywhere from 0 to 4 (if you have an extra attacker). The forechecker(s) remain in the attacking zone until the other team either (a) loses continuous possession of the puck, or (b) takes a shot. Losing "continuous" possession includes a loose puck, dump, clear, or icing, or having the puck stolen by a defensive player.

Skaters not forechecking are in their "neutral/defensive" zone and are eligible to defend on any play which enters either the neutral or the defensive zone.

Remember that forecheckers are placed ONLY when the opposing team has control of the puck in their defensive zone. In normal 5-on-5 play for example, if Team Red has control of the puck in their defensive zone, Team Blue may choose to place up to 3 forecheckers. If Team Red successfully passes the puck to the neutral zone, the 3 forecheckers remain behind the play. If Team Red suddenly loses continuous possession of the puck because of a loose puck (as an example), the 3 forecheckers are automatically "released" from their prior obligation and are free to join the play, wherever it is taking place.
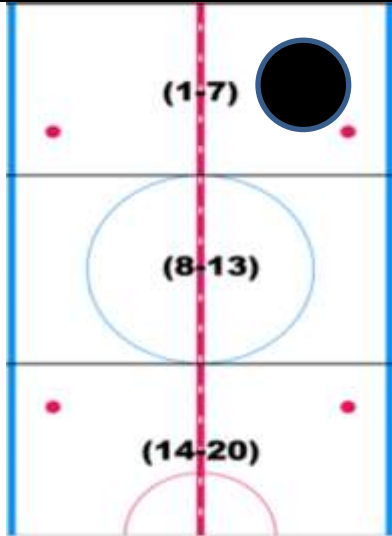
Removing forecheckers from the game simplifies it quite a bit; you won't need to keep track of their positioning, all advances from the defensive zone will be unopposed so there will be greater movement, and there are no breakaways so the " ▲ " and " ▲ " symbols all become " ▲ ." You might want to consider adding forecheckers into the game after you get more familiar with the game mechanics.

Playing the Game

OK, we've got the preliminaries out of the way! Let's go through some game play so you can start. We are going to keep everything basic here, and then introduce additional options later. Our game today pits the New England Whalers against the visiting Minnesota Fighting Saints. The Whalers will be Team Blue, and Minnesota will be Team Red.

Place the puck at center ice to get ready for the faceoff. Roll all 4 dice and compare the Red team's red d6 and the Blue team's blu d6…which ever team's is highest has won the faceoff, with the puck being recovered in the section of the ice identified by the d20. The player with possession of the puck is determined by the black d6.

For example:

d20	6		The d20 roll of "6" tells us that the puck has slid to the location shown at the left.
			Remember, in this game the center-ice line (red) does not separate any zones…the left side of the zone where the puck rests (labeled "1-7") is the same as the right side.
Black d6	1	This tells us that player "①" has possession of the puck.	
Blu d6	5	The Blue team die is higher than the Red team die, so the Blue team has possession of the puck. In the event of a tie, a loose puck occurs. More on that later.	
Red d6	3		

Run 10 seconds off the clock.

Since possession has taken place in the neutral zone, all 5 Red team skaters are in the neutral/defensive zone, and there are no forecheckers.

Let's assume that the Blue team coach has decided to use the "Normal" play card to find his puck actions.

Roll all 4 dice and refer to the d20. The outcome will either be an "advance" attempt, a "dump-in," an "offsides" infraction, or an "icing" call.

For example:

Play: Normal   Even Strength

d20	zone D	zone N	zone O
1			
2			
3			
4			
5	clear / advance / ice	advance	shoot or advance
6			
7			
8			
9			
10			
11			
12			
13		dump / off	
14			
15			
16			
17			
18			
19			
20			

puck action

advance:
add skater's "advance" rating, defenders "defense" rating to appropriate d6. If skater's result ≥ defender's, read result off "advance" section on skater; otherwise off "defense" section on defender.

dump and clear
d6off > d6def   d6off = d6def
    possession: off   loose puck
    zone: straight ahead
d6off < d6 def
    possession: def
    zone: straight ahead

offsides and icing
    faceoff in zone from which puck was last touched

shoot or advance:
if d20 is ≤ skater's "sh" rating, shot attempt. Otherwise, refer to "advance" rules above

d20	5	Since the skater is currently in the neutral zone, a d20 roll of 5 means he will try to "advance" the puck by either skating or passing to a teammate.
Black d6	3	This indicates that the defensive team's right wing, (player "③") is defending the skater.
Blu d6	2	The Blue team's roll is higher than the Red team's, so the skater wins the matchup, and we will read the result off the "advance" section on his card during the next dice roll.
Red d6	1	

Run 10 seconds off the clock.

Roll the dice again. Now we know where to find the result of the play.

d20	17	Not used in this part of the "advance" action.
Black d6	1	If the play is a pass, this tells us who receives the puck.
Blu d6	6	Cross-reference the blu 6 with the red 2 to find the play result in the "advance" section of the puck handler's (Blue team "①") card.
Red d6	2	

John French

L 1972-73 **11**

	rc	as	bk	fo	pn	inj
	16	4	0	0	0	+5

NEW

advance (3)

	1	2	3	4	5	6
1	△	△	△	△	△	△
2	◄	△	△	△	△	△
3	△	▲	▲	▲	▲	►
4	▲	▲	▲	►	◄	▼
5	▲	►	◄	▼	△	▲
6	☹	☹	☹	☹	●	●

shoot (17)

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

defense (1) (2)

	1	2	3	4	5	6
1	○	○	○	○	○	○
2	○	○	○	○	○	○
3	○	○	○	○	○	○
4	◆	◆	◆	☒	○	○
5	☹	☹	☹	◆	◆	◆
6	✗	✗	✗	✗	✗	☹

break-away

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

Gm	G	A	PIM	FO	+/-
74	24	35	43	-	+0

Assuming that John French of New England is our puckhandler (Blue team "①") on the play, we cross reference the blu d6 "6" with the red d6 "2" (roll "62") on French's "advance" section and find the symbol "△". Since the symbol is "open" (hollow), this indicates that French has skated his way to the next sector. (The full set of descriptions for symbols appears on the "Symbol Map - 1" card included with the game.)

Had the defender won the matchup, we would have read the result on his card instead of French's, and we would have used the "defense" section instead of the "advance" section.

Move the puck straight ahead into the next sector. Remember, Team Blue is defending the goal on the right side of the rink. The rink should now look like this:
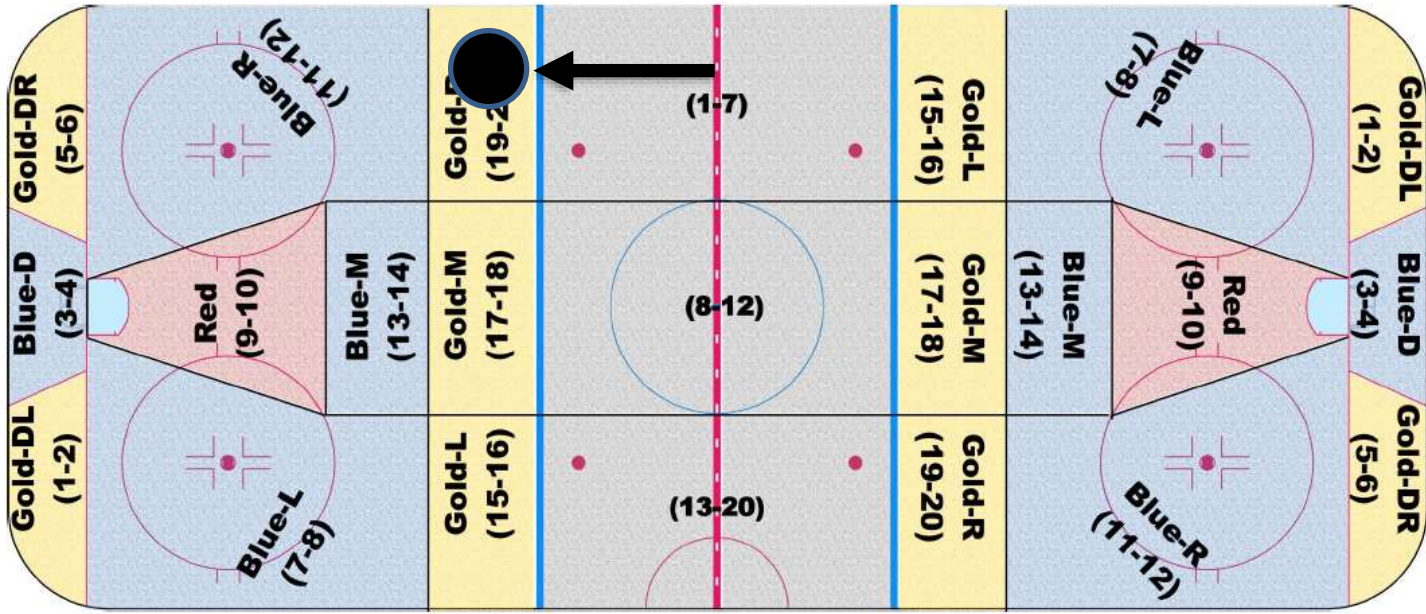
Run 10 seconds off the clock.

Team Blue is now in its attacking zone. Roll all 4 dice. We are still using the same strategy card…in fact, it can't be changed until the end of the period or if there is a stop in the action.

d20	8	Check out the "O" (offensive zone) column of the "Normal" play card shown earlier. All the way down, you will find it labeled "shoot or advance." If the d20 is less than or equal to the puck handler's "sh" rating, the skater will "shoot"; otherwise, he will try to "advance" the puck like he did last time. French has a "sh" (shoot) rating of "17," and so the d20 roll of 8 means he will fire away at the net.
Black d6	3	This identifies a potential shot blocker as player "③." The "bk" (block) rating of Team Red's right wing is "0" as seen on Wayne Connelly's card below.
Blu d6	4	If both the blu and red d6 are less than or equal to the defender's "bk" rating, he blocks the shot. Otherwise, we cross-reference the two dice in the shooter's "shoot" section to find the shot quality color.
Red d6	3	

French has a "sh" rating (found in the top-left corner of the "shoot" section) of 17. The d20 in this case "8," is less than or equal to 17, so French shoots.

The black d6 is a 3. Player "③" for Team Red is Wayne Connelly, whose card is shown below. He has a "bk" (block) rating of "0," which means he won't normally block too many shots (most forwards don't).

If both the blu d6 and the red d6 are less than or equal to the defender's "bk" rating, he blocks the shot. Otherwise, we cross-reference the two dice and find the shot quality color in the shooter's "shoot" section. In this case, the blu d6 is a "4" and the red d6 is a "3," so the shot is not blocked. If we look at French's card, we see that "43" is colored blue. This is a decent shot…it has about a 10% chance of scoring a goal.
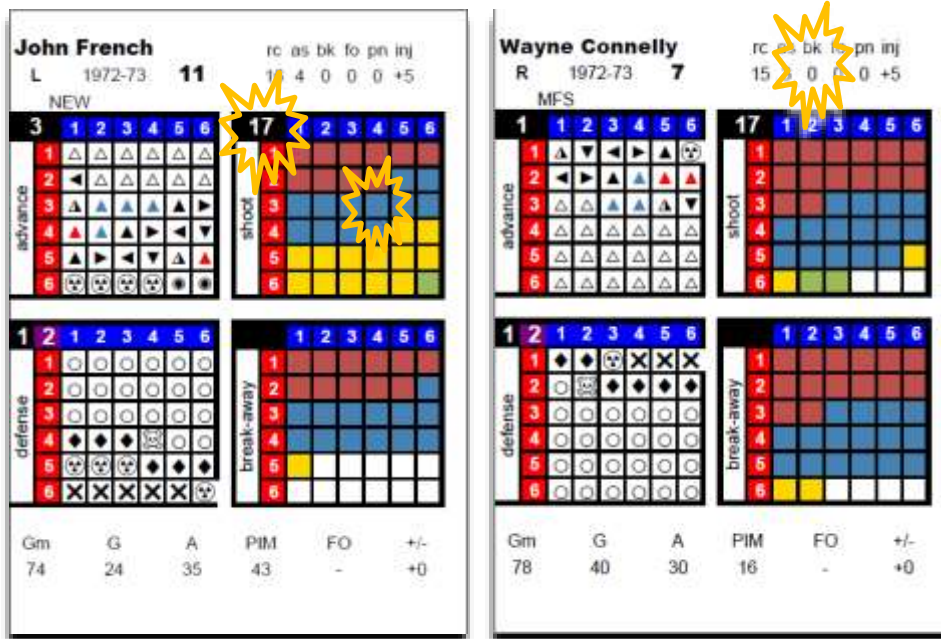
Take 10 seconds off the clock.

The shot is on-goal (all shots in ezv are on goal, so long as they make it past a shot blocker), so now we need to see if it evaded the goal tender. Roll all the dice.

d20	11	If the save is made by the goalie, the d20 is used if a rebound occurs.
Black d6	1	If the save is made by the goalie, the black d6 is used to determine which player collects the rebound, if there is one.
Blu d6	6	The blu and red d6 are used to find out if a goal is scored. If it isn't, we use them again to determine if the goalie makes a freeze, or which team collects the rebound.
Red d6	1	

The blu d6 and red d6 are now used to see if a goal is scored. Remember, French's shot quality was blue.

The shot was taken from a "Gold" section of the ice, as shown again below:
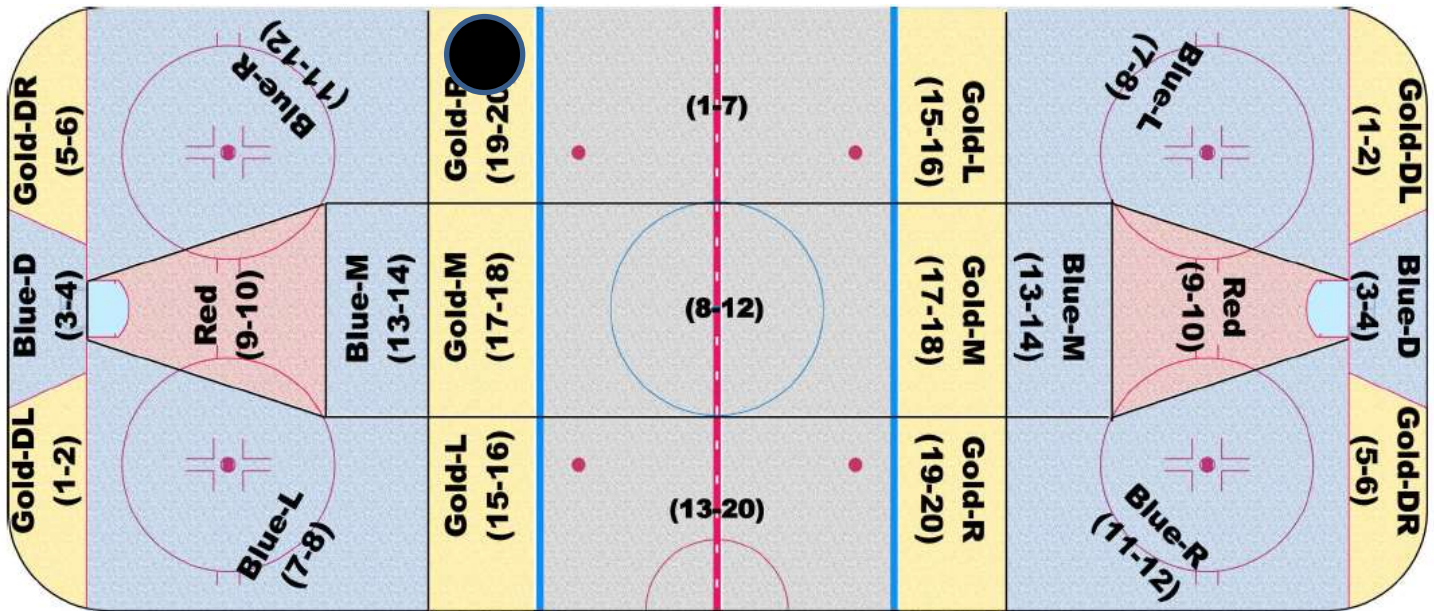
We'll therefore use the "Gold" section on the goalie's card and cross-reference the blu d6 "6" and the red d6 "1" (roll "61"). As shown below, the color that appears is red. A better shot by French would have scored, but this one is turned away by Curran.

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We now use the same "61" (blu d6, red d6) roll and check the rebound section of Curran's card. If the color found there is black, the opponents recover the puck. If the color found there is white, one of Curran's teammates collects the puck. If the color is gray, the puck is recovered by the opponents if they have a man-advantage, but is collected by Curran's team if they don't. If a "**Z**" appears, Curran will freeze the puck and we'll have a faceoff.

A "61" on Curran's "Rebound" section is black, so the Blue team has recovered the puck. Uh oh!

Recovered where? The d20 was a "11." Place the puck in the section of the Blue team's attacking zone denoted by an "11," as shown below:

The "Blue" sectors on the ice have a higher likelihood of scoring a goal than "Gold" sections do.

Who collects the rebound? The black d6 was a "1," so player "①" for Team Blue now has the puck. That's French...he followed up his shot and collected his own rebound.
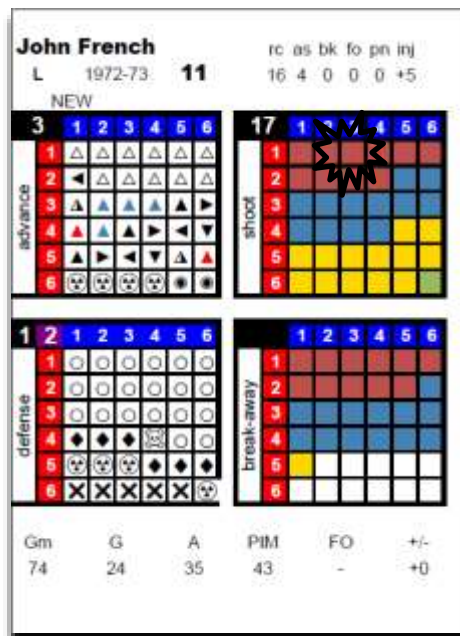
Move the timer 10 seconds.

We now roll the dice again.

d20	17	Check out the "O" (offensive zone) column of the "Normal" play card shown earlier. All the way down, you'll find it labeled "shoot or advance." If the d20 is less than or equal to the puck handler's "sh" rating, the skater will "shoot"; otherwise, he'll try to "advance" the puck like he did last time. French has a "sh" (shoot) rating of "17," and so the d20 roll of 17 means he'll fire away at the net.
Black d6	6	This identifies any potential shot blocker. Player "⑥" is not on the ice (Team Red is not using an extra attacker), and so there is no potential shot blocker.
Blu d6	3	There is no shot blocker, so we cross-reference the two dice in the shooter's "shoot" section to find the shot quality color.
Red d6	1	

If a shot blocker had been identified and had a "bk" rating of "3," French's second shot would have been blocked. As it is, the black d6 roll of "6" indicates that no shot blocker is present, and so the shot goes through on net. A "31" on French's "shoot" section shows a red square, so this is a high-quality shot.

Move the timer 10 seconds. Re-roll the dice to see if a goal is scored.

d20	6	If the save is made by the goalie, the d20 is used if a rebound occurs.
Black d6	5	If the save is made by the goalie, the black d6 is used to determine which player collects the rebound, if there is one.
Blu d6	2	The blu and red d6 are used to find out if a goal is scored. If it isn't, we use them again to determine if the goalie makes a freeze, or which team collects the rebound.
Red d6	5	

We immediately cross-reference the "25" (blu 2, red 5) in the "Blue" section (since French was shooting from the "Blue" section on the rink) on Curran's card…

…it's a white square, which differs from French's shot quality color of red. Save, Curran! (Incidentally, if French's shot quality color was white, it still wouldn't be a goal…white indicates a poor shot which is easily saved by any goalie, even the guy writing this instruction manual!)

We use the same dice roll to find out who collects the rebound. A "25" in Curran's "Rebound" section reveals a gray square…had Team Blue been on a power play, (or had any man advantage), they would collect the puck. But the teams are playing at even strength, so Curran's team gains possession. The black d6 is a "5," so the Red team's right defenseman, "⑤," has the puck in the sector indicated by the d20 roll of "6." The puck is relocated to "Gold-DR," and the rink now looks like this:
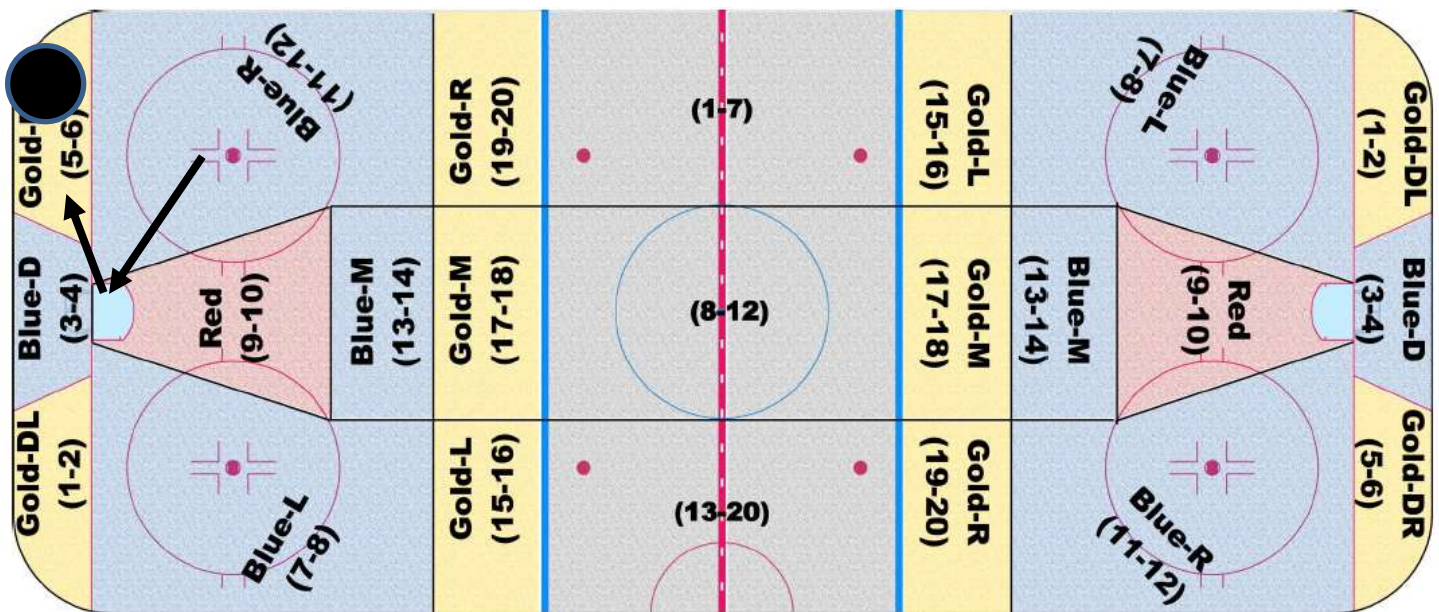

Take 10 seconds off the clock.

The player collecting the puck is defenseman John Arbour, whose card we'll show in a bit.

Since the puck is still in the Blue team's attacking zone, they need to place their forecheckers. Placing 1 forechecker is a low-risk, low-reward strategy. Placing 2 is somewhat normal, and placing 3 is a high-risk, high-reward strategy. Team Blue places 2 forecheckers by putting the tokens for player "①" and player "③" (any of the 3 forwards may be chosen as forecheckers) in the blue "Forecheckers" section of the rink, as shown below:
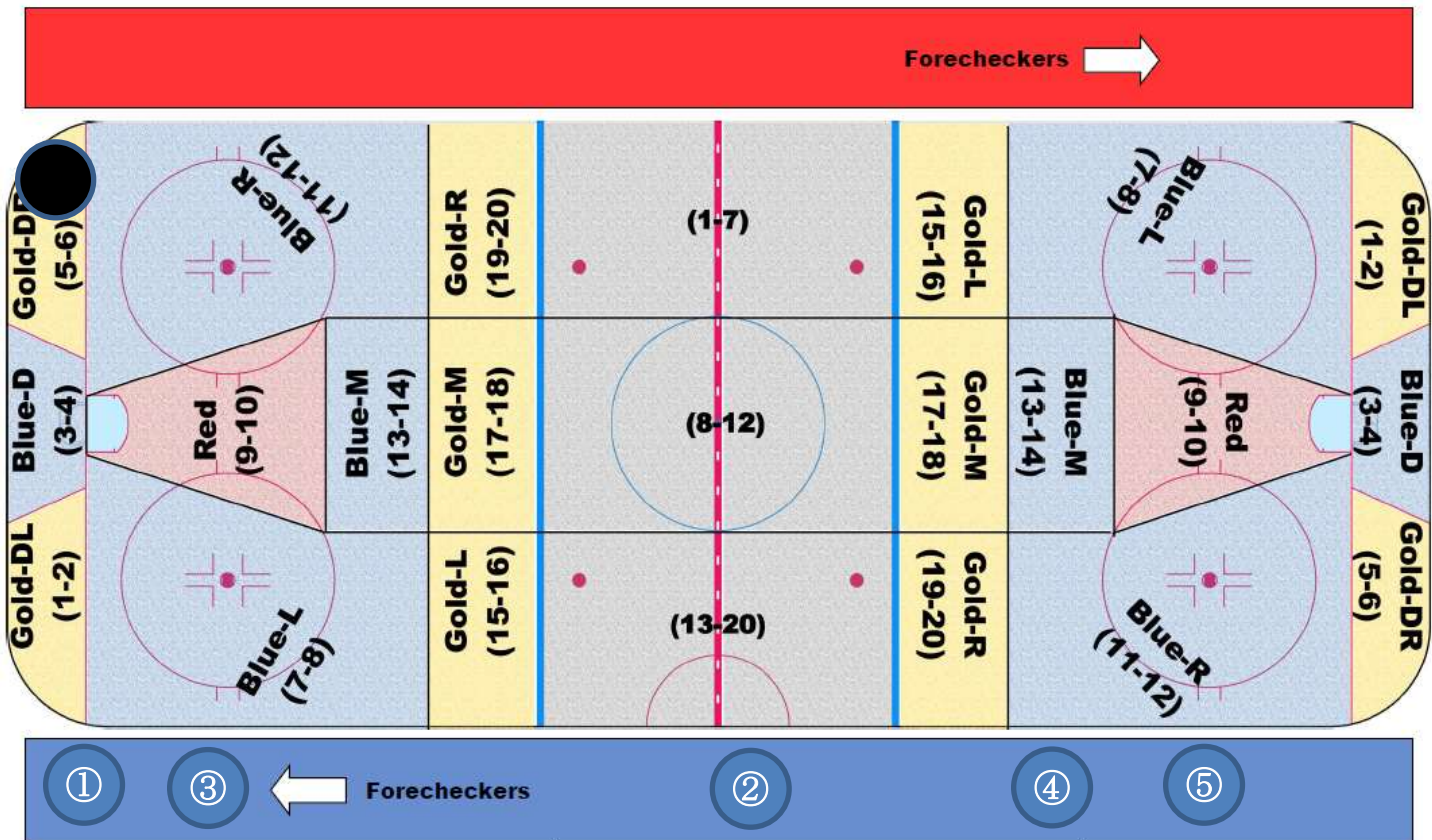
The other 3 skaters, "②" "④" and "⑤," are placed behind the "Forechecker" label as shown on the rink. They are eligible to defend both the neutral AND defensive zones for Team Blue.

Team Red's coach has decided to employ the "Dump and Chase" strategy card, shown below:


Play: Dump and Chase

Even Strength

zone			advance:
d20	D	N	O	add skater's "advance" rating, defenders "defense" rating to appropriate d6. If skater's result ≥ defender's, read result off "advance" section on skater; otherwise off "defense" section on defender.

advance:
add skater's "advance" rating, defenders "defense" rating to appropriate d6. If skater's result ≥ defender's, read result off "advance" section on skater; otherwise off "defense" section on defender.

dump and clear
d6off > d6def   d6off = d6def
    possession: off   loose puck
    zone: straight ahead
d6off < d6 def
    possession: def
    zone: straight ahead

offsides and icing
    faceoff in zone from which puck
    was last touched

shoot or advance:
if d20 is ≤ skater's "sh" rating, shot attempt. Otherwise, refer to "advance" rules above

d20 values 1–20 in left column with zones: D (advance / clear / ice), N (advance / dump / ic off), O (shoot or advance)

puck action

Roll the dice.

d20	15	This determines what type of "puck action" the Red team will use on this play.
Black d6	5	This is used to identify players.
Blu d6	2	The blu and red d6 are used to help determine puck possession, who
Red d6	5	wins matchups, and results on player card sections.

The d20 rolled was a "15." On the "Dump and Chase" play card, that means that Arbour will clear the puck straight ahead into the neutral zone. This relinquishes continuous control of the puck, so the Team Blue forecheckers are now released from their duty and can participate in the ensuing puck battle. They are now placed on the other side of the blue line. The puck is moved to its new location, straight ahead into the neutral zone sector from where it was previously located.
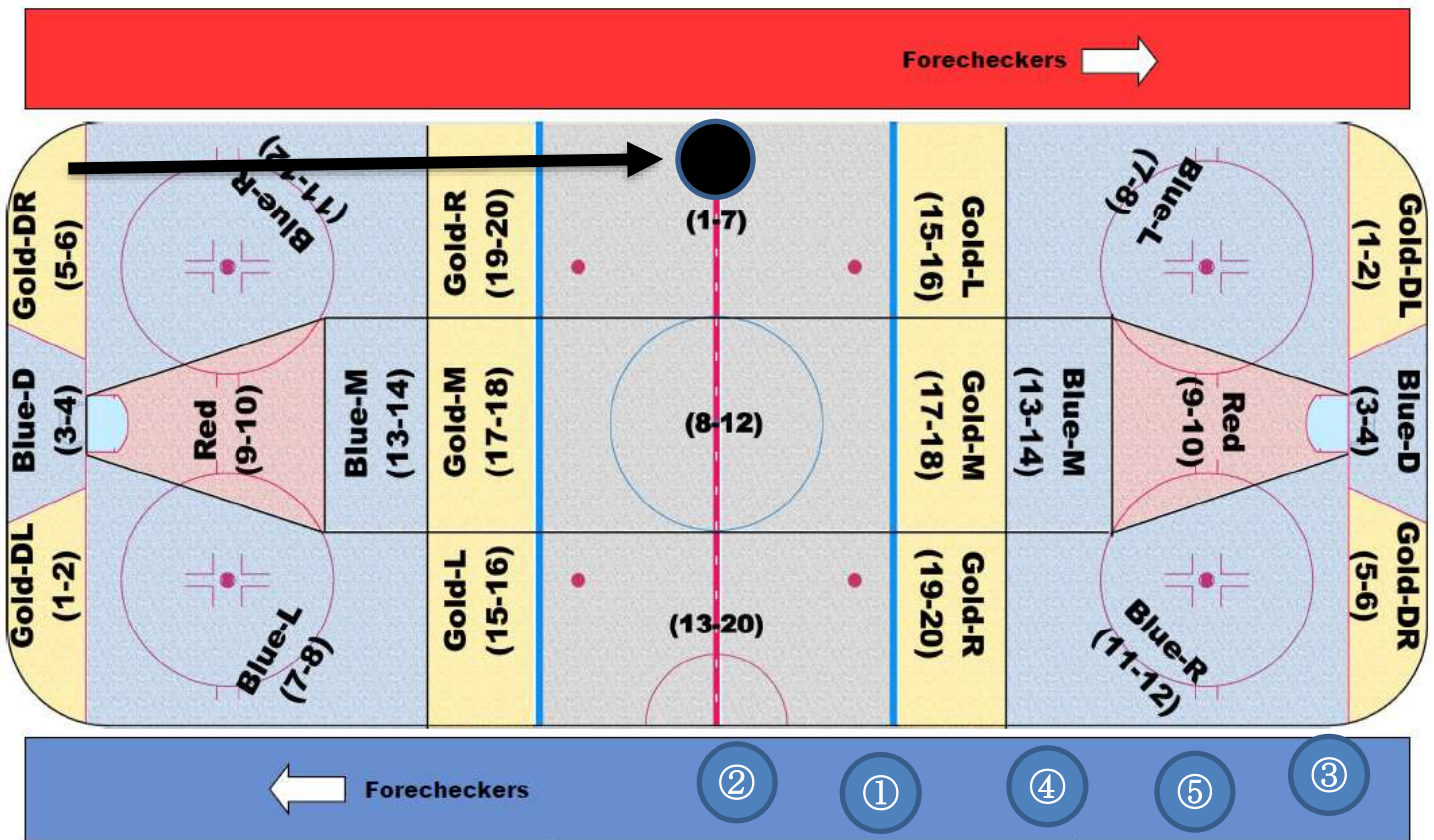
A puck battle now ensues. The Red team has a red d6 roll of "5," and the Blue team a blu d6 roll of "2." Red wins the battle, and the black d6 is a "5." Arbour has collected his own clearing attempt.

Move the timer to take 10 seconds off the clock.

Roll the dice.

d20	3	This determines what puck action will occur.
Black d6	5	This is used to identify players.
Blu d6	5	The blu and red d6 are used to help determine puck possession, who
Red d6	5	wins matchups, and results on player card sections.

Arbour now has control of the puck in the neutral zone. The d20 roll in the neutral zone on the "Dump and Chase" card tells us to that this puck action will be an "advance."

The red d6 of "5" is the same as the blu d6 roll, so Arbour wins the matchup and the play result will come from his card. More details are on the right-side of the "Dump and Chase" play card in the "advance" section.

Take 10 seconds off the clock.

Roll the dice.

d20	3	Since this play started in the neutral zone, we probably don't need it.
Black d6	3	This is used to identify players.
Blu d6	1	On an advance, the blu and red d6 are cross-referenced in the
Red d6	4	"advance" section of the puck handler's card.

We now look at Arbour's card for the result. Cross-referencing the blu d6 "1" with the red d6 "4," we see the result of "▲". This is a break-away if the defensive team has exactly 2 forecheckers, but the Team Blue forecheckers are now back on defense, changing the result to "▲." The puck moves on a pass to the next sector, as shown below…

…and the pass is received by player "③," as indicated by the black d6. This is Team Red's right wing, who is Wayne Connelly.

Take 10 seconds off the clock.

Roll the dice.

d20	15	On the "Dump and Chase" play card, this is a "shoot or advance" option. Since Connelly's "sh" rating is 17, he will shoot the puck.
Black d6	4	Team Blue's left defenseman, "④" is in position to block the shot, but his rating is only a "1." Since the red d6 exceeds this, there is no blocked shot.
Blu d6	1	Use this roll of "13" to find the shot quality on Connelly's card.
Red d6	3	
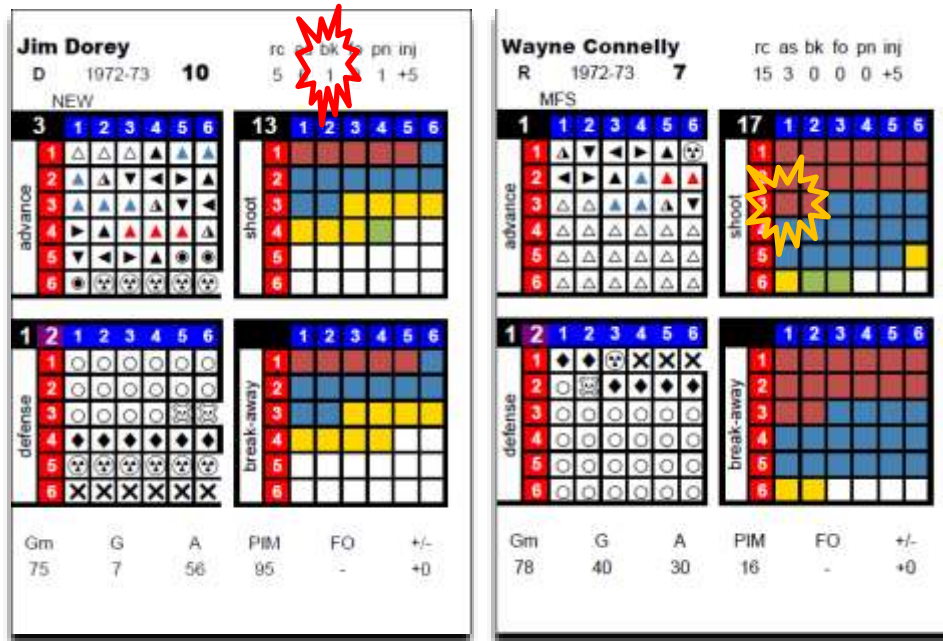
The "13" roll reveals a red square on Connelly's "shoot" section.

Take 10 seconds off the clock.

Roll the dice.

d20	9	We'll use this to identify where the puck ends up if there is a rebound.
Black d6	1	This is used to identify which player collects the puck on a rebound.
Blu d6	6	The blu and red d6 are used to determine whether a goal is scored. If no goal is scored, they're used to determine rebound possession.
Red d6	2	

The shot is being taken from a "Gold" sector, so we access the goalie's "Gold" section on his card and cross reference the "62" rolled with the blu and red dice…

Red, which is the same as Connelly's shot. Goal!!!

Penalties

Penalty results, "☢," can pop up on either the "advance" or the "defense" sections of skater cards. The players involved in the infraction are the puck handler and the defensive player in the matchup. If no defensive player is identified, use the defensive player with the highest "pn" rating. Use the highest PIM player if there is a tie.

Roll the dice.

Add the red d6 to the visitor's "pn" rating and the blu d6 to the home team's "pn" rating and cross-reference those on the "Penalty" play card to find out which player or players were penalized and for what duration.

For example, if red ② has the puck and a ☢ result is found on his card, he will be involved in the penalty. If he was defended by blu ③, that player is also involved. One might be the victim, one might be the assailant, or both may be guilty of an infraction.

Roll the red and blu d6 and add each player's respective "pn" rating to the die. Let's assume that red ② has a "pn" of 0 and blu ③ has a "pn" of 3. The red d6 is a 2, the blu d6 is a 4.

Cross-reference the red total of 2 (2 + 0 = 2) with the blu total of 7 (4 + 3 = 7) we see a "2" with a blue background. Blu ③ has been charged with a 2:00 minor and goes to the penalty box. Red ② has drawn the penalty and provided his team with a power play opportunity.

Some of the cells in the penalty table have a white background. These are largely (or at least potentially) coincidental penalties (penalties on both players). Some have special circumstances, as outlined below:

- "**2**"…a 2:00 minor.
- "**5**"…a 5:00 major.
- A "**2+2**" reading is a double minor. The penalized player serves up to 4:00 in the penalty box. If a goal the team on the power play scores a goal before the first 2:00 have ticked off his penalty, reduce his penalty to 2:00 and continue.
- A "**2&2**" reading is a coincidental minor. Each player involved in the penalty process serves 2:00 in the box and may not return until a play stoppage occurs. This usually leads to a 4-on-4 situation.
- A "**5&5**" reading is a fight. This is also a coincidental penalty. Each player serves 5:00 in the penalty box. This situation does not lead to a power play for either team, and they remain 5-on-5 (or whatever they were before the penalty).
- Some "**5&5**" situations include a red or blue asterisk (*). For example, "**5**&**5***." If the player of the asterisk color (red team or blue team) has a "pn" rating of 0, he's not considered a fighter. Replace him with the player on his team who is on the ice having the highest "pn" rating (use PIM as a tiebreaker). If no players on the ice from that team have a "pn" higher than 0, there is no penalty on the player from the team with the red or blue asterisk. Change the result to an "X" (see below).
- "**W**"…roll the black d6. On rolls of 1-5, a 2:00 minor is given. If the penalty is on a defensive player and the d6 roll is 6, that player is charged with a 2:00 minor and the offensive player receives a penalty shot (use the break-away procedures to resolve). Even though the defensive player is charged with 2:00, he spends no time in the penalty box and play resumes normally after the penalty shot, whether it successful or not. If the penalty was instead on the offensive player, he is charged with a 2:00 minor.
- "**X**"…roll the black d6. On rolls of 1-4, a 10:00 misconduct penalty is assessed. The player spends 10:00 in the penalty box and may only return when his penalty time has been served, but he is replaced on the ice and there is no power play.   On rolls of 5-6, a 10:00 game misconduct penalty is assessed. The player is ejected from the game, and no power play is granted.
- "**Y**"…roll the black d6. On rolls of 1-5, the player is charged with a 5:00 major. He must spend the entire 5:00 in the penalty box during which the other team is on the power play. On a roll of 6, a misconduct penalty is assessed (see "X" above).

Place the token(s) for the penalized player(s) in the Penalty Box on the game board over the circle that represents the length of their infraction. For example, if the Blue team left defenseman (④) was penalized 2:00 for holding, place his token on the "2" circle in the penalty box.

Penalty Box
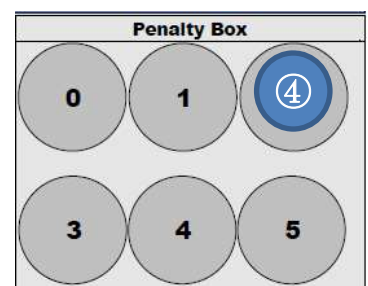
Place one of the blue pawns under the "Seconds" time of the infraction, and across from his team color. For example, if the aforementioned penalty occurred at 4:20 of period 1, the blue pawn would be placed as shown in the diagram:
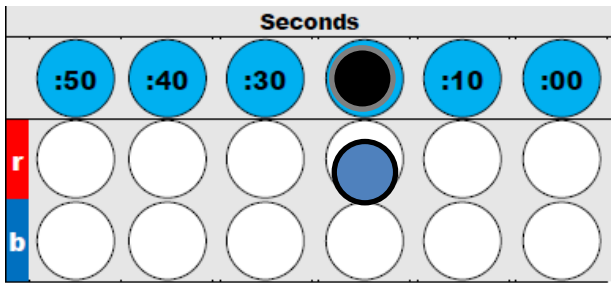
Each time the black timer pawn reaches this point, move the player's token down 1 minute. For example, at 3:20 of period 1, this section of the game board should now appear as below:
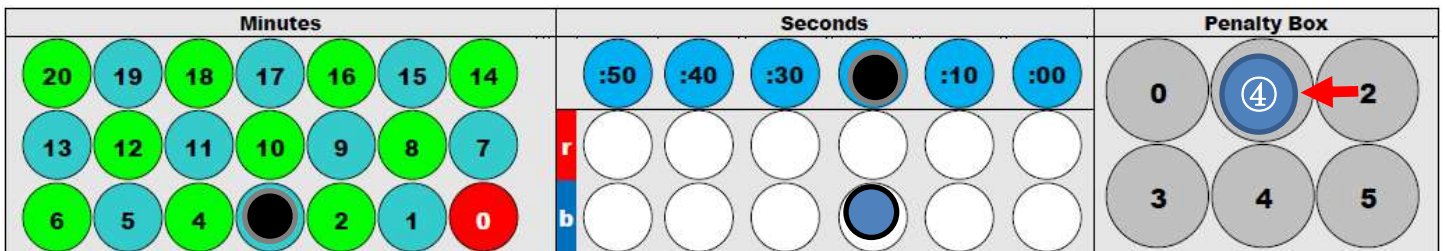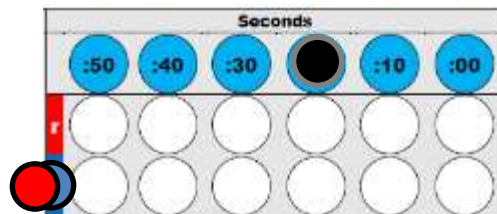
When the black timer pawn reaches this point again, the penalty time has expired and the player's token is placed back on the ice after the conclusion of the play in progress.

Line Changes

Because of its fast pace, time gets chewed up quickly in ezv. For that reason, we recommend using approximately 2:00 line shifts during a game. We also recommend that you don't get too hung up with line changes until you are comfortable playing the game.

Set a reminder by placing the red and blue penalty pawns over the "b" designation as shown below (the pawns are stackable, so you can place them over the top of each other):

When the black timer pawn reaches this point, move the black pawn to row "r," like this:
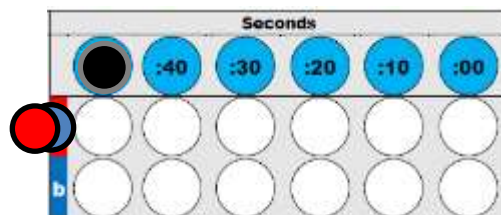
After the second time it happens, conduct a line change and move them back to row "b."

If a player has control of the puck, we recommend letting him complete his action before replacing him on the ice. Also, you don't have to wait until each line has been on the ice for 2:00. If it's more convenient to change lines at 1:30 because there's a faceoff, go ahead. You can be as realistic about keeping tabs on it as you want.

Injuries

"☠" symbols are found in the "defense" section of skater cards, and indicate a huge, bone-jarring hit by the defender that injuries the puck handler and causes a loose puck. Consult the "Injuries" card for more details. We recommend that play continues on all "☠" readings except those that result in a player being injured for more than the game in progress. Penalties are not assessed on "☠" results, as they are considered to be "clean" hits.

		Injury Chart			
d20+Inj	Injury	Player misses:	d20+Inj	Injury	Player misses:
25	dazed	remains in game	10	shoulder	remainder of period
24	dazed	remains in game	9	shoulder	remainder of period
23	dazed	remains in game	8	ankle	one additional period
22	mouth	remains in game	7	ankle	one additional period
21	mouth	rest of shift	6	back	remainder of game
20	arm	rest of shift	5	back	remainder of game
19	arm	rest of shift	4	head	one additional game
18	elbow	rest of shift	3	knee	one additional game
17	elbow	5 minutes	2	groin	two additional games
16	hip	5 minutes	1	ankle	three additional games
15	hip	5 minutes	0	head	d6 additional games
14	left leg	5 minutes	-1	knee	d6 additional games
13	left leg	10 minutes	-2	shoulder	d6 additional games
12	knee	10 minutes	-3	neck	d20 additional games
11	knee	10 minutes	-4	knee	d20 additional games

Roll the d20 and add to it the injured player's "inj" rating. Look across from the total to determine the injury and the length of time the player will miss. In some cases, you will need to either re-roll a d6 or the d20 to find out the number of games the player will miss.

More on Faceoffs

- If the black d6 identifies a skater not on the ice (e.g., "6" when there is no extra attacker) for either team, then a "loose puck" occurs.
- If one team has a player on the ice but another does not (e.g., a black d6 roll of "4" when the Red team's left defenseman, "④" is in the penalty box), then that team gains possession of the puck.
- If a team has a man-advantage, add it to their die (i.e., +1 for a 5-on-4, +3 for a 6-on-3, etc.)
- In the event of a tie, a loose puck occurs.

More on Advances

Advances can be the trickiest piece of the game to learn because there are 2 parts to each attempt – the "matchup" portion to find out which player wins, and the "result" portion to find out what actually happens. You don't actually access a player's card until you find out who wins the matchup.

When the recipient of a pass is identified as a player not on the ice (e.g., a "6" when there is no extra attacker on the ice, or a "4" when player "④" is in the penalty box) the offense still wins the matchup, and the pass recipient is the player on the ice with the highest "rc" (recipient) value, which is found at the top of a skater's card. If two or more players have the same "rc" rating, alternate between them when a puck is passed.

More on Loose Pucks

Loose pucks are common in this game, and quite often determine a team's time of possession. Roll all the dice and check the d6 first. If it pops up a "6" and there is no extra attacker on the ice, the puck is still loose. Take another 10 seconds off the clock and roll again. If the red and blu dice are the same, the puck is still loose. Take another 10 seconds off the clock and roll again. It's not uncommon for something like this to happen 2 or 3 times in succession, and it emulates a puck getting caught up in the corner where players…at least from one team…are trying to kill the clock.

If a team is on the power play, their chances of gaining possession increase because of the absence of an opponent on the ice. For example, if player "④" for team Red is in the penalty box and a black d6 "4" is rolled, team Blue automatically gains possession of the puck regardless of the blu and red d6 rolls.

More on Shooting

If the d20 on a "shoot or advance" puck action is less than or equal to the puck handler's "sh" rating, he will take the shot. It might be helpful to know that the minimum "sh" rating for players is "10." Therefore, if the d20 is 10 or less, the puck handler will always shoot the puck. This knowledge reduces the need to locate the puck handler's "sh" rating about half the time.

If a shot takes place at the very end of a period, complete the goalie portion to see if there was a score.

During the rebound process, if a player identified by the d6 is not on the ice (e.g., he is in the penalty box or a black d6 roll of 6 is rolled without an extra attacker on the ice) a loose puck ensues.

More on Puck Movement

In general, all skating or passing symbols (▲ ▲ ▲ ▶ ◀ ▼ ◉ △) indicate a move forward by the offense of 1 sector or zone, except for △, which is a 2-sector pass. Exceptions to this are:

- When on a power play and starting in their own end, all of these (▲ ▲ ▲ ▶ ◀ ▼ ◉ △) become "△" until the puck crosses the opponent's blue line, after which time it is treated normally
- Symbol "▶" is also accompanied by a move to the right one sector
- Symbol "◀" is accompanied by a move to the left one sector
- Symbol "◉" is a centering pass; move the puck forward one sector/zone and place the puck in the center section of whatever zone it is in
- If in the attacking zone, a "▼" leads to a pass "straight back to the point." In other words, to Gold-L, Gold-M, or Gold-R.
- If the puck is already positioned on the back wall and an advance occurs with any of the symbols (▲ ▲ ▲ ▶ ◀ ◉ △, but not ▼) the pass is a feed to the red section directly in front of the net. This is not considered a break-away, so use the "shoot" section if the subsequent puck action calls for a shot.
- The colored arrows, "▲" and "▲," lead to a break-away if there are forecheckers in place; a break-away occurs on "▲" if there are 1 or 3+ forecheckers, and a break-away occurs on "▲" if there are 2 or more forecheckers.

- If the penalty killing team ices the puck, it is automatically retrieved behind the net by the power play team's "④."
- More specific puck movement directions are given later in this manual.

The puck remains in the same zone (attacking, defensive, neutral) until it is moved out by an action such as an "advance," "dump," "clear," or "ice." For example, if a loose puck occurs in the neutral zone, it will be recovered in one of the neutral zone sections no matter how many dice rolls are necessary to recover it.

More on Breakaways

On a break-away, the puck moves directly to the red zone in front of the opposing goal-tender. There is no defender on the play, so no possibility of a shot block. Use the "break-away" section on the shooter rather than the "shoot" section to find the shot quality color.

More on Pulling Goalies

Late in a game, a desperation move can be made by pulling the goalie and inserting an additional skater, referred to as an "extra attacker." Place token "⑥" on the ice, which will (a) increase the likelihood of a black d6 resulting in the possession or the puck, (b) provide a bonus on faceoffs, loose pucks, clears, and dump-ins, and (c) make it easier to maintain possession in the attacking zone.

Removing the goalie also has its detriments, however. On any shot by the opponent which contains a color other than white, a goal is scored. If the shot is white, it is counted as a miss and a loose puck ensues.

More on Fighting Penalties

Let's use "**5***&**5**" as an example. The blue player involved in the fight will definitely serve time in the box. The red player (notice his red asterisk) might not. If he has a "pn" or 0, he is not considered a fighter, so replace him with the player from his team who is on the ice having the highest "pn" rating. If there is a tie, break it using the player PIM stats at the bottom of their cards. If none of that team's players have a "pn" greater than 0, then there is no fight. Instead, the blue player is assessed either a misconduct penalty or a game misconduct penalty via the "**X**" penalty rules shown previously.

More Options…

Once you're ready, you might want to think about adding a few of the following options to your game play.

Faceoffs

Each skater has a "fo" rating near the top of his card. Add this rating to the appropriate d6 during a faceoff.

Offensive vs. Defensive Ratings

In basic play, you simply refer to the blu and red d6 to determine who wins matchups on "advance" actions. This option adds in the skater's "ad" (advance) rating and the defender's "df" (defense) rating.

Simply add both ratings to the appropriate die. If the offensive player's adjusted total is greater than or equal to the defender's, the offensive player wins the matchup. If not, the defensive player wins.

If a defender is on the penalty kill, use his "pk" rating rather than his "df" rating.
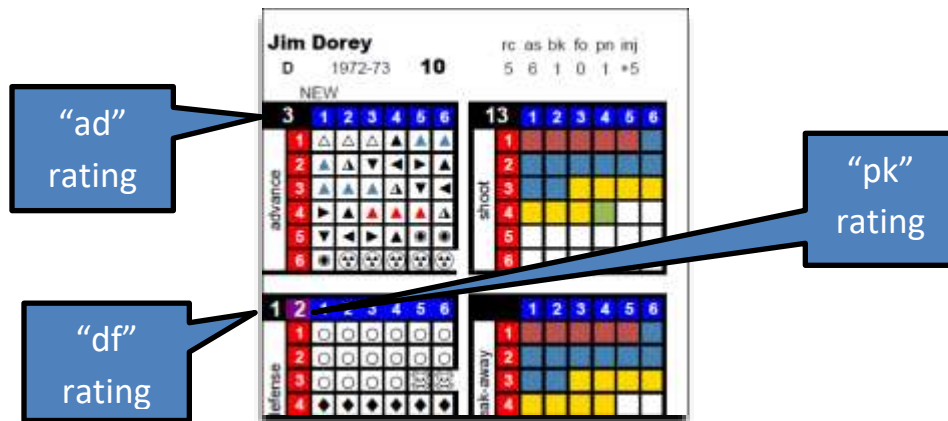
Dorey's "ad" rating is a "3," his "df" rating is a "1," and his "pk" rating is a "2."

Penalties

Each player has received a "pn" (penalty) rating. Add it to their respective d6 when determining whether they committed an infraction, as explained on the "Penalty" card. Do not add it when determining the penalty length.

Assists

Crediting assists can get a little tricky. On-ice touches are the most realistic method to use. To help you remember who the previous player(s) touching the puck before a shot takes place, use a marker such as a coin.
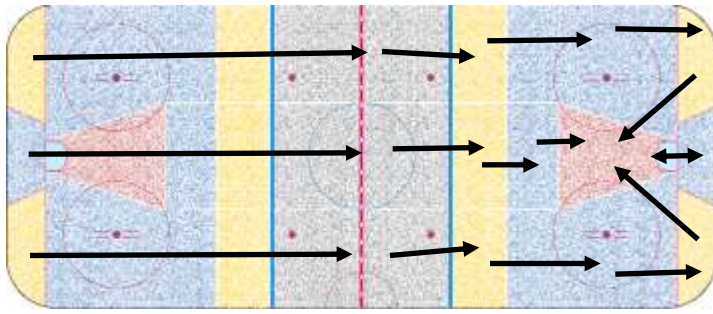
You can also use the "as" (assist) rating of the on-ice players to assign assists. Roll the black d6 after a goal has been scored. If the roll is 1-3, credit an assist to the player with the highest "as" rating. If the roll is a 4-5, credit the player with the second highest "as" rating. If the roll is a 6, give the assist to the player with the third highest "as" rating.

When crediting a second assist, roll the black d6 again. If the roll is a 1-2, award the assist to the player with the highest "as" rating that hasn't already received an assist. If the roll is a 3, award it to the player with the second highest "as" rating that hasn't already received an assist. On rolls 4-6, do not award an assist.
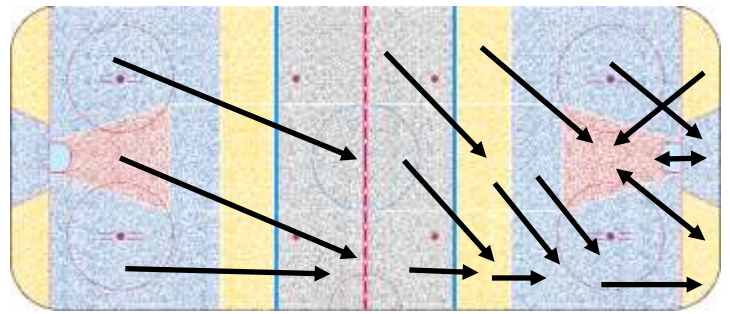
You can also use on-ice touches for the first assist and the "as" ratings to award a second. This is known as the "hybrid" assist method.
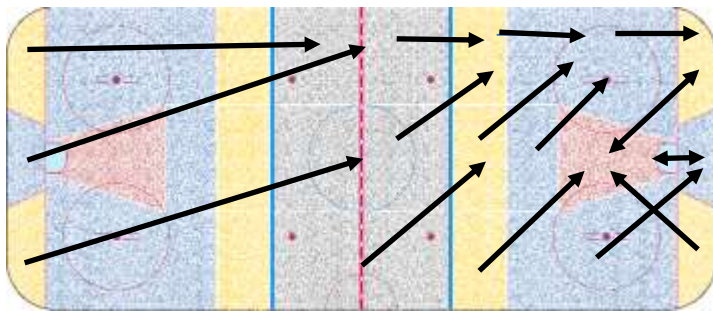
Puck Movement Specifics
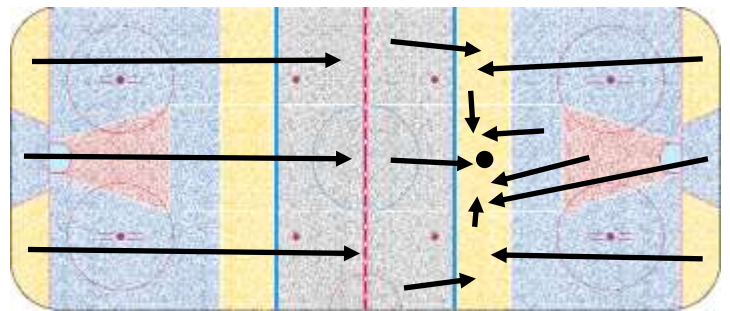
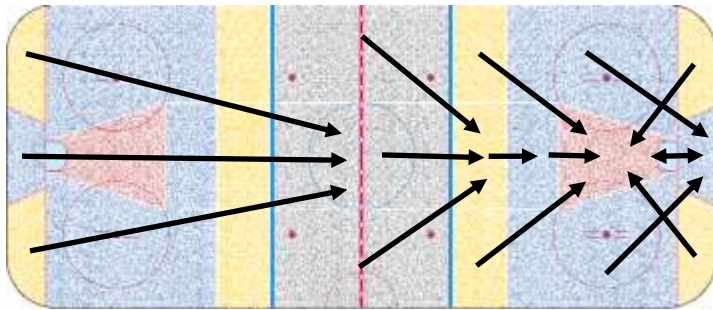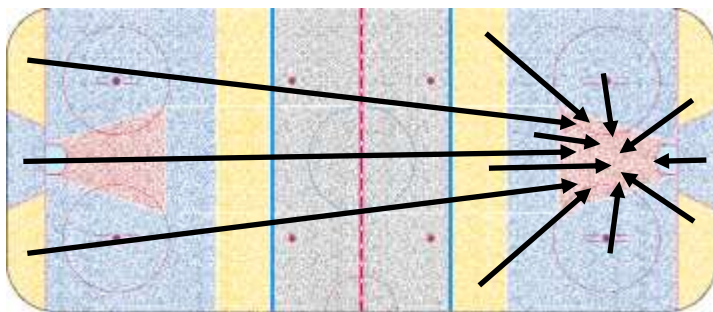| ▲ – "pass straight" and △ – "skate straight"	► – "pass right"
◄ – "pass left"	▼ – "back to the point"
◉ – "centering pass"	◮ – "pass straight 2"
▲ or ▲ – possible "stretch pass"	Stretch passes result in break-aways ONLY under these conditions:
	▲ – results in a break-away only if there is 1 forechecker ▲ – results in a break-away only if there are 2 forecheckers ▲ and ▲ – results in a break-away if there are 3+ forecheckers If the above criteria are not met, ▲ or ▲ becomes ▲
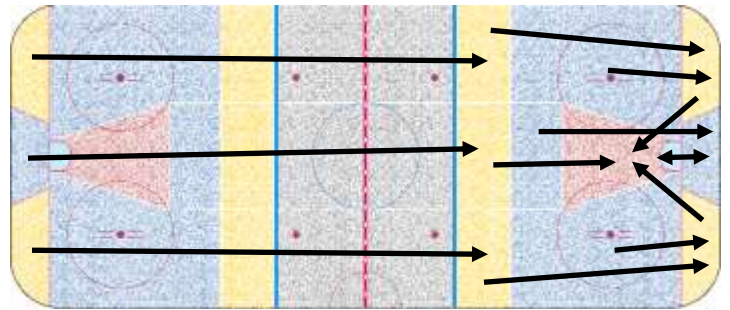
"House Rules"

"House Rules" are not official but are provided so that you can add dynamic components to the game. These have not been thoroughly tested in computer simulations, so some may have adverse effects upon play results.

- **Center gets tossed from the faceoff** when both the blue and red die read "6". Check the d20 -- 1-10 blue team, 11-20 red team. Conduct new faceoff with a winger. (Rule only applies if you're using faceoff ratings.)
P.M.

- **Goalie assist and unassisted goals** -- on the first assist roll, roll the d20 along with the black d6. If the d20 is a "1," the goalie has a chance for an assist in addition to the assist from the d6. Look up how many assists the goalie had in real life and roll the d20 a second time. Use his real life assist total as the range, i.e. if he had 4 assists then the range is 1-4. If the second d20 roll is within the range, he gets an assist.

If the initial d20 roll is a 19 or 20, disregard the d6 and make the goal unassisted without doing a second roll of the d6. Only roll the d20 on the first assist roll.
P.M.

- **Physical play for resolving loose pucks, clears and dump-ins** -- add up the value of all the Pen-3 and Pen-2 rated players on the ice for each team (Pen-3 is 3, Pen-2 is 2). If the difference in totals between the teams is two or more, add 2 to the higher team's blue/red dice roll. If the difference in totals between the teams is one, add 1 to the higher team's blue/red dice roll. Do not add anything for Pen-1 and Pen-0 rated players. If the totals are tied, they cancel each other out and no numbers are added to the blue/red dice roll.
Example: Red team has one Pen-3 on the ice. Blue team has two Pen-2 on the ice. Blue has the higher total, 4 to 3, so they add one number to their Blue dice roll.
Example: Red team has one Pen-3 and one Pen-2 on the ice. Blue doesn't have any players rated Pen-3 or Pen-2. Red has the higher total, 5 to 0, so they add two numbers to their Red dice roll.
P.M.

- **X- Massive hit on opponent** -- when this reading comes up, instead of a loose puck the player who delivered the hit gains possession one zone straight ahead. If the hit occurs in the corners or behind the net against a team in their own defensive zone, the hitter just gains possession in that zone.
An alternative -- the player who delivered the hit gains possession in the zone where the hit occurred, and his team adds +1 to each player's Advance rating for as long as they continue to control the puck (like a momentum boost). The boost expires when a turnover occurs (loose puck, rebound, puck frozen).
If a shorthanded team delivers the hit, conduct a loose puck but the SH team gets a +1 boost to each player's SH defense rating for the remainder of the powerplay.
P.M.

Automatic Shots/Advances -- when a forward successfully brings the puck over the blue line into the first set of gold zones (Gold-L, Gold-M, Gold-R), he will automatically try to advance the puck on the next play. When a defenseman does the same thing, he will automatically attempt a shot on the next play.
A.M.

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