



HUCK + MONSTER  
**GAMEPLAY**  
FIELD MANUAL

# GLOSSARY

## A Quick Reference

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# WELCOME, COACHES

## The Big Mini Speech

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Huck + Monster is a field-to-table Ultimate Pickup game that condenses the action and gameplay of on-field Ultimate into a travel-sized, sideline-ready, turn-based gamekit.

Ideal for Ultimate players and enthusiasts of any skill level, the Huck + Monster gamekit includes everything new Coaches need to train their next Ultimate team dynasty.

New Huck + Monster Coaches should refer to the included "Starting 7" ruleset. Returning Coaches should refer to the included "Expert" guidelines.

"Pros": you know what to do.

Please enjoy Huck + Monster with all the competition, passion, and Spirit of the game, found in every on-field Ultimate tournament.

# GAME GUIDELINES

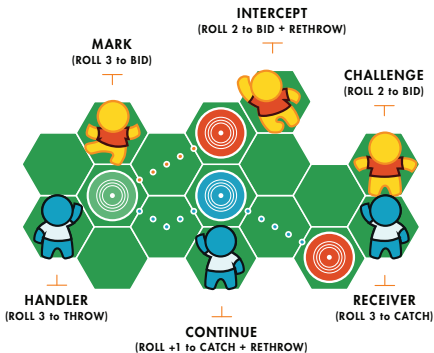
## Starter 7 Game Reference

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1. Add 7 players inside each end zone line. Place the offensive disc on the open defensive line space.
  2. Roll 3 for initial Throw. Move disc total roll distance.
  3. Teams roll 3 to move. Offense moves first.
  4. Move total may be split across players. Players and discs cannot move over occupied spaces.
  5. Player next to disc, or opponents, may take action.
  6. Roll 3 to Throw, or Catch. Roll 3 to Mark. Roll 2 to Challenge. Continue adds 1 roll. Roll 2 to Intercept.
  7. Mark, or Intercept, rolls against the initial Throw total to bid. Offense rolls first when defending Catch. Roll Strategy dice only once per Up Call.
  8. Complete a Catch in your opponent's end zone to score 1 point. Game plays to 7 points; win by two.
- \* Replace "Roll" with "Spin" if gamekit includes strategy pin.

# GAME ACTIONS

## The “Up Call” Play Cycle

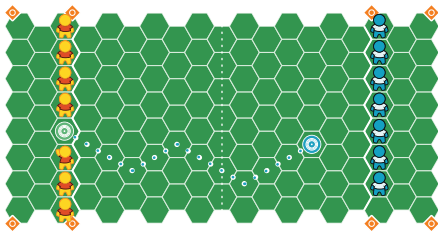


Handler rolls for initial Throw distance. Adjacent defense rolls to “Bid” against disc on Throw, disc path, or Catch. Challenge Catch when adjacent to disc, or Receiver. Unchallenged Catches do not require an offensive roll. Highest total roll on winning bid controls disc. Flip the disc when changing team possession.

# SEVEN ON the LINE

Field + Team Setup

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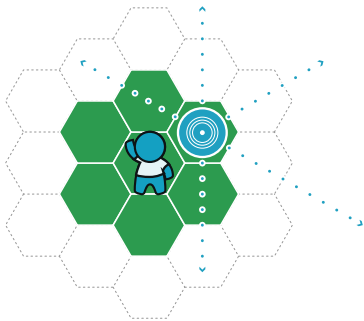
## FIELD SETUP

NEW POINT FIELD LAYOUT

STARTING 7

1. Teams begin each point on their starting lines.
2. Place disc on an open space on the defensive line.
3. Defense rolls 3 for initial Throw, or "Pull" distance.
4. Move disc to any open field space within total roll.
5. Offense rolls 3 to move. Defense rolls 3 to move.
6. Do not roll to defend disc on initial Throw.

## The DISC in ACTION



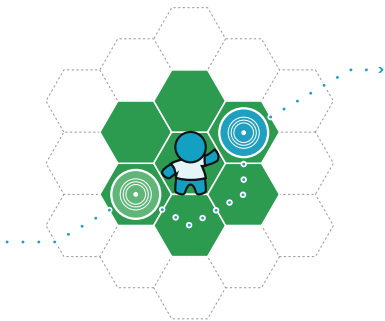
### DISC MOVEMENT

### STARTING 7

#### THROW BASICS

1. Roll 3 to determine maximum Throw distance.
2. Move disc anywhere within distance of Throw roll.
3. Handler throws disc in any direction, on open path.
4. Disc path may change direction mid-flight.
5. Disc cannot pass over, or through, occupied spaces.
6. Always show disc moving along it's path.

## The HANDLER PIVOT



### AREA OF PIVOT (AOP)

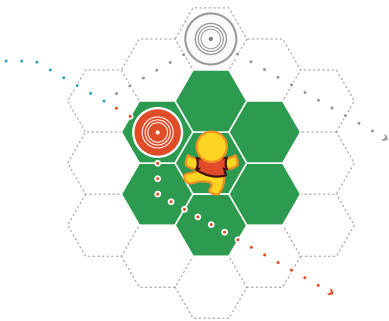
EXPERT ONLY

#### OFFENSIVE PLAYER ZONE

1. Handler may "Pivot" after Catch to reposition disc.
2. Pivots do not count as roll, or turn.
3. Disc must Pivot before defensive team rolls to move.
4. Disc cannot Pivot during bids, or Strategy plays.
4. Disc cannot Pivot through occupied spaces.
6. Disc cannot Pivot into end zone, or act as a Throw.



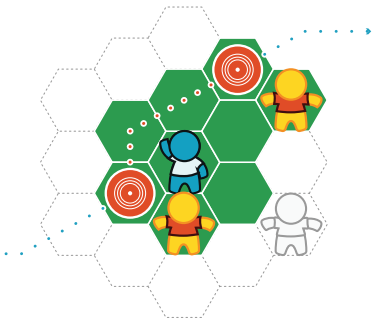
## The DEFENSIVE STANCE



### **ZONE OF CONTROL (ZOC)**      **STARTING 7** DEFENSIVE PLAYER ZONE

1. Mark, Intercept, or Challenge discs within the ZOC.
2. Disc stops for bid at first point of ZOC contact.
3. Disc plays from point of ZOC contact on Turnover.
4. Disc continues on original path for unsuccessful bid.
5. Disc may travel over players with unsuccessful bids.
6. Players cannot take action outside of their ZOC.

## MARKING the THROW



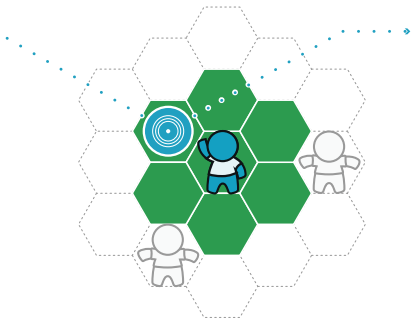
### MARKS + INTERCEPTS

STARTING 7

#### DEFENDER ACTIONS + CHALLENGES

1. Defender adjacent to disc on Throw is the "Mark".
2. Mark must be adjacent to the disc on Throw to bid.
3. Defender adjacent to the disc path is the "Intercept".
4. Intercept by rolling 2 against initial Throw count.
5. Intercept may rethrow with, or without, team move.
6. Roll 3 to move teams after next Catch, or Turnover.

## The QUICK CONTINUATION



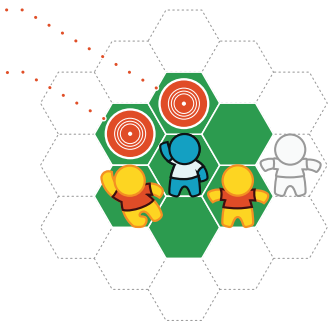
### CATCH + RETHROW

PRO ONLY

RETHROW WITH FLOW

1. Receivers do not roll for unguarded Catches.
2. Unguarded Catches may act as a "Continue".
3. Continue by adding 1 new dice roll to initial Throw.
4. Rethrow disc from point of Catch, with roll added.
5. Continue may rethrow with, or without, team move.
6. Roll 3 to move teams after next Catch, or Turnover.

## CHALLENGING the CATCH



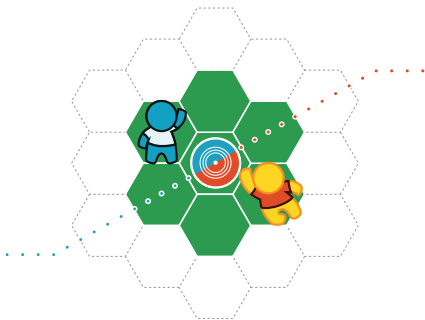
### MARKS + CHALLENGES

STARTING 7

#### OVERLAPPING ACTIONS

1. Marks adjacent to disc roll 3 to bid.
2. Challenges adjacent to Receiver roll 2 to bid.
3. Receivers roll 3 for contested Catch; No roll if open.
4. Defense rolls first for Mark, or Challenge, on Catch.
5. Players roll for Mark, or Challenge; not both.
6. Bid-winning defenders control the disc on Turnover.

## The DISC TURNOVER



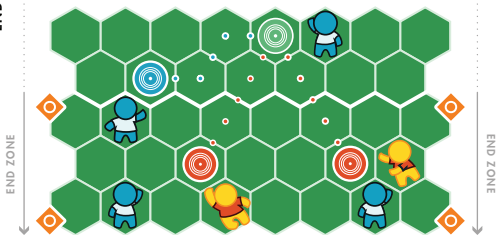
### **TURNOVERS + STALLS** CHANGING DISC POSSESSION

### **STARTING 7**

1. Match disc color to offensive color; flip on Turnover.
2. Bid success, or offensive Stalls, result in Turnover.
3. Disc “Stalls” if no Receiver is within Throw distance.
4. New offense rolls first to move team on Turnover.
5. Disc begins new Play Cycle from point of Turnover.
6. Mark, Intercept, or Challenge acts as new Handler.

# The DYNAMIC END ZONE

Offensive + Defensive Scoring



## SCORES + CALLAHANS

STARTING 7

### END ZONE GAMEPLAY

1. Catch the disc in the opponent's end zone to score.
2. Disc may be outside of end zone when caught.
3. Only players must be inside the end zone to score.
4. End zone Mark or Challenge success is a Turnover.
5. Handler + disc move to line on end zone turnover.
6. End zone Intercept is a defensive point (Callahan).

# The STRATEGY

## Strategy Playmakers + Gameplay

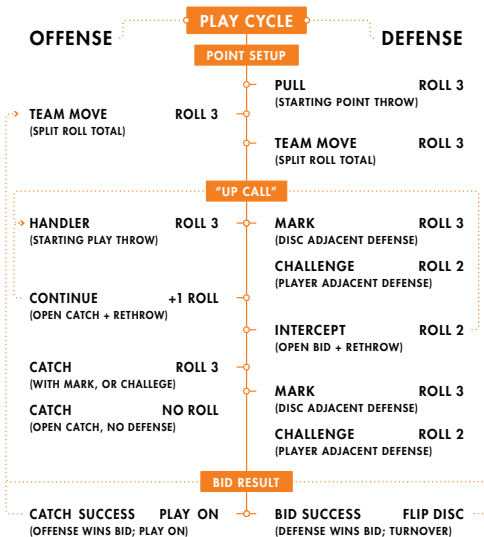
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1. All standard player rolls are “action” rolls.
2. Modify gameplay results by combining a Strategy Playmaker with any action roll except the “Pull”.
3. Team players must be in-play to roll Strategy.
4. Playmaker may only be used once per “Up Call”.
5. Playmakers are Light for Offense; Dark for Defense.
6. Teams exchange Strategy Playmakers on Turnovers.
7. Strategy roll only applies to active action, or play.
8. Strategy Playmaker results may override action roll.

\* Strategy Playmakers vary per Field type, and include Dice, Cards, or Pins. Replace “Roll” in the instructions with “Spin”, or “Draw”, if gamekit includes Strategy Pins, or Cards.

# GAMEPLAY REFERENCE

## Player Mechanics + Actions





# GAME JARGON

## Reference Terms

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Action:	Any play cycle step that includes a roll.
Bid:	Any action to take control of the disc.
Catch:	Completed throws (Roll success).
Challenge:	Defender adjacent to Receivers.
Continue:	Unguarded offense; Catch + Rethrow.
Handler:	Offensive player in control of disc.
Intercept:	Unguarded defense; Catch + Rethrow.
Mark:	Defender adjacent to disc on Throw.
Open:	No opponent within 1 space of player.
Pull:	Game + Point starting Throw.
Receiver:	Offensive player targeted by Throw.
Rethrow:	Catch + Throw disc without move roll.
Roll:	Rolling dice, often a specific number.
Throw:	Initial roll for disc movement.
Turnover:	Higher defense roll, disc changes team
Up Call:	One play cycle, from Throw, to Catch.

# DIAGRAM ICONS

## Gameplay Elements

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**ELECTRIC DEFENSE**



**CHILLY OFFENSE**



**INACTIVE PLAYER**



**CHALLENGE DISC**



**COMPLETED DISC**



**CLEAR DISC**



**CHALLENGE PATH**



**THROW PATH**



**CLEAR PATH**



**AOP/ZOC SPACE**



**CONE OCCUPIED**



**CLEAR SPACE**



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HUCK + MONSTER



# PICKUP GAME FIELD MANUAL

FOR USE WITH:

STARTING 7 PICKUP GAME  
EMERGENCY FIELD GAMEKIT  
MIDNIGHT PICKUP GAME

TABLE-TO-FIELD ULTIMATE GAMEPLAY + STRATEGY

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