



HUCK + MONSTER
TABLE-TO-FIELD ULTIMATE GAMEPLAY + STRATEGY

PICKUP GAME GUIDELINES

GAMEPLAY + STRATEGY GUIDE

Standard game play steps: Huck, Move, Throw, Mark, Challenge, Block, Catch, Score.

HUCK: SEVEN ON THE LINE

Place 7 players inside your end zone. Place the game disc on any open defensive line space.

Defense rolls 3 dice for total pull distance. Move game disc to any open field space within the total rolled (or spun) distance.

STACK: POSITIONING PLAYERS

Both teams each roll 3 dice for team movement after pull, or any completed play.

Combine dice total, and distribute the roll count across entire team by moving individual players until count is complete. Count does not need to be evenly divided. Offense rolls and moves first; defense rolls and moves second. Players cannot move through occupied spaces.

PASSING: DISC PATH DYNAMICS

Disc may move in any direction. Disc pauses at first point of contact with opponent players. Disc continues along path only after opponent action. Disc may move over defenders that have lost a challenge. Disc cannot pass over offense. No players within throw distance is a "stall" turnover.

PLAY: OFFENSE + DEFENSE

Player must be adjacent to disc, or disc path, to take an action. Only a single mark is allowed adjacent to the disc on throw.

Offense rolls 3 dice on throw, or catch.
Defense (next to disc) rolls 3 dice on throw or catch.
Defense (next to receiver) rolls 2 dice on catch.
Defense rolls 2 dice when next to disc path.
Offense rolls 1 dice to continue throws.

Uncontested throws must roll for pass distance.
Uncontested catches do not require a roll.

SCORING: COMPLETED POINTS

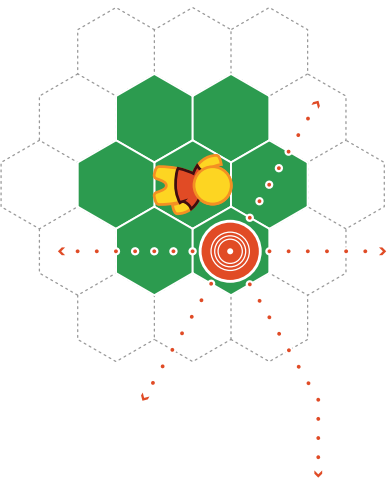
Score points by catching the disc in your opponent's end zone. Disc may be caught outside of the line by players inside the end zone.



TAKE A PICTURE, IT'LL LAST LONGER.

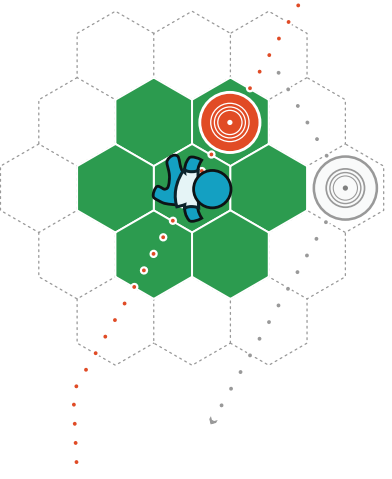
TAKE A SMARTPHONE PHOTO OF THIS QR CODE TO QUICKLY ACCESS THE FULL COLLECTION OF GAMEPLAY INSTRUCTIONS.

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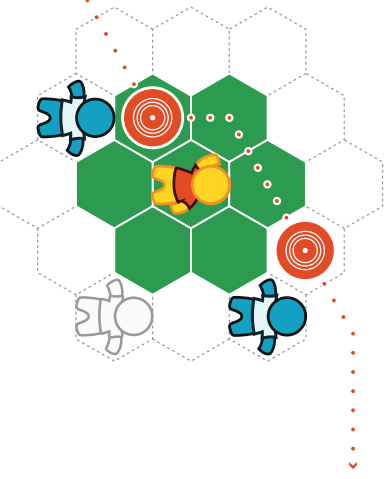
DISC DYNAMICS

1. Disc may be thrown on any open path.
2. Disc cannot pass through occupied spaces.
3. Disc path may change directions mid-flight.
4. Disc may be thrown through area of pivot.
5. *Always show disc moving along it's path.*



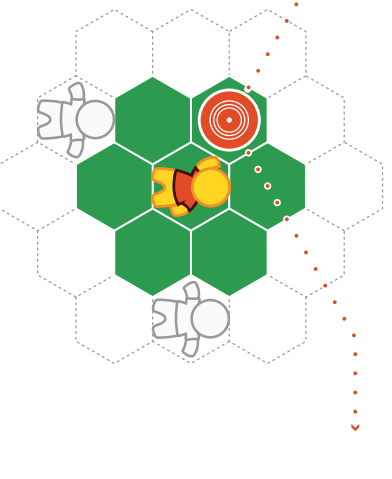
ZONE OF CONTROL (ZOC)

1. Players defend disc path on adjacent spaces.
2. Mark, challenge, or block any ZOC disc.
3. Mark cannot defend outside of the ZOC.
4. *Disc pauses at first challenge contact point.*
5. Challenger rolls against initial throw count.
6. Disc path may loop around ZOC.



MARKS + CHALLENGERS

1. Marks adjacent to disc roll to defend throws.
2. Limit one mark adjacent to disc on throw.
3. Defense adjacent to disc path challenge rolls.
4. Challenge rolls must beat initial throw roll.
5. *Disc may travel "over" beaten challengers.*



CONTINUATION RETHROWS

1. Catch + rethrow unguarded completions.
2. Add single dice roll to origin throw distance.
3. Turnover + rethrow unguarded challenges.
4. Add single dice roll to successful challenge.
5. C+T without rolling to move team players.
6. *Roll to move team after next complete catch.*