THE OBJECTIVE OF THE GAME
The player with the most goals wins the game. There are two ways to play:

- **Short game**: The game ends when a player scores 3 goals.
- **Regular game**: The game ends when a player scores 5 goals.

NUMBER OF PLAYERS
2 players.

GAME COMPONENTS
The starting set contains the following components:

- 3 exclusive action figures
- 3 skills cards
- 6 dice
- 1 game mat
- 1 rule booklet
- 3 hockey pucks

Note: Other action figures are sold separately to complete your team.

A game can be played with as few as 3 action figures (1 goalie, 1 forward and 1 defenseman) for each player. However, it is highly recommended to play with a complete team of 6 action figures (1 goalie, 3 forwards, 2 defensemen). A team cannot total more than 25 points. Please refer to the skills cards of each action figure to determine the points each is valued at and consider this guideline in making up your team.
DEFINITION OF THE TERMS USED IN THIS BOOKLET

Player: person playing the game.
Player on the offense: player trying to score.
Defending player: player trying to stop opponent’s progress.
Forward: action figure playing at the Forward position.
Defenseman: action figure playing at the Defenseman position.
Action figure: figurine that represents a specific hockey player.
Face-off: play between two Center action figures to determine the puck carrier.

DICE:
- : Winning dice
- : Losing dice
- : Winning dice and an extra roll (The dice is rolled again when this symbol appears)

When a number of dice must be thrown based on the specific skills of one of your action figures, please refer to each figurine’s skill card: Please consult the “HOW TO USE THE SKILLS CARDS” section at the end of this booklet.

SETTING UP THE GAME

In order to place the action figures on the game mat, please refer to the diagram below and apply the following instructions: designates the figurines of player no.1 and designates the figurines of player no.2.

- Random draw: This determines which player will place the first action figure on the game mat. A player chooses between and , and the dice is thrown. The player winning the draw can elect to place the first action figure or let the opponent do it. (The symbol counts as a )
- In turn, each player selects an action figure and places it on the mat at one of the available positions for his team. An action figure can only be placed at the position indicated on its skills card.

PLAYING THE GAME - EXPLAINING THE MOVES

FACE-OFF

Before proceeding with the first face-off of the game, calculate the total points in your opponent’s team to ensure that the 25 point limit is not exceeded.

Each player throws the number of dice shown on the “FACE-OFF” skill of the action figure playing at the Center position. The player that rolls the most wins the face-off. If there is a draw, players must roll the dice again.

The winner of the face-off then throws 5 dice to determine which action figure will receive the puck. The face-off chart shows which player will get the puck based on the dice rolled.

- To add a little strategy to the game, you can hide the action figures that you plan to use against your opponent (if you have more action figures than necessary for the game). Just make sure not to exceed the 25 point maximum per team.
- Each hockey player is unique, so you cannot use a second action figure with the same name if one is already on the game mat.
- You cannot replace or displace an action figure once it has been placed on the game mat until a goal is scored.
PASS TRAJECTORIES

• The player on the offense must throw the number of dice shown under the «PASS» skill of his action figure carrying the puck;

• The defending player must throw the number of dice shown under the «INTERCEPTION» skill of the action figure attempting to intercept the pass;

• If the player on the offense gets a result equal to or higher than the defending player, the pass is complete. If the result is lower, the defending action figure intercepts the pass and becomes the puck carrier.

TO MAKE A PASS

• The player on the offense must indicate which figurine he wishes to pass to;

• The defending player must select, among the players in a position to intercept, which of his action figures will attempt the interception. An action figure is eligible for the interception if his position is adjacent to the pass trajectory. See examples below:

Please note: The 🍓 symbol counts as a on the face-off. Once the face-off is done, the player on the offense must choose to pass or to shoot on goal.

DICE RESULTS ON THE FACE-OFF

PASS/SHOT TRAJECTORIES OF TEAM

PUCK POSSESSION

POSSIBILITY OF PASS/SHOT INTERCEPTION

PASS/SHOT TRAJECTORIES OF TEAM

PASS/SHOT TRAJECTORIES OF TEAM

PASS/SHOT TRAJECTORIES OF TEAM
TO SHOOT ON GOAL

- The player on the offense must indicate the wish to shoot on goal;
- The defending player must select, among the ones in a position to block the shot, which of his action figures will attempt to block. Here are a few examples:

SHOT ON GOAL TRAJECTORIES

• The player on the offense must throw the number of dice shown under the « SHOT ON GOAL » skill of the action figure carrying the puck;
• The defending player must throw the number of dice shown under the « BLOCKED SHOT » skill of his action figure attempting to block the shot;
• If the player on the offense gets a result higher than defending player, the puck goes on to the next action figure or to the goalie. If the result is lower or equal, the defending action figure blocks the shot and becomes the puck carrier.
• When the puck makes it to the goalie, the defending player throws the number of dice shown under the « SAVE » skill of his goalie. If the defending player’s result is equal to or higher than the forward’s, the goalie makes the save. If the result is lower, the player on the offense scores a goal. The teams proceed to a new face-off at the center of the ice.

Please note:

• The same rule applies when a defenseman attempts a shot on goal. The shot must clear the opposing team’s forward, defenseman and goalie in order to score a goal.
• When the Center action figure takes a shot, the defending player can choose which of his two action figures will attempt to stop him. If the shot comes from a winger, only the action figure in the shot’s trajectory can attempt to block the shot.

GOALIE PUCK POSSESSION

• Following a save, the puck is in the goalie’s possession. He can choose to pass or to hold on to the puck for a face-off.
• The goalie enjoys two types of passing skills. Please refer to the following diagram to determine which skill to use.
The player having allowed a goal can make changes to the team. He can change a single action figure’s place with another one, among those present on the game mat. However, the action figure’s position and the maximum of 25 points per team must be respected at all times.

**Note:** A forward cannot become a defenseman or vice-versa, unless the action figure has this specific skill.

**Changes after a goal**

Each action figure has a skills card, which summarizes his results and game statistics. A few players enjoy specific skills (Bonus). Please refer to each player’s skills card for details.

**How to use the skills cards**

The action figure skills cards allow the player to evaluate the chances to win vs the opponent. Part of the strategy is to understand the strengths of each action figure in order to improve performance, score more goals and win the game.

**Player skill card**

1. Player Name
2. Player Number
3. Position
4. Power of the shot
5. Passing skill
6. Ability to win the face-off
7. Ability to block shots
8. Ability to intercept a pass
9. Player’s bonus information
10. Team Logo
11. Color of the jersey – Home/Away
12. Player’s serial number
13. Number of dice the player can throw
14. Action figure’s points value

**Trajectories for the passes by the goalie**

**Skills: Short Pass (to defensemen)**

**Skills: Long Pass (to forwards)**

**Puck possession**

**Possibility of passing interception**
1- PLAYER NAME
2- PLAYER NUMBER
3- POSITION
4- ABILITY ON SHORT PASSES
5- ABILITY ON LONG PASSES
6- ABILITY TO BLOCK SHOTS
7- PLAYER’S BONUS INFORMATION
8- TEAM LOGO
9- COLOR OF THE JERSEY – HOME/AWAY
10- PLAYER’S SERIAL NUMBER
11- NUMBER OF DICE THE PLAYER CAN THROW
12- ACTION FIGURE’S POINTS VALUE

SHORT PASS
LONG PASS
SHOT BLOCK

WINS IF DICE ARE EQUAL