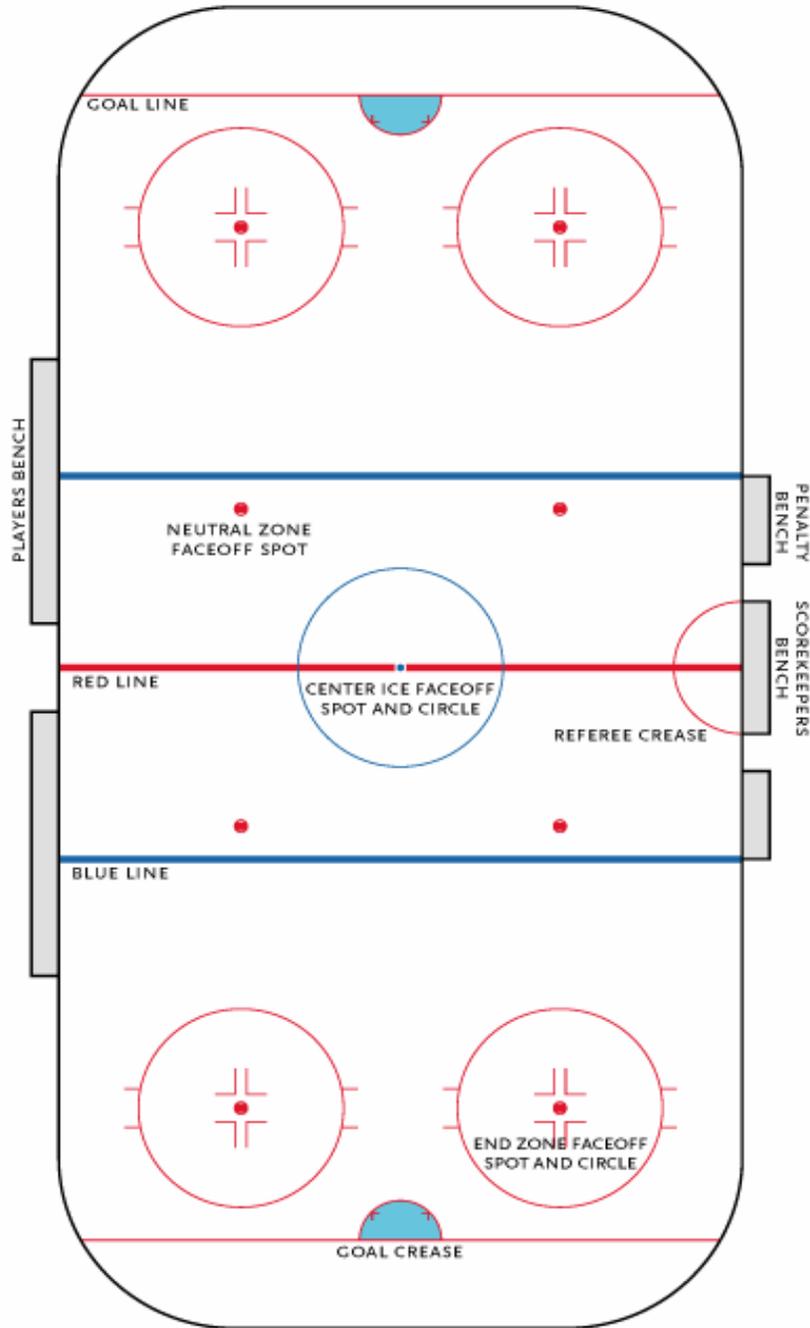


BigBep Hockey



Game Rules

Game Design: Don "BigBep" Bee

GLOSSARY OF RATINGS

FORWARDS and DEFENSEMEN

SOG A	A player's best attempt at a shot. Taken from a great shooting position ...
SOG B	A mediocre shot best attempted by better shooters. Taken from further out or a position where a defender can interfere.
SOG C	A shot of absolute desperation taken from far away or just blindly in the direction of the goal.
PP	Power Play shot. Team with man advantage uses this shot.
PK	Penalty Kill shot. Short-handed team uses this shot.
OFF	Offense Rating. This rating reflects a player's offensive CONTRIBUTION to their team. It is an engine to create scoring chances and puck movement.
S/A	Shot Adjustment. This rating reflects a player's ability to affect his opponents shooting ability.
INTIM	Intimidation Rating. This is not just physical size but also how a player's ability to play offense and defense will contribute.
DEF	Defense Rating. This rating reflects a player's defensive CONTRIBUTION to their team. It is an engine to deny scoring chances and puck movement.
AST	Assist Rating. Player's ability to accumulate assists on goals.
INJ	Injury Rating. Player's tendency to be or not be injured.
F/O	Face Off Rating. Player's ability to win face offs.
SPEC	Special Rating. Player's ability to be CLUTCH in the course of the game.
PEN	Penalty Rating. Player's tendency to take or not take penalties.

GOALTENDERS

AWAY	Goalies save range for games played on opponents home ice.
S/O	Shootout Rating. Goalie's ability to resolve shootouts.
HOME	Goalies save range for games played on own home ice.
REB	Rebound Rating. Goalies ability to control rebounds.
CLUTCH	Clutch Rating. Goalie's ability to make big or game saving stops.
ASSIST	Assist Rating. Player's ability to accumulate assists on goals.
INJ	Injury Rating. Player's tendency to be or not be injured.
PEN	Penalty Rating. Player's tendency to take or not take penalties.

*****GAME SETUP*****

Place the game boards on a flat surface. The printed positions should align so that the HOME team Left Wing will oppose the VISITING team Right Defenseman etc ...

Choose a HOME team and a VISITING team to play with. Each team will play with 4 offensive lines (Left Wing/Center/Right Wing) and 3 defensive pairs (Left Defenseman/Right Defenseman). Create these lines by reading the positions on each player card and matching them accordingly. Place the starting players in their appropriate places on the game board.

Shuffle the FAST RESULTS CARDS deck thoroughly and place it face down next to the game board.

Shuffle the FAST ACTION CARDS deck. Now create 6 separate stacks of cards face down. The number of cards in each stack should be as follows:

Stack #1 - 16 cards

Stack #2 - 17 cards + CHANGE TO LINE #2 card on top.

Stack #3 - 17 cards + CHANGE TO LINE #3 card on top.

Stack #4 - 17 cards + CHANGE TO LINE #4 card on top.

Stack #5 - 17 cards + CHANGE TO LINE #1 or 2 card on top.

Stack #6 - 16 cards + CHANGE TO ANY LINE OR COMBO card on top.

Place these stacks together starting with Stack #1 on top down to Stack #6 and place them all next to the game board.

NOTE

While the layout of the deck as above is the standard suggested configuration please don't feel that you must be committed to it . Experiment as you will . Perhaps 10 stacks of cards for 10 line changes or increasing the # of cards for the 3rd and 4th lines or reducing the # of line changes altogether. The game has been designed to be open ended .

EXAMPLES FROM THE PLAY CARDS

FACE OFF

Use the FACE OFF result from the next FAST RESULTS CARD. Place a puck marker on the player designated as the winner of the face off. (***The puck marker can be anything to your preference from a gaming chit to a button or coin.***)

EXAMPLE #1

HIGH AT CENTER

TO RD

***SOG A**

Player with higher F/O (tie goes to the HOME team) rating wins the puck and the puck moves to their RD. If team is in the 'offensive zone' the RD may take a SOG A or turn over next FAST ACTION CARD for a new ACTION reading.

EXAMPLE #2

HOME CENTER 8

TO LW

***SOG C**

If home player F/O rating is 8+ then the puck goes to the LW. If team is in 'offensive zone' the LW may take a SOG C or turn over next FAST ACTION CARD for a new ACTION reading. If player F/O rating is less than 8 the puck goes to visiting team LW.

EXAMPLE #3

HOME CENTER OUT

When this occurs, the Home Center is out of the face-off and you select another player for the face-off. (***This is designed to have the coach keep a couple of decently rated Face-Off players on each line.***)

Designer's note : OFFENSIVE ZONE RESULTS

If the face-off occurs at center ice, the team winning the face-off is considered to be in the 'neutral zone'. As referenced above, the rules state that if the team winning the face-off is in the 'offensive zone' they may opt to take a shot. When the puck is frozen by a goalie the subsequent face off occurs in that that goalie's zone. Thus one team is in the 'offensive zone' and one team is in the 'defensive zone'. The team in the 'offensive zone' may elect to take a shot (as noted on the FAST RESULTS CARD) after winning a face-off. The team in the 'defensive zone' will need to consult the next ACTION reading after winning a face-off.

ACTION READINGS

Designer's note : ACTION READINGS

The concept of the ACTION section is that the puck flow is not necessarily a LITERAL thing but more like a series of small events to get the puck to some point on the ice with individuals being called on to make key plays. Remember, each Fast Action Card represents about 10-12 seconds of real time.

EXAMPLE #1

PUCK HANDLER OFFENSE 6

PUCK TO LEFT WING

SHOT ON GOAL B or C + ASSIST

If the PUCK HANDLER has an OFF rating of 6 or more the puck moves to the LEFT WING who may take a SOG B. If the OFF rating is less than 6 the LEFT WING may take a SOG C. Also, should the initial PUCK HANDLER have a colored background in their AST rating box the potential SOG B or C is increased as per that ability. (see SHOOTING below)

NOTE: The player may also decide to not shoot at all and draw another card for an ACTION reading.

EXAMPLE #2

PUCK TO RIGHT WING

OFFENSE 3 RATING

SHOT ON GOAL A or C

The puck moves to the RIGHT WING. With an OFF rating of 3 or more the RIGHT WING may take a SOG A. If the OFF rating is less than 3 the RIGHT WING may take a SOG C.

NOTE: The player may also decide to not shoot at all and draw another card for an ACTION reading.

EXAMPLE #3

HIGHER RATED AT OFFENSE/DEFENSE

LOSE OR PUCK TO CHOICE

SHOT ON GOAL A

Compare the OFF rating of the puck handler with the DEF rating of the opposing player. Higher rating wins. Any OFF player may take a SOG A or opposing DEF player steals the puck. Tie goes to the HOME team player.

NOTE: The player may also decide to not shoot at all and draw another card for an ACTION reading.

EXAMPLE #4

OPPONENT INTIMIDATION 7
STEAL OR PUCK TO LEFT DEFENSE
SHOT ON GOAL A + CLUTCH

If the puck handlers' opponent has an INT rating of 7 or more the puck is stolen. If the rating is less than 7 the LEFT DEFENSEMAN may take a SOG A. The goaltenders' CLUTCH rating is used (if needed) to resolve the play. (see GOALIE SAVE RANGE below)

NOTE: The player may also decide to not shoot at all and draw another card for an ACTION reading.

EXAMPLE #5

OPPONENT DEFENSE 5
STEAL OR PUCK TO CHOICE
SHOT ON GOAL A + CLUTCH

If opposing player has a DEF rating of 5 or more the puck is stolen. If the rating is less than 5 the puck is moved to a player of CHOICE who may take a SOG A. The goaltenders' CLUTCH rating is used (if needed) to resolve the play. (see GOALIE SAVE RANGE below)

NOTE: The player may also decide to not shoot at all and draw another card for an ACTION reading.

Designer's note : CHOICE

One point of clarification concerning the "CHOICE" designation on the Fast Action Cards. It is entirely possible for the puck handler to take the SOG if he passes the rating check.

Since each Fast Action Card represents a series of actions, you can view this in your mind's eye as the puck handler passing to a teammate and receiving a return pass for the shot.

*****SHOOTING*****

Use the appropriate box off the player card for the type of shot called for. At this point the defending player's S/A (shot adjustment) rating is applied to all SOG A and PP attempts and all ASSIST adjustments are applied to SOG B or SOG C attempts (see chart below).

If the next chosen random number is HIGHER then the players shot range then a rebound or loose puck has occurred. If the number is EQUAL to or LESS then the players shot range a shot on goal that requires checking the goaltender rating has occurred. Go to goaltenders card for SAVE/GOAL result.

ASSIST RATING ADJUSTMENTS

	5	6	7	8	9	10
ADD to SOG B or C	+1	+2	+3	+4	+5	+6

NOTE

NOTE : When a team is on the Power Play, you ALWAYS use the PP rating on the shooter's card whenever a SOG is called for. Conversely, if a team is in a Penalty Killing situation you always use the PK rating on the shooter's card whenever a SOG is called for. **EXCEPTION :** On a rebound result use the actual rating (A, B or C) called for on the result reading.

NOTE

SOG A IN RANGE - Record as SHOT ON GOAL and check GOALIE SAVE RANGE
OUT OF RANGE - Record as SHOT ON GOAL and check GOALIE REBOUND RATING

SOG B IN RANGE - Record as SHOT ON GOAL and check GOALIE SAVE RANGE
OUT OF RANGE - No SHOT ON GOAL and check for a LOOSE PUCK

SOG C IN RANGE - Record as *SHOT ON GOAL and check GOALIE SAVE RANGE
OUT OF RANGE - No SHOT ON GOAL and check for a LOOSE PUCK

PP IN RANGE - Record as SHOT ON GOAL and check GOALIE SAVE RANGE
OUT OF RANGE - Record as SHOT ON GOAL and check GOALIE REBOUND RATING

PK IN RANGE - Record as SHOT ON GOAL and check GOALIE SAVE RANGE
OUT OF RANGE - No SHOT ON GOAL and check for a LOOSE PUCK

*Only record a SOG C as a SHOT ON GOAL when a goal is actually scored. The idea behind this is that a SOG C attempt is a desperate or fluke attempt at goal such as a knuckler, bad bounce, one or more goalpost hit that has more luck than talent behind it. The GOALIE RATING check reflects more of a random gameplay rather than goalie ability. The puck was rolling "with/against" a team if you will .

NOTE

Any time you have a "choice" for a SOG A from the Fast Action Card you must alternate the shooter for that line. For example, if you previously had a "choice" result and chose the Center for the shot and have another "choice" while this line is on the ice, you must choose a player other than the center for the shot on goal. Once a different shooter has been chosen, you can once again select the original shooter. Using our example, if you choose the Right Wing for the second "choice", you could once again choose the Center on the 3rd "choice". Once a line change occurs the choice is "cleared". To clarify that point, let's say that you chose the Center for your first "choice". During that particular shift, there were no other "choice" results from the Fast Action Cards. When that line returns to the ice, you are free to choose the Center again for a "choice" shot. This keeps the "spirit" of the game and also keeps shooting stats in line. This rule only applies to SOG A

GOALIE SAVE RANGE

With the next random number check the goalies save range (AWAY or HOME).

AWAY

or

HOME

If the random number falls inside the goaltender save range = SAVE MADE - PUCK FROZEN !!! If the random number falls outside the goaltender save range = GOAL!!!

CLUTCH

If a CLUTCH rating was called for on the FAST ACTION CARD and the random number falls inside the goaltender CLUTCH range = GREAT SAVE MADE - PUCK FROZEN !!!

Designer's note

GOALTENDER'S GP

In CLASSIC sets Some goaltenders will have colored backgrounds on their GP (games played) stat line. These goaltenders have played for one or more other teams during that season. Any goaltender that had a decision during the season will have a card.

REBOUND

Check for a rebound on a missed SHOT A or PP. Turn over the next FAST ACTION CARD and read the REBOUND result. Use the defending goaltender's REBOUND rating.

EXAMPLE

7 CENTER

EVEN - OFFENSE SOG C

If the REBOUND rating is 7 or more control of the puck goes to the goaltender team's Center. If the REBOUND rating is less than 7 control of the puck goes to the shooting team's center and he may opt to take a SOG C or continue play and draw another card for an ACTION reading.

PP - SOG

If the REBOUND rating is 7 or more control of the puck goes to the goaltender team's Center. If the REBOUND rating is less than 7 control of the puck goes to the shooting team's center and he may opt to take a PP SOG or continue play and draw another card for a POWER PLAY reading (unless the PP has ended then draw an ACTION reading for the next sequence) .

NOTE

When players are "missing" from a position because of penalties and the result indicates that the missing player gets the puck, treat this as a LOOSE PUCK situation, since the player is not on the ice. Along those lines, any time a rating check is to be made for a player "missing" due to a penalty, the opposing player automatically wins the rating check.

*****LOOSE PUCK*****

On a missed SOG B, SOG C or PK, check for a loose puck. Turn over the next FAST ACTION CARD and get a LOOSE PUCK result.

EXAMPLE #1

**HIGH INTIMIDATION
P5**

Player at the P5 position with the higher INTIM rating wins puck. If both players have the same rating then the puck always goes to the HOME team. Turn over next FAST ACTION CARD for a new ACTION result.

EXAMPLE #2

**VISITOR C
OFFENSE SOG A**

Puck goes to visiting team's center. If team is in the 'offensive zone' the player may take a SOG A.

NOTE: The player may also decide to not shoot at all and draw another card for an ACTION reading.

EXAMPLE #3

**HIGH OFFENSE
P3**

Player at the P3 position with the higher OFF rating wins puck. If both players have the same rating then the puck always goes to the HOME team. Turn over the next FAST ACTION CARD for a new ACTION result.

NOTE

When players are "missing" from a position because of penalties and the result indicates that the missing player gets the puck, treat this as a LOOSE PUCK situation, since the player is not on the ice. Along those lines, any time a rating check is to be made for a player "missing" due to a penalty, the opposing player automatically wins the rating check.

*****PENALTIES*****

When an ACTION result calls for a **PENALTY ? Or PENALTY ? (ONLY IF A "TEAM" PENALTY OCCURS)** , check the next FAST RESULTS CARD for a possible penalty.

EXAMPLE #1

OPPONENT PENALTY RATING 8+

2 MINUTE MINOR

COINCIDENTAL ?

ROUGHING (SLASHING)

If the player defending the puck carrier has a PEN rating of 8+ they receive a 2 minute minor penalty. If the PEN rating is LESS than 8 no penalty is awarded and play continues. If a penalty is awarded check for a possible COINCIDENTAL penalty for retaliation by the puck carrier. Check the RANDOM NUMBER on the next FAST RESULTS CARD. If the number falls within the puck carrier's PEN range he too receives a 2 minute minor penalty. In the case above the original penalty would be for ROUGHING and the COINCIDENTAL penalty would be for SLASHING.

EXAMPLE #2

VISITOR TEAM PENALTY RATING 5+

2 MINUTE MINOR

HIGHEST

HIGH STICKING

Check the TEAM PENALTY RATING (found on the TEAM CARD) of the visiting team. If that rating is 5+ then the player on the ice with the HIGHEST penalty rating gets a 2 MINUTE MINOR for HIGH STICKING. If two or more players have the same PEN rating then the opposing coach chooses who gets the penalty.

EXAMPLE #3

OPPONENT PENALTY RATING 3+

2 MINUTE MINOR

20+ RATING = DOUBLE MINOR

HOOKING (CROSS CHECKING)

If the player defending the puck carrier has a PEN rating of 3+ they receive a 2 minute minor penalty. If the PEN rating is LESS than 3 no penalty is awarded and play continues. If a penalty IS awarded AND the player also has a PEN rating of 20+ they are given an extra penalty. The first penalty in the case above would be for HOOKING and the second for CROSS CHECKING. Treat as TWO power plays changing lines after the first penalty is finished.

NOTE

If the team receiving the penalty controls the puck STOP PLAY IMMEDIATELY. Count out the appropriate number of cards as noted the penalty received. These cards time the penalty so keep the stack separate from the main deck. If a double minor or any other penalty occurs place markers (blank cards) at the points where each penalty finishes. In cases where the penalty will continue into the next period simply make a note of the number of cards needed to finish the penalty.

If the team NOT receiving the penalty controls the puck then quickly place a 6th attacker on the playing board for that team. Turn the next FAST ACTION CARD and follow the play using the the PULLING THE GOALIE rule. When the next FAST ACTION CARD is required do NOT turn it over. Play stops and the penalty(s) is/are resolved as noted above.

PENALTY TIMING

2 minute penalty = 10 cards

5 minute penalty = 25 cards

10 minute penalty = 50 cards

POWER PLAY

The team with the man advantage places their line on the game board. Each team should have TWO power play lines (3 forwards and 2 defenseman) for the game and cycle them accordingly. Use the POWER PLAY section from the FAST ACTION CARDS.

- 5 on 4 Power Play** Use the PP section of the FAST ACTION CARDS with no adjustments.
- 5 on 3 Power Play** INCREASE PK TEAMS' DEFENSE & INTIMIDATION RATINGS BY 2 AND DECREASE PK TEAMS' OFFENSE BY 3 .
- 4 on 3 Power Play** INCREASE PK TEAMS' DEFENSE & INTIMIDATION RATINGS BY 1 AND DECREASE PK TEAMS' OFFENSE BY 2 .

NOTE

Special instructions for 4 on 3 and 5 on 3 POWER PLAYS are also posted on the gameboards

*PENALTY KILL

The team with the man disadvantage places their line on the game board. Each team should have TWO penalty kill lines (2 forwards and 2 defenseman) for the game and cycle them accordingly. Use the PENALTY KILL section from the FAST ACTION CARDS.

- 5 on 4 Power Play** Use the PK section of the FAST ACTION CARDS with no adjustments.
- 5 on 3 Power Play** INCREASE PK TEAMS' DEFENSE & INTIMIDATION RATINGS BY 2 AND DECREASE PK TEAMS' OFFENSE BY 3 .
- 4 on 3 Power Play** INCREASE PK TEAMS' DEFENSE & INTIMIDATION RATINGS BY 1 AND DECREASE PK TEAMS' OFFENSE BY 2 .

NOTE

Special instructions for 4 on 3 and 5 on 3 POWER PLAYS are also posted on the gameboards

*****LINE CHANGES*****

When a LINE CHANGE card comes up resolve all shots first before changing to the appropriate line. Be sure to note the special instructions on the last two LINE CHANGE cards, as they are important to using certain strategies.

*****ASSISTS*****

When a goal occurs check for assists. Go to the ASSIST area of the next FAST RESULTS CARDS. Use best of 3 to get even distribution. In other words draw a maximum of 3 cards to get a maximum of 2 assists.

EXAMPLE

CARD #1

RIGHT DEFENSE 6

If the offense RD has a 6+ ASSIST rating they are given an assist on the goal.

CARD #2

2ND HIGHEST

Player with 2nd highest assist rating on offense is given an assist. If two or more players have the same rating then the scoring team coach chooses who is given the assist. If only ONE assist has been issued to this point draw a 3rd card for another possibility.

CARD #3

LEFT WING 2

If the offense LW has a 2+ ASSIST rating they are given an assist on the goal. No further cards are drawn from this point.

NOTE

Some players may have an asterisk (*) after their assist rating. This reflects a player with a large number of assists. An assist is given to this player automatically if they are on the ice when a POWER PLAY goal is scored.

Some players may have two asterisks () after their assist rating. This reflects a player with an enormous number of assists. An assist is given to this player automatically if they are on the ice when ANY goal is scored.**

*****RANDOM NUMBERS*****

The game uses random numbers from 1 to 100. The results can be derived from the FAST RESULTS CARDS or 2 - 10 sided dice may be used instead.

*****GO TO : PRIMARY SPECIAL ACTION CHART*****

Here you will find injuries, fights, rare plays, and use of player SPEC ratings. When this reading comes up on a FAST ACTION CARD get a random number from the next FAST RESULTS CARD and refer to it on the PRIMARY SPECIAL ACTION CHART. Follow the special instructions. On draws of 91-100 you will be prompted to go to the appropriate PERIOD CHART for a further reading.

*****PULLING THE GOALIE*****

When there are 10 FAST ACTION CARDS or less remaining in the final regulation period of a game the team trailing may elect to pull their goalie for a 6th attacker. Place this player on top of the goaltender and use the following adjustments while playing in this mode.

PLAYERS ON ATTACKING TEAM HAVE OFFENSE AND DEFENSE INCREASED BY 1 AND PLAYERS ON DEFENDING TEAM HAVE OFFENSE AND DEFENSE DECREASED BY 1 . ADD +5 TO ALL TYPES OF SOG BY ATTACKING TEAM .

*****TOUGH GUY CHART*****

Some players have BLACK BACKGROUNDS in their PENALTY RATING box. If one of these players is issued a penalty and there are also members of the opposing team with BLACK BACKGROUNDS in their PENALTY RATING box, a fight or brawl occurs. Consult the Tough Guy Chart and identify the number of such players on the ice for BOTH teams. Cross reference these numbers and apply the penalties as noted

OPTIONAL RULES

For greater depth of play and more managing options use the FORECHECK/PINCH and DEFEND/HOLD options . Slide the player cards up or down on the game board to reveal the strategies being used . E.G. a team is FORECHECKING (forwards in this case) 3 players and HOLDING the other two (defensemen in this case). The forwards would EACH receive the adjustments from the Forecheck/Pinch 3-4 chart and the defensemen would receive the adjustments from the Defend/Hold 1-2 chart.

Optional Gameplay

	OFF	S/A	INTIM	DEF
Forecheck/Pinch 3-4	+1	+1	+1	-1
Forecheck/Pinch 1-2	+1	NC	NC	-1
Forecheck/Pinch ALL	+2	-1	+2	-2
Defend/Hold 1-2	-1	NC	NC	+1
Defend/Hold 3-4	-1	-1	-1	+1
Defend/Hold ALL	-2	-2	-2	+2

If you have any questions, or need a rule clarification, you can email them to :

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You can also post a message any of the following Delphi Forums :

Table Top Sports

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Seasons Past Sports Board Games