

# Slapshot

THE LEGENDARY CARD GAME OF ICE HOCKEY LOONERY

*Slapshot* is a card game for ice-hockey nuts, ages 8 to adult. The object for each player is to skillfully manage a team of six players, make the playoffs, and then win the championship. You try to improve your team with trades and drafts, but to make the playoffs you must cope with injuries and win more than your share of hockey games.

## TEAMS

- Each player's team consists of six (6) cards:
- 3 Forwards (cards with blue numbers)
- 2 Defensemen (cards with green numbers)
- 1 Goalie (cards with red numbers)

**NOTE:** *This ratio of three forwards, two defensemen, and one goalie must be maintained throughout play.*

Cards have values ranging from 0 to 10. The higher numbers indicate the better players.

Four cards have a red cross symbol; these are **bruisers** whom you will come to love (or hate).

## GAME DESIGN

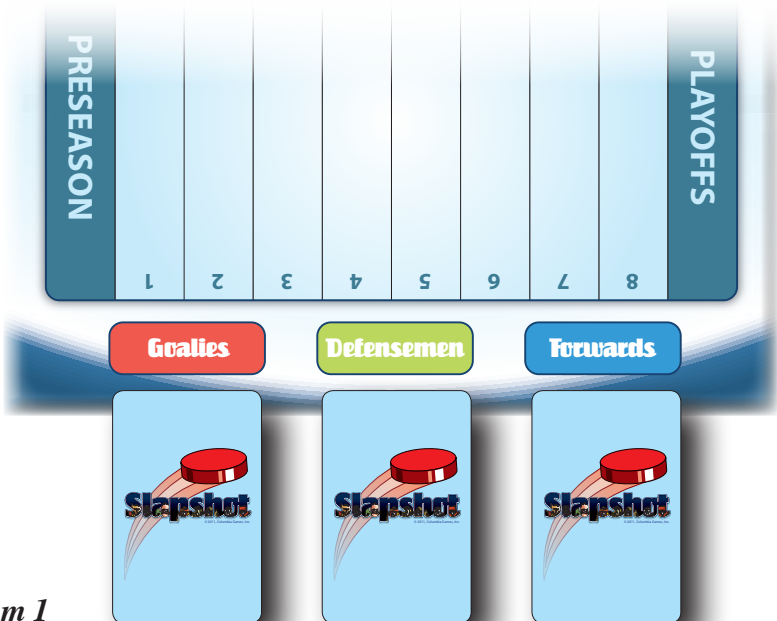
*Tom Dalglish*  
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### GAME PROFILE

- Players: 2-6
- Ages: 8+
- Time: 30-60 mins

### CONTENTS

- 54 Cards
- 1 Scoreboard
- 6 Tokens
- Game Rules



*Diagram 1*

# SLAPSHOT

## STARTING PLAY

1. Separate the three different types of cards (*goalies*, *defensemen*, and *forwards*) into three decks. Shuffle each deck and place it **face-down**, off-board as shown in diagram 1.
2. Clockwise around the table, one card per draw, each manager picks a team of six (6) cards, which must be one Goalie, two Defensemen, and three Forwards.
3. Each manager chooses a colored token and places it on the space marked **Preseason** on the scoreboard.

## URNS

To start, any manager takes a turn. When that turn is completed, the manager to the left has the next turn, then each manager in turn clockwise around the table until the season ends.

When it is your turn, you must do **one** of the three activities below:

### 1. Trade

Choose a manager. This manager, who cannot refuse to trade, fans out his team cards, **face-down**, on the table. Pick any card, add it to your team, and then give back a card of the **same** type, also face-down. For example, if the card you pick is a *defenseman*, you must give back a *defenseman*. You may **not** give back the same card even if you are forced to give away a better card than the one you received.

### 2. Draft

Choose any card on your team, place it on the bottom of the deck that contains the same type of player and then take the top card of that deck. Naturally, you are hoping for a better player but you must accept the top card even if it is worse than the one you gave away.

### 3. Game

- (a) Choose a manager to play a game. That manager cannot refuse to play.
- (b) Arrange your team into a deck of six cards, and place it face down in front of

you. Your opponent does the same. Neither manager can change the order of cards after this game begins.

- (c) Both managers now reveal the top card in their team. The card with the higher value scores a goal. (Exception: see Goalies). If the two cards have equal value then no goal is scored. This procedure is followed until all six cards on each team have been revealed and compared.
- (d) The game is won by the team which scores the most goals. If the result is a tie, reorganize your team and play a new overtime game. The **first** team to score (sudden death) wins the game.
- (e) Move the winning manager's token one space up the scoreboard towards the **Playoffs** space.

## HOME ICE ADVANTAGE

All games you *initiate* are "away" or "road" games for you, but "home" games for your opponents. The home player starts with one goal advantage, meaning the score is Home 1, Away 0 to start the game.

## GOALIES

1. A goalie of **any** value prevents **any** opposing card from scoring. **Exception:** *Tiny Tim* always scores on goalies.
2. Goalies never score goals, **except** when two goalies meet, the higher card scores.

## BRUISERS & INJURIES

1. Any card which meets a **bruiser** during a game is *injured*. The higher card still scores, even if it is the bruiser. If two bruisers meet in a game, the higher card scores, then **both** are injured.
2. Injured players are immediately withdrawn and placed face up in front of their team manager.
3. After a game, injured players are exchanged for new cards by the **Draft** procedure, **Home Team** first. These drafts are **not** a turn and must occur before any tie-breaking game (overtime) is played.

# SLAPSHOT

## PLAYOFFS

When one manager's token reaches the space marked **Playoffs**, the hockey season ends. This team and the one in second place now play a series of 7 playoff games (best of 7) to determine the champion.

The teams that do not make the playoffs are NOT shuffled into the draft piles.

The manager whose team was first to the Playoffs space has home ice advantage for games 1, 2, 5, and 7 as necessary. The other team has home ice advantage for games 3, 4, and 6.

If there is a tie for second, these teams play a best of 3 games, semi-final series. Managers must determine who has home-ice advantage with a coin-toss.

*Trades* and *Drafts* are not allowed during *Playoffs*. Replace injured players with the Draft procedure normally.

## ADVANCED RULES

### League Schedule

Managers must play each opposing team **once** before playing any team twice, then each team once again. In effect, managers play an opposing team four times, twice on the road and twice at home (when that team initiates its two games against you).

Managers can play their games in any sequence, but when a game is played, it is recorded by a designated scorekeeper. The season ends when all teams have played all games. The highest ranked two teams at this time conduct a normal playoff series.

### Draft & Trade Limits

Managers are limited to 4 Drafts and 4 Trades per game. All normal rules apply except when a Draft or Trade is made, it is recorded. Drafts required due to injuries do not count.

## DESIGN NOTES

When arranging cards on a team to play a game, this can be done randomly, or you may prefer a specific line-up that is adjusted for circumstances. Which is better really depends on the cards in your team and whether you have some insight into your opponent's style of play.

For a tie-breaking game, card order is critical. There is a bit more to it than just arranging your cards from best to worst. A goalie will block any opposing player, except Tiny-Tim or a better goalie. If you know that a player does not have those cards then playing your goalie first is a safe play.

In a playoff series where managers play a series against the same team, the line-up is more significant. Entering the playoffs with a superior team does not guarantee success if the opposing team contains one or two bruisers. The temptation is to play your best players first, but these can easily become victims of opposing bruisers.

# SLAPSHOT PLAYER ROSTER

## FORWARDS

- 1 Cheap Skate
- 1 Ian Jury
- 1 Billy the Skid
- 2 Fat Trick
- 2 Chief Sitting Bench
- 2 Captain Hook
- 3 Ivan Fazov
- 3 Chubby Checker
- 3 Puk Luk
- 4 Robin Hooker
- 4 General Icinghower
- 4 Napoleon Bonapuck
- 5 Old Man Winters
- 5 Swede Sixteen
- 5 Frank N. Stix (bruiser)
- 6 Snow Balls
- 6 Jock Strappe
- 6 Bobby Howl
- 7 Cyclone Henri
- 7 Fast Eddy
- 7 Chairman of the Boards
- 8 Phantom of the Ice
- 8 Puck Rogers
- 8 Sir Stanley Kup
- 9 The Iceman
- 9 Slash Gordon
- 10 Superstar

## DEFENSEMEN

- 0 Le Goon (bruiser)
- 1/2 Tiny Tim
- 1 Charge Kard
- 1 Hy Stick
- 2 Boney Maloney
- 2 Cheap Shot (bruiser)
- 3 Hip Checker
- 3 Moose
- 4 Kroz Czech
- 4 Tex Hitter
- 5 Headlock Holmes
- 5 Ice Capone (bruiser)
- 6 Friar Puck
- 6 Le Sainte
- 7 Jack the Tripper
- 7 Captain Canuck
- 8 El Bos
- 8 Antoni Zamboni

## GOALIES

- 1 Stu Late
- 2 Bo Legs
- 3 Masked Man
- 4 Trapper John
- 5 Canada Post
- 6 Stonewall Jackson
- 7 King Netune
- 8 Crease Lightning
- 9 Moby Stick



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