

# Ultimate Fantasy Hockey Card Game

## Rulebook Version 2

### Cooper Griffin

Your first deck without athletes has been built for you. Strongly suggest reading instructions on the cards carefully before and while you play.

#### Key Points About Game

- Each deck must contain at least 20 cards at a minimum.
- Before each game 10 cards are randomly drawn from the deck.
- You can re-draw/swap 2 cards before the game starts
- Each game contains 3 periods.
- The first player to win 2 periods wins the game.
- Each player can choose to strategically surrender a period to preserve cards for next periods
- There are 3 zones on each side. Offensive, defensive, and goalie. Offensive, defensive, and goalie action cards are placed in their respective zones. Athletes are able to be played in zones respective of their position.

One of the most important things to remember is the 10 cards that are randomly drawn at the start are the only cards you will have for the whole game, so use them wisely to have a fighting chance in all periods.

There are different card types that can be used in the game but the most common are offensive, defensive, and goalie actions. For example a *shot on net* card would be offensive, a *clearing the zone* card would be defensive, and a *glove save* card would be a goalie action. Each card has a power value that determines the overall score. Whichever side has a bigger overall power score on the board at the end of a period, wins the period.

The player who wins two periods first wins the game.

As an example, let's say you play an Offensive card like the *Offensive Rebound* card that has a power score of 20 and your opponent then plays the *Goal* card which is also Offensive that has a power score of 50. You would currently have a lower score than them of 50-20. However, if on your next turn you played a Goalie card like the *Circus Save* which has a power score of 40 you would then hold the higher score of 60-50. You're not just trying to win individual rows/zones but trying to have a higher overall score.

#### Perks

In addition to having a power score, some cards also have perks. These add a level of depth to the game that goes beyond basic power score values. For athletes, perks will be given if they are in the top 5% of a statistical category. For example if a player is in top 5% of power play goals or +/- they will be given the corresponding perk.

### Examples (Non athlete card perks)

- Cherry Picker
  - Play on your opponent's side of board in exchange for drawing two cards from your deck
  - Placed in defensive zone of opponent
- Team Captain
  - Morale boost from captain that adds +10 power score to all cards in the zone.
  - Offensive and defensive versions
- Goalies Coach
  - Same as Team Captain but for the goalie zone.
- Goon
  - Sub out your top player on the board (send them to discard pile) for a goon who subsequently fights the other teams currently best played card and lowers their power score to 10.
- Ref's Favorite Player
  - Immune to any effects or other card abilities
- Powerplay
  - After placing card, choose one from your discard pile and play it instantly.
- Pylon
  - Replace any played card with a Pylon and return said card to hand.

### Examples (Athlete card perks)

- Top Goals
  - If paired with top assists double each's power score
- Top Assists
  - If paired with top goals, double each's power score
- Top Plus Minus
  - Once placed immediately play a card from your discarded pile
- Top PIMs
  - Divides the top power score of a currently played opponents card in half
- Low PIMs
  - Same as ref's favorite player
- Top Points
- Top Block Shots
- Top Save Percentage
- Top Time on Ice
- Top Power Play Points
- Top Penalty Kill Points
- Top Shots
- Top Hits
- Top Shutouts

### Zone Cards and Anti Zone Cards

In addition to regular cards, nft cards, and cards with perks there are also cards that can affect a whole zone. There are also cards to counter these zone cards.

## Examples

- Full Attack
  - Turns every card in both defensive zones to a power score of 10
- Neutral Zone Trap
  - Turns every card in both Offensive zones to a power score of 10
- Goalies Playing the Puck
  - Turns every card in both goalie zones to a power score of 10
- Coach's Timeout
  - ReStrategize your attack and removes any anti offensive zone effects
- Blue Line Stand
  - Draw the other team offside and removes any anti defensive zone effects
- Bodily Sacrifice
  - Your team blocked the shot for you which removes any anti goalie zone effects

## Examples of Regular Cards

Offensive Actions	Defensive Actions	Goalie Actions
<ul style="list-style-type: none"> <li>● Wrist Shot - 10</li> <li>● Cycle - 10</li> <li>● Offensive Face Off Win - 20</li> <li>● Forcheck Hit - 10</li> <li>● One-timer pass - 10</li> <li>● One-timer shot - 20</li> <li>● Screening the Goalie - 10</li> <li>● Goal - 50</li> <li>● Offensive Rebound - 20</li> <li>● Power Play - 30</li> <li>● 5-on-3 - 40               <ul style="list-style-type: none"> <li>○ Once played immediately play another card from your discard pile</li> </ul> </li> <li>● Assist - 30</li> <li>● Second Assist - 20</li> <li>● Breakaway - 40</li> <li>● Zone Entry - 10</li> </ul>	<ul style="list-style-type: none"> <li>● Block Shot - 10</li> <li>● Zone Clear - 10</li> <li>● Breakout - 20</li> <li>● Penalty Kill Clear - 20</li> <li>● Breakaway Pass - 30</li> <li>● Poke Check - 10</li> <li>● Forced Offside - 20</li> <li>● End to End Goal - 50</li> <li>● Join the Rush - 20</li> <li>● Stick Lift - 10</li> <li>● Body Check - 20</li> <li>● Open Ice Hit - 30</li> </ul>	<ul style="list-style-type: none"> <li>● Pad Save - 10</li> <li>● Rim Around Stop - 10</li> <li>● Cover Puck - 10</li> <li>● Blocker Save - 20</li> <li>● Glove Save - 30</li> <li>● Circus Save - 40</li> <li>● Goalie Goal - 60</li> <li>● Cross Cress Save - 30</li> <li>● Penalty Shot Save - 30</li> </ul>