

PUCK BUMPERS

**A vintage classic
with a modern twist.**



2-6 Players



Ages 8+



30-60 Min.

Game Rules

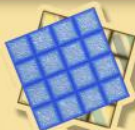
Introduction

We would like to begin by saying, “thank you.” We know that you have many options available for your gaming desires, and we are just *tickled pink* that you chose us. Welcome to Puck Bumpers, a vintage classic with a modern twist. In this game, you will challenge your intellect, hone your planning, and (possibly) lose friends. Let’s dive in!

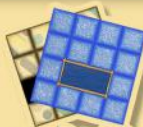
Game Contents



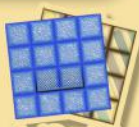
Card Box



Basic Board×6
(double-sided)



Block Board×6
(double-sided)



Goal Board×4
(double-sided)



Meeples×12



Pucks×24



Quick Play
Cards×14



Draw
Cards×5



Action
Cards×10



Game Changer
Cards×25



Ice Blocks×12

Objective

The goal of Puck Bumpers is to manipulate your meeples, ice blocks, and pucks in order to send your four pucks through any of the four goals.

Setup

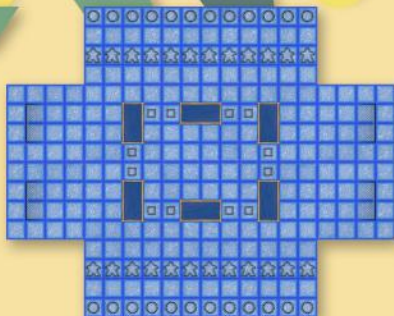
(For 2-3 player setup, see the Variations section)

Assign each player a color and give them each 2 meeples , 2 ice blocks , and 4 pucks .




Shuffle the deck and deal each player 3 cards. The game begins with draw 1 card/take 1 action, so you will not need to pull any cards from the deck at the beginning.

Arrange the board as shown in Figure 1 on the next page and choose a starting player (we'll start the fighting here).

Figure 1



Placing Pieces

The player designated to go first begins placing their pieces. They can place any 1 meeple, ice block, or puck on any 1 respective starting space, as outlined in Figure 1 above. Meeples can be placed on spaces marked , pucks on spaces marked , & ice blocks on spaces marked . All of the starting positions will not be used. After the first player has placed their piece, the player to their right places 1 piece. This continues until all players have placed all of their pieces.

The Board

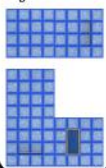
Puck Bumpers is played with a dynamic board made up of 16 4"×4" mats. Some mats have goals. Pieces can only enter a goal through the two front open spaces. The four pools of water and the sides and backs of goals act as barriers. Pieces cannot travel through barriers. During the game, these mats can turn, swap, and even shift position. There is no rule about how much space the board can take up, but there are a few rules about moving the mats:

1. A mat must have one fully open side in order to be moved or swapped.
2. A mat must have at least one side touching another mat at all times.
3. Adjacent mats must have their full sides touching at all times.

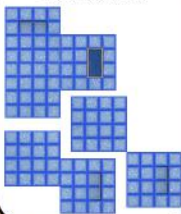
See Figure 2 below for example board placements.

Figure 2

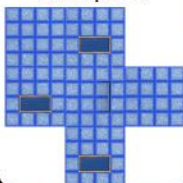
Legal Placements



Illegal Placements



The middle board below can't be moved since it does not have an open side.



The Pieces

The Pucks



Pucks move up, down, left, and right (no diagonal movement) and continue to slide until they hit another piece, a barrier, or the edge of the board. When a sliding puck comes in contact with another puck, the sliding puck stops in the adjacent space to the puck it hit. The momentum from the hit then puts that puck into a slide in the same direction. The second puck continues to slide until it hits another piece, a barrier, or the edge of the board. If the second puck comes in contact with a third puck, the third puck is sent into a slide, and so on. There is no limit to the number of chained slides a move can cause, so plan your moves carefully.

The Ice Blocks



Ice blocks move up, down, left, and right (no diagonal movement) one space at a time. A normal ice block movement will not cause another piece to go sliding; the ice block will stop in the adjacent space to the piece it has hit. However, If a sliding ice block hits a puck, it sends that puck into a slide, as if the puck were hit by another sliding puck. If a sliding ice block hits another ice block, it stops.

Meeples move up, down, left, and right (no diagonal movement) one space at a time. If a meeples is adjacent to a puck or ice block, the meeples can bump that piece into a slide, even if it is another color. The meeples moves onto the space the piece left. This can only be done if the space on the opposite side is empty. Meeples cannot move each other.

The Meeples



The Cards

Draw cards alter the amount of cards each person draws at the beginning of their turn. When one of these cards is played, place it at the edge of the board and discard any current draw card in play. Draw cards can only be played on your turn, count as 1 action, and take effect on the next player's turn.

Draw
Cards



Action
Cards

Action cards alter the number of actions each person must take during their turn. When one of these cards is played, place it at the edge of the board and discard any current action card in play. Action cards can only be played on your turn, do not count as an action, and take effect immediately.



Game Changer



Game changer cards alter the gameplay in some way. These could move the board around, move pucks, or even let another player control your pieces. If a game changer card is not an ongoing card, it is played directly to the discard pile. These cards can only be played on your turn and count as an action unless otherwise stated.

Quick play cards are used for instant help. They can let you draw more cards, stop another player's move, or even give you extra actions on a turn. Quick play cards are played directly to the discard pile. Quick play cards can be played at any time and do not count as an action.

Quick Play



If the draw pile runs out at any point in the game, shuffle the discard pile back into the draw pile.

On Your Turn

Your turn will consist of three phases:

Phase 1 - Draw Phase

- Draw the appropriate number of cards for the current draw rule. *(The default rule is to draw 1 card unless a new draw card is in play).*

Phase 2 - Take Action

- Take the appropriate number of actions for the current action rule. (The default rule is to take 1 action unless a new action card is in play). Actions can include any mix of the following in any order:

- Moving a piece. If any of your pucks make it into a goal, place it in front of you off the board.
- Playing a card (unless a card states otherwise).

Phase 3 - Discard

- Discard as many cards as necessary. You must have 5 or fewer cards at the end of your turn.

Play then continues to your left.

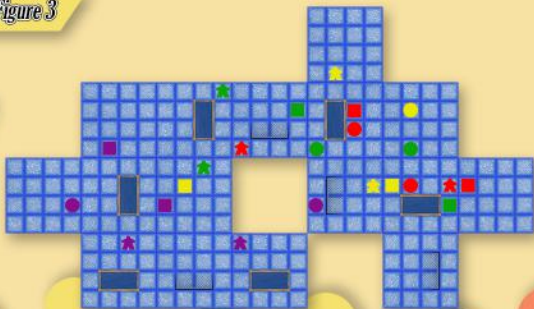
Winning

The first player to have all of their pucks scored and off the board wins. If a card has made you return a puck to the board, it no longer counts as scored.

Example Moves

Jack, **Michelle**, **Mike**, and **Sarah** are playing a game. See the current game board in Figure 3.

Figure 3



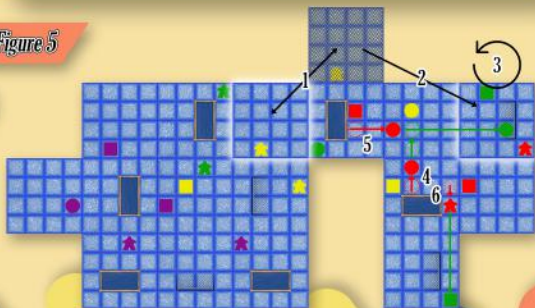
Sarah uses her three actions to play Board Shift to move the highlighted mat and then moves to score.

Figure 4



Mike plays a double action card to play Board Swap, Board Shift, Board Twist, and I Like Your Pieces More, taking control of **Jack's** pieces to bump **Mike's** own puck in then uses **Jack's** meeple to bump **Mike's** block.

Figure 5



Jack uses a quick play card to reverse play and stop **Michelle** from moving to win, making it **Sarah's** turn again. **Sarah** plays an Action Card to change the rules to take 6 actions. **Sarah** moves her meeple to bump **Michelle's** ice block over.

Figure 6



Jack scores one puck and moves another to bump **Michelle's** puck. Finally, **Jack** scores his last puck, winning the game.

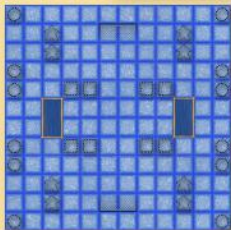
Figure 7



Variations

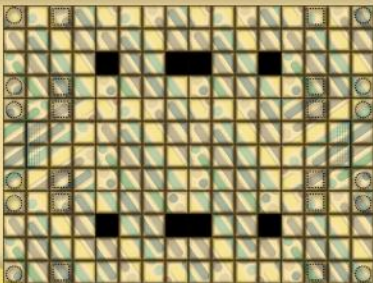
For a 2-3 player game, use the same base game rules. Deal each player 5 cards with a hand limit of 7. Set up the board as shown in Figure 8. All other rules remain the same.

Figure 8



For a more old school game, use the flip side of the game mats. Do not include cards or meeples, use 2 pucks, and take 2 actions/turn. Pucks and blocks move like normal, but there's no bumping. Set up the board as shown in Figure 9.

Figure 9



FAQ's

Can I bump a puck on an adjacent square? No. In order to start a slide, a piece must have an open adjacent space.

Can I just move back and forth to take up the rest of my actions? No. Two consecutive moves are not valid if no pieces have changed position after they are complete.

Can I use a card to pick up a card from the discard pile that I played during my turn? Yes, if you have enough actions to do this.

Can quick play cards be played after someone finishes an action? Yes, if their next action hasn't happened and/or the next player has not drawn their cards.

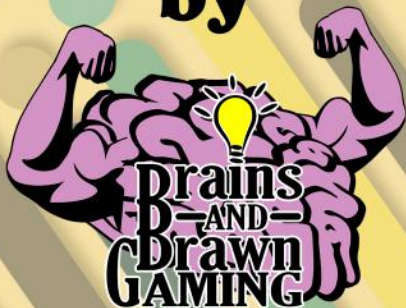
Can I move a mat if it puts it in an illegal position temporarily? Yes, if its position is made legal before you move any pieces or end your turn. You can play cards while in the process of moving mats. Example: You can move one movable mat to an illegal position after playing Let's Mix Things Up in order to make another mat movable.

What if someone uses a quick play to alter the discard pile while I am using an action to pull a card out of the discard pile? The other player blocked your plan. You can choose another card in the discard pile or keep your card and use it later.

What if I reduce the number of actions during my turn? The change takes place immediately. If you have already taken more actions than the new amount, your turn is done. You can reduce the number of actions after you've taken all of yours before passing to the next player.

Puck Bumpers

by



Puck Bumpers allows for maximum fun. Mix up the board's starting position, take over multiple colors with fewer people, or play with or without certain cards. There is no end to the ways you can play! We hope you have fun!