

Intergalactic Hockey Showdown – Game Rules

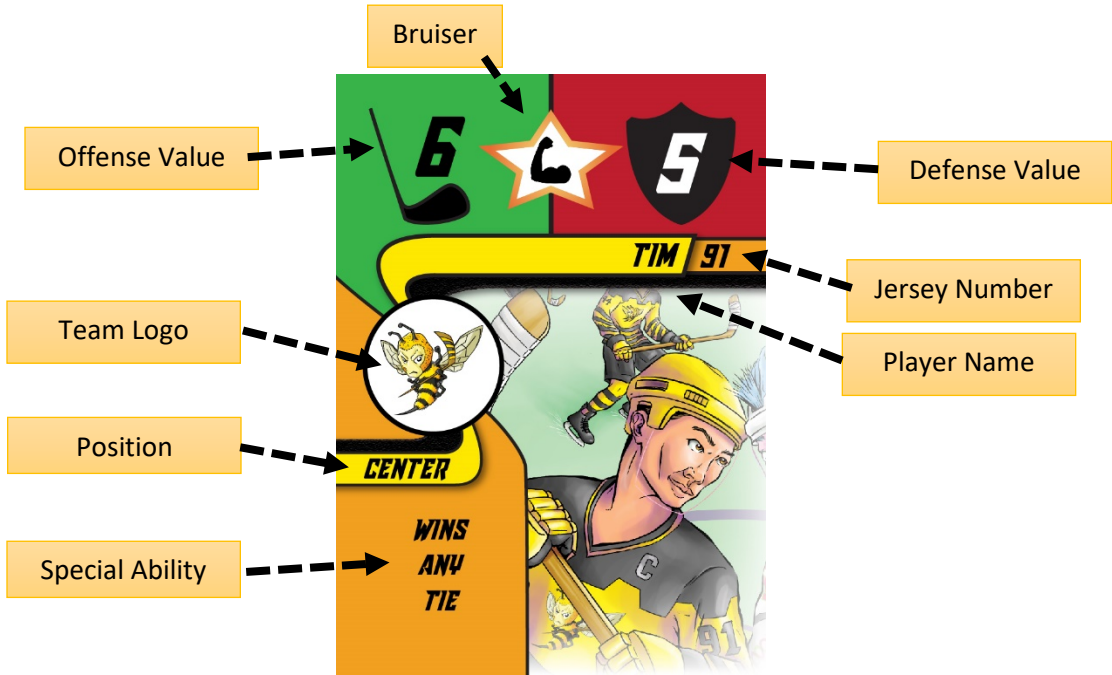
2 Players – 15 minutes – Ages 8 & Up

To Win: Score the most goals during three periods of hockey!

The Deck:

- 1 Puck
- 1 RefBot (with rules link)
- 16 Player Cards

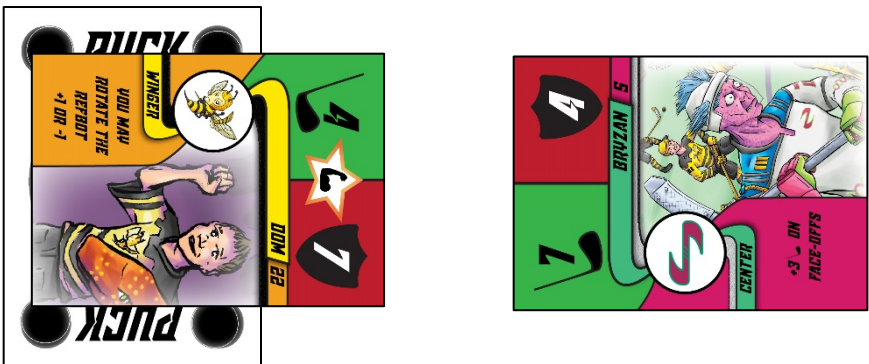
Player Cards: Each player has the info shown below.



RefBot: Gordie's here to keep this game fair. The side of the card facing towards the center of the rink marks how close it is to calling a penalty. If it is set on 3 and another Bruiser is played, that player must take the RefBot card into their hand. This card doesn't do anything, and can't be played. But it does count as one of the cards for your 3 card hand size. So you're now killing a penalty with one fewer player card. The 'penalty' is over if the period ends, or your opponent scores a goal.
Note: If both players play bruisers & trigger a penalty, the defending player must take it. If this happens during a Face-Off, keep the RefBot on 3 and keep playing.



Bruisers: Whenever you see this icon at the top of a card, it means that player likes to play rough. They reduce their opponent's ♣ and ♠ by 2 each. In the example below, Dom is a bruiser on offense, and is up against Bryzan on defense. Bryzan loses -2 ♠, giving him a total of 2 defense. Dom's 4 offense is higher, so he muscles his way to a goal! Every time a bruiser is played, the RefBot starts taking notice. Rotate the RefBot clockwise +1 number. (See next section for RefBot rules). If both players play bruisers at the same time, they have no effect on each other, but the RefBot rotates +2.



First Period:

1. Choose your **Rink**: Any small area between the players will do - Table, floor, hockey bag, ice rink, space station...
2. Place **Puck** card in the middle of the rink
3. Put the **RefBot** card off to the side of the rink, and point the edge that says "0" towards the middle of the rink
4. Shuffle the **Deck** of remaining cards & deal 3 face-down to each player
5. Put the rest of the deck next to the RefBot & get ready for the opening face-off



Face-Offs: There are face-offs at the start of each period, and after any goal is scored. The puck is placed in the middle of the rink. Each player chooses a card in their hand, and plays it face-down on their side of the puck.

Then reveal your cards, and compare their numbers. Be sure to apply any changes because of the card **Abilities** or **Bruisers** (which are explained next). The highest remaining value wins the puck and puts it in their hand. The used player cards go into a discard pile off to the side of the rink. Then players draw new cards until their hand is back to 3. *The player controlling the puck always gets to draw new cards first!*

Playing Periods: Each period is played over several rounds. Each round, players will play one card face-down onto the rink. The player who controls the puck (See Face-Offs) is on offense, and they care about the value of their cards. The other player is on defense, and they care about the value of their cards.

Once both players have played a card, reveal them. Follow these steps to determine what happens:

1. The offensive player can use their cards' special ability if they want (See Special Abilities)
2. Then the defending player can use their cards' special ability
3. Apply the effects of bruisers (-2 & -2) Remember to rotate the RefBot (See Bruisers & RefBot)
4. If is higher than , a goal is scored! The scoring player places their player card face down near them to track how many goals are scored. That card can no longer be used for the rest of the game.
5. If is higher than , the defender wins and now controls the puck card.
6. If there is a tie, the offensive player keeps the puck card for the next round.
7. No matter what happened, both of the played cards go into the discard pile face-up. (If there was a goal, don't include the card in your score pile).
8. Start the next round. If a goal was scored, the next round starts with a face-off. (See Face-Offs)

Ending Periods: When the draw deck is empty, the period is over. If a player is holding the puck, they make take one final shot at the buzzer. When the first or second period ends, perform the following actions:

1. Shuffle all player cards in the discard pile and players' hands. Don't include cards in players' score piles – those are totally out of the game.
2. Reset the RefBot card to 0.
3. Deal 3 cards to each player.
4. Start the next period with a face-off.

When the third period ends, players compare the number of cards in their score piles. Highest total wins! If there's a tie, follow the four actions above – but instead include all of the player cards in the game, including the score piles, to the deck. Now get ready for overtime!

Overtime: This is a sudden-death overtime, so it's a race to score first. Start with a face-off, and play rounds like a normal period. If the draw deck empties during overtime, reshuffle all of the cards in the discard pile into a new draw deck. (Keep the cards in your hand!) Then keep playing until someone scores & wins the game!

Credits:

This game is inspired by the hockey sci-fi book

The Intergalactic Adventures of the Rainy River Bees

Learn more & get your copy at www.rainyriverbees.com

Game & Graphic Design – Chris Kreuter

Illustrations – Jack Parra

Playtesting & Assistance – Carlos Hernandez, Chris Gosselin, Marek Vojtko, Chad Green



Player Card List & Abilities:

Centers

TIM – Human [Bruiser] – Wins any tie

Ties can happen during a face-off, or any round in the game.

If Tim is in your score pile at the end of the third period – his ability does NOT count & you go to overtime.

BRYZAN – Bythrin – +3 🏒 on face-offs

Bryzan can still lose -2 🏒 if he's up against a bruiser.

TWISSKIB – Aphorian – No special ability

But she's the best offensive player in the game!

Wingers

DANNY – Human – Discard from hand to give teammate +2 🏒

You can discard Danny during any round, after player cards are revealed, and you need a boost of offense. After the round, you'll draw two new cards. One to replace your used player card, the other to replace Danny.

JARED – Human – You may switch opponents 🏒 & 🛡️

This is optional, so only do it if your opponent reveals the right player card to switch.

DOM – Human [Bruiser] – You may rotate the RefBot +1 or -1

If the RefBot is at 3, a penalty will be called no matter what (since Dom is a bruiser).

If your opponent also played a bruiser, they get the penalty – no matter if they are on offense or defense.

If the RefBot is at 0, you can't rotate -1.

VOJT-N-SWET – Miapladus – Look at your opponent's hand

Look at their hand immediately, before drawing new cards to refill your hands.

YRAHKSKA – Sabik [Bruiser] – Opponent centers get -3 🏒

Check the position box on your opponent's player to see if they are a center.

LORD DOOBER – Theemim [Bruiser] – Opponent defenders get -1 🏒 and -1 🛡️

If he goes up against a defender, Lord Doober acts like a super-bruiser, scaring them away with his powerful slap shot!

Defenders

CHRIS – Human [Bruiser] – Discard from hand to give teammate +2 🛡️

You can discard Chris during any round, after player cards are revealed, when you need some emergency defense to block a shot. After the round, you'll draw two new cards. One to replace your used player card, the other to replace Chris.

DEREK – Human [Bruiser] – Derek gets +3 🏒 if opponent is winger

Check the position box on your opponent's player to see if they are a winger.

JAKE – Human – Bruisers only give Jake -1 🏒 and -1 🛡️

It's hard to hit what you can't catch.

PAX-1-4-0-5-ЩЩ – Fornax – Bruisers can't hurt Pax and get -3 🏒 or 🛡️

When a Bruiser tries to hit Pax, they end up hurting themselves since Fornax are so small and have hard metal shells. They end up being the ones getting hurt.

GREENANA – Ranakana – No penalty this play then set RefBot at 3

Even if your opponent plays a Bruiser, the RefBot will not call a penalty. But now it's on high alert and set on 3 (even if it was on 0 before!).

Goalies

GOOSE – Human – Cancel opponents bruiser and ability

Even if Goose is defending, his ability cancels the opposing player card. His stats are never effected by Bruiser cards, either.

VEHKSA – Sabik – Shooter keeps puck after this play

Normally a defender gets the puck if their 🛡️ is higher than the opponent's 🏒. But not if Vehksa makes the save.