

PROTO HOCKEY PLAYING INSTRUCTIONS:

METHOD OF PLAY - Use "Play Chart" and throw one die until "shoot", "intercepted", or "penalty" occurs. When "shoot" occurs, throw two dice and read results on "Scoring Chart". When "intercepted" occurs, turn puck and dice over to other team. When "penalty" occurs, throw one die and read result under "penalty". The penalized player must be removed from play for six (6) throws of the die (2 minutes), and his team must play shorthanded.

FACE-OFFS - Each team throws one die and the highest number gets the puck. Re-member to add FCA Rating difference. If throw of die results in a tie, throw again, disregarding FCA Ratings, and charge one play (20 Sec.) on the "Game Sheet". When shorthanded deduct one from FCA.

SCORING - When a goal is scored, throw one die and credit the goal to designated player if on the ice. If player is not on the ice no goal is scored. Then throw one die two more times and credit assists. Goal scorer may not receive an assist, nor may one player receive two assists.

CHANGING LINES - A line must be changed after each play stoppage that occurs after four (4) throws of the die. No line may return to the ice unless it has been off for at least six (6) plays. "On-the-move changes" may be made at any time. However, the opposing team controls the puck following the change. NOTE: the restrictions listed under the "Play Chart" regarding lines on the ice for more than ten (10) plays.

AFTER BLOCKED OR MISSED SHOTS - Team who throws highest number on one die gets the puck (disregard FCA Ratings and do not charge a play on the game sheet). If both throw the same number assume face-off. An exception to this rule is the "Rebound Shot". See below, under "Goalie Ratings".

REMOVE GOALIE - A goalie may be removed during stoppage of play or while his team has the puck. Add one (1) factor to FCA Rating of such team, and change "penalty" throw #4. ("Face-Off") to "Retain Control". But, any opponent shot that is not missed or blocked by a defenseman becomes a goal. A goalie may be returned to play at any time except after his own team has thrown a five (5) "intercepted".

TEAM RATINGS - PENALTY KILLING (PK rated 3,4,5). Once shorthanded team gets the puck it may retain possession by throw of die which equals or is less than PK Rating. Normal method of control may also be used.

FACE-OFF (FCA rated 0,1,2,3) - Team with highest rating may add the difference to throw of die on face-offs, except in case of tie on first face-off (See "Face-Off" rule above). Add one factor to FCA Rating when on home ice, and deduct one when playing shorthanded.

INDIVIDUAL PLAYER RATINGS - Players may be rated 4,3,2,1 per instructions on page 1. The highest rated player on the ice is credited with a goal or assist when noted on "Credit Chart". Lack of a rated player could result in "no goal" if #3 on the die were thrown.

GOALIE RATED X or IX - may block shots #2 & 12 on "Scoring Chart". Goalie rated XX may block shot #11 in addition, with the provision that an immediate "Rebound Shot" may be taken, ignoring this time the Goalie rating. Do not charge a play for a "Rebound Shot".

"P" Rated player is one who gets a high percentage of penalties.

NOTE - A game may not end on a "penalty". One additional throw of the die is made after the face-off result has been determined.

PLAY CHART { THROW ONE DIE

1	SHOOT	INTERCEPTED IF SHORTHANDED
2	SHOOT	
3	RETAIN CONTROL	THROW AGAIN
4	RETAIN CONTROL	THROW AGAIN
5	INTERCEPTED	LOSE PUCK AND DICE
6	PENALTY	THROW ONE DIE USE THIS CHART
TO TEAM ON DEFENSE...MAN IS OUT 6 PLAYS		
1	TO RIGHT DEFENSEMAN	
2	TO LEFT DEFENSEMAN	
3	FACE-OFF ONLY	PENALTY TO "P" RATED PLAYER
4	TO R. WING = 1	
5	TO L. WING = 2	
6	TO CENTER = 3	FACE-OFF = 4, 5, 6

* BECOMES "SHOOT" IF DEF. LINE HAS BEEN ON THE ICE FOR MORE THAN 10 PLAYS.

* BECOMES "SHOOT" FOR OFF TEAM ON POWER PLAY OR WITH OFF. TEAM ON THE ICE MORE THAN 10 PLAYS. NOTE THAT IF BOTH LINES HAVE BEEN OVER THIS LIMIT "PENALTY" OCCURS.

SCORING { THROW TWO DICE AFTER "SHOOT"

2	GOAL 1 (Blocked by X or XX RATED GOALIE)
3	GOAL 1
4	MISSED
5	BLOCKED BY GOALIE
6	CAUGHT BY GOALIE (FACE-OFF)
7	BLOCKED BY GOALIE
8	BLOCKED BY GOALIE
9	BLOCKED BY DEFENSEMAN
10	BLOCKED BY GOALIE (REBOUND: SHOOT AGAIN)
11	GOAL 1 (SHOOT AGAIN: REBOUND: GOALIE RATING)
12	GOAL 1 (Blocked by X or XX RATED GOALIE)

CREDIT { THROW ONE DIE AFTER "GOAL"

GOAL TO ASSIST TO...

1	DEF. 1 R.P. = ODD	1	R. DEF.
2	CENTER	2	CENTER
3	RATED PLAYER	3	RATED PLAYER (CENTER)
4	R. WING	4	R. WING
5	L. WING	5	L. WING
6	CENTER	6	L. DEF.

TEAM RATINGS

PK (Penalty Killing)
A Defensive Rating.

GA (Season)	PK Rate
220 or less	5
221 - 260	4
261 or more	3

FCA (Face-Off Ratings)
An Offensive Rating.

GF (Season)	FCA Rate
325 or more	3
290 - 324	2
255 - 289	1
254 or less	0

INDIVIDUAL RATINGS

High Scorers: Only those players with 70 or more points are rated. Some teams might not have any rated players under this system. The man with the most points is rated tops (4,3,2,1), and others are down rated behind him.

P-Rated Player: One who was assessed 170 PIM or more.

X-Rated Goalie: One with a GA Ave. of 3.00 or less.

XX-Rated Goalie: One with a GA Ave. of 2.10 or less.

The above ratings can be figured using statistics published in several paper back editions of Hockey annals.

FOR ADDITIONAL ROSTER SHEETS
OR SCORE SHEETS ORDER IN
SETS OF 20 FOR \$1.50.

**Carlson
Games**

941 Innes NE

Grand Rapids, Michigan 49503

CARLSON GAMES ALSO PRODUCES PHOTO
BASEBALL, TABLE TOP ACTION IN 1/8
CARDS... INQUIRE AT ADDRESS ABOVE



A FAST ACTION
TABLE TOP GAME.

INTRODUCTION:

PROTO HOCKEY USES TWO DICE & THREE CHARTS AND PLAYS FAST EITHER SOLITAIRE OR HEAD-TO-HEAD. EACH THROW OF THE DICE EXCEPT FOR FACE-OFFS & SHOTS COUNT AS 20 SECONDS ELAPSED TIME. 60 THROWS OF THE DICE EQUALS ONE PERIOD.

EACH TEAM SHALL CONSIST OF THREE LINES (RW, LW, C); THREE PAIRS OF DEFENSEMEN (R & L); AND TWO GOALIES. ALL PLAYERS MAY BE RATED FROM NHL, WHA OR OTHER HOCKEY STATISTICS. IN CERTAIN BASIC CATEGORIES.

PLAYING INSTRUCTIONS ARE ON PAGE 2 & 3. PLAYING CHARTS ARE ON PAGE 4 AND THE RATING SYSTEM IS ON PAGE 1 INSIDE.

Copyright 1975 Carlson Games

PROTO HOCKEY ROSTER SHEET

PROTO HOCKEY ROSTER SHEET

Team name					PK	FCA	Team name					PK	FCA
Line no. 1	R	G	A	PIM	Line no. 1	R	G	A	PIM				
RW					RW								
C					C								
LW					LW								
Line no. 2					Line no. 2								
RW					RW								
C					C								
LW					LW								
Line no. 3					Line no. 3								
RW					RW								
C					C								
LW					LW								
Alternates					Alternates								
No. 1 Defensemen					No. 1 Defensemen								
R					R								
L					L								
No. 2 Defensemen					No. 2 Defensemen								
R					R								
L					L								
No. 3 Defensemen					No. 3 Defensemen								
R					R								
L					L								
Alternates					Alternates								
Goalies	GA	SVS	SH	G	Goalies	GA	SVS	SH	G				
Team Record	W	L	T		Team Record	W	L	T					

PROTO HOCKEY GAME SHEET

DATE	TEAM	H V
------	------	--------

Line no.	scoring	time

Goalie:	G.A.	Saves

Penalties: