

Power Play

Designed by Tom Dalgliesh, 1997 Amigo
For 2-10 players (max 7 players using Team Variant)
Rules translated and adapted by Greg Nichols

Components

84 Cards
1 rule booklet

Description of Cards

The 84 cards consist of: 3 game display cards, 3 rules assist cards, 1 Advertisement card, and 77 player cards – 36 Forwards (blue), 27 Defenders (red), and 14 Goalies (black).

Each card shows two numbers between 0 – 11 in the upper left and right corners. The higher the number, the better the player. Six Defenders have red squares around their numbers and these players are “bruisers.” Special rules apply to them during games and this is explained in the *Play a Game* section.

Each card also includes a symbol in the top center of the card. These symbols indicate team affiliation but are used only with the “Team Variant Rules.” See that section for explanation.

Certain players have a yellow star next to their numbers which indicates “Special Player.” These players have abilities explained in the *Special Players* section.

Concept

A team in **Power Play**, as in real hockey, requires six players: 3 Forwards, 2 Defenders, and 1 Goalie. This basic composition can never change although the players can and will change during the game.

To avoid any confusion in these rules, the people playing the game **Power Play** are called *managers*. The cards in the game are called *Players*.

Preparations

Separate the three types of players (Forwards, Defenders, and Goalies) into three piles. Shuffle each pile and sit it face down cross-ways on its appropriate display card.

Each manager will now select a team. There is no real advantage in being first, so any manager can start by taking the top card of the any of the three piles. The drawing continues clockwise, each manager taking one card at a time, until all managers have a complete team of six players. The order in which a manager draws his players does not matter but they must end up with 3 Forwards, 2 Defenders, and 1 Goalie.

Choose one manager to be in charge of keeping score (Scorekeeper). He should keep track of the following information:

1. The name of the manager and his team's name.
2. Track the results of each game played with final score, won or loss, and name of the inactive manager under the column of who initiated the game.
3. Also track the number of victories for each manager.

Example Score Sheet:

Mgr.	Dave	Greg	Jeff	Tony
Team	Pucks	Stars	Gloves	Skates
Wins	XX	XX		X
	W 3-2 vs. Jeff	W 6-0 vs. Tony	L 1-5 vs. Greg	L 2-4 vs. Jeff
	W 4-3 vs. Tony	W 5-1 vs. Dave	L 0-4 vs. Tony	W 4-3 vs. Greg

Sequence of Play

Choose a player to start. He is then the active manager. Play will continue clockwise.

An active manager must perform one of the following three actions on his turn:

1. **Trade**
2. **Draft**
3. **Play a Game**

Trade

Choose an inactive manager to exchange players with. He cannot refuse to trade with you. The inactive manager mixes up his six players and holds them face down in front of him. The active manager takes any card and puts it into his hand. The active manager must now give the inactive manager the same type of player (i.e. take a Forward and then return a Forward). You cannot return the player you just drew even if it means giving a better player in return.

Draft

Remove a player from your team and place it under the appropriate draw pile (face down). Draw a player off the top of the same pile. Naturally, you hope to get a better player but you must accept whatever player you get.

Play a Game

1. The active manager selects an opponent. An inactive manager cannot refuse the invitation unless it violates the season play rule.

Important: The Season Play Rule

You cannot have a game with the same manager a second time until you have had at least one game with every other manager. After you've had an initiated game against each opposing manager, you can then have a second game with any manager. You cannot have a third game with any manager until you have initiated and played two games with each manager. And so on. The games in which you participate during other active managers turns DO NOT count in this capacity. The Scorekeeper must be careful to properly track all the games.

2. The opposing managers use all six players in their hands. Each manager selects his first player and places it face down on the table.
3. The two managers turn over their players with the following results:

- If the players have different values, the player with the greater value scores a goal for his team.
 - If the two players have the same value, no goal is scored.
 - If one of the players is a Goalie, no goal is scored.
 - If the two players are both Goalies, the Goalie with the greater value scores a goal for his team.
 - If one of the players is a “bruiser” (red box around value), the opposing player is injured. The injured player does score a goal IF his value is greater than that of the bruiser but the bruiser scores a goal if his value is greater than that of the injured player. The manager of the injured player must place his injured player to the side after the end of the game to indicate that the player is out for the season.
 - If the both opposing players are bruised then both are injured. And the bruiser with the greater value scores a goal for his team.
4. Each manager then chooses a second player and places him face down on the table. The two managers turn over their

players and consult the goal scoring possibilities as outlined in Step 3. Play continues in this manner until the managers have played their entire six player team.

5. The team that scores the most goals wins the game. The score keeper notes the victory on the scoresheet along with the score in the appropriate column.
6. If the game ends in a tie, it is resolved by going into "Sudden Death" rounds. The managers pick up their team (less the injured players – see step 8) and begin a new game. In Sudden Death rounds, the first team to score a goal wins the game.
7. If one or more players were injured during the game, each of these players must be replaced. To replace an injured player, the owning manager follows the "Draft" procedure. Players are replaced in the order that they were injured. If two bruisers were injured simultaneously, then the bruiser with the greatest value is replaced first.
8. A player who is injured during a tied game is replaced by the Draft method BEFORE Sudden Death begins. A player injured during Sudden Death is replaced AFTER the game has finished.

Special Players

The following players have a yellow star next to each of their printed values and have special abilities described as follows:

- **Hydra:** it receives its strength (value) only during games. When played as the first player in a game, it has a value of 1. Played as the second player it has a value of 2 etc. In Sudden Death, as the first player it has a value of 7 etc.
- **Jolly Judge:** if his team is in a tie at the end of a game, the manager of his team may declare himself the winner rather than play Sudden Death rounds.
- **Rosalinde:** if he is pulled from a manager's hand during a trade, the initiating manager must automatically exchange his highest player of the same type for Rosalinde.
- **Rumpelstockchen:** if he is played, the opposing manager must take the player he played against Rump back into his hand and instead play his highest valued remaining player.
- **Sitting Bully:** his manager may turn over the top card from any of the 3 player piles and add that player's value to Sitting Bull's value. The card turned over is returned to the bottom of the pile.
- **Willy Winzig:** if he is played against a goal keeper, he always scores a goal no matter what the goalie's value.

End of the Regular Season

Follow one of the three methods described below.

Original Season End and Post-Season:

When a manager wins his ninth game, the regular season ends immediately.

The manager who has won nine games and the manager in second place compete in the Championship Series. If two teams are tied for second place, these two teams play a single "Tie-Breaker" game to decide who goes to the Championship Series. If more than two teams are tied for second place, a single elimination tournament is still played but the team who scored the most goals during the regular season receives a bye during the first and/or second rounds. The team who scored the second most goals plays the team who scored the least goals and so forth. The players of the teams not in post-season play are removed from the game.

◆ *Championship Series*

The final two teams play a best of seven game series. All the regular season rules apply during the Series. Injured players are replaced by

using the Draft procedure used during the regular season. With the winner of the series being the game's overall winner.

Optional Season End with No Post-Season:

When a manager wins his ninth game, the regular season ends immediately and he's declared the overall winner. No Championship Series is played.

Optional Short Game with Abbreviated Post-Season:

When a manager wins his fifth game, the regular season ends immediately.

The manager who has won five games and the manager in second place compete in the Championship Series. If two teams are tied for second place, these two teams play a single "Tie-Breaker" game to decide who goes to the Championship Series. If more than two teams are tied for second place, a single elimination tournament is still played but the team who scored the most goals during the regular season receives a bye during the first and/or second rounds. The team who scored the second most goals plays the team who scored the least goals and so forth. The players of the teams not in post-season play are removed from the game.

◆ *Championship Series*

The final two teams play a best of three game series. All the regular season rules apply during the Series. Injured players are replaced by using the Draft procedure used during the regular season. The winner of the series is the game's overall winner.

Team Variant Rules

The maximum number of managers for this variant is seven.

The symbol at the top center of each player card is used to separate out players into 7 teams of 10 players: 5 human teams, a team of creatures, and a team of monsters.

Each manager selects a team. The teams are of equal value so there is no advantage to choosing one team over another. Now mix the 7 remaining players with the Mask symbol (6 bruisers and a dragon) and have each manager randomly draw one. Now each team has 11 players.

Each game is played by normal rules but there is no drafting or trading allowed.

After the first game, a manager must take 3 of the players he used during the game and rest them on the bench. If one or more players were injured during play, they must be included as part of the resting 3 players.

In the second game, the manager will not have more than 8 players from which to field his 6 player team. However, he must always field 3 Forwards, 2 Defenders, and 1 Goalie. At the end of the game, each manager takes 3 of the players from that game and swaps them with the previous 3 resting players on the bench. And so on.

If a manager cannot satisfy the obligations of a legal 6 player team, his adversary wins the game automatically without it being played.

Game History

Originally published by the Avalon Hill Gaming Company in 1980 as "Slapshot." Later, published by White Wind Games and revised by Alan Moon under the title, "Phantoms of the Ice." This is the third edition of this classic game renamed "Power Play."