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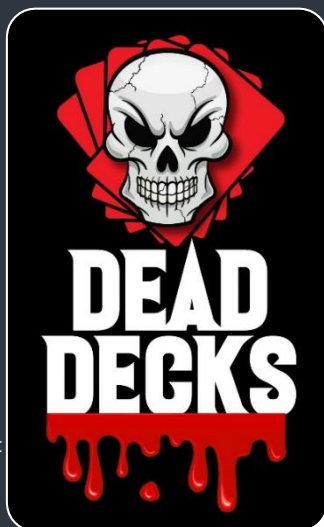
Producer: Playoff
Released: Sep' 1995

PRODUCER BIO

One-on-One Hockey Challenge was produced by Playoff, often thought of as a sportscard producer. Fun fact: Playoff was formally known as Cardz Distribution, the same Cardz that created the one-and-only Hybrian Gates. One of the early promotional items for One-on-One Hockey Challenge (little round cardboard discs) bears only the name "Cardz".

Some of the notable non-CCGs from Cardz: an NFL/Flinstones trading card crossover and "Muppets Take the Ice", the NHL meets Jim Henson's furry friends (no shit, that's an actual thing).

CARDED PRODUCTS



One-on-One Hockey Challenge

This document was created by the guys at www.deaddecks.com.

The primary purpose of this document is to provide a relatively easy-to-understand interpretation of the rules. All of the instructions made available at deaddecks.com are written in a similar style using similar terminology, the idea being that once you've gotten acclimated to the flow, format, and verbiage, it will be much easier for you to learn the rules for any number of old, dead card games.

Sets				
Name	Type	Released	# Cards	Set Identifier
Premiere	Core	Sep 1995	330	Green Border
Expansion	Expansion	Sep 1997	110	Orange/Red Border

We haven't been able to dig up a lot on Playoff's One-on-One Hockey Challenge in terms of who created it, designed it, playtested it, etc. It was the first sports themed CCG to hit the market, landing in the middle of the initial CCG boom. It never really took off and is still relatively cheap to get into.

The expansion is pretty obscure. In the 2nd edition of Scrye's *Collectible Card Game Checklist & Price Guide*, they stated that only one of the readers of their 1st edition was even aware it existed. The set name in the table above isn't a typo either. The expansion boosters literally just say "Expansion". The numbering on the orange-bordered expansion continues from the base set (331 to 440).

Despite being a pretty early entry into the CCG world (coming out in '95), the mechanics are relatively innovative (relying on a single card type that can be played in multiple ways) and cleverly integrates hockey gameplay and terminology into the rules. The actions system is also pretty clever, relying on key words like Shot, Skate, Steal, etc., that are re-used in a variety of combinations with modifiers and other requirements. It seems to strike that balance between being relatively straight forward to learn but providing enough complexity to provide some longevity.

In the not-so-clever department, the rarity distribution was a bit over the top. There were a total of 40 ultra rares available in the core set, 20 of those exclusively available in booster packs and the other 20 exclusively available in starter decks. The insertion rates were 1 in 72 for boosters and 1 in 32 for starters. Assuming you never received a duplicate (which obviously wouldn't be the case), you'd have to buy 640 starters (80 boxes) and 1,440 booster packs (40 boxes) to have a shot at collecting them all. Oof.

Given how much more powerful some of the ultra rares can be, there is certainly the potential for pay-to-win here (like a lot of games), but that's dampened a bit by its lack of popularity. A stacked deck of ultra rares would be pretty hard to come by given the amount of product still currently available. If you're willing to pay to win this game, more power to you.

Despite the heavy dice component (virtually every action requires a roll), there's still enough within the mechanics to work with to keep deck building interesting. Even the dice themselves are collectible. Starters contain 3 dice, each with 1 of the 26 NHL team logos. The logos are also utilized within the mechanics for roll bonuses and other actions.

Products	
Name	Description
Premier Booster	Booster boxes contain 36 packs of 12 cards each.
Premier Starter	Starter boxes contain 8 decks of 50 cards each. Each starter deck contains 3 dice with the NHL logos on the die seemingly randomized.
Expansion Booster	We've yet to confirm the number of packs in a booster box but the packs themselves only contain 6 cards each.
Expansion Starter	We also haven't been able to confirm if starters were made for the expansion.
Carded Products	There were a couple of carded products created, one containing only a starter and one containing both a starter and a pack (See photos in the left-hand pane).
Promo Discs	There were a few round, cardboard discs/trading cards released seemingly as a promotional items.

Playoff One-on-One Hockey Challenge

Card Type

There's only one card type in One-on-One Hockey Challenge, a Player card. All Players feature an NHL player with their corresponding team and various attributes. Each card also has an Action Highlight (i.e. ability) at the top. When played from your hand, the ability resolves and the card is discarded. The expansion set (literally called, as far as we can tell, "Expansion") introduced Players as attachments as well. For example, card #367's ability reads "...play on top of a player card. Player's actions are -1 until substitution."



Attributes



#	Name	Description
1	Action Highlight	The ability or abilities when played from your hand.
2	Position	The Player's Position determines their placement in the gameplay area and is also frequently referenced by other card's abilities.
3	Shot Aggressiveness	This modifier is the additional number of die you can roll if you choose to take an Aggressive Shot. If you do, you run the risk of a penalty (details on pg. 4).
4	Shot/Block	The number of die you roll when this player attempts a Shot. For a goalie, this is the number of die rolled to attempt a Block.
5	Stick	The number of die rolled for all other actions except a Shot, representing a player's overall skill at Skating, Stealing, etc.
6	Stick Aggressiveness	This modifier is the additional number of die you can roll if you choose to take an Aggressive Action other than a Shot. Just like a Shot, you run the risk of a Penalty (details on pg. 4).
7	Team Logo	The, um, Team's logo.
8	Player Name	The dude's name...
9	Team Name	... and the name of the team the dude plays for.
10	Card Number	The set number of the card. There are 440 total (330 in the base set).

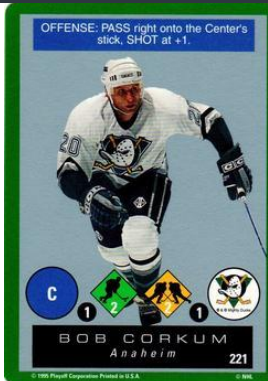
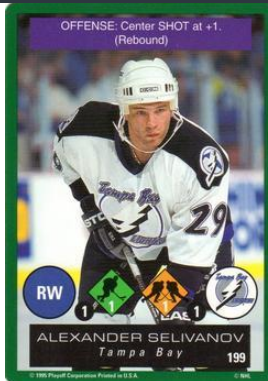
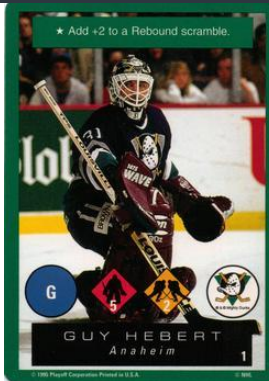
Rarity

Common

Uncommon

Rare

Ultra Rare



CARD NUMBERS

The two sets are numbered sequentially up to 440. All cards over 330 are the expansion.



Dice

Action Highlight Text

If the Action begins with "OFFENSE" or "DEFENSE", you can only play it if you're in that phase. The "SKATE" modifier can be played during either phase.

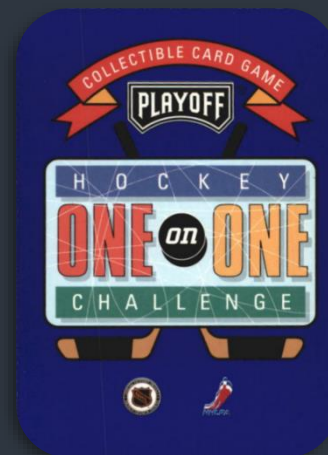
When the action doesn't specify the Position, you may select any valid target.

Actions often contain modifiers and casting requirements, like specific positions taking specific actions. Modifiers (like "+1") represent the additional number of die to be rolled.

The rules state that when there are multiple actions, the initial actions must first "resolve successfully" before attempting the next action. See the Ambiguities section on the last page for more details.

Actions beginning with a star ("highlights") are played in response to a trigger (like a shot attempt or other action being played). There is no limit to how many of these can be played in a single turn. When played, draw a replacement card (see Ambiguities section on the last page).

There are a number of phrases that have no meaning (like "Long PASS" which is presumably just a normal PASS) and some that could serve as keywords/ability names but are always explained afterwards (like "Teamwork" which always states that it means adding +2 to a specific team's action).



Card Back

Playoff One-on-One Hockey Challenge

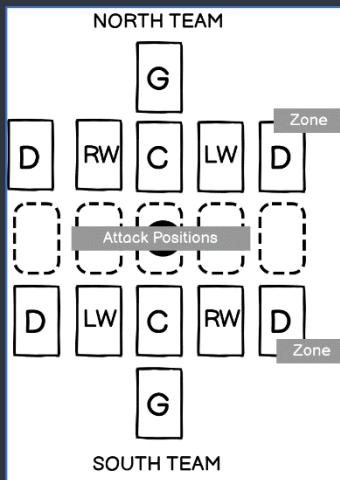
DECK RULES

- 50 Cards Exactly
 - Min 6 Defenseman
 - Min 3 Each of All Other Positions
- There are no stated limits for the max number of copies of a specific card.*

DICE RULES

- Max 12
- Max 4 of Each Team Logo

AREA



Both players have their own Zone. Player cards must be played into their position spot. The Attack Positions are shared.

DICE VALUES

Dice are made up of 2 Pucks, 2 Blanks, 1 Logo, and 1 Whistle.

- Blanks and Whistles = 0
- Pucks = 1
- Logos = 1 (2 if Player Team Match)

When you are required to roll more die than you have, you may re-roll or use your opponent's dice. If you re-roll, the logo bonus doesn't apply.

Setup

Each player completes the actions below to start a new game:

1. Roll 6 die. The player rolling the most pucks and logos is the HOME team.
2. Fill each position in your lineup with any players from your deck. If you both play the same Player card, the HOME team decides who gets to keep that Player and who has to replace theirs.
3. Shuffle your deck and place it face down
4. Draw 3 cards
5. Place a puck token between the two Centers.
6. Complete a FACE-OFF (without substitutions).

Gameplay Overview

Gameplay consists of moving your Players around the gameplay area, passing the Puck, taking Shots, Skating into position, etc. The majority of the Actions in the game require a die roll, the number of die used being equal to various values on the cards or in some instances the numbers of Players in Attack Position. The action can frequently change back and forth, restarting at the Offense phase whenever possession changes. The goal, obviously, is to score goals.

Turns

Both the **OFFENSE & DEFENSE** phases have the same steps, the only distinction being the Actions allowed.

- Draw 1 card *giving you four total cards in your hand.*
- Complete 1 of the following:
 - Substitute 1-2 players *by placing them from your hand into their respective positions and discarding the Player card that they replaced.*
 - Play 1 card from your hand *by playing it facedown in your discard pile and performing each action in the Action Highlight box sequentially. Each action must resolve successfully before moving on to the next.*
 - On **OFFENSE**: Play any 1 card as a SKATE, PASS, or SHOT
On **DEFENSE**: Play any 1 card as a SKATE or STEAL *by declaring the action, playing a card face down in your discard pile, and completing the action.*

See the Primary Actions section on the next page for instructions on how to complete specific Actions.

Action Rules

1. To attempt a Steal, the stealing Player must be directly in front of or beside the player with the puck, without any space between them.
2. When the Steal is initiated via a face-down card, the Offense may Pass the puck to avoid the Steal attempt.
3. An "Interception" can only be played in response to a PASS.

Style Guide

- : Mandatory
- : Optional
- BOLD CAPS**: Phase
- Underlined: Calculated Value
- Italics*: Detail Description
- Capitalized: Specific Action

QUICK SHOT RULE VARIANT

A Player's position and their Shot/Block value are the only attributes used in the Quick Shot rules variant.

- Each Team plays only a Goalie during the Setup phase.
- A turn consists of drawing a card and playing a Player. You can only have one of each non-Goalie positions.
- You may play a Goalie sideways behind your primary Goalie as support but you cannot shoot that turn.
- If you play a non-Goalie Player, you may take a Shot. If you can't play a Player, you must discard a card and attempt a Shot.
- To take a Shot, roll die equal to the total Shot value of all your non-Goalie Players. When attempting a Block, the defending Player rolls their Goalie's Block value and additional die equal to their # of supporting Goalies. Rolling a Team Logo only counts as 1.
- If the Defense wins or ties, the Shot is Blocked. Offense discards all non-Goalie Players. Defense discards all support Goalies. The first player to score wins.

Playoff One-on-One Hockey Challenge

Primary Die Roll Actions

The Offense and Defense columns below describe the number of die to be rolled for that action. Bolded phrases reference other specific actions that are detailed in the next section.

Action	Offense	Defense	Win	Lose	Tie
SKATE	Skater's Stick	Opposing Player's Stick	Move the Skating Player into Attack Position	End Phase	Skating Player Wins
SHOT	Shooter's Shot +1 for Attack Positions	Goalie's Block +1 for Attack Positions (+ Stick if Long Shot)	Record a goal & Face-Off	Rebound Scramble	Face-Off
STEAL	Player w/Puck's Stick	Stealing Player's Stick	Start Offense phase (even current Offensive team)	---	Face-Off
PASS	No Dice Roll		Move the puck to target Player		

Secondary Die Roll Actions

Action	Offense	Defense	Tie	Winner
Face-Off	1. Re-set all Players 2. Substitutions 3. Place the puck between the two Centers			
	Center's Stick	Center's Stick	Re-Roll	1. Place the puck on your Center card 2. Move your Center to the Attack Position 3. Begin the Offense phase
Rebound Scramble	1. Set the puck in front of the defending Goalie			
	1 for Each Player in Attack Position	1 for Each Player in Zone + 1 for Goalie	Re-Roll	1. Choose any Player in Attack Position (Zone for Defense) to gain the puck 2. Start your Offense phase <i>If Defense wins and no player in zone, face-off.</i>

Misc. Non-Die Roll Actions

Action	Description
"Interception"	Play in response to the Offensive team making a PASS. The opposing defensive player gets possession of the puck and the stealing team begins their Offense phase.
"Drop PASS"	A pass from a player in the Attack Position to a player in the Zone.
"Rebound"	When an action states "Rebound", the shooting team automatically regains puck possession after a blocked shot, bypassing a Rebound Scramble .
"Swarm Puck"	Increase the SHOT bonus for players in attack position from 1 additional dice per to 2 dice per.
"Whistle on ... attempt"	There's one in response to a STEAL attempt and one in response to a SHOT attempt. The player taking that action must roll a die for a potential penalty.
"Hustle"	Take another turn.
"Block SHOT"	This action must be played prior to rolling die. You automatically block the SHOT attempt, bypassing the die roll, then complete a Face-Off .
"Power Play"	A Power Play occurs when your opponent has at least one player in the penalty box.

Aggressive Rolls & Penalties

Before any die roll, you may choose to use the Aggressive modifier on a Player's card to roll that many additional die. If you do, roll a single die first to determine if you receive a penalty. If you roll a whistle, you incur a Penalty:

- Turn the Player card face down in play. Until the penalty expires, that Player may not take any actions and cannot be substituted. You must play one player short until the penalty has ended.
- The opposing player is now considered to be in a Power Play.
- Cards drawn for that position during substitutions are discarded.
- Turn the top 6 cards of your deck sideways. When the last of those 6 cards are drawn, turn the player face-up. The penalty has ended.
- A team with more Players can Skate without being challenged (i.e. no die rolls).
- The team with more players gains 1 to all SHOT rolls for each penalized player.
- When the penalized Player is the Center, you must select another Player for Face-Offs.
- When a goal is scored on a penalized team, one Player comes out of the penalty box (i.e. is turned face-up).
- A team may only have a maximum of 2 Players penalized at the same time. When a team has 2 players in the penalty box, they may not make any additional aggressive rolls until one of them is no longer penalized.

VICTORY CONDITION

Whichever player has the most goals scored after one player has drawn the last card in their deck and completed their last action wins.

SUBSTITUTION RULES

Follow these rules when substituting players prior to a Face-Off:

- Both players draw two cards
- The Home team draws & plays first
- If you draw two of the same position, select which one to substitute and discard the other, except for Defenseman, then you substitute both of them.
- If you draw a player that you already have in play, discard the drawn Player.
- If you draw a player that your opponent has in play, discard the drawn Player.
- For all players that you will substitute based on the rules above, place them into play and discard the Player currently in that position.



Initial Prototype Card

Playoff One-on-One Hockey Challenge

Ambiguity

- **Successful Action Resolution:** The rules state that when there are multiple actions on a single card, each must be “resolved successfully” before the next is attempted, but it doesn’t provide any clarity on what that means. The word “successfully” implies that you have to win the die roll for that action (if there is one) and that if you don’t, the rest of the actions are cancelled. In the case of abilities like “SKATE 3 Players”, our assumption is that after you lose one of the rolls, the rest of the attempts to SKATE are cancelled and the ability ends immediately.
- **Face-Down Actions:** The rules state that a player may only discard a card face down to play it as an action if they don’t have of that action in their hand. Presumably that was unintentional and you can play any card face down that way if you choose.
- **Pass to Avoid Steal:** The rules do not state whether or not this is a free action that doesn’t require playing a card, if it can only be done with a card containing PASS in the Action Highlights, or if you can play any card facedown as the pass. Our assumption is that you may take this action with playing a card.
- **Highlight Draw Card Timing:** For highlights (actions beginning with a star), the rules don’t specify the timing of the card draw. It’s unclear if you draw the card as soon as the card is placed in the discard or after it’s been fully resolved.
- **“Whistle on... attempt” Face-Off:** These actions, both the one for a STEAL and SHOT, imply that a Face-Off will be forced regardless of the result of the action but that isn’t explicitly stated.