

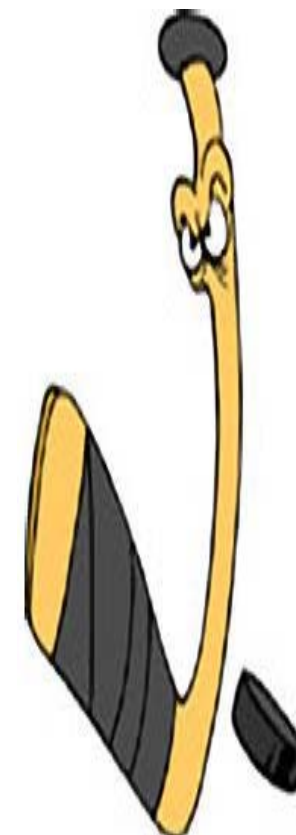
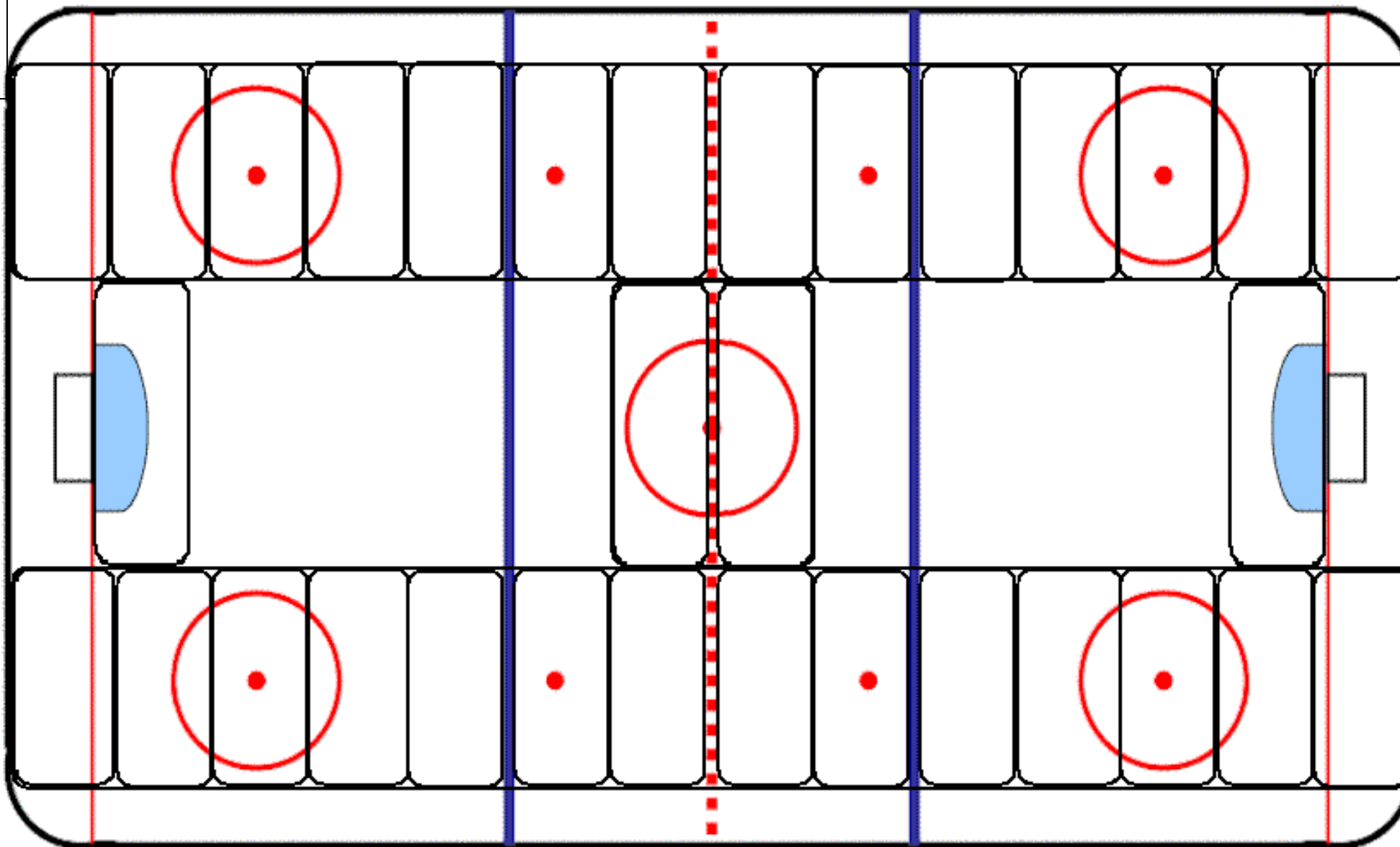
DECK OF
QUESTION
CARDS



GRAMHOCKEY



DISCARDED
QUESTION
CARDS





Instructions for playing Gramhockey

In order to play this game you will need :

- A die
- Questions cards
- Markers (for the players)
- A little puck (or any other kind of marker will do)

1 - The minimum number of players is 2, but you have to play two roles (the player and the goaltender) and the maximum is 8 players (3 players and 1 goaltender on each team).

2- The purpose of the game is to score a goal in the other net. The goaltender's purpose is to block the shots. The winning team is the first one to score three goals, or you can decide to play for a predetermined length of time. A regular hockey game is normally set for three periods of 20 minutes, but you can decide to have three periods of 10 minutes.

3 - The game starts in the centre of the ice with a faceoff. If you want to win the faceoff, race against your opponent for who will be the first to answer the question.

4 - To move your players on the ice, you roll the die and move the players on the panels in the desired direction according to the following chart:

Movements determined by the die do not need to be precise. For instance: You could roll a six and decide to move your token only 1 panel.

Each turn, all players must roll the die to determine their position on the ice.

Die roll	Movement
5-6	3
3-4	2
1-2	1

5 - When you don't know the answer to a question, you can make a pass to a partner, but you cannot make a pass across the entire length of the ice rink. Doing so, makes an offside and then, you must make a faceoff to the right (or the left) side of the goaltender in the panel marked by a red dot in the center of the red circle. The player who receives the pass must answer the question correctly; otherwise, it is a loose puck and every player can go for it (but you must first roll the die and land on the panel where the puck is).

6 - To steal the puck, you need to be on the same panel as your opponent and race against him/her to be the first to answer the question.

7 - To score you need to answer a question before the goaltender and if you succeed, IT'S A GOAL!!!

8 - The goaltender can block the shots only when answering first to the question against the player who takes the shot. After that, if the goaltender saved the puck it's a faceoff to the right (or the left) of the goaltender.

9 - The players can only shoot when in the offensive zone (inside of the blue line zone).

10 - The game is finished when a team has scored 3 goals, or when a predetermined time is out.

11 - If the score is even at the end of the game, you need to do a shoot-out in order to determine the winning team. It's the goaltenders who race against all players (one at a time) of the opposite team.

Created by : **Francis Messier, Samuel Guertin, Dany Boucher, Philippe Beauregard.** Teacher : **René Dubé**