

INTRODUCTION

Shoot-Out EZ allows you to get a final score in one to two minutes, rolling period by period for each team, using your existing Shoot-Out team cards.

These instructions assume that you are familiar with the basic concepts and rules regarding the set-up and ratings of the regular edition of Shoot-Out Hockey.

SETUP

Set up begins the same way as the regular edition of Shoot-Out by picking your starting goaltenders and determining the offensive rating of each team.

After computing the letter offense for the home and away teams and selecting the starting goalies, reference the TEAM OFF vs. the opposing GOALIE DEF on the EZ Rating table. This will give you an EZ Rating (EZR) for each team that you will use to determine how many goals they score in each period.

PLAY

Roll 2d10 and read that number on the teams EZR line on the Goals Scored table and refer to the column heading for the goals scored.

Example: the 2018-19 New York hockey team faceoff against the 2018-19 Boston club at the TD Garden. New York has Lundqvist in goal and Boston starts Rask. The OFF rating for New York is F and for Boston D. The DEF ratings for the starting netminders are E for Lundqvist and D for Rask.

Referencing the EZ Rating table the EZR for New York will be -2 (NYR OFF F vs BOS Rask DEF D) and for Boston the EZR is +1 (BOS OFF D vs Lundqvist DEF E).

New York will roll 2d10 for their score on the -2 line and Boston will roll for their score on the +1 line in each of the three periods. Reference the number rolled to the column header to determine the number of goals that team scored in the period. While the columns headed 0, 1, 2, 3, & 4 represent how many goals a team scored in the period, there are two wild card columns that are explained below:

d6

When "d6" is the column result you must roll one six-sided die. This result of the roll is the number of goals the team scored in the period and can be any number between one and six.

?? (optional)

When you roll 100 two additional rolls are required.

First roll 2d6 and refer to the **?? Chart** based on which period you are rolling. Some results on this chart may change your period score, adding or subtracting from your total.

No matter what the outcome may be on the **?? Chart**, you will have to roll again on the Goals Scored table. Then combine the two results (from the ?? Chart and the Goals Scored table) to determine the team scoring in that period.

For example you roll a 2d6 result of 7-BREAKAWAY. If the breakaway results in a goal, you would add one goal to whatever the results of your next roll on the Goals Scored table.

This chart is optional. It adds some additional flavor to your game, but will require an extra roll or two. If you prefer not to use it, just roll again to get a random number between 1-99.

OVERTIME

Roll 2d10 for the home team on the same EZR line as they rolled on in regulation to determine if they WON / LOST / TIED or continue on to a shootout.

SHOOTOUT

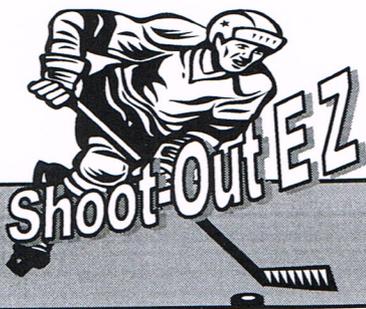
In quick play you will use the shootout instructions on page 19 and the ratings on the roster card. However, you will only use one shooter – the skater with the highest number of shootout shots – for each team. Roll once for each and read the result from the table.

THANKS

Finally, I would like to give a big clap against the boards to Dave Gardner and the Digital to Dice podcast for not only getting me to put pencil to paper on the concept, but also for the many suggestions made during the design of Shoot-Out EZ.

Have fun,

John K



Shoot-Out EZ

Fast Play Hockey Game

EZ RATING

GOALIE DEF

		A	B	C	D	E	F	G	H	I	J
TEAM OFF	AA	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
	A	0	+1	+2	+3	+4	+5	+6	+7	+8	+9
	B	-1	0	+1	+2	+3	+4	+5	+6	+7	+8
	C	-2	-1	0	+1	+2	+3	+4	+5	+6	+7
	D	-3	-2	-1	0	+1	+2	+3	+4	+5	+6
	E	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
	F	-5	-4	-3	-2	-1	0	+1	+2	+3	+4
	G	-6	-5	-4	-3	-2	-1	0	+1	+2	+3
	H	-7	-6	-5	-4	-3	-2	-1	0	+1	+2

GOALS SCORED

		0	1	2	3	4	d6	??
EZ RATING (EZR)	+10	1-7	8-22	23-42	43-65	66-91	92-99	100
	+9	1-8	9-26	27-48	49-69	70-93	94-99	100
	+8	1-8	9-30	31-53	54-77	78-95	96-99	100
	+7	1-8	9-32	33-59	60-84	85-95	96-99	100
	+6	1-10	11-35	36-65	66-89	90-97	98-99	100
	+5	1-11	12-41	42-71	72-93	94-98	99	100
	+4	1-12	13-47	48-77	78-94	95-98	99	100
	+3	1-19	20-50	51-80	81-97	98	99	100
	+2	1-24	25-55	56-84	85-98	-	99	100
	+1	1-30	31-63	64-85	86-98	-	99	100
	0	1-28	29-74	75-91	92-98	-	99	100
	-1	1-37	38-79	80-92	93-98	-	99	100
	-2	1-47	48-83	84-93	94-98	-	99	100
	-3	1-59	60-86	87-94	95-98	-	99	100
	-4	1-68	69-89	90-96	97-98	-	99	100
	-5	1-78	79-93	94-97	98	-	99	100
-6	1-89	90-96	97-98	-	-	99	100	
-7	1-91	92-98	99	-	-	-	100	

OVERTIME

(Home Team 2d10)

	WIN	LOSS	TIE or SO
+10	1-54	55-74	75-100
+9	1-52	53-73	74-100
+8	1-50	51-72	73-100
+7	1-48	49-71	72-100
+6	1-46	47-70	71-100
+5	1-44	45-69	70-100
+4	1-42	43-68	69-100
+3	1-40	41-67	68-100
+2	1-38	39-66	67-100
+1	1-36	37-65	66-100
0	1-34	35-64	65-100
-1	1-32	33-63	64-100
-2	1-30	31-62	63-100
-3	1-28	29-61	62-100
-4	1-26	27-60	61-100
-5	1-24	25-59	60-100
-6	1-23	24-58	59-100
-7	1-22	23-57	58-100



?? CHART

(Refer to this Chart then Roll for Goals Scored in the Period)

		PERIOD 1 & PERIOD 2	PERIOD 3
2	HOT GOALIE	If the opposing goaltender's DEF rating is A, B, C, D or E - he takes away all the goals you score in the period.	
3	INJURY	Your Center on the First Line is injured and out for the rest of the game. REDUCE your EZR dice roll result by 10 for rest of game	
4	GOAL UNDER REVIEW	The officials are huddled up to determine if one of your goals actually went in. Roll 2d6 YES =2-8 add one goal to your total NO =9-12 take away one goal from your total	
5	OUT HUSTLED	SUBTRACT -15 to your dice roll for goals in the period	GOOD COACHING Second intermission ass-chewing works. Increase your EZR dice roll by +15 in Period 3
6	SHUFFLE LINES	YOUR CHOICE: Keep the goals scored in your roll OR roll again adding +10 to the dice result.	LATE NIGHT BLUES Team arrived in town (or back home) at 3AM and are now paying the price. REDUCE your EZR dice roll in period 3 by 10
7	BREAKAWAY	Chance for an additional goal. Your skater has a one-on-one against the goalie. Flip (or roll) twice - once to ID the shooter and once for the shot result from the SLOT.	
8	GREAT TEAMWORK	Your team had a great skate through this morning and it is reflected in their play tonight. Their skating is crisp and their passes accurate. ADD +5 to your dice roll result for each period.	
9	PENALTY SHOT	Opposing LD gets beat and trips your player going in all alone. Flip (or roll) to ID the tripped player then Roll 2d6 - If you roll 2, 6 or 7 it is a GOAL. Add one to your goals scored in the period.	
10	COLD GOALIE	Opposing goaltender is injured in warmups and must be replaced with one from the bench for the rest of the game. His replacement never gets warmed up and is unsettled for the rest of the game. Recompute your EZR and also ADD +10 to your scoring roll for rest of game to reflect his skittish play.	
11	MAJOR PENALTY	If your opponent has a player with a 1 or 2 Fight Rating - he just slashed your player. You get TWO ROLLS on the goal table while he is spending his 5 minutes in the box.	
12	RIGHT MATCHUPS	All that film of your opponent you watched pays off. Your team scores one more goal than your opponent in this period.	AMAZING COMEBACK If behind going into the final period - score as many goals as needed to win by one