



## Quick-Start Rules (2-player game)

1. Each player picks their favorite NHL® team.

2. Shuffle the deck.

3. Deal out five cards to each player. Do not show your cards to your opponent.

4. Place the remaining cards beside the board, face down; this is the Draw Pile.

5. Using the markers, set both scoreboards to zero (0), and the period to one (1).

6. Place the puck at center ice for the opening face-off.


7. When both players are ready, each player starts by playing a card out of their hand **at the same time**.

8. Once those cards have been laid, either player can (if necessary) follow up and add to their first card to make a pair, two pair or three-of-a-kind from the cards remaining in their hand. (See Rulebook for more information).

9. The player with the higher card (or higher pair, two pair or three-of-a-kind) has won the face-off and takes possession of the puck, moving it up the ice the number of spaces and in the direction indicated in the **Pass/Skate** section of the winning card (or the top card, if you have played a pair, two pair, etc.).

If the player that won the hand lands on a blue **Break Away** square, the puck is moved directly to the opposition's **Shooting Zone**.



 If the player that won the hand lands on an orange **Ice Breaker** square, that player picks a card off the top of the Draw Pile, reads the **Ice Breaker** section of the card out loud, performs the action indicated, and then places it in their discard pile. (See Rulebook for more information).

10. Play continues in the same way, as players continue to battle for possession of the puck. Again, start by playing a card at the same time as your opponent. Either player can then add to their card, as necessary, to win the hand and move the puck up the ice and into the opposition's **Shooting Zone**.



11. Once you are in the **Shooting Zone**, cards are played pretty much the same way, but players are instead looking at the **Shot** and **Goaltending** sections, respectively.

- If the defending (goaltending) team has the highest hand, the result is a save. The player that made the save can either **A)** 'freeze the puck' by placing it at either face-off dot closest to their net, allowing both players to refill their hands to five (5) cards OR **B)** play the puck up into one of the two squares directly in front of the net (indicated by arrows) and play continues with another battle for puck possession.



A) Freeze at face-off dot    B) Play the puck forward

- If the shooting team has the highest hand, the result is a goal (woo hoo!). Add one (1) to your score (using your score marker). Each player then refills their hand up to five (5) cards and the puck is again placed at center ice for a face-off.

12. The exception to the "high hand wins" rule in the **Shooting Zone** comes if either player plays his/her Team Card (i.e. the card that has his/her team logo in the appropriate section). If you play the card with your team logo in the **Shot** section **when you are shooting** (or in the **Goaltending** section **when you are defending**), that card will beat any higher card, pair, two pair or three-of-kind that your opponent plays against you. The only thing that beats the Team Card in the **Shooting Zone** is a 5-card Power Hand. (See Rulebook for more information).



13. Whenever there is a stoppage in play – like after a goal, after a save (when the puck is frozen) or if the puck goes out of play – both players refill their hands to five (5) cards.

14. On a penalty, the penalized player can only refill his/her hand to four (4) cards and can't refill the hand until all four cards have been played, or the opponent has scored a goal, whichever happens first. (See Rulebook for more information).

15. Players can also refill their hand if they run out of cards during play. In hockey terms, consider it a line change 'on the fly'.

16. Once all the cards from the Draw Pile and all the cards in each player's hand have been played, the period is over. Re-shuffle the deck and start the next period with a face-off at center ice.

Refer to the NHL Ice Breaker Official Rulebook for complete explanations and definitions of the rules.

**For more on NHL Ice Breaker,  
check out our website at [www.csegames.com](http://www.csegames.com)**



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