

PHANTOMS OF THE ICE

Phantoms Of The Ice

by Tom Dalglish

Introduction

Phantoms Of The Ice is not just another hockey game. The game allows you to become the Manager of a team consisting of very unusual players including humans, creatures, and dwarfs. After selecting your players, you are faced with a season long struggle to get your team into the playoffs. Each turn, you may either try to improve your team by trading or drafting, or play a game to try to improve your team's record.

The crowd is ready and waiting. An organ plays a haunting tune. Like phantoms, the players take the ice. A chill runs down your spine as the game begins.

For 2-10 players.

Components

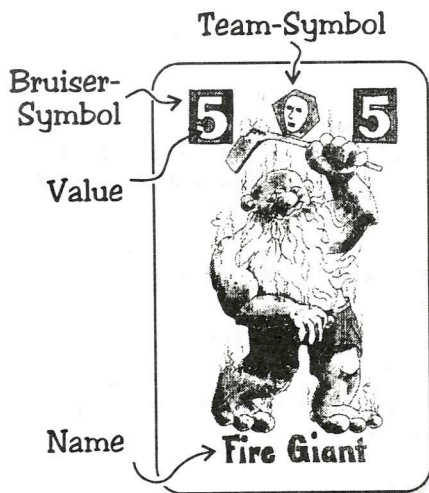
Gameboard
66 Player Cards
Team Scorepad
Rules

Teams

The deck of 66 cards contains three types of players: 31 forwards (blue cards), 23 defencemen (red cards), and 12 goalies (black cards).

Each card has a value ranging from 0 to 11 in the top right and left corners. The higher the value, the better the player. Five of the defencemen have a red square around their value; these players are bruisers.

Each card also has a symbol in the top center of the card. The symbols are explained in The Optional Team Rules. Ignore these symbols when playing the basic game.





Name / Team	Spiele / Games										Siege / Wins								
	K	R	M	P							1	2	3	4	5	6	7	8	9
Karsten		3:1	1:2	4:0							X	X							
Regina	2:1		2:3	4:0							X	X	X	X	X				
Manfred	5:0	1:3		3:2							X	X	X	X					
Peter	3:0	2:3	2:1								X	X	X	X					
	3:1	1:3									X	X	X	X					

A team in PHANTOMS OF THE ICE, as in real hockey, consists of the following six players: 3 forwards, 2 defensemen, and 1 goalie. This basic makeup cannot change, although the specific players can and will change during the game.

To avoid confusion in these rules, the people playing PHANTOMS OF THE ICE are referred to as Managers, while the cards in the game are referred to as players.

Preparations

Separate the three different kinds of players (forwards, defensemen, and goalies) into three decks. Shuffle each deck and place each face down on the appropriate space on the gameboard.

Each Manager now selects his team. There is no advantage in being first so any Manager can begin by drawing the top card from any of the three decks. Play then proceeds to the left (clockwise around the table), each Manager drawing one card at a time in turn, until each Manager has a complete team of six players. It does not matter in what order a Manager draws his players, but he must end up with 3 forwards, 2 defensemen, and 1 goalie.

Appoint one Manager as Scorekeeper. The Scorekeeper should take a Team Scorepad sheet; he will also need a pen or pencil.

1. Name/Team - The Scorekeeper should write one Manager's name in each box. Managers may name their teams if desired.

2. Spiele/Games - At the top of the column, the Scorekeeper should write one Manager's name (or initial) in each box.

The Scorekeeper records the result of every game played in this section. Each result should be expressed as two numbers separated by a dash, as in 1-0, 2-3, 3-1, etc. The score to the left of the dash representing the score of the Manager named in the box at the left of the row (the Manager taking his turn). The score to the right representing the score of the Manager named in the box at the top of the column (the opposing Manager).

3. Siege/Wins - The Scorekeeper marks each win for a Manager in this section (either with a checkmark or an 'X').

Sequence of play

There is no advantage in being first so any Manager can begin by taking the first turn of the game. After that, play proceeds to the left (clockwise around the table), each Manager taking one turn at a time.

A Manager must perform one of the following three possible actions each time it is his turn:

1. Trade
2. Draft
3. Play A Game

Trade

Choose an opposing Manager to trade with: he may not refuse to trade with you. The opposing Manager should shuffle his team (all six players) and hold them up with the backs of the cards facing you. You may pick any card and add it to your team. You must then give the opposing Manager a card of the same type in return. Example: If you picked a forward, you must give back a forward. You may NOT give back the same card you picked, even if you are forced to give away a better player than the one you received.

Draft

Choose any player on your team and place it on the bottom of the deck that contains the same type of player, then draw the top card from the same deck. Naturally, you are hoping to draw a better card but you must always accept the top card even if it is a worse player than the one you gave away.

Play A Game

1. Choose a Manager to play against; he may not refuse to play you.

You may not play the same Manager a second time until you have played each opposing Manager once. After you have played each opposing Manager once, you may play each Manager again in any order, but must play each Manager twice before you play any Manager a third time. And so on. Games you are involved in on other Managers' turns do no count towards your fulfillment of this rule.

The Scorekeeper keeps track of all games played on the Team Scorepad.

2. Each Manager holds his six players in his hand. Each Manager selects his first player and places it face down on the table.

3. Both Managers now reveal their player with the following results:

- If the players have different values, the player with the highest 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 highest value scores a goal for his team.
- If one of the players is a bruiser, the opposing player is injured. The injured player still scores a goal if his value is higher than the bruiser and the bruiser scores a goal if his value is higher than the injured player. The owning Manager should place his injured player to the side as a reminder at the end of the game.
- If both players are bruisers, both are injured. The bruiser with the higher value scores a goal for his team.

4. Each Manager now selects his second player and places it face down on the table. Both Managers then reveal their players with the same possible results. The game continues in this manner until the Managers have used all their players.

5. The team that scores the most goals is the winner. The Scorekeeper records the win on the Team Scorepad.

6. If the game is a tie, the game is resolved using the following Sudden Death procedure. The Managers take all their players back into their hands and begin again as if playing another game. However, the first player to score a goal wins the game for his team.

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 uses



the Draft procedure. If more than one player was injured in the game, they are replaced in the order they were injured. If two bruisers injured each other, the bruiser with the higher value is replaced first.

A player who is injured during a game that is tied is replaced before the Sudden Death procedure begins. A player who is injured during the Sudden Death procedure is replaced after the game is over.

Special Players

Special Players have an asterisk next to their value.

1. Tiny Tim. If Tiny Tim is matched against a goalie during a game, Tiny Tim scores a goal for his team.
2. Rumpelstickskin. If Rumpelstickskin is matched against a bruiser during a game, Rumpelstickskin is not injured but the bruiser is injured, and neither player scores a goal.



Tiny Tim



Rumpelstickskin

3. Troll and Bear. The special ability of these two players is explained in the Optional Team Rules. Treat them as regular bruisers in the basic game.

End of the regular Season

As soon as one Manager wins his ninth game, the Regular Season immediately ends and the Championship Series begins.

The Manager whose team won nine games plays the Manager whose team won the second highest

number of games. If two teams are tied for the second highest number of games won, these teams should have a one-game playoff to see which team plays in the Championship Series. If more than two teams are tied for the second highest number of games won, these teams should have a round-robin tournament to see which team plays in the Championship Series.

Players on teams that are not involved in the Championship Series are removed from the game. They are not discarded into the player decks.

Championship Series

The two teams involved play a best of seven Championship Series of games.

All regular rules of playing games apply during Championship Series games. There are no Trade or Draft turns. Injured players are replaced using the Draft procedure just like during the regular Season.

The winner of the Championship Series is the winner of PHANTOMS OF THE ICE.

Optional Championship Playoff Rules

At the agreement of the Managers, any Championship Playoff system can be used. As one example, all teams could be allowed to make the Playoffs with the teams ranked according to the number of wins, the team with the most wins playing the team with the least, the team with the second most wins playing the team with the second least, etc. If there are an odd number of Managers, the two Managers with the least wins play a one-game playoff. The winner joins the Championship Playoff and the loser is out of the game.

Optional Team Rules

The maximum number of Managers is 6 when using these rules.

You may have noticed that all of the players have a symbol in the top center of their cards. These symbols are used to separate these players into six teams of 10 players each: four Human teams, one team of Creatures, and one team of Dwarfs.

Each Manager takes one team. The teams are all equal in value so there is no advantage to choosing any particular team. Now shuffle the six remaining players with the mask symbol (the five bruisers and Dragon) and randomly give one to each Manager. Each Manager now has a complete team of 11 players.

There are no Trade or Draft turns when using these rules. Each Manager must play a game every time it is his turn. In the first game, each Manager selects his team from the 11 available players in his hand.

The game is played using the regular rules.

After the first game, a Manager may take back 3 of the players he used during the game. The other 3 players are left face up and placed aside on the table; they are resting. If one or more players were injured during the game, these players must be part of the 3 players left on the table.

In his second game, the Manager will have only 8 players from which to select his team. However he must still select 3 forwards, 2 defensemen, and 1 goalie. At the end of the game, each Manager takes back 3 of the players used during the game plus the 3 players who rested after the first game. The remaining 3 players are left face up on the table to rest.

Subsequent games are handled in exactly the same manner, a Manager always having 8 players from which to select his team, and always having to rest 3 players after each game.

If a Manager cannot fulfill the requirement to play 3 forwards, 2 defensemen, and 1 goalie, his opponent automatically wins the game but no game is actually played. Each manager selects 3 of his 8 available players to rest during their next game and takes back the 3 players who were resting.



Special Players

Troll and Bear may be used as either defensemen or forwards, and may be switched from one position to the other from game to game.

Credits

PHANTOMS OF THE ICE was originally published as **TEAM** by Gamma Two in 1975.

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