

# GRIDDLY HEADZ™

TO PLAY IS NOT ENOUGH

# HOCKEY GAME



**Advanced Rules**

# GRIDDLY HEADZ™ PLAY BOOK INDEX

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## CONGRATULATIONS!

You now have in your possession the official  
GRIDDLY HEADZ™ Hockey Game.

Take some time to read this booklet.

The more you know, the more exciting the game!

Go online to see a clip of the game.

## EACH GAME CONTAINS:

- 3 Sets of 20 Play Cards
- 50 Score Card Tickets (Statz Pad)
- An Instruction Book
- 2 GRIDDLY HEADZ™ Membership Cards  
(remember to join!)
- 2 Hockey Sticks and Pucks
- 4 Slide-In Locker Rooms with 12 Teeth Puzzle Pieces
- 4 Team Sets of:
  - 4 Regular Players (Spitty)
  - 1 Goalie (Slapshot)
  - 1 Enforcer (Gronk)
  - 2 Dice

(Order replacement pieces at [www.griddlyheadz.com](http://www.griddlyheadz.com))

## HOW TO BEGIN

- Each participant chooses a Team Color.
- Each participant receives a Locker Room with teeth puzzle pieces (See Page 12) closest to their Team Square.
- Place all play cards on the Play Card Squares.
- Set 3 of the Regular Players (Spitty) on the Team Bench (See Page 12).
- Set 1 of the Regular Players (Spitty) on the Team Square (See Page 9).
- Set the Goalie (Slapshot) on the Team Bench.
- Set the Enforcer (Gronk) on the Team Bench.
- Keep the hockey sticks and pucks close, you will use them for the Shoot Out challenges.

## WATCH OUT!

### **One Way To Win - Two Ways To Lose.**

- First person to get 10 Goals is the winner.
- If you lose all 12 teeth you are eliminated.
- If any 4 of your players have been ejected from the game, then you're out of the game.

## THE SCORING

- To win, you have to get 10 Goals.
- Every time your Regular Player (Spitty) scores a Goal, wins a Shoot Out or draws a card awarding Goals you receive 1 Goal toward your total score.
- Every time your Goalie (Slapshot) scores a Goal or wins a Shoot Out you receive 2 Goals toward your total score.

## DETERMINE WHO THE STARTER WILL BE

The starter is the person to roll both dice and start moving their players around the game board. All play moves are clockwise, except Gronk (See Page 5). To determine who the starter will be:

- Each player takes a die and rolls.
- The highest number will be the starter.
- If a tie occurs between players, only those who tied will keep rolling until the winner is determined.

## DICE RULES

- If one of your die is a 6 or the total of both dice equals 6 then you can move another player into your Team Square (maximum 3 players on the Active Playing Surface [APS], see Glossary on Page 12).
- If you have more than one player on the APS, you may "split" the dice count so that one player moves the count of one die and the other player moves

the count of the other die. For example: You roll a 4 and a 1. If you have two players on the APS, one player could move 4 spaces and the other player could move 1 space. Or you could move just one of the players 5 spaces.

- If a die does not land in the Arena you have to re-roll that die.
- If a die is leaning against the side of the Arena, then you must re-roll only that die.
- When you re-roll, do not roll both dice, only the one at fault.
- When competing in a challenge, only use one die.
- If you and the challenger roll 3 identical numbers in a row, both of you will lose 2 teeth from your Locker Room and the challenge will end.
- During a challenge, if you hit your opponent's dice the opponent has 3 options to choose from. They have the option of re-rolling, they may keep the value of the dice now shown or they may keep the original value of their dice.
- You cannot purposefully hit your opponents dice. If you hit your opponents dice twice during a challenge you automatically lose that challenge.
- If you and your opponent roll your dice at the same time during a challenge and your dice hit, neither you nor your opponent re-roll.
- All dice play happens in the Arena.

## MERCY PLAYS

- In order for you to always have a player on the APS, some plays have been introduced to help you make the most of your game; these are called Mercy Plays.
  1. When you have only 1 player on the APS and that player is benched, either by a drawn card or losing a challenge, another regular player from your Bench is allowed to come out on to the Team Square immediately.
  2. If the only player on the APS is in the Penalty Box and you have unsuccessfully tried to bring another player onto the APS by rolling a six, then you are permitted to bring a Spitty on to the Team Square on your next turn.

## FIGHT CHALLENGES

- **All “fights” must be honored first, before any cards are picked up and before the instructions on the square are followed.**
- When two players land on the same square they must “fight” one another to determine who will lose 1 tooth.
- If there are more than 2 players on that square they must fight each player separately.
- Fight contest consists of:
  - “BEST 3 OF 5”.

- Challenge other person on the square.
- Each person uses only 1 die.
- The first participant to roll the highest number three times will win the challenge.
- One of the other players should keep score with their fingers in the air so everyone knows who is winning the challenge.
- If you and your opponent roll 3 identical numbers in a row, both of you will lose 2 teeth from your Locker Room and the challenge will end.

## THE KEEPER CARDS



- If you want to use a “Keeper Card” they must be played immediately before you start a challenge or at the time you are challenged.
- The maximum number of “Keeper Cards” you may have in total is 3. If you draw a 4th “Keeper Card” and you would prefer to have it, you may exchange with a current card. Place the card you no longer want at the bottom of the respective pile.

### 1. Referee Card

- These are rulings by the hockey official. All decisions are final and without question. Some are in your favor and some may cause you some discomfort.

### 2. Dentist Card

- Encounters with opponents may change your smile! Maybe it’s good, maybe it’s bad. Will you take that chance?

### 3. Breakaway Card

- Fast moving and involving sudden changes for you or your opponents. The Breakaway Cards may make you jump for joy or move around to places you don’t want to go.

## INSTRUCTIONS FOR SHOOT OUT CHALLENGE

- When someone lands on a Shoot Out Square they can challenge any other player.
- Place the puck on the designated area. One player will hit from one end of the board and the other player will hit from the opposite end of the board. Whoever is challenged shoots first.
- Attempt to shoot your puck so that when your shot is completed your puck is closest to center ice. If your puck hits your opponent’s puck you lose. Closest to center ice is awarded 1 Goal.
- If the player that challenges the other person has landed on the Shoot Out Square with their Slapshot game piece and wins the challenge they are awarded 2 Goals.

# THE PLAYERS

- Only 3 players from one team may be on the Active Playing Surface (APS) at any one time.
- If a person puts more than three players on the APS at one time, the player last added will be ejected from the game.

There are 3 types of players:

## 1. Goalie (Slapshot) [1 Player]

- Must follow instructions on each square.
- May only move clockwise.
- Starts with a 1 roll advantage in all challenges. In the case of a Slapshot landing on a square containing another Slapshot, neither starts with a 1 roll advantage.
- If a Slapshot wins a Shoot Out or Goal challenge, Slapshot wins 2 Goals.
- Cannot be ejected from the game unless they are the only player remaining on the APS at the time of the challenge or if they receive an ejection card or lose an ejection challenge to Gronk.
- If Slapshot lands on an opponent's Team Square, Slapshot is sent back to his own Bench.





## 2. Enforcer (Gronk) [1 Player]

- **Does not** follow the instructions on any squares.
- May move clockwise or counter-clockwise.
- Removes 2 teeth from any Regular Player (Spitty), except his own, when he lands on an occupied square.
- Cannot be ejected from the game unless they are the only player remaining on the APS at the time of the challenge or if they receive an ejection card or lose an ejection challenge to Slapshot.
- Can split a dice roll by going forward or backward with the count of one die and the other direction with the count of the other die.
- If Gronk lands on an opponent's Team Square, Gronk is sent back to his own Bench.

## 3. Regular Players (Spitty) [4 Players]

- Must follow instructions on each square.
- May only move clockwise.
- When Spitty wins a Shoot Out or Goal, he wins 1 Goal.
- If Spitty lands on opponent's Team Square, Spitty is sent back to his own Bench.
- Will be ejected from the game if:
  - Too many players on APS.
  - Receives ejection card.
  - Lose Playoff challenge.

## Players







<p><b>Spitty</b></p> 	<p><b>Regular Hockey Player</b></p>	<p>Spitty must take action listed on square.</p> <p>Spitty may only move forward (clockwise) around the game board.</p>
<p><b>Slapshot</b></p> 	<p><b>Goalie</b></p>	<p>Slapshot can do all activities of a regular player.</p> <p>Slapshot may only move (forward) clockwise around the game board.</p> <p>Slapshot has 1 roll advantage when in a challenge.</p> <p>If Slapshot wins a Shoot Out or Goal challenge, that team wins 2 Goals.</p> <p>Slapshot can not be ejected by a regular player in a challenge unless he is the only player remaining on the APS.</p>
<p><b>Gronk</b></p> 	<p><b>Enforcer</b></p>	<p>Gronk <b>does not</b> follow the actions listed on any of the game board squares except if he lands on an opponents Team Square (See Page 5).</p> <p>Gronk can move forward or backward.</p> <p>Gronk takes 2 teeth from a Spitty when he lands on the occupied square.</p> <p>Gronk can not be ejected by a regular player in a challenge unless he is the only player remaining on the APS.</p>
<p><b>Shoot Out Player</b></p> 	<p><b>Single Purpose Player</b></p> <p>(Instructions for Shoot Out Challenge on Pg. 4)</p>	<p>Player does not move around the APS.</p> <p>Player does not sit on the Bench.</p> <p>Player is only used for Shoot Out situations.</p>

## Challenges




(When 2 players land on the same square.)

<b>Spitty vs. Gronk</b>	<b>Land on same square</b>	Each Spitty on that square automatically loses 2 teeth (except your own).
<b>Spitty vs. Slapshot</b>	<b>Land on same square</b>	Best 3 of 5 rolls.
		One die each is rolled.
		Slapshot starts with a 1 roll advantage.
		Loser loses 1 tooth.
<b>Spitty vs. Spitty</b>	<b>Land on same square</b>	Best 3 of 5 rolls.
		One die each is rolled.
		Loser removes 1 tooth.
<b>Slapshot vs. Gronk</b>	<b>Land on same square</b>	Best 4 of 7 rolls.
		One die each is rolled.
		Slapshot starts with a 1 roll advantage.
		Losing player is ejected from the game (back to the Locker Room).
<b>Slapshot vs. Slapshot</b>	<b>Land on same square</b>	Best 4 of 7 rolls.
		One die each is rolled.
		Neither start with a 1 roll advantage.
		Losing player is ejected from the game (back to the Locker Room).
<b>Gronk vs. Gronk</b>	<b>Land on same square</b>	Best 4 of 7 rolls.
		One die each is rolled.
		Loser removes 4 teeth and is sent to the Penalty Box.





## The Cards

<b>Breakaway Cards</b>	<b>Action</b>	Pick-up a Breakaway Card.
	<b>Results</b>	If your card has a  , you may keep it for future use. It is a "Keeper Card".
		Maximum of 3 cards at anytime may be kept (Breakaway or Referee).
		You may exchange a held card for a new card when you land on the Breakaway square.
<b>Referee Cards</b>	<b>Action</b>	Pick-up a Referee Card.
	<b>Results</b>	If your card has a  , you may keep it for future use. It is a "Keeper Card".
		Maximum of 3 cards at anytime may be kept (Breakaway or Referee).
		You may exchange a held card for a new card when you land on the Referee square.
<b>Dentist Cards</b>	<b>Action</b>	Pick-up a Dentist Card.
	<b>Results</b>	All cards must be played right away.
		If you cannot use it, you lose it.
<b>Goal Square</b>	<b>Action</b>	Roll one die as fast as you can against any opponent.
	<b>Results</b>	First person to roll a 1: win 1 Goal.
		If both players roll a 1 at the same time: both win 1 Goal.
		If Slapshot was the challenger: win 2 Goals.

## Squares

<p><b>Penalty Box</b></p> 	<b>Action</b>	Only one player of each team is allowed in the Penalty Box.
	<b>Results</b>	<p>If you land on this square your player will have to remain in the Penalty Box until you either:</p> <ol style="list-style-type: none"> <li>1. Pass by the square with another player.</li> <li>2. Play a get out of Penalty Box card.</li> <li>3. A Mercy Play. (See Page 3)</li> </ol> <p>When you have a player in the Penalty Box then another player is sent there, either by a drawn card or you land there, an exchange occurs. The player currently in the Penalty Box returns to their Team Square and the other player takes their place in the Penalty Box.</p>
<p><b>Ride Ice Machine to Other End of Rink</b></p> 	<b>Action</b>	When you land on this square, you must move your player to the same square on the opposite end of the APS.
	<b>Results</b>	<p>This may be useful when trying to evade Gronk or get your player back to your Team Square.</p> <p>NOTE: You cannot move to the other end of the APS with your player and then move the same player again with the count of the other die.</p>
<p><b>Team Square</b></p> 	<b>Action</b>	Where your players will come onto the APS from your Bench.
		When only 2 or 3 participants are playing, the unoccupied Team Square becomes a "safe zone" for everyone.
		When you land on an opponent's Team Square you will immediately be sent back to your Bench.
<b>Results</b>	When you land on your own Team Square, you may swap your current player with anyone else on your Bench.	

## Squares

<b>Playoff Challenge</b> 	<b>Action</b>	Best 4 of 7.
		Challenge any player who is on the APS. Only challenge Gronk or Slapshot if they are the only players remaining on the APS.
	<b>Results</b>	<b>Player ejected from game.</b>
If <b>Challenger loses</b> : eject player on Playoff challenge square.		
If <b>Opponent loses</b> : player who was challenged is ejected from the game.		
<b>Face Off Challenge</b> 	<b>Action</b>	Best 3 of 5.
		Challenge any player who is on the APS, including Gronk or Slapshot.
	<b>Results</b>	<b>Player sent back to Bench.</b>
If <b>Challenger loses</b> : bench player on Face Off challenge square.		
If <b>Opponent loses</b> : player who was challenged is benched.		
<b>Fight Challenge</b> 	<b>Action</b>	Best 3 of 5.
		Challenge any player who is on the APS, including Gronk or Slapshot.
<b>Results</b>	<b>Loser of challenge removes 1 tooth.</b>	
<b>Shoot Out Challenge</b> 	<b>Action</b>	Challenger goes last. Both Shoot puck toward center of ice from the end zone behind net.
		Challenge any opponent who is on the APS.
		Avoid hitting opponent's Shoot Out Player.
	<b>Results</b>	<b>Puck closest to center of the ice wins 1 Goal.</b>
		If no clear winner, break tie with one roll of the die - highest number wins.
If opponent's puck is hit, you lose the Shoot Out attempt.		

# **BREAKAWAYZ & PENALTYZ** (Another Dice Game)

For the purpose of Breakawayz and Penaltyz the instructions on the squares of the APS mean nothing and are to be treated as if they are blank squares.

## **Hey Hosers here's how you play:**

### **Players**

- Two to Four.

### **Objective**

- First person to go forward (clockwise) around the board and land exactly on the blue corner square again is the winner.
- Each person takes a hockey player and starts on the blue corner square.
- Each person rolls one die - the highest number will go first.

### **To Move**

- Roll both dice and move forward (clockwise) the combined total of both dice unless it is a double or a 7.
- If you roll a double (two of the same number) then move backward (counter-clockwise) the total of the 2 dice.
- If you roll a 7 (any combination that adds up to seven) then move backward (counter-clockwise) 7. You can end up past the starting point.
- If you land on a square with another player, you must move backward to the next GRIDDLY HEADZ™ Hockey corner square. If that square is also occupied, then move back to the next GRIDDLY HEADZ™ Hockey corner square.

### **To Win**

- You must go completely around the board once and land exactly on the blue corner square.
- You must roll the exact number to land on the blue corner square.
- If your roll is too high to land exactly on the blue corner square, then move forward to the blue corner square and then backward the remaining amount of your roll.

# GLOSSARY

## “Die”

- One of a pair of dice.

## “Griddly Headz™”

- The team name for all the players on the game board. For example: Spitty, Slapshot, Slogg the Dog, Gronk and Hot Head Henry.

## “Penalty Box”

- The space where your player must wait to be released or win the release with a card. Otherwise they cannot move around the APS and must watch all the action from the sidelines.

## “Active Playing Surface (APS)”

- The top level of the game board where the squares are located and the players move about challenging other participants.

## “Keeper Cards”

- Cards with a skate in the lower section indicating that you should play it only when necessary. **Don't read this card out loud.**

## “Ticket Score Card (Statz Pad)”

- Place where you can keep track of how well you are doing, along with obtaining statistics for your records.

## “Arena/Ice”

- The place in the center of the board where you roll your dice. All dice must land in this area.

## “Team Bench”

- The rectangular space beside your Team Square that is color coordinated with your team. You keep your players here before they enter play on the APS.

## “Locker Room”

- There are 4 Locker Rooms in the game: one for each player (4 pull out drawers). In each Locker Room there is an image of a mouth, with removable puzzle pieces. During game play you will lose and gain teeth.