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EXTRALIGA ALL-STARS 1993–2023

CARD GAME

GAME RULES



3 EXTRALIGA ALL-STARS 1993–2023 CARD GAME

Dear fans of ice hockey.

The Czech Ice Hockey Extraliga celebrated its thirtieth anniversary in the 2022/2023 season. During that time we could watch hundreds of hockey players. Some have fallen into oblivion, others have donned the national jersey or made their name in the NHL. The exceptional ones have become club legends. The Extraliga All-Stars card game allows you to build your own dream team and play matches against both live opponents and „virtual“ opponents. The game features all the teams from the 2022/2023 season and, as a bonus, teams that have won the Extraliga title in its 30-year history. Each team is represented by six hockey players from the entire independent extraliga history, who were selected in cooperation with the individual hockey clubs. The game also features the greatest personalities of Czechoslovak hockey in the form of legend cards without club affiliation. It's up to you to decide what your team will look like and whether you can lead it to the title.

Have fun!

Michal Ekrt & Petr Bělík

Game components

- 110 hockey players cards
- 17 opponent cards
- 5 draw cards
- 20 event cards
- 18 coach cards
- 1 first player token
- 30 tokens of team power
- 5 scoring tokens
- 12 dice
- 1 rulebook
- 1 score sheet

Please note: Actual game components may differ from those shown.

Game basics

Build your all-star team through the card draft (see DRAFT below). With it, you will then embark on a series of matches that will determine the winner of your league. The team consists of an offensive trio (left wing, center, right wing) and a defensive trio (2 defensemen and a goalie, left and right defensemen are not distinguished). Your team will be stronger if you can get the right players in the right positions and if you can put players from the same club who are compatible with each other in the offensive or defensive trio. Legends have a special status. They are automatically matched with all other hockey players. The matches themselves are played in the form of dice battles. You use as many dice as your team's offensive strength and must roll numbers that at least equal your opponent's defensive strength. Some players have special abilities, which allow you to manipulate the dice you roll, reshuffle them or change their value.

Extraliga All-Stars is played in two parts – DRAFT and SEASON.

PART 1 - DRAFT

What you should know before your first game: Before you draft and assemble your first Dream Team, familiarize yourself with how you will use the cards you've acquired later in the game.

- At the end of the draft you will have 12 player cards to build your team for the first game.
- You can always have at most one legendary hockey player in your starting lineup.
- There will be forced lineup changes between games and some event cards will force you to make changes. So don't just think about the starting line-up.

Anatomy of a hockey player's card

Position: PK
 Bonus: +1
 Player name: JAROMÍR JÁGR
 Club: RYTÍŘI KLADNO
 Number of seasons in the club in league: 9
 Number of league titles with the club: 0

DRAFT for 3-5 players

Sit around the table so that each player has enough space in front of them to lay out their team's cards.

Shuffle all 110 player cards and place the deck face down on the table. Deal 7 cards to each player, do not show the cards you have dealt. Set the remaining cards aside for now.

CARD SELECTION

Take all the cards dealt to you, choose one of them and place it face down in front of you. You can look at your selected cards at any time.

TRANSFER OF CARDS

Once all players have chosen a card, pass the remaining cards to the player on your left.

You will receive from your neighbour the cards from which he/she chose that round. Each round you will therefore have one less card to choose from.

SIXTH ROUND DRAFT PICK

Before the sixth round, you only get two cards from your neighbor. Choose one of them and return the other to the box.

At the end of the sixth round of the draft, you will have 6 cards in front of you. Deal 7 new cards to each player and play the second draft according to the above rules, except that you will pass the cards to the player on your right.

After two drafts you will have 12 players to use in the SEASON. Return unused hockey player cards to the box.

DRAFT for 2 players

Sit opposite each other and choose the first player. He takes the first player's token.

Shuffle all 110 hockey cards and place the deck face down on the table. Turn the top 6 cards face up between you and start the first round of the draft.

The player with the first player's chip selects 1 card and places it in front of him. The second player selects 2 cards from the 5 remaining cards and places them in front of him. The first player then takes 1 card from the 3 remaining cards. Set aside the unselected cards. Then pass the first player's token and turn over 6 more cards from the deck. The selection of players continues in the same way, the starting player always starts by selecting 1 card. Remember to change the order of the players at the end of each round of the draft. Play 6 rounds of the draft in this way, after which each player will have 12 hockey players in front of him. Return all other unused hockey player cards to the box.

BUILD YOUR TEAM

Players divide the scoring chips among themselves to determine their team's colour. Use A and B chips in a two-player game, A, B and C in a three-player game, A, B, C and D in a four-player game, and all chips in a five-player game. This is important because of the draw of matches during the SEASON.

Each player will take 6 team strength tokens (offense 1/2, 3/4, 5/6 and defense 1/2, 3/4, 5/6) in their chosen color and 12 over-drafted cards.

The hockey team in the Extraliga All-Stars game consists of 6 players in the starting lineup and 6 on the bench. Each hockey player in the correct position **LW**, **C**, **PW**, **D**, **D**, **G** in the starting lineup adds strength +1 to offense / defense. Each synergy (club linking adjacent hockey players in a defensive or offensive trio) adds 1 bonus point of strength. Legends automatically have a synergy with all other hockey players in the defensive/offensive trio. The maximum strength of both the offense and defense is 6 at all times. The offense strength indicates how many dice you will be able to use in the next round of the season. The defense strength indicates what minimum number the attacking players must roll on their individual dice to overcome the opponent's defense and score goals.

Try to build the strongest possible team on the table in front of you, but keep in mind that you will be forced to substitute some players

during the game and your lineup may not always be ideal. If you don't get any goalies in the draft, take any of your hockey cards and place them face down on the goalie position. It will have a power of 1 and cannot gain any bonus for interacting with defenders.

Using the example below, determine your team's strength and assign a team strength token to the offensive and defensive trios, with the corresponding numerical value turned up. The positions of the players are marked on the chips for clarity.

An example of a team and determining its strength :



Attack = 3

1 Martin Erat is in the right position (+1), 2 Václav Prospal is in the right position (+1), 3 Radek Dvorak is not in the right position (+0), 4 Václav Prospal is matched with Radek Dvorak because they represent the same club (+1). Martin Erat of Kometa Brno is not matched with any player from České Budějovice (+0).

Defense = 5

5 All players are in the right positions (+3). 6 As a legend, Frantisek Pospisil is tied with Filip Hronek (+1) and Tuuka Rask (+1). Filip Hronek is not tied with Tuuka Rask (+0).

Leave the players that you don't use for team building face up near him (so as not to mix up the players). These now form your bench.

Reminder: only one legend can be in the starting lineup at any given time.

After all players have finished building their teams, you may begin the SEASON.

PART 2 - SEASON

Shuffle the 18 coach cards and deal 3 cards to each player. Do not show these cards to each other. Return unused cards to the box.

Shuffle the 20 event cards to form a deck and place them face down within reach of all players.

Place the scoring table within reach of all players, and place scoring tokens in the colours of the playing players in the 0 point position.

Place the 12 dice within reach of all players.

Give the first player's token to the player who last attended a hockey game.

Depending on the number of players, prepare the season deck by shuffling the appropriate lottery ticket cards.



Example: in a 4-player game, select and shuffle all cards that show a 4-player ticket.

In a 2-3 player game, add 2 random opponent cards to the Season deck and shuffle the entire deck.

	Draw cards	Opponent cards
2 players	2	2
3 players	3	2
4 players	3	0
5 players	5	0

Place the season packet face down within reach of all players.

Alternative Season Preparation: Once you have played your first season and become familiar with the mechanics of the game, you can experiment with the length of the season by adding additional opponent cards during the preparation process. However, keep in mind that the playing time will be longer and, especially in 4-5 player games, there will be a lot of downtime between matches against virtual opponents. In any case, the scoring table is prepared for a maximum of 30 points = up to 10 matches.

SEASON ROUND

Each game round of the season consists of several phases. You enter the first round with the starting lineup after the draft. The phases are evaluated in order starting with the player with the first player token.

- 1 Determining the opponent
- 2 Event
- 3 Playing Coach Cards
- 4 The Match
- 5 Change of line-up

1. DETERMINATION OF THE OPPONENT

The first player turns over the top card of the season deck. The draw card determines the pairs of players who will play a match together. The opponent card determines the virtual opponent that all players will face in that round.

2. EVENT

The first player turns over the top card of the event deck and reads it aloud. Some effects are evaluated immediately, others must be watched during the matches. Effects affect all players.



3. PLAYING COACH CARDS

In order from the first player, all players have the opportunity to play one or more of their coach cards. Each player has 3 cards for the entire season and their effects apply only to them.

Clarification of keywords from event cards and coach cards:

Penalty - Remove the selected player from the starting lineup for the current game. During the lineup change phase, you can replace him as if he were part of the starting lineup.

Remove - return the selected player to the box, he will not be used in the season.

Substitute - replace one player from the starting lineup with another player from your bench. You can then change the positions of the players in your starting lineup as needed.

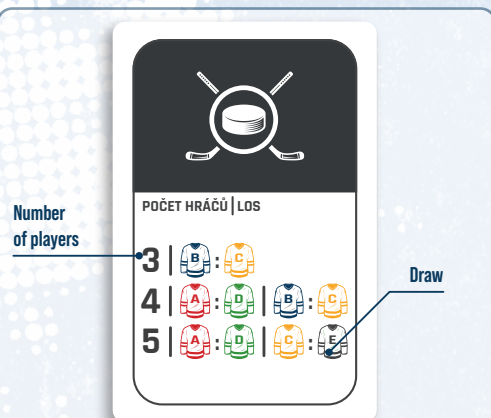
100% synergy - regardless of club affiliation, all players on the offensive and defensive lines have synergy with each other.

4. MATCH

A MATCH WITH A LIVE OPPONENT

Players will play each other according to the draw. In a 4-5 player game, regardless of the card, the pair containing the player with the first player's chip plays the first match.

Draw card anatomy



Example: In a four-player game, if this card is turned over, 2 games will be played in that round. Player A with player D and player B with player C. The first match will be played between players, one of whom currently holds the first player's token.

Basic playtime

The strength of the attack is determined by the number on the strength token of the attacking triple. The defense strength is determined by the number on the strength token of the defending triple. Both players roll as many dice as their attack strength . After both players have rolled their dice, the first player (the player with the first player's token or the player closest to the left of the player with that token) may apply his/her player bonuses to the dice rolled - flipping or reshuffling his/her dice depending on the bonuses on his/her attackers' cards, and flipping or reshuffling his/her opponent's dice depending on the bonuses on his/her defenders/defenders' cards. Subsequently, his opponent has the same option. Both players can take turns to react to each other as long as they have any remaining players with an unused bonus. (For clarity, rotate the cards of the hockey players whose bonus you have already used by 90°).

Hockey player bonuses	
+ 1	Turn one of your dice to a result 1 higher than the number rolled (4 to 5, etc.).
- 1	Turn one of your opponent's dice to a result 1 lower than the number rolled (4 to 3, etc.).
Re-roll of	Re-roll one of your rolled dice.
Re-roll of	Re-roll one of your opponent's rolled dice.

Once both players are satisfied with the results of the dice rolls, proceed to the evaluation of the match. Any result on a single die that is equal to or greater than the strength of the opponent's defense is a goal scored. The team that scores more goals wins. The winning player gets three points.



Player B wins the match in regulation time and moves his scoring chip forward 3 spaces.

Overtime

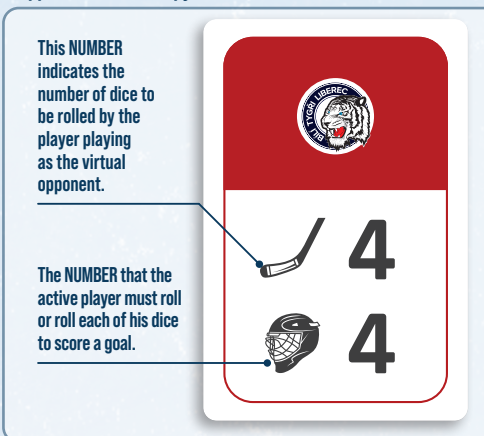
If the base game ends in a tie, both opposing players roll one die. The higher number wins regardless of the strength of the defenses. In the event of a tie, roll again. The winning player moves their scoring token up 2 points on the table, the losing player moves their scoring token up 1 point on the table.

Note: If you want, you can play the extension with one die, following the normal rules, comparing the number on the die to the strength of the defense. However, in this case there may be unnecessary delays in play for players who are not actively involved in the ongoing match.

MATCH WITH A VIRTUAL OPPONENT

In order from the first player, all players play a match against a virtual opponent. The player to the left of the active player rolls the dice for the virtual opponent. The player who is currently scoring his match is considered the active player.

Opponent card anatomy



Basic playing time

The active player rolls as many dice as his attack power. The player playing as a virtual opponent rolls as many dice as the virtual opponent's attack power. After the rolls, the active player can use his/her player bonuses - roll or reshuffle his/her (attack) dice depending on the bonuses on his/her attackers' cards and roll or reshuffle the dice of the player playing for the virtual opponent depending on the bonuses on his/her defenders/goalkeepers' cards.

Any result on a single die that is equal to or greater than the strength of the opponent's defense is a goal scored. The team that scores more goals wins. If the active player is the winner, he moves his scoring token forward 3 points in the table.

Overtime

If the base game ends in a tie, both opposing players roll one die. The higher number wins regardless of the strength of the defenses. In the event of a tie, roll again. If the active player wins, he moves his scoring chip in the table by 2 points. If the active player loses, the active player moves his scoring chip in the table by 1 point.

5. LINEUP CHANGE

The first player rolls one die, and according to the result, all players must make a substitution (swapping the required number of players from the starting lineup with players from the bench, adjusting positions as necessary, and setting team strength chips to the correct values):

- Replace at least 1 hockey player.
- Replace at least 2 hockey players.
- Replace at least 3 hockey players.
- Replace at least 4 hockey players.
- You don't have to substitute any players, but you can substitute any number of players.

Do not make any more lineup changes after the last game of the season.

At the end of the round, the first player passes the first player's chip to the player to his left.

„INTERNATIONAL BREAK“

After playing all the games in the season package, you are halfway through the season. For 2 and 3 player games, discard the used opponent cards and randomly select 2 new opponent cards. Re-prepare the season deck according to the rules on page 5. Then play the second half of the season.

THE END OF THE GAME

Once all the games of the season have been played, the player who has earned the most points is the winner. In the event of a tie for first place, the winner is the player whose team strength (sum of offense and defense) was higher in the last game. If the tie still persists, the players with the same points may play the deciding match.

Alternative endings: your imagination is not limited. If you wish, you can determine the winner in the event of a tie in the points table by the difference in scores if you make a note of it somewhere during the season. You can also play playoffs (in a 4 player semi-final game 1st vs 4th, 2nd vs 3rd and final).

Game season round overview

1. Determining the opponent
2. Event
3. Playing coach cards
4. Match
5. Lineup change

Other tips and game variants

please find at:

www.extraligaallstars.cz



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