

SIMPLE SEASONS

H O C K E Y

Simple Seasons Hockey

A print-and-(quick-)play hockey simulation game

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Overview

Simple Seasons Hockey is a quick-play hockey game that generates realistic scores. It can be played on its own to relive the thrill of a full season, playoffs, or series, or it can be used in conjunction with a longer-playing game in order to generate standings without having to play full games.

To play, you'll need one or more season bundles, each of which contains:

- A season of Simple Seasons Hockey team cards
- The season's playoff bracket
- A blank playoff bracket for that season
- The season's as-played schedule

Materials

This core bundle contains:

- These directions
- Guide to hockey franchises
- Scoresheet
- Optional card back design

What you'll need to provide on your own:

- 1d20 (or a favorite dice-rolling app)
- Paper/a printer to print out the season bundle materials
- Pen/pencil

Also available from the shop:

- Historical modifier chart (free)
- Event deck (core bundle expansion)

A

B

C

D

E

F

G

2021-2022 Men's Pro Hockey

Anaheim

31-37-14 (76), 7th Pacific

0	≤2	1	3-6
2	7-11	3	12-16
4	17-19	5	20-22
	6+		23+

H

H-Ice	1
OT	9
SO	9

DEF	
H	d+0
V	d+1

(c) Short Season Games

How to read a card

A: Year/Sport - in order: the season (year/s), gender, level (pro/minor/college), and sport for the team

B: Team - the nickname, city, or region of the team that this card represents

C: Record - how the team finished in reality. In order: win-loss-tie/overtime loss record (number of points), division place, division name, and conference playoff ranking finish (if the team qualified). *In this example, Anaheim had 31 wins, 37 losses, and 14 overtime losses, totaling 76 points in the standings. They finished 7th in the Pacific Division, but did not qualify for the playoffs. If they had, their seeding would have been listed as "#W" because they are in the Western Conference.* If the league had only one division, this box would only list the team record and overall finish (i.e., "50-20-12 (112), 1st place"). If a star symbol (★) is shown, this means the team won its

league championship; in leagues with playoffs, the star denotes the playoff champion.

D: Scoring key - the chart from which a team's base score is determined

E: H-Ice rating - the team's Home Ice range

F: OT rating - the team's Overtime range (to be rolled against if necessary)

G: SO rating - the team's Shootout rating (to be rolled against if necessary)

H: Defense chart - depending on whether this team is home or visitor, the appropriate modifier will be added to the opposing team's dice roll. (The "d" stands for "dice.")

The Simple Seasons Hockey cards are similar to, but very different from, the cards in other Simple Season sports games!

How to play (quickstart)

1. Choose two teams.
2. Roll d20 for visiting team. Apply opponent DEF rating to d20 result.
3. Check visiting team card for base score and mark it down.
4. Repeat step 2 for home team.
5. Repeat step 3 for home team.
6. Roll d20 once more for Home Ice advantage.

How to play (detailed)

These steps are very detailed, but as you see above in the quickstart section, it's really quite simple! Once you have this down, each matchup will take about 30-45 seconds to complete.

(These directions assume you'll be using the accompanying scoresheet, but play however works best for you.)

Step 1. Select your teams

Select any two teams from any of the available seasons. Determine which team will be the home (H) team and which will be the visitor (V), and write the teams on the appropriate lines in the first column of the scoresheet.

For example, I'll use 2021-2022 Boston and 2021-2022 Buffalo, with Boston as the home team. I write Buffalo next to V: and Boston next to H:.

Step 2a. Roll your d20 and begin to fill in the scoresheet

On the scoresheet, move from left to right. Roll your d20 for each team, and write the result in the second column (Roll, under Roll & mods). In the third column,

write the opponent's Defense Rating. So in the visitor's row, I would write the home team's Defense Rating, and in the home team's row, I would write the visitor's Defense Rating. Next, in the fourth column, write the team's Historical Modifier (if you're using teams from different seasons). Add those three columns for each team and write the totals in the Roll Total column. Use the Roll Total to consult the team's Scoring Key, and write that number in the Base Score column.

I roll first for Buffalo and get a 15. I record this in their Roll column. Then I roll for Boston and get a 4, which I record under their Roll column. Next, I enter Boston's home Defense Rating (-1) in the Opp Def column in Buffalo's row, and I do the same thing for Buffalo's visiting Defense Rating (+2) in Boston's row. Because these teams are from the same season, I don't put anything in the Hist Mod column. Now, I find the teams' Roll Totals; Buffalo's is $15 + (-1) = 14$, and Utah's is $4 + (2) = 6$.

Now I go to the team cards. On Buffalo's card, 14 falls in their 3-goal range. On Boston's card, 4 lands in their 2-goal range. I'll write 3 for Buffalo and 2 for Boston under the Base Score column. Looks like we'll have a close matchup here.

Step 2b. Roll for Home Ice results

Next, check the home team's card for the Home Ice (H-Ice) range. In Simple Seasons Hockey, the home team has an extra shot at scoring a goal once the base scores have been decided; this is Home Ice advantage.

To successfully add a goal to their total, the home team must roll a d20 result less than or equal to their Home Ice rating. For example, if the H-Ice rating is shown as 7, they'll receive a goal if the d20 result is from 1-7. Note that the visiting defense DOES NOT factor into this (or any other) Home Ice dice roll, and so it is not added in.

Now I look for my home team's Home Ice rating: Boston has a 4. Then, I roll my d20: the result is a 6...no luck!

Step 3. Determine the winner

Finally, record the visiting team's Base Score under Reg Score, then add up the home team's Base Score and H-Ice result (the H-Ice result will be either 0 or 1), and record this under the home team's Reg Score. This will give you a final score!

Buffalo's total is 3 goals (from its Base Score), while Boston's total is 2 goals (found from adding its Base Score of 2 and its H-Ice result of 0). Buffalo wins!

Step 4. Depending on the rules you're playing by, if there's a tie, go to overtime. If still tied after overtime, it's shootout time.

There have been several overtime rules throughout the history of the top level of hockey. From 1942-1983, there was no overtime during the regular season, and games ended in a tie. Since 2005, any game still tied after overtime proceeds to a shootout.

So depending on the season's rules that you're basing your matchup on, if the Reg Score is tied, go into overtime. Both overtimes and shootouts are simple to decide. Each team has an OT and SO rating based on a scale of 1-20. First, roll a d20 for the visiting team and add in the home team's defense; if the total is less than or equal to the visiting team's OT range, they may have scored. Then, roll against the home team's OT range, factoring in the visiting team's defense.

If one team has a scoring chance and the other doesn't, that team gets the goal and is the winner! If neither or both teams have scoring chances, roll against the Home Ice rating again; a successful

result here means the home team wins. If still no one has scored in the overtime period, move on to the shootout.

The shootout proceeds exactly the same way as the overtime period, except you'll use the SO rating this time. No need to roll each round of the shootout, as this will give you the final result.

Let's say, in the previous example, that I had rolled a slightly different Home Ice roll, and Boston had indeed tied it up at 3.

Buffalo's OT range is 9, adjusted to 8 with Boston's defense. Boston's OT range is 10, adjusted to 12 with Buffalo's defense.

Example 1 (home team win): Buffalo, the visiting team, first rolls a 19, outside their range. They do not have a scoring opportunity. Boston, the home team, rolls a 1, which is less than 12. Boston scores and wins in OT!

Example 2 (visiting team win): Buffalo, the visiting team, first rolls a 3, within their range. They have a scoring opportunity. Boston, the home team, rolls a 15, which is well outside their range. Buffalo now has a chance to win as long as Boston doesn't have a successful Home Ice roll: Boston rolls a 9, outside their H-Ice range, and so Buffalo wins in OT!

Example 3 (shootout): Buffalo, the visiting team, first rolls a 16, outside their range. They do not have a scoring opportunity. Boston, the home team, rolls a 13, which just misses their adjusted OT range. Because neither of them has a scoring opportunity, we roll against Boston's Home Ice rating (4). We get a 17, which means we move to a shootout.

For the shootout, we repeat the same steps but with the teams' SO ratings instead. Buffalo's SO rating is 9, adjusted to 8 with Boston's defense. Boston's SO rating is 11, adjusted to 13 with Buffalo's defense. Buffalo, rolling first, gets a 3--success. Next, Boston rolls a 2, also in their range. Once again, we turn to the Home Ice rating, and Boston gets a 15. Another unsuccessful result for the home team, so we'll do the shootout process again!

Important rules

Be aware of these special rules as you play Simple Seasons Hockey:

Nat 1/Nat 20

If you're familiar with RPGs, you're familiar with nat 1s and nat 20s. If you've never played D&D, nat (or "natural") 1s and 20s are when you roll a 1 or 20, respectively, on a d20. They represent the worst or best case outcome in a given situation. And that concept also applies to this game.

Sometimes a team has a really great night. If you roll a nat 20, mark down the Base Score as you normally would, but then roll your d20 again. Add in this second result to your Base Score.

I'm rolling for 2021-2022 Toronto, and my d20 gives me a nat 20. The 20 is in their 6-goal range, so I roll my d20 again and get a 5; this is in their 2-goal range. So I add together both results (6 + 2), and Toronto has scored 8 goals in this game.

Similarly, sometimes a team has a really terrible night. If you roll a nat 1, the results are different depending on whether you're home or visiting. If a visiting team rolls a nat 1, the home team gets an extra roll against their Home Ice rating. If the home team rolls a nat 1, then they lose their Home Ice roll, and instead the *visiting* team gets to roll against it.

Example 1 (visiting team): Rolling for the visiting team 2021-2022 Toronto, I get a nat 1. Playing at 2021-2022 Ottawa, the Roll Total is 1, which is in Toronto's 1-goal range. During its turn, Ottawa gets to roll twice against its H-Ice rating: once as usual, then again because of Toronto's nat 1.

Example 2 (home team): 2021-2022 Toronto is hosting 2021-2022 Montreal. The visitors Montreal roll a 6, resulting in a Roll Total of 4, which gives them 1 goal. Toronto then rolls a 1,

resulting in a Roll Total for them of 4. This total is in their 2-goal range, but now Montreal gets

to make a Home Ice roll. Toronto's rating is 1, and Montreal rolls a 3, so the game ends in a 2-1 win for Toronto--but it could have easily turned into a tie in regulation.

The most important rule

If you discover a rule that works better than what I've outlined here, go for it! Use your imagination and have fun.

Other Ways to Play

While the game is intended to act as a realistic score generator, that's not the only way you can use the cards. Here are a few ideas:

War-style (2 player)

Shuffle all cards in the season(s) you'd like to use face-down into a deck. Then deal each player a number of cards; I recommend dealing 3 each if you have less than 20 cards in the deck, dealing 4 each if you have less than 30 in the deck, or 5 each if you have more than 30 cards in the deck. At the start of every turn, each player selects one team from their hand and places it face-down in front of them. Then, players turn over their cards together.

Play a game (or series of games) between these two teams. The winner of the match gets to keep the losing card and places it in their hand. Players then draw a new card from the deck to their hands, and play continues from there, with each player selecting one team from their hand and pitting them against each other, until one player has the whole deck.

Full Tournament

Include all your teams in a March Madness-style tournament, and see who comes out the victor.

Ladder Tournament

Order your teams from worst to first, then pit the last team against the second-to-last team to see how far it can get.

Random Tournament

Shuffle all your cards into the same deck then deal out matchups randomly. Create a bracket, or group them all back together after each round and deal them out again.

If you discover a new way to play, I'd love to hear it! Let me know at shortseasongames@gmail.com.

Credits and contact info

Based on statistics and information provided by Hockey Reference (hockey-reference.com). Design information based on data from TruColor (trucolor.net), the NHL Uniform Database (nhluniforms.com), and/or Chris Creamer's SportsLogos.net.

Playtested using real dice and the Roll My Dice app. Further testing done using Google Sheets and the RANDBETWEEN function.

More seasons and a core bundle expansion are available (along with other games) at shortseasongames.com.

Questions, comments, or concerns? Reach Short Season Games at shortseasongames@gmail.com.

Thanks for playing!