

- Game Rules -



Number Of Players - 2 * Plinko (**Hockey**) is played against a single opponent

Object Of Game- The object of Plinko (Hockey) is to have the highest number of “goals” at the end 3 periods. Goals are tracked by placing magnets on screw heads.

Game Play- The game begins by deciding on the period length. Usually 2- 5 minutes per period. The timer starts and the away team drops their puck first. Pucks are dropped into any of the top openings. Once the puck has stopped moving, The opposing team may drop their puck. Pucks are dropped in an alternating fashion until the timer stops. Goals are counted by moving the magnets on the left and right sides of the board. There are multiple obstacles that stop a goal from being scored. They are listed below. The team with the most goals at the end of the 3rd period is the winner. If their is a tie, pucks are dropped until one team scores a goal. That team wins the game. (home team drops first overtime puck)

Obstacles -

Icing -	Opposing teams turn
Penalty -	Opposing team drops puck into penalty shot location
Offside -	Opposing teams turn
Blocked Shot-	Opposing teams turn
Over the Glass-	Lose your next turn
Crossbar-	No goal
Post-	No goal
Just wide -	No goal
Goal-	Score one point

Note* Occasionally pucks will get stuck. Just give it a little shake to get it rolling agian

