



BIG LEAGUE MANAGER[®]

Challenge



**OFFICIAL
GAME
RULES**

Welcome to this exciting new product from BLM Games. Here's your chance to play for the most coveted trophy in team sports, the Stanley Cup®. Every year, Lord Stanley's fabled mug inspires players, coaches, general managers and fans. Now, it can inspire you.

The NHL® Stanley Cup® Challenge is actually two games in one: inside this box is everything you and a rival need to try to win the most legendary trophy in team sports (or at least a small, plastic replica). You can also use parts of this game as an expansion pack for the award-winning NHL® Big League Manager board game. We'll explain the expansion pack rules in the second part of this booklet.

First up, here are the rules for the NHL® Stanley Cup® Challenge:

OBJECT OF THE GAME:

Win the Stanley Cup by being the first team to win four matches.

CONTENTS:

1	Replica Stanley Cup®	1	Stanley Cup® Game Board
22	Player Cards	36	Stanley Cup® Cards
2	Custom match dice	30	NHL® team tokens
	English/French rule book	3	Score Sheets

STEP ONE: SELECTING A TEAM

1. You and your rival coach select an NHL team token. When you win games (or should we say "if" you win games) advance your token up the Stanley Cup® playoff board.



2. Roll the dice. The coach with the higher score will be the first place team. This means you will be designated as

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the home team for the first, second (and if necessary) fifth and seventh games. The home team gets to play Stanley Cup® cards first.

STEP TWO: SELECTING PLAYER CARDS

3. Divide the player cards into their positions (goal, defense, forward) and shuffle them. Place the cards face down into piles based on their position. Each coach (that's you and your opponent) takes turns choosing one goalie, two defensemen and three forwards. You also get to select two extra players, of any position.

4. Keep your players face up. Set up your “starting six” of a goalie, two defensemen and three forwards this way.



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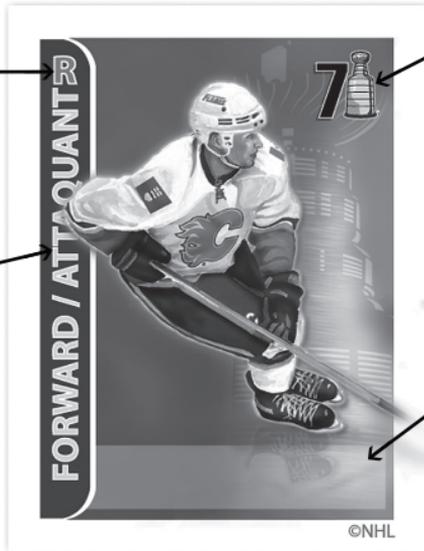
You want to create a starting six of a goalie, two defense and three forward with the highest power ranking you have (Each player has a ranking between six and ten).

Besides the player's position and power ranking, some are designated as rookies (R) or superstars (*). There are two Stanley Cup® cards that give you a goal for every rookie your opponent has in their starting lineup. There are also two cards which give you a goal for every superstar in your starting line up. However, both of these cards will have no effect if your opponent follows up with a card that cancels your card (We'll explain that later).

**Rookie /
Superstar
Designation**

**Player
Position**

Forward
Defense
Goalie



**Power
Ranking**

The higher, the better your chance of winning the matches.

Highest: 10
Lowest: 6

Name Slot

Where the player name can be written and erased.

STEP THREE: SELECTING STANLEY® CUP CARDS

5. Shuffle the Stanley Cup® cards and place them face down. Each coach selects seven Stanley Cup® cards



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and keeps the CONTENT HIDDEN FROM THE RIVAL COACH.

6. Now you're ready to start playing for the Stanley Cup®. Keep track of your match scores on the scoresheet (you can download more scoresheets at www.blmgames.com)

STEP FOUR: PLAYING THE MATCH

7. Each match consists of three periods. You and the rival coach simultaneously roll one match die. That's your score for each period. However, before you roll, you can play any or all of your Stanley Cup® cards.

Here's how that works: before you roll the die, the home team coach says whether he or she wants to play a Stanley Cup® card. Then, the visitor's coach gets a turn. The visitor can play a Stanley Cup® card even if the home team does not. And each coach, in order, can play as many or as few cards as they want before any period. The opportunity to play a card ends when both coaches decide in consecutive turns not to play a card. Then the dice are rolled, the score for that period is figured out and the game goes on to the next period.

For example, it could go like this:

1. Home coach doesn't play a card.
2. Visiting coach does.
3. Home coach decides to.
4. Visiting coach does not.
5. Home coach decides to.
6. Visiting coach does not.
7. Home coach does not.



Each coach now rolls the die for that period.

The impact of the cards is spelled out on the card itself. Most have an impact on the score in that period but some will have an impact on the entire match. For example, a player gets injured AND IS REMOVED from that match. If that happens, you can immediately replace them in your starting six if you have a player of the same position. If not, you will continue the match without a full roster of six starting players.

Part of the strategy is figuring out when to play certain cards. Let's say your opponent has three rookies in their starting six. You play the "rookie mistake" card. That will add three goals to whatever you roll in that period. But maybe your opponent plays the "great save" card. That cancels the last card you played. Or maybe you end up rolling big numbers in the three periods so you didn't need to play the "rookie mistake" card. It's all part of the pressure of being a coach in the Stanley Cup® final!

STEP FIVE: KEEPING SCORE

8. After three periods, add up the power rankings of the players in your starting six. There may be fewer than six if a Stanley Cup® card removed a player or players from your lineup for the match. If the total ranking of your starting players is more than fifty, put that number in the plus fifty column. For example, if your starting six has a power ranking of 54, write a "4" in the "plus 50" column. This represents the advantage your team has, on paper, based on the quality of the players.



STEP SIX: THE FINAL SCORE

9. Add up the three periods and the +50. The total is the final score, unless it's tied!

STEP SEVEN: OVERTIME?

10. If the score is tied, you go to sudden death overtime. No Stanley Cup® cards can be played now. It's just you and your opponent, rolling one die each. Keep rolling until one of you wins.

STEP EIGHT: AFTER EACH MATCH

11. After each match, return the used Stanley Cup® cards to the pile of unused cards. Shuffle them and place them face down. The winner of the last match selects Stanley Cup® cards until he/she has seven in their hand. The loser selects Stanley Cup® cards until he or she has six.

STEP NINE: WINNING THE STANLEY CUP®

12. As you know, you have to win four matches to win the Cup. Advance your team token up the board with each match win. The first coach to win four matches is then required to lift the Stanley Cup® and run around the room.



PART TWO: NHL® BIG LEAGUE MANAGER GENERAL MANAGER EXPANSION PACK

As we mentioned earlier, this game is also an expansion pack, adding an exciting element to the popular NHL® Big League Manager board game. (You can learn more about NHL® Big League Manager at www.bigleaguemanager.com).

STEP ONE: Place the replica Stanley Cup® at center ice on the Big League Manager board. Take the 32 Stanley Cup® cards, shuffle them, and place them face down near the money treasury.

STEP TWO: Each time a General Manager wins a match in the regular season (not the playoffs), he or she gets a Stanley Cup® card.

We strongly suggest you keep the content of your Stanley Cup® cards hidden from the other GM's.

When you use the Stanley Cup® expansion pack, the first place General Manager is the one who wins five matches in the regular season.

Alternate rule: You may choose to use your Stanley Cup® card during matches during the "regular season"...i.e. the matches you play during Big League Manager. To see how to use your Stanley Cup® card, see STEP SIX. When you play your Stanley Cup® card, it goes to the bottom of the Stanley Cup® card pile.



Before the "trade deadline" (which is explained in STEP THREE) you can trade or sell Stanley Cup® cards. However, that may force you to reveal what the card says and that, in

turn, could reduce your competitive edge when you decide the play the card.

STEP THREE: The Trade Deadline. As soon as a General Manager has four match wins, the trade deadline is imposed. No General Manager can make any trades or other manager-to-manager transactions. However, you can continue to deal with the league (i.e. draft players, exercise buyouts etc.)

Advanced tip: Remember, winning the regular season is no longer the ultimate goal of the game. The key is to place in the top two to advance to the Finals. You also have to figure out how best to prepare your roster for a successful cup run. Study the Stanley Cup® cards before the game to anticipate what moves you need to make to get ready.

STEP FOUR: Determining the first and second place General Managers: First place is easy....that belongs to the first General Manager to win five matches. The regular season ends with that fifth win. The General Manager with the second most match wins is the second Stanley Cup® finalist. Sounds easy, but what happens if there's a tie?

TIEBREAKER RULES:

If more than two General Managers are tied for the second most match wins, those General Managers continue to play Big League Manager until one of them wins a match. No additional Stanley Cup® cards are awarded for tiebreakers.

If only two General Managers are tied for second, the first tie breaker is determined by their head to head record. In other



words, did one of the General Managers beat the other one more times in their matches?

If not - say, each beat the other once - then the next tie breaker is their total goals scored in all of their matches. The GM with more total goals advances.

If, incredibly, the two GM's are still tied, then play an additional match head to head. The winner advances.

Alternate rule: With a tip of the hat to the days of the original six, you can decide the top four General Managers make the playoffs. In the semi-final, the top GM plays the fourth place and the second and third ranking GM's play each other. The winner of each semi-final then plays for the Cup the winner of the two semi-finals play for the cup.

STEP FIVE: GETTING READY FOR THE FINAL

First, any Stanley Cup® cards held by GM's who aren't in the finals are now returned, face down, to the Stanley Cup® card pile.

Second, the first place GM selects two more Stanley Cup® cards while the second place GM selects one.

Third, you can put away the Big League Manager game board and bring out the Stanley Cup® finals sheet.

(You can download a larger version of the finals sheet on our website: www.bigleaguemanager.com)



STEP SIX: THE STANLEY CUP® FINAL

You already know the rules for a “regular season” Big League Manager match. But now, there is one huge difference: playing the Stanley Cup® card.

For the rules on how to play those cards, go back to PART ONE of these rules and read Steps 4-9.

If you're a Big League Manager player, you'll notice a couple key differences: in the playoffs, we use a “plus fifty” system. In other words, for every Power Ranking point over fifty, you are credited with a goal.

Second, you may be wondering what the “Rookie” and “Superstar” designations refer to. When you're using this as an Expansion pack, consider any “10” player a “Superstar” and any 1st Round Draft pick a “Rookie”.

We're always interested in your feedback and suggestions. How do you play the NHL® Stanley Cup® Challenge? Have you added interesting “house” rules? We'll be posting some of the best submissions on our website and might even incorporate them in the next edition of NHL® Stanley Cup® Challenge.

We also provide game support fifty-two weeks a year. As some of you know, Matt the Gamemaster is just an e-mail away!

Contact us anytime at gamemaster@bigleaguemanager.com

