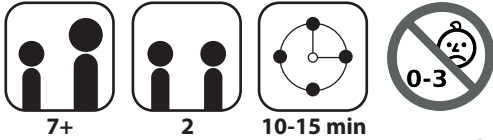
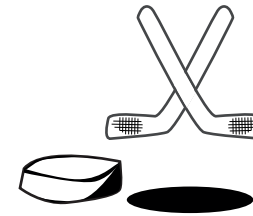


Pichenotte

HOCKEY

MATCH RINK

SCALE : 1/100 MADE IN CANADA
GAME DESIGNED BY VICTOR RODRIGUE



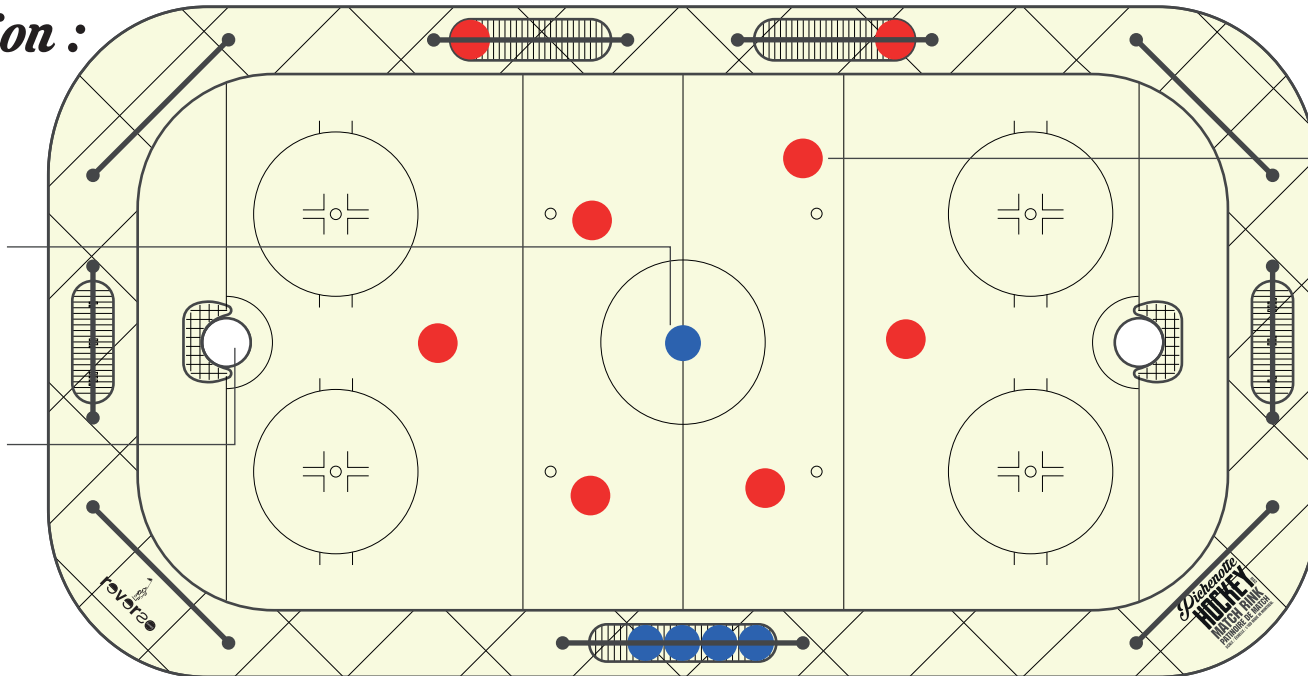
A Great Flicking Game!

The first to score 3 goals wins!

Starting position :

Puck (Blue disk) in starting position.

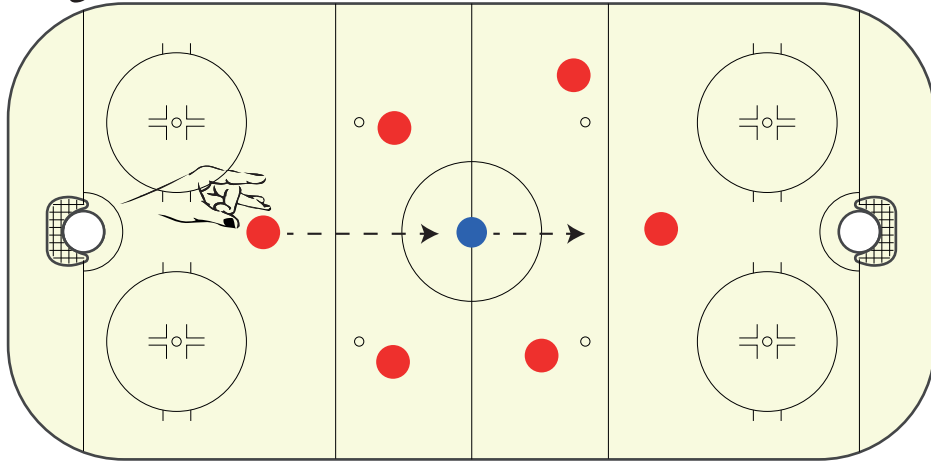
A goal is scored by entering the puck (Blue disk) in the opponent's net.



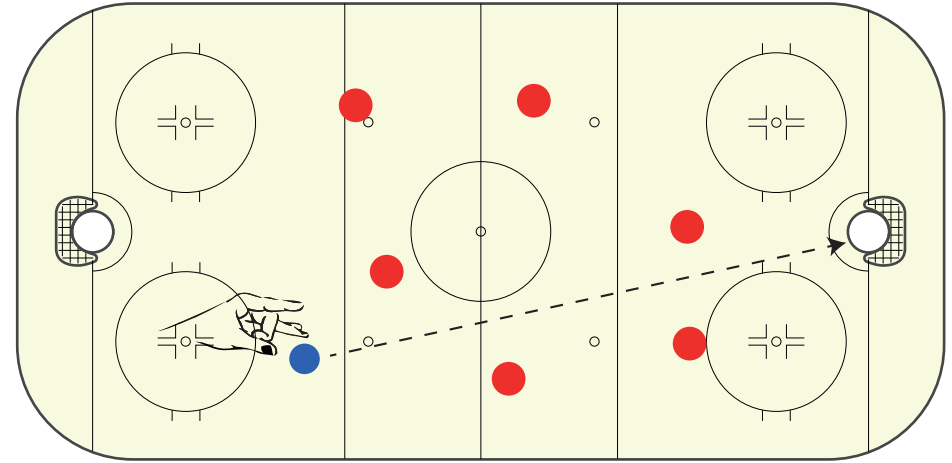
The players determine the number of Pichenottes (Red disks) to put on each side of the rink : 1, 2, 3 or 4. The more Pichenottes in play the greater the level of difficulty.

Each player places half the Pichenottes (Red disks) in play anywhere in his zone but not in the center circle. The youngest player starts.

Play :



The players try, one after the other, to bring the blue puck into the opponent's goal by flicking any Pichenotte against the puck.

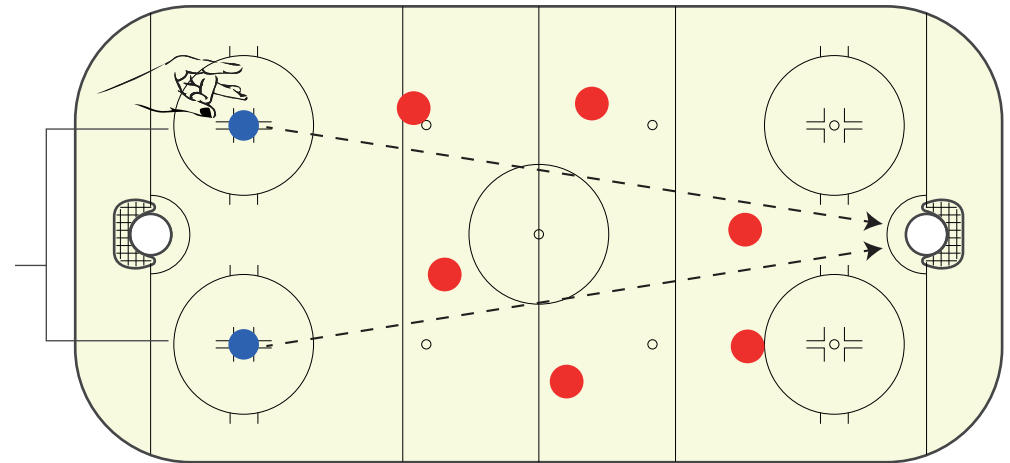


When the blue puck is behind all the Pichenottes, the puck can be flicked directly.

Out of bound :

When a player flicks a Pichenotte out of the rink, this Pichenotte is placed back anywhere in play by the opponent. The game continues.

When the puck is flicked out of the rink, it is immediately put in the middle of any of the face off circles on the opponent's side, who then flicks the puck directly.



When a goal is marked :

When a goal is marked, the puck is placed in the goals area to mark a point. A new puck is placed in the starting position and the Pichenottes are repositioned equally on each side in the desired starting position and the game continues. If a player marks a goal in his own net, the point goes to his opponent.

