

# NEW GOALIE CARDS:

The new goalie cards have been changed to add some variety to the process. All the outcomes work just like the original cards with some added flavor on some results. All shot procedures remain the same, only the goalie cards have changed. To save room on the cards abbreviations have replaced some of the original results R=REB and G=GOAL but remain uniform on these cards.

G+C

The shot beats the goalie and results in a goal scored for the shooter.

*PLUS the goalie is now considered COLD.*

R+H

The shot has been stopped by the goalie but is loose in front of the net. Flip another FAC and refer to the REB section. (see Rebounds)

*PLUS the goalie is now considered HOT.*

G

The shot beats the goalie and results in a goal scored for the shooter.

*For the PC game use this GOAL result for any BRK (breakaway) goals.*

R(C=G)

The shot has been stopped by the goalie but is loose in front of the net. Flip another FAC and refer to the REB section. (see Rebounds)

*If the goalie is currently COLD this becomes a GOAL instead.*

G(H=R)

The shot beats the goalie and results in a goal scored for the shooter.

*If the goalie is currently HOT this becomes a great save and a REBOUND result.*

R

The shot has been stopped by the goalie but is loose in front of the net. Flip another FAC and refer to the REB section. (see Rebounds)

HELD

HELD: The shot is stopped and held by the goalie. Begin play again with a face-off.

DROP

The shot has been stopped by the goalie and he has diverted to a defenseman. If SHOT # was odd then puck dropped to the LD while an even SHOT# goes to the RD. Flip another FAC and refer to the PASS TO section.

OOP

The shot has been deflected out-of-play by the goalie. Begin play again with a face-off.

Goalies can not go beyond COLD with another COLDER same as a HOT goalie cannot get HOTTER. They just stay COLD or HOT. When a COLD goalie gets a R+H (hot) result he becomes normal. When a HOT goalie gets a G+C (cold) he becomes normal.

Maybe the easiest way to track HOT or COLD would be to have a coin for each goalie available.

**HEADS: HOT**

**TAILS: COLD**

Penalty shots: Use the G section as the range to add to the top of with the players BRK rating. So if the top of the SH5 G section is 15-23 and the player has a BRK of 5 that G range goes to 15-28 for the penalty shot. All other current goal sections and (BRK) results still apply.