



Shufflepuck

2 players

5 min

Skill

20th century

USA

In 1972, Bob Lemieux invented a game table, on which a puck moved without any contact : the puck was indeed kept in the air by a wind tunnel. The Air Hockey was born and the commercial success was immediate. In 1988, the video game « Shufflepuck Cafe » took over this principle. Since 1978 is held each year an Air Hockey Championship.

here is an adaptation without blower of this game.

Material

1 rectangular game board with two goals, 2 pushers, 1 puck.

Game's goal

Score 7 points.

Progress

- **In the beginning**

Each player takes place behind the width of the game board and takes a pusher. The puck is placed in the center of the board.

- **Puck's moves**

The player pushes the puck with the mallet that he holds in his hand. It is strictly forbidden to exceed half of the pitch with its pusher during the game ! It is also forbidden to touch the puck with your hand.

- **Count**

It is forbidden to obstruct the goal with the pusher. A goal is scored when the puck falls into the opponent's goal. The player who has just scored adds one point. The game resumes, the loser of the point having the engagement.

- **End of the game**

The game ends as soon as a player has scored 7 points. He is then declared the winner.