

**PC CD-ROM**

# **EASTSIDE HOCKEY MANAGER**



**EASTSIDE**

## **EASTSIDE HOCKEY MANAGER - 2nd Generation**

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**<http://eastside.peliplaneetta.net>**

**Eastside Hockey Manager is developed in Helsinki, Finland**

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If you wish to distribute the software, please contact Risto Remes by e-mail at: [rremes@dlc.fi](mailto:rremes@dlc.fi)

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Contact information:

WWW: <http://eastside.peliplaneetta.net>

E-Mail: [rremes@dlc.fi](mailto:rremes@dlc.fi)

<b>INTRODUCTION .....</b>	<b>4</b>
<b>GETTING STARTED (QUICK START).....</b>	<b>5</b>
<b>STARTING A NEW LEAGUE.....</b>	<b>7</b>
<b>SAVING, LOADING AND AUTOSAVE.....</b>	<b>7</b>
<b>NAVIGATING AROUND EHM.....</b>	<b>8</b>
SIMULATE.....	8
STATISTICS.....	8
PLAYERS/STAFF .....	9
STANDINGS.....	9
LINES .....	9
FARM TEAM.....	10
TRADE.....	10
SCOUTING.....	10
TRAINING.....	11
FINANCES .....	11
CALENDAR.....	11
NEWS.....	12
TEAM INFO .....	12
OPTIONS.....	12
PLAYER PROFILES.....	13
<b>MANAGING YOUR TEAM.....</b>	<b>14</b>
SETTING LINES .....	14
PLAYER MANAGEMENT .....	16
STAFF MANAGEMENT .....	17
FINANCES .....	17
<b>SIMULATING GAMES .....</b>	<b>18</b>
PLAYING WITH THE IN-GAME.....	18
<b>BUILDING THE ORGANIZATION.....</b>	<b>19</b>
SCOUTING.....	19
ENTRY DRAFT.....	19
SIGNING FREE AGENTS.....	20
TRADING.....	20
WAIVERS .....	20
WAIVERDRAFT .....	20
<b>TROUBLESHOOTING .....</b>	<b>21</b>
<b>FAQ.....</b>	<b>22</b>
<b>APPENDIX 1 - ABBREVIATIONS .....</b>	<b>24</b>
<b>APPENDIX 2 - WAIVER RULES AND RFA COMPENSATIONS.....</b>	<b>26</b>
<b>APPENDIX 3 - CUSTOMIZING YOUR EHM.....</b>	<b>27</b>
<b>APPENDIX 4 - CREDITS .....</b>	<b>29</b>

## Introduction

Eastside Hockey Manager is a hockey management game, where your goal is to successfully build a hockey franchise into a winning team and to capture the greatest trophy of them all, the Stanley Cup. Over the years the fans expect you to build the team into a dynasty, with young talent developing in your minor league team while your pro team fights for glory in the Stanley Cup playoffs. Managing such an organization is no easy task. It involves deciding lineups, scouting players, training hard, making trades, drafting prospects and winning games. Tough decisions, career ending injuries, bitter losses and bluechip prospects turning out to be busts. It's a tough job but somebody's got to do it. Are you ready for it ?

*Eastside Hockey Manager has seen years of developement and hundreds of hours of work put into the project. We have browsed through thousands of pages in hockey magazines and books, watched videos, gone to hockey games, played other computer games, interviewed hockey fans, discussed hockey over a beer, analyzed plays and gathered statistics. All this to bring you this game, Eastside Hockey Manager, to simulate the world of professional hockey in detail never seen before in computer games.*

## Getting started (Quick Start)

Start EHM by clicking on the “Eastside Hockey Manager” icon on your desktop or in the Programs Menu. After the game loads up, you’ll see the main window of EHM where all the crucial action will take place. At the moment, you cannot do much, so open “File” menu and click “New league”. This will open up a smaller window, where you can setup starting options for your league. You can either use the default roster that come with EHM to start your league, or you can use custom rosters by clicking “Find custom”. We are going to use the default rosters so ignore this setting for now.

Next we need to select a team to control. Click on the dropdown list and select a team of your choice. Then click “Assign GM” button and enter your name. Now you are all set for a new league. Click “Create the league” to continue.

Creating a league can take some time depending on your computer. A progress bar will keep you informed on how the creation of the league advances. After the league has been created, you’ll see the EHM logo on the “Simulate games” tab open on the screen.

Welcome to the world of hockey !

EHM starts right after a finished season, so you’ll have lots of decisions ahead of you before the next season begins. First off, you’ll need to offer contracts to players that are on the final year of their contract. To do this, go to the “Players/Staff” view by clicking the appropriate tab. Your team is now listed on the screen and players that are on the final year of their contract are listed in red color. Double click such a player to open his personal profile. Select “Actions” menu in the profile window and click “Offer new contract”. In the next screen, adjust your offer the way you want and select possible options on the contract (two-way deal for players who are likely to play in the minors and no-trade clause for those highly priced veterans you’re not going to trade). After you’re happy with the offer, click “Offer this contract”. The player will decide if he takes the contract in a few days and you’ll see a news item about it then.

“News” view is a good place to check on daily basis, to see what is going on with your team and around the league. Clicking “View league news” you’ll see the biggest news around the league and can continue to team pages to see other team news than yourself.

Repeat the contract offer process for every player you want to keep. Click “View farm team” on “Players/Staff” view to see your farm team and to offer new contracts to farm players who are on the final year of their contract. You can also view your prospects on the “Players/Staff” page by selecting “View prospects”. The game will then display your prospects who are playing in the juniors or the amateur leagues. Prospects can be offered contracts the same way described above. Note that players who have not played in the NHL are subjected to certain contract limitations, that mostly affect the length of the contract.

After you are done with the contracts, go to “Simulate” tab and click “Continue to next day” to advance day by day. After a few days, the game will update some statistics and create new rookies for the draft pool. You’ll be then taken to late August, just before the pre-season. Now it’s time to promote some players from the farm and to make your lines.

Go to “Farm team” view where you’ll see your pro team on the left and farm on the right. Sort the farm players by click on the “OA” column. This value rates the overall skill level of the player. It’s only an overall of the skills and while some player might have a lower OA than the other, it does not mean necessarily that he is a better player. A lot depends on more than just overall skill. Select a

highly rated player on your farm team and click him. His name will appear in the box in the middle. Now click “Promote” to bring him up to your pro team. Change to “Lines “ view.

If you do not have enough players for each position, you’ll be taken back to the “Farm team” view. Promote players until all the positions are filled (the text below pro team listing is not red anymore). When in “Lines” view, you can see the players listed on the left. Click on a player to select him and then click on an appropriate spot in the lines (on the right) to place him in the lineup. You can also click “Use computer lines” on the right hand lower corner to let the computer assign players to the lines automatically. After you are happy with the lineup, click “Confirm lines” button to save the lineup. You can also change tactics and icetimes for the lines here.

After you have confirmed your lines, you are ready for the pre-season. Hit “Continue to next day” in the “Simulate” view (or click F12) to advance again. After a few days, you’ll see a notification “Setting up pre-season games”. Now if you go to the “Simulate” view, you’ll see some games listed on the right. If your team has a game on this day, the game is listed in bold letters.

To simulate a single game manually at a time, click “Simulate xxx vs yyy” button on the bottom of the “Simulate” view. This will simulate the one game and display the result on the screen. If you have a long list of games between computer controlled teams, you can click “Auto-sim” to simulate the daily games automatically until a human controlled team is playing or all the daily games are done.

Games where human controlled team are involved, can only be simulated manually. If you want to view the game as it goes on, go to the “Options” view and select “View human games in-game”. Now go back to the “Simulate” view and click “Simulate xxx vs yyy” in the bottom of the screen. If you selected the in-game option, a new window will be displayed to view the game. Clicking “Continue” in the in-game will make the game start and continue after breaks.

After a game has been played, you can read the game report and boxscore by doubleclicking the game in the daily games list on “Simulate” view or on the “Calendar” view. If the game has not yet been played, you will be displayed the game preview.

You can view player statistics in the “Statistics” view and team standings in the “Standings” view.

Now you can simulate the pre-season games and try different lineups in your games. You can also promote players from your farm team to see if they can handle the game at NHL level. After the daily games have been played, you can save your game by selecting menu “File”->”Save”.

**NOTE: You can only save at the end of the day, after all the daily games have been played !**

The pre-season lasts until the end of September, when you will have to protect 18 skaters and two goalies from your team for the waiver draft. Unprotected players can be claimed by other teams in the waiver draft. There are two rounds in the waiver draft.

After the waiver draft, at the start of October, the regular season starts. You can now demote the players who don’t need to clear waivers (their names are not in strikethru in the “Farm Team view”) to help your farm team. Before you play your first NHL game, make sure you also check that you have enough players in your farm team to make a lineup.

Now you’re ready for the challenge of the regular season...

## Starting a new league

Run EHM and select menu “File”->”Start new league”. In the upper part of the new window, you can set some starting values for your league. You can choose to use default rosters that came with the game or you can use your own. To use your own rosters, click “Find custom” and browse and select the roster file you want to use.

You can start the league with fantasy draft, where all the players are put to one pool, and teams draft their team from scratch. To do this, check the box “Start with fantasy draft”

In the middle of the window, you can set the controllers of the teams. To assign yourself or another human GM to a team, select the team from the pulldown menu. When you see the team logo in the window, click “Assign GM” and enter the name of the GM (yourself).

You can assign as many human GMs you want, up to 30 GMs.

When you are done assigning GMs, click “Create the league”

Creating the league will take some time as the game sets the default lines and configures your league. When the league has been created you will be taken to the main window of EHM and the “Simulate” view.

*After you clicked “Create league” and chose to start the league with Fantasy Draft, you’ll be shortly asked to re-order the teams. After re-ordering teams to your liking, click “Continue”. Now you’ll be presented with the draft screen, where all the remaining players are listed. When it’s your turn to draft, the button on the bottom is not enabled. Instead, you’ll have to draft a player by clicking next to his name in the column labelled “draft”. To speed up the process when CPU teams are selecting players, you can check “Fast draft” in the upper right hand corner of the screen. If you want the computer to finish the draft, click “Let CPU finish draft”*

## Saving, loading and autosave

To save your game, go to menu “File”->”Save league”. Then click on a previous save if you wish to use one of the old slots, or write a new name in the box at the bottom and click “Save”.

To load your saved game, go to menu “File”->”Open league”. Then click on a previous save if you wish to load it and click “Load”.

*If you have chosen the option “Autosave weekly”, the game will automatically be saved at the end of the week. You will get a small message box that confirms that the game was saved.*

*To load the autosaved game, go to menu “File”->”Open league” and write in “autosave” in the box at the bottom and click “Load”.*

***You can ONLY save at the end of the day when ALL the daily games have been played !***

## Navigating around EHM

Eastside Hockey Manager uses normal Windows interface. The main window of the game is divided in to tabs or “views” to separate different areas of the game. Navigating is simple point ‘n click, just like regular Windows-based applications.

Here are the descriptions for each view:

### Simulate

Here you can simulate games and move on to the next day of hockey. On the right you have the game list that shows the games scheduled for the current day.

To simulate a single game manually at a time, click “Simulate xxx vs yyy” button on the bottom of the “Simulate” view. This will simulate the one game and display the result on the screen. If you have a long list of games between computer controlled teams, you can click “Auto-sim” to simulate the daily games automatically until a human controlled team is playing or all the daily games are done. Games where human controlled team are involved, can only be simulated manually.

After a game has been played, you can read the game report and boxscore by doubleclicking the game in the daily games list on “Simulate” view or on the “Calendar” view. If the game has not yet been played, you will be displayed the game preview.

*If you have chosen the option “View human games ingame” ,you can view any of the games by holding down CTRL and clicking on the "simulate xxx vs yyy" button. If the option is checked, all the games involving human GM's will be simulated in the in-game view. To by-pass in-game view, leave the option unchecked.*

### Statistics

To see all the league leaders, select "All teams" from the pulldown menu in the lower left corner on the screen. To see only players on certain position, use the other pulldown menu to filter players. You can view playoff stats by marking the checkbox next to the pulldown menus at the bottom and when you are viewing just a single team, you can see the farm team stats by marking the "show farm stats" checkbox. Double clicking a player will once again bring up the player profile. You can sort the table by clicking on a column. Clicking again in a short time will reverse the sorting. By selecting "League Statistics" ->"Farm scoring leaders" from the menu bar will compile a scoring sheet for farm leaders. You can hide it by clicking the button that appears below the table.

Goalie statistics are displayed in their own list at the bottom. There are no separate listings for goalie stats from the farm league.

*During World Junior Championships or World Championships, you can view the national team scoring by selecting a nation from the pulldown menu in the lower left corner.*



## Players/Staff

This is a screen where you can view teams and their players and the staff members. You can sort the table and double clicking will bring up the player profile. You can also list the unrestricted free agents by selecting "UFA" from the bottom of the pulldown menu in the lower left corner. Selecting "Non-NHL" will list all players who are not playing in the NHL or the farm.

Double clicking a player in a list (such as statistics list) brings up a player profile for the player in question. You can renew contracts or release players from this player profile. The menu that has the tools for this is on the menubar. "Offer contract" allows you to negotiate a contract and the player will give his response in a few days. "Release" will release the player as a free agent. You can also add a player to you shortlist to track him easily during the season.

Red color indicates in the players name that the player's contract is running out at the end of the ongoing season. If the name is in blue, it means the player has been offered a contract and he is considering if he accepts it.

*You can list available unemployed staff members by checking the box "View staff" and selecting "UFA" from the pulldown menu*

## Standings

Here you can list the standings of the teams in the league. You can view teams by conference, by division, or all the teams at once. You can also display farm standings.

Double clicking on a team, will take you to the team's "Statistics" view.

## Lines

On the left, you'll have your roster, and on the right you'll see the line tabs. You can insert a player to a spot by selecting him from the roster by clicking his name and then clicking the appropriate slot in the lines. You can also use computer's lines by pushing "Use computer lines" and lines will be made automatically. Goalies can be cleared with the "Clear both" easily. You can also set farm lines before the game but remember that the farm lines are not saved with the game and must be set again when you load the lines ! You can adjust the average shift lengths of the lines with the scroll bar for each line and assign the lines their tactics from the pulldown list next to the shift length.

You can clear a line slot by double-clicking it.

Players that are injured are written in red in the lines, so make sure you replace them with healthy players from the roster. Players in blue are player not anymore on your team (via demotion or trade) and need to be replaced also. Players in green are misconducted and unavailable. On the roster list you can see tired players (with condition lower than 80) in red.

Remember to confirm your lines by pushing "Confirm these lines" button. Otherwise the lines won't be confirmed and saved by the system.

If you do not have enough players in your pro team to make lines, you will be automatically taken to the "Farm team" view to bring up players. If the farm team does not have enough players and you click "Use computer lines" the assistant staff member will sign a low priced UFA to the farm team to fill up the roster.

## **Farm team**

You'll see you pro roster on the left and farm roster on the right. You can move players from one team to another by clicking their name, and then when the player's name is displayed in the box between the roster, by clicking "Promote" (to promote to pro) or "Demote" (to demote to farm). You should see the number of players on the left in red if you have too few or too many players on the rosters. Remember to have at least 12 forwards and at least 6 defenseman and 2 goalies in pro roster.

## **Trade**

If you want to trade with other teams, just select the "Trade" tab and pick another team to trade with from the other list. You can put players into the deal by clicking them on the roster lists on the sides and you can take them away from the deal by clicking them on the list in the middle where they appear after being selected to the deal. You can also trade draft picks and prospects and cash. After the deal looks good and in balance you can propose it to the other team by pushing "Propose". You'll be asked to confirm the offer before it is processed. If the team accepts your offer, the players will be placed in their new teams. Remember to check your lines after trading.

If you are being offered a trade by a CPU team, you will be notified about it and then taken to the trade screen. You can wonder around on any other view taking notes about the suggested trade and then come back to the trade screen to accept or decline the offer. If you continue to next day, the deal will go by itself. Also, if you make changes to the trade, the other team will not automatically accept the new trade offer.

## **Scouting**

Scouting is an important part of the game if you wish to build a good organization. It's good to send your scouts around the league and around other nations to scout good prospects. Select a scout from the pulldown list on the left and then you can assign him to a team, to a country, or to your shortlist by clicking on the appropriate buttons at the bottom.

After your scout has done some work, his results will be available here. You can sort the table and double clicking will bring up the player profile. Even if you call back the scout and assign him to another place, the results will be kept in the player profile.

*Before assigning a scout to a new place, you must call him back from his previous assignment.*

## Training

Training is important part of developing young talent and keeping veteran players at their best possible level. In the training screen, you can assign players to different training programs, set balance between individual training, on-ice practise and special teams practise. You can also assign your staff members here to oversee the different areas of training. You can set the training methods to both pro and farm team.

EHM allows custom training programs, so you can create your own programs to help your players increase their skills. You can adjust workloads on different areas of the training and so control on what the players practise in that program. If one area (other than goaltending on defenseman and forwards, or other than videos, defense or puckhandling for goalies) is left to none, the players skills will slide down in that area slowly.

Workloads:

None	- Player does not practise this area at all
Normal	- Player has normal practise in this area
Intensive	- Player has extra practises in this area (and get more tired)

Areas of practise (applies to positions):

Weights	- Player gains strength	(all)
Cycling	- Player gains endurance	(all)
Skating	- Player improves his skating	(all)
Puckhandling	- Player gains stickhandling	(d,l,c,r)
Videos	- Player gains positioning	(d,l,c,r)
Defense	- Player gains checking	(d,l,c,r)
Goaltending	- Player gains goaltending skills	(g)

When you create custom training programs, they are saved to “config\_training.ehm” file that is used by all the saved games. So deleting a custom training program might affect other leagues also.

## Finances

Here you can follow your team finances and change ticket prices. You’ll see the monthly figures for the ongoing month on the left and the yearly figures on the right. Your cash balance is visible in the lower left hand corner of the table. Ticket income and fan product sales are connected to the quality of your team. 4<sup>th</sup> liners won’t sell t-shirts, you’ll need stars to sell fan products.

## Calendar

Double clicking a game in the "Daily games for:" table, just like in "Simulate" view before the game has been played, brings up a preview of the teams. After the game has been played, double clicking the score will bring up the game report. You can use the calendar to see how many games you have on schedule for the upcoming days.

## News

The news view is a handy place to keep up with what is happening in the league. You are shown your own team news by default, but you can view NHL league wide news by clicking the “View league news” button. To get back to your own team’s news, click “View team news”. You can also list the transactions that have taken place this month, by clicking “View transactions”

If you want to follow the news of your rival team, go to NHL league news and you’ll see links to different teams in the top section of the news. Clicking these links will lead you to the team news pages.

Player names that are seen as links lead you to player profiles when clicked and links to teams will lead you to the “Player/Staff” view with the appropriate team listed.

If you wish, you can print the news page you are viewing, by clicking on the page with the right mouse button and clicking on “Print...”

## Team info

You can select a team to control by yourself by selecting the "Team info" tab. You'll see a list of teams in a dropdown menu on the left hand top corner. Pick a team and then push "Assign GM" button to take control of the team. You can resign from the GM post anytime by pushing the "Resign GM" button. There has to be atleast ONE human controlled team at all times !

If you have multiple human GM’s in the league, it’s possible to switch between teams by selecting menu “League information”->”Next manager” or by pressing CTRL+M on your keyboard. To switch to a specific team, select it from the list on “Team info” view and click “Switch to” next to the list.

## Options

Here you can change some options to configure the game as you wish. You can also reset the training programs if you are experiencing problems with them or reset all the individual records for each team.

If you feel the game is running slowly or it crashes during the In-Game, you might want to switch on option “Reset news monthly” and/or “Disable CPU team news”. These options will make the game a little faster because it clears the news monthly or skips writing news for CPU controlled teams.

Wizard mode hides the player skills if you want a true challenge where you must evaluate a player only by his statistics, not by the numeric values of his ‘skills’.

## Player profiles

When you double click on a players name in a list or just click his name in the news, a profile window will appear. Here you can take an inside look on the players characteristics and his history, complete with stats from the previous seasons. You can also offer the player new contract or release him by going to the “Actions” menu and selecting the appropriate action. Some actions are only available for players in your organization.

You can change the players organizational status from his profile and menu “Organizational status”

If you wish to cut a player loose, you can release him from the “Actions” menu by clicking “Release”. You will have to pay for the remainder of his contract in this case.

If you need to change a players name during a game, you can hold down CTRL and click on his name in the profile window. This will open a new dialog where you can change the name of the player.

*If the player has been scouted, you can read his scouting report by clicking on the little book icon in his profile or by going to the menu “Scouting” and selecting “Read scouting report”*

## Managing your team

### Setting lines

Probably the most important area of good management are the team lineups. Some players need certain kind of linemates to make full use of their potential and sometimes it's useful to put together a checking line to shadow the top opponent line.

After you have scouted your own team, it might be wise to check the scouting reports to see what players might play well together. Chemistry is a big factor in the game and little extra time devoted to studying good line combos can give you good results in the long run. A true sniper who likes to put the puck to the net can always benefit from a great playmaker on his side and well balanced line usually has some muscle too to get things going near the boards.

Another big factor in setting your lines is the tactic. A small-framed highly skillful line won't click if you ask them to play a physical game, whereas a line of big, strong players will look especially good if you tell them to hit everything that moves and dig the puck out of the corners to create scoring chances. The following table will help you select the right tactics for your lines.

<b>Run &amp; Gun</b>	This style is all about challenging the opponent with fast skating and shooting the puck a lot. To use this tactic effectively, players need to have good skating and shooting skills. While the run & gun is all about scoring goals, your own end will have less protection as your defensemen will support the attack.
<b>Passing plays</b>	In passing plays, the idea is to move the puck a lot and try to pass your way to the goal scoring sector. A playmaking center between two offensive minded wingers is a good combination to produce goals with this tactic. High ratings in playmaking and positioning are needful.
<b>Dump &amp; Chase</b>	When the opponent is closing down the neutral zone and your forwards can't get through with the puck, it's better to dump in the puck and then chase it to the corners. You'll need players who are quite fast and can take the punishment in the corners to get the puck. While this tactic won't leave your own end unprotected, it can be very productive if you have the right combination of size and speed.
<b>Hit &amp; Grind</b>	Bring in the muscle. This is a tactic to be used with players who are high on hitting and strength. Whenever your players go out and make good bodychecks, it's very likely that you can then take control of the loose puck. This creates turnovers in the neutral zone and can result in scoring opportunities although the tactic is more of a defensive minded.
<b>Neutral zone trap</b>	When everything else fails and you have players who don't have finesse skills, it's time to apply the trap. Blocking the opponents in the neutral zone by defending intensively with all 5 players can keep the score low even though you don't match the opponent in overall skill.

For special teams, there are different tactics

**PP – Shooting** With this tactic, your players will try to shoot whenever possible even without proper traffic in front of the net. You'll have lots of shots but you'll need top snipers to score.

**PP - Screen & shoot** It's easier to score goals if there is traffic in front of the net and the goalie can't see the puck when fired. This tactics needs some muscle as the area in front of the net is protected by the defensemen in violent ways.

**PP - Passing plays** If they have good hands and can move the puck around, why not let them do it. By moving the puck a lot, you can tear apart the defense and create better scoring chances. The goalie will have more difficulties stopping shots that come from onetimers after cross-ice passes.

**PP - Crash the net** Once again, muscle is needed. Get the puck to a power forward and let him force his way towards the net. With some luck, he will knock some defensemen with him and you can score dirty goals with all the traffic blocking the goalie.

**PP - Shot from point** The very basic tactic of powerplay. Get the puck to the blueline and fire it in. You'll need defensemen with big shots (shooting and strength) to score.

**Shorthanded tactics** When shorthanded, you'll need forwards that are good skaters and have good endurance. Defensemen should be big and mean to clear the crease from opposing forwards. The tactics basically vary with the movement of the SH players and the size of are on which they move. The aggressive tactic will tire the players most and gives opportunities for turnovers while tight box will make it harder to score on PP and is less tiring.

You can also make a difference by adjusting the icetimes of the different lines. For even strength lines, the icetime value states the approximate amount of seconds the line will stay on ice during a shift. For special team lines (PP & SH), the value is a percentage on how the coach uses the line on the occasion. Setting 1<sup>st</sup> PP line's icetime value to 90 will result the line being on ice most of the time when the team is playing on the powerplay.

## Player management

It's important that you keep your team happy. This includes telling the players where they stand in the eyes of the organization and moving them from the juniors to farm league and up to NHL level. Following the news section is important, as the players will express their views through their comments and will let you know if they are unhappy about things. Another important value to keep track of, is the "Attitude" meter in the player's profile. A red bar indicates that the player has negative feelings about your organization. In the extreme cases, players can demand to be traded to different teams if they are not happy with your organization.

From the "Farm team" view, you can demote and promote player between the pro team and the minor league team. A good strategy for raising young players is to give some seasoning in the farm before putting the against tough competition in the NHL. Players who are older and think they are ready for NHL will quickly get unhappy if they are sent to farm.

Keeping track of the player contracts is something you will need to address atleast in the spring, when contracts are nearing their end. Players that are on the last year of their contract, are listed in red on the "Players/Staff" view so you can pick them out easily. Sometimes players with long contracts who develope quickly, might become unhappy with their old contract that does not pay enough when compared to players of equal skill. Making a new contract is not the only option, you can also trade away players who are giving you hard time which is a good thng to do if you're on a tight budget.

Sometimes you can come across a player that is not happy no matter what. They might be constantly slumping even if playing with top notch talent and the captain has been addressing them regularly. These players are sometimes called "the cancer of the locker room" and you might be better of dealing away such players. Otherwise they might whine on and on about their icetime until the morale throughout the team shatters.

One of the things you also need to keep track of, is the organizational status of the player. This is listed in the player profile and you can change it by selecting menu "Orgnizational status" in the player profile. Players will let you know if they think you are thinking too little of them and you'll see a news item about it. After prospects grow older, they cannot be listed as prospects any longer but are changed to "minor leaguers". You'll see a news item about such a change telling about the uncertain future of such a player. It is wise to rate the status of the player at this time to reflect his true skills

*If you think that the team is playing poorly and could use a little shaking, you can assign extra practises from the menu "Team menu" and "Schedule extra practises". You can only do this once a day and it will tire the players some more.*

*You can look see your injured players in the "Lines" view in the lower left hand corner or in the "Farm team" view in the lower left hand corner. You can also list all the injured players in the league by going to the menu "League information" and selecting "Injury list"*



## **Staff management**

A team is no good without the proper coaching and scouting. This is why you need to take care of your staff and sign new ones if old staff members retire or choose to join a different team.

You can search for unemployed staff member the same way you can search UFA players. From “Players/Staff” view choose “UFA” from the dropdown list and mark “View staff”. This will give you a list of available staff members.

Staff members usually have a career choice of their own, but you can assign your staff members to different duties if you wish. Just open their profile by double clicking on their name in the staff list and selecting “Assigning to new task” from the “Actions” menu.

## **Finances**

Controlling ticket prices can make a big difference in your monthly income. If you are doing good, you can raise ticket prices but if you are at the bottom of the league, don't expect fans to pay high ticket prices to see your poor team.

Make sure you have enough room in your budget around June and July, when you will need the money to sign your players to contract extensions and possibly signing unrestricted free agents during the summer.

If you constantly make good money with the team and manage to use most of the assigned budget, the board of owners will lend a helping hand and pump up the player budget. By following the team financial status on “Team info” view, you can see the big financial status of the organization.

## Simulating games

EHM simulates the games by dividing the action to small parts that tick away like the clock. You can either simulate the games straight on, which is faster, or you can choose to watch the game on a slower pace to see how different situations build up and how players perform on the ice.

With simulating the game, you'll only get the game report which will only give you numeric data on how the players performed. Playing with the In-Game mode lets you in on the action and you can catch the ups and downs much better.

Before you can simulate a game, your lines must be good and confirmed. If they are not, you will get a message about it and you'll be taken to the "Lines" view to fix your lines.

*Farm team should also have intact lines before a game is simulated !*

If there are a lot of CPU vs CPU team games on the daily games list, you might want to auto-sim through them. This saves you from clicking "Simulate xxx vs yyy" before each game.

## Playing with the In-Game

If you choose to view the game with In-Game option, you'll actually see the game advance and you can read the radio commentary on the game as it goes on. This commentary as well as statistics will give you a good idea on who is playing well and who is not.

In the In-Game screen, you can tweak your line tactics and icetimes with the pulldown menu and the scroll bars on the sides of the screen. You can edit lines and follow statistics by clicking on the appropriate buttons. The game will be paused whenever you got to "Edit lines" or "Statistics". To manually pause the game, there is a button labelled "Pause" in the middle of the screen. Hit "Continue" to let the game go on after a pause.

You can select the speed of the commentary by adjusting the slider in the bottom of middle section.

Note that if you set the speed really fast, you won't be able to hear the sounds (if the sounds add-on has been installed)

If the situation requires it, you can pull your goalie for the extra attacker or yank your goalie if he is playing poorly.

*Every time you simulate a game with In-Game, the commentary is exported to "play-by-play.txt" in the EHM folder. You can view it with a text editor after the game and save it for later use if you wish.*

## **Building the organization**

Whenever you're talking about a good organization, it does not just reflect the current lineup of the team, it also includes prospects playing in junior or amateur leagues and the ones playing in the farm, waiting to make it to the big league. Depth charts are a good way to see how a team is built as a whole. You can access depth charts from menu "League Information" and "Depth charts".

To build a successful organization, you'll need to address your future needs as well as current needs. Future needs are addressed with quality scouting and wise drafting while current needs are addressed more or less by trades and signings of free agents.

## **Scouting**

It's easier to evaluate players if you know what they are capable of. At first you might notice that players in other teams don't have numeric values for their skills. This means that you only know an approximation of their skills. To view numeric values of skills and to read the scouting report on a player, you need to scout him.

This can be done by three means: 1) By scouting the team he is in 2) by scouting the country where he is from (if he is not in the NHL) or 3) by adding him to your shortlist and assigning a scout on the shortlist.

For best effect, your scouts must have the eye for talent. Some are good at evaluating goalies, some find good defensemen and other are good at finding top notch offensive talent.

Good players don't only have a high potential but also a high consistency. Players with low consistency might take night-offs and may turn out to be busts while players with high consistency and low potential might work hard enough to develop better than expected.

## **Entry draft**

For the entry draft, it's a good thing to assign your scouts to scout the major countries about a few months before the draft. This way, you'll have all the necessary information at hand when drafting. Before the actual draft, you can view the Central Scouting Bureau rankings from the menu "Draft Central" -> "View CSB rankings". If you have scouted a player, you can see his overall rating (rating seen here is not the same 'overall' rating as seen with normal players) in numeric form and you will also see a scout ranking from 1 to 5, 5 being the highest. On the right, you can see the player statistics from the ongoing junior/amateur season.

To assign scouts to countries, go to "Scouting" view, select the scout from the pulldown menu on the left and click "Assign to country". If a country is already being scouted, it won't show up in the list of countries.

Trusting your scouts blindly might result in drafting busts so make sure you carefully study the history of a high rated prospect you're about to draft. Good players tend to be chosen to their national U-20 teams for the World Junior Championships and if they are really good, they might make it to the mens team in the World Championships. Participation and scoring from these events can be viewed in the player profile in the "History" view.

## **Signing free agents**

Key to building your team for the present is signing free agents. You can offer contracts to any players who are listed as UFA's or RFA's. Offering a contract to a RFA (restricted free agent) means that if the team who own's the players rights, does not match your offer, you will need to pay the other team draft picks in compensation. These compensations are listed in Appendix 2.

Signing UFA's (unrestricted free agents) is easier. They are no longer the property of any NHL team and can freely accept offers from any team they like. When offering contracts, try to control your budget and don't overpay the player unless it's really necessary. Older players might like their contracts short and can sign for less if offered a no-trade clause. For players with no NHL experience, there are limits to the contract length and you cannot offer the but standard lengths of contract.

*As for you own free agents, be sure to offer at least the qualifying offer for players that are about to become RFA's. Otherwise they will be released as UFA's at the end of July.*

## **Trading**

Another way to bolster your lineup is trading. By watching the league wide news and browsing through team news and depth charts, you can find out about the needs of other teams. This way you can try to offer them a trade that could benefit them as well as your team.

Occasionally, you might get a trade offer from another team. In this case, you'll get a notice about it and you'll be taken to the "Trade" view. You can then study the players in the trade and either Accept it or Decline it by clicking on the appropriate buttons at the bottom.

*Some teams value veterans, some value young players. This might be the key to some deals.*

## **Waivers**

When a player is not exempt from waivers (see Appendix 2), he must pass waivers before being sent down to the minors. This is a good way for the less talented teams to get some better players that do not make the team in other high rated teams. You can view who is on the waiver list by going to menu "League Information" -> "Waiver list". To pick up a player on waivers, open their profile and select menu "Waivers" -> "Claim from waivers". Your claim has now been set and it will be processed as you move on to the next day. If many different teams make a claim for the same player, the lowest ranking team in the standings will get the player. It will cost you \$50,000 to claim a player.

## **Waiverdraft**

At the end of the pre-season, each team will have to protect 2 goalies and 18 skaters for the waiver draft. Some players such as RFA's are exempt from the waiver draft in EHM as well as players that are normally exempt from waivers (see Appendix 2). In the waiver draft, you'll be first asked to protect your players and then the teams will start the picking, worst team first. If a team claims a player in the waiver draft, it must unprotect a player to make the 2+18 limit again. Waiver draft is also a good place for weaker teams to claim unwanted talent from other teams.

## Troubleshooting

If you encounter problems playing the game, the best thing is to first read this manual and especially the FAQ part. If you encounter an error that crashes the program or does something unexpected or you have a question that is not answered in this manual, then please visit our website and our discussion forums that offer help on short notice.

If you encounter an error that crashes the game, please write down the following information and include it with your message at the forums online:

- number of the error message
- what you were doing in the game when it happened
- what player(s) were involved in the action(s)
- what date was it in the game
- Your system information (CPU, amount of RAM, operating system)

### **Known problems with the game:**

- Running the game might cause an error message about some .ocx files. The error message suggest that these files are outdated. One solution is to delete the files in question from your hard drive and then re-installing the game.
- You'll need Visual Basic 6.0 Runtime files to run the game. These files are available at our own website as well as many other sites around the net. Use keywords "VB+6+runtime" to find the setup file in question.
- Some problems might occur when running EHM on other operating systems than Win98 or Win95
- If you encountered an error saying "Invalid date selected..." when the game was going to the off-season, you need to load the autosave and try again.
- Sometimes the game might stop responding or crashes during the In-Game. Try defragmenting your hard drive and using options "Reset news monthly" and/or "Disable CPU team news"

## FAQ

Q: How to stop the auto simming ?

A: Both the daily auto sim and the full auto sim (that moves from day to day automatically) can be stopped by double clicking either the "daily games" table the background image behind the tabs

Q: What does the numbers with the "Shift lenght" mean.

A: With the normal lines it's seconds, and with special lines it's percentage.

Q: How do I sign a player?

A: Click on the players/staff tab. Then, double click the player's name, and on the profile at the top left is a spot actions. click that and then there is an offer new contract option.

Q: How do I scout players?

A: Click on the scouting tab and then from the pulldown menu on the left choose a scout. then at the bottom click on either the scout team button and choose a team, scout country and choose a country, and scout shortlist for players on your shortlist.

Q: What is a shortlist ?

A: the shortlist is a short list of certain players you want to scout/view/track seperately.

Q: How do I add people to the shortlist ?

A: Double click on a players name and at the top click on the "Scouting" menu. Then click on "Add to shortlist" In the "Players/Staff" view or "Scouting" view you can also right-click on the player to bring up a popup menu where you can assign/remove him to/from your shortlist.

Q: How do I see my shortlist and who's on it ?

A: At the top of the screen click on the menu "Team menu" and click "View shortlist"

Q: How do I clear my shortlist at once ?

A: Under the "Team menu" click on the item "Clear shortlist"

Q: How do I send someone to the farm team ?

A: Click on the farm team tab and chose the player you want to send down and click demote.

Q: What does it mean if there is a line through a players name ?

A: the line means he has to clear waivers before being sent down.

Q: Is there a maximum amount of players I can have on my team ?

A: In the preseason and playoffs, no. In the regular season it can't be more than 23.

Q: What's wizard mode

A: In wizard mode, all the ratings are shown as blanks. this is if you want a harder challenge since you judge by what you think and not what the ratings show.

Q: Can I trade during the draft ?

A: Yes, you can. Just go back to the main window and go to "Trade" view to make the trade. Then return to the drafting window.

Q: On the team info page what does this number(\$--,---,---) mean ?

A: That number shows your team's current salary. the number left of it is the budget you have.

Q: Can I go over the budget ?

A: Yes but it might not be good for your team after the season. it's not recommended.

Q: Can I send people back to juniors ?

A: Yes if they are junior aged (under 20 yrs) and have played less than 10 NHL games in the current season, they can be sent down to juniors.

Q: How do I send someone to juniors ?

A: Double click the players name and click the "Actions" menu on the profile. Then choose the item "Send back to juniors"

Q: The option to send back to juniors isn't in bold writing and is just gray, what do i do?

A: That means the player is either too old for juniors, or isn't eligible to be sent down at the time.

Q: What is the difference between the puck rating and the scouting report ?

A: The puck rating in the player profile (1 to 5) is based on many factors (age, potential, consistency etc.) but the scouting report detail (e.g. "he will most likely be an NHL regular") is based on potential only

Q: How many players do you need for an NHL full roster?

A: You need 23 players, with at least 4 C, 4 RW, 4 LW, 6 D and 2 G.

Q: How do I get Prospects to a NHL or farm team?

A: You must sign them to a contract.

Q:What are team and player options ?

A: Player and team options in a contract means that at the end of the contract, either the team or the player (or both) has the option to extend the contract.

## Appendix 1 - Abbreviations

### **Simulate tab**

(game statistics)

PP = Powerplay goal

SH = Shorthanded goal

EN = empty net goal

WG = goal scored with goalie pulled for extra attacker

Shots are for 1st period, 2nd period, 3rd period, Overtime and Total (Ttl)

Passing: All (passes), Cmp (completed passes) P% (percentage)

Challenges: All (challenges, one-on-one stickhandling), Won (challenges won), P% (percentage)

### **Statistics tab**

(players)

\* (infront of a name) = rookie

GP = games played

G = goals

A = assists

PTS = points

+/- = +/-

PIM = penalty minutes

PP = powerplay goals

SH = shorthanded goals

S = shots

PCT = shooting percentage

FO% = faceoff winning percentage

GW = gamewinning goals

Hits = Hits given (Hits taken can be seen in the player profile)

IT/G = average icetime per game

GA = giveaways

TA = takeaways

SB = shots blocked

GPS = games played streak

GS = longest goal streak (bold if ongoing, can be negative->drought)

PS = longest point streak (bold if ongoing, can be negative->drought)

Ra = overall rating (players are rated 4-10 in each game)

(goalies)

\* (infront of a name) = rookie

GP = games played

G = goals

A = assists

PTS = points

W = wins

L = losses

OtL = overtime losses

T = ties

SA = saves

PCT = save percentage

SO = shutouts



GAA = goals against average (goals allowed per each 60 minutes played)

GA = total goals against

Ra = overall rating (players are rated 4-10 in each game)

### **Players/staff tab**

(players) [goalie skill]

Po = position

Salary = salary

Ctr = contract years left

SH = shooting [glove]

PL = playmaking [blocker]

ST = stickhandling [pads]

CH = checking [agility]

MA = marking (or positioning, as U wish to see it)

HI = hitting

SK = skating [same]

EN = endurance [same]

PE = penalty (tendency to avoid penalties, low for enforcers, high for good guys) [same]

FA = faceoffs [rebounds]

LE = leadership (or experience) [same]

St = strength [same]

FI = fighting [same]

OF = overall offensive skills [overall of hands/feet]

DF = overall defensive skills [overall of positioning]

OA = overall of skills

### **Player profile**

Right after the salary, you might see some extra letter that tell you more about the player's contract status:

TO = Has team option in his contract

PO = Has player option in his contract

N = Has a no-trade clause

T = Has a two-way deal

Q = Qualifying offer has been made to the player

W = Is currently considering an offer

## Appendix 2 - Waiver rules and RFA compensations

### Waiver rules in Eastside Hockey Manager:

(these rules are simplified version from the real life rules used by NHL)

- All players under 21 years old are not subjected to waivers
- Players aged 21 are subjected to waivers if they have played over 125 career games
- Players aged 22 are subjected to waivers if they have played over 100 career games
- Players aged 23 are subjected to waivers if they have played over 75 career games
- Players aged 24 are subjected to waivers if they have played over 50 career games
- All players over 24 are subjected to waivers regardless of games played

### Compensations for signing RFA's

<u>Offer</u>	<u>Draft Choice(s)</u>
\$400,000 or below	none
over \$400,000 to and including \$550,000	third round
over \$550,000 to and including \$650,000	second round
over \$650,000 to and including \$800,000	first round
over \$800,000 to and including \$1.0 million	first and third round
over \$1.0 million to and including \$1.2 million	first and second round
over \$1.2 million to and including \$1.4 million	two first rounds
over \$1.4 million to and including 1.7 million	two first rounds and one second
over \$1.7 million	three first rounds
each additional million	additional 1st up to a max of five 1st rounds

## Appendix 3 - Customizing your EHM

There are different config files in your EHM directory that can be edited with a normal text editor (such as Notepad). Here are some instructions on the files.

config\_teams.ehm

-----  
In this file you can configure the teams (pro and farm). Each pro team has 5 lines of information about them and each farm team has two. Farm teams are listed after the pro teams and follow the same order as pro teams.

Pro team lines are as follows (examples):

- Team long name (Anaheim Mighty Ducks)
- Team short name (ANA)
- Team arena name (Arrowhead Pond)
- Team arena capacity (17174)
- Team wealth (2)

Farm lines are as follows (examples):

- Team long name (Cincinnati Mighty Ducks)
- Team short name (CIN)

For team wealth attribute, use following values:

- 1 - poor
- 2 - normal
- 3 - rich
- 4 - extremely rich

config\_leagues.ehm

-----  
These options are explained in the file itself.

config\_training.ehm

-----  
This file is changed from within the game itself, so DO NOT make manual changes to it. Manual changes might result in crashes in the game !

config\_presettings.ehm

-----  
In this file you can configure preset injuries, suspensions, attitudes and player status. Each pre-setting takes TWO rows, on first:

#1st number = player id number (from roster editor)

On the second row one after another:

#2nd number = type of pre-setting (1=injury, 2=status, 3=suspension. More settings will be supported in the final release)

#3rd number = additional info 1 (injury type, status number, this value is ignored for suspensions)

#4th number = additional info 2 (injury length, suspension length etc.)

Here is a listing of status numbers used in the game:

- 0 = "is happy to play for the team."
- 1 = "is retiring after the season."
- 2 = "wants more icetime."
- 3 = "is unhappy with his current contract."
- 4 = "wants to be moved to another team."
- 5 = "desires to play at NHL level."
- 6 = "is very unhappy for being in the minors."
- 7 = NOT USED IN THE GAME AT THE MOMENT
- 8 = "is retired."
- 9 = "is playing in Europe."
- 10 = "is playing in lower leagues."

And the injury types:

- 1 = "leg"
- 2 = "ankle"
- 3 = "knee"
- 4 = "groin"
- 5 = "abdomen"
- 6 = "chest"
- 7 = "arm"
- 8 = "wrist"
- 9 = "thigh"
- 10 = "head"

## Appendix 4 - Credits

### EHM TEAM is:

Programming:	Risto Remes
Graphics:	Risto Remes Miikka Myllylä
Title music & sounds:	Juha Saarinen
Webmaster:	Miikka Myllylä
Advisors:	Ville Hemmilä Eero Korhonen Vesa Nurmi
Playtesting (alpha):	Risto Remes Miikka Myllylä Jari Myllylä Santeri Pietilä Rauli Rikama Eero Korhonen Vesa Nurmi Atte Heino Juha Saarinen Ville Hemmilä Jani Hyvärinen Tuomas Lae
Rosters by:	Troy Bourassa Ben Lloyd Jan Smetana
Staff file by:	Matthew Bosela
Career stats:	Georges Neocleous
Special thanks:	Paul Groening (player pictures, quotes) Dragic Janjic (quotes) Kelly "Veltch" Veltri (records) Alexander Loskat (picture pacs) JWanga (for new farm team list) <b>&lt;insert your name here&gt;</b>

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