



HOCKEY MANAGER

20/20

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Follow these precautions:

- Always play in a well-lit room
- Play as far back from the screen as possible
- Take plenty of breaks while playing
(a 15-minute break per hour of play)

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1. Basic idea of the game

1.1 Player appearance/attributes

The players are the main characters in the game. It is important to maintain an overview of a player's attributes and abilities so you can correctly assess the player's potential.

A player's most important attributes are talent and strength. There are five different levels of talent, which restrict a player's strength and specific abilities. Strength is measured from 1 to 12 - or more in exceptional cases - and is subject to change depending on a player's age and current form.

Talent	Max. ability	Max. strength
none	red	4
low	green	6
average	bronze	8
high	silver	10
exceptional	gold	12 >12 (exp. world class)

In gameplay, specific abilities are indicated by small symbols, indicating that the player is performing better or worse in one training area than you would expect from his/her strength. Field players have 10 different training areas, goalkeepers five.

Training Area	Use
Ice skating	Player is fast e.g. in the event of counterattack or solo action
Positional play	Player is steadfast and can be useful when taking plays.
Passing game	More ideas in attack game, useful for plays
Duels	High assertiveness in duels and solo attempts
Puck Control	Player is difficult to separate from the puck.
Shooting strength	A good shot can be worth gold.
Checking	A good check is very important in defense.
Bullies	This player will have a good chance at Bullies
Accuracy	Shots are placed better, more difficult for the goalkeeper to keep
Stick technique	Puck is not given lightly, safe passes
Reflexes (GK)	Fast shots can be parried better
Passing game (GK)	Safe passing to other players, advantages with counterattacks
1:1 Situations (GK)	Good against Penalties and solo attempts
Positional play (GK)	The goalkeeper is not easily overcome by long-range shots
Game overview (GK)	The goalkeeper plays well - advantage when opening the game and when shooting on the goal

Each player's primary (and secondary) position is a vital factor for the coach. There are five different positions in all:

Abbreviations	Position
GK	Goalkeeper
D	Defense
RW	Right Winger
LW	Left Winger
C	Center

A player has a primary position and may have a secondary position. If a player is not used in his main position, he cannot play his full strength.

Position	Playing style/strength
Primary position	100,00%
Secondary position or position on opposite side	80,00%
Any other field position	50,00%

In addition, motivation, form, condition, freshness and size of the player influence the style and strength of the game.

Motivation scores come in at approximately 120, and depend on the mood in the team, the team's current situation, the coach's behavior, acceptance of the coach, satisfaction with salaries, and frequency of appearances. Unmotivated players cannot perform to their full strength. A player's form is measured from 0-20. Form increases after good performances in matches and training but decreases in other cases. A player who is on form plays correspondingly better than an off-form player. Fitness and freshness are measured from 0-100 and depend solely on training and matches. Players with high fitness ratings maintain energy levels for longer in matches and can be given more playing time, while players with high freshness ratings invest more effort.

One background factor, although it is often important, is a player's character and attributes. There are a lot of different character facets and attributes, which affect many areas including a player's strength. If you have an all-rounder in your team, this player can fill every field position with a minimum of 70 percent of their strength. Fair players are penalized less often, while lazy players have more problems in training.

Right clicking a player's image or his shirt displays the full information about the player.

1.2 Contracts/agreements

A player may have either a contract or an agreement with a club. In professional leagues, clubs may only retain players on contracts. These have a limited time duration. Within this time period, the player may only leave the club with the club's consent. In amateur leagues, players may also be retained on contracts, but these are more expensive than agreements. Agreements have no time limit, but the player may leave the club at any time, if the player is dissatisfied or receives a better offer from a different club, for example.

The game does not include a compulsory waiting period after transfers, but direct transfers are only possible until 15 January during the season. After that, transfers may only take place for the following season. The same rule applies to loan players.

A new feature allows you to signal your interest in signing a player. You may do this, for example, via the info screen displayed after right clicking the player. Once you have signaled your interest to a player, and provided your club is attractive to the player, he will delay extending their current contract, and will wait for you to make an offer.

1.3 Player development/trends

Player strengths are updated on 15 December and 15 June each season. In gameplay, the likelihood of a strength being adjusted is frequently shown as a trend. If this shows as positive, the strength rises

with the level of probability shown, but if it is negative, the strength reduces with the probability shown.

1.4 Direct negotiations

In gameplay, you will frequently undertake negotiations with a wide variety of contacts. Negotiations always follow the same pattern. The mood of the negotiating partner is shown on the right. The goal and status of the negotiation are also shown. You can see how satisfied a negotiating partner is by the look on the face of the negotiating partner and in the written attitude. If a certain negotiation time has elapsed while negotiating with players, the negotiation will be terminated – you will also notice that in the expression of your negotiating partner.

When the negotiation dialog box opens, look at the negotiation items on the left. With the + and - buttons you can increase or decrease the corresponding negotiation parameters. You only submit your offer to the negotiating partner by clicking on "Submit offer". But don't overdo it, otherwise the negotiation will fail. If you are satisfied with the result, confirm this by clicking on "Sign contract". This type of negotiation is used in many places in the game and always happens this way.

1.5 Ratings using symbols

To simplify the process of comparison and evaluation, the game uses a rating system with the following levels: bronze (poor), silver (average), gold (good). For example, if the total number of fans is displayed with two bronze and one silver symbol, you only have an average number of fans. However, if you see two bronze, two silver and two gold symbols, this indicates many fans. To simplify the display, the game frequently only displays the symbol which best represents the situation. For example, a team with a single silver ball is better than a team with five bronze balls. In the same way, talent stars and abilities use the following rating system (from poor to very good): red - green - bronze - silver - gold. Player ratings are indicated both by a number and a symbol. The colors red, yellow and green are used in that order.

1.6 Coaching ability/appointments/property

The game offers many opportunities to gain an advantage through coaching ability, appointments or property. For a simplified overview, the advantages and disadvantages are briefly summarized on a card. You may only use coaching abilities once. You may only make a certain number of appointments every month. This also depends on any other private commitments on your time. Any property you acquire brings permanent advantages.

1.7 Coaching level

Coaching levels are measured from 1 to 10. If you succeed as coach and manager, your level increases, but your level decreases if the opposite is true. The higher your level, the better you can train and prepare your team. Furthermore, each higher level offers the chance to acquire improved coaching ability.

2. The first week

2.1. Data-Slots and Steam Workshop

Data can be exchanged very well with other users via the Steam workshop. We offer slots 1-9 in the program in the DB folder, each of which can be filled with different content.

In the game, the slots are selected in the main menu. The content in DB_Default should not be edited directly since we also update it. However, you can copy the contents of DB_Default into another slot and edit them there. Please have a look at the instructions for the Steam Workshop Tool.

You get to the Steam Tool by going to the game view in Steam. There is a settings button on the right side (third button from the right). Click on it with the left mouse button. Then click on "Manage - Search local files" to go to the installation folder of the Hockey Manager 20|20. There is a link at the main menu of the game to start the exe-file in this folder.

2.2 "Real career", "Select first club" or "Create own club"?

After clicking the "New game" button, you may enter your name and your date of birth. You then can choose your position as a player, should you wish to play for your team as a player-coach. You may also select one of the default manager portrait shots or use your own image in the game. Use the .jpg image of your choice. Simply click the appropriate buttons. Advanced users may upload a .tga image with a black background and Alpha channel.

Now you may choose whether to select a club, start an actual managing career, or set up your own club. If you decide to choose the club directly (you may optionally select a national team), you will be hired straight away without a negotiating phase. Your coaching level at the start depends on the team you choose but will only rarely be better than level 3. If you check the "contract protected" box, the club will not fire you, and you can play without fear of dismissal. You can remove your protected status during the game in the Person menu.

If you begin an actual managing career, you will receive offers at the beginning of the season from a variety of clubs, generally from lower leagues.

You can set up a negotiating appointment with one of the clubs. This initially takes you to the overview screen, although your options remain limited as you have no track record as a coach. On starting the week by clicking the arrow to the bottom right, the clock starts, and your negotiating appointment draws ever nearer.

After successfully completing your negotiations, from the following week you can check out your new club, set up a training plan, and work on your team line-up. You start at coaching level 1.

If you wish to set up your own club, you will see a menu allowing you to set more precise options for your club. You enter a name, further details of the club and a location on the map. You also set investment levels in different areas of the club's activities. The initial conditions for your club depend on how you spread your investment. You also can enter names into the naming pool. These will then appear in the youth and amateur sections of your club. Once you have finished entering the details, you set up the club by clicking "create new club". The club starts in the lowest division of your chosen country. As team owner, you cannot be fired.

2.3 Inbox and Online-Instructions

We have introduced two features to increase game accessibility. In the lower right area, you will find the inbox. Here you will find your emails at the start of the game and then in the further course of the game with information on which actions are sensible at the current time. Some of the emails contain links that will lead you directly to the relevant menu item or a website. In order to maintain clarity, the mails are deleted after 30 days, alternatively you can delete the selected mail yourself using the button.

Furthermore, you'll find the button "Instructions" in the weekly overview in the upper left area. If you click on this, you will receive detailed information about the menu screen you are currently on. However, only if you remain on the menu item with the mouse.

2.4 What are the key tasks in the first week?

The first mails in the inbox already give you good tips on what to do, just click the corresponding button and you are in the right menu.

Hiring a co-trainer can be very helpful, as he is able to handle many tasks for you.

If you want to hire an assistant coach or a goalkeeper coach, you can do so in the "MANAGEMENT - Employees" area. A dialog box opens, in which the button "Search for trainer" can be clicked. The available trainers are now displayed with their salary expectations, their competence and their reputation. Select one of them and negotiate, analogous to menu item 1.4.

In the first week of the season you should make sure that you plan the training for the entire season in advance. Select the training area (team - training) in the main overview and you will be taken to the annual training plan. There you can set the next training week using the buttons at the bottom left. After the choice, the selection automatically jumps to the next training week, so that you can simply define the training throughout the season by clicking on the training weeks offered. Look at the team values such as freshness and condition, but also team spirit and fighting spirit. If some of the values are too low, consider whether you can achieve improvement through certain training units, training camps or motivational measures. For the last two points there is also the menu item training camp under Training. For all these functions you can also ask the assistant coach for a suggestion. As a rule, he makes very good decisions.

You will receive one or more coaching skills at the beginning. Go to the Person section and select "Skills". Check out the skills below. If you want to try one of them, click on it and, if necessary, specify the player to whom the ability should apply in the following dialog box.

The seasonal calculation can only be changed for the first 4 weeks. Click on the "Change calculation" button in the menu item below and set the values as required. It can be important e.g. to adjust the number of spectators or to plan construction measures at your ice hall.

2.5 Assistant Coach and other „Co-functions“

The assistant coach can take over tasks for you on request. First, the assistant coach can set up the team. To do this, you can click directly on the "Co" button when setting up. You should also do this at the ice age so that the assistant coach also provides the blocks with the necessary seasons. If setting up according to special criteria, it is also possible to have the trainer determine the set-up and the defense system.

In the case of attack and defense tactics, use the "assistant coach" button to define the tactics. It is also possible to have the assistant coach determine the annual training.

The assistant coach can save a lot of work in the games if you instruct him to perform automatic row changes. There is a button on the top left to do that.

You can hire an assistant coach and a goalkeeper coach under the menu item MANAGEMENT - Employees - Assistant coach. In general, the assistant coach always makes settings for the whole team, whereas you have the choice whether you want to make the settings for the corresponding block or the whole team.

3. TEAM

3.1 Tactics

3.1.1 Line-up

Line-up: In the team line-up, the composition of the rows and the game system can be selected. The settings initially only apply to the selected block. Clicking on the button "apply to all lines" changes the setting of all lines according to the current settings. The system is selected using the buttons at the top. The first number indicates how many players should forecheck the opponent, the second number describes players who are a bit more hesitant to attack, whereas the third number indicates the defensive players. In the lower right area, you see the current line of your team. In the player list you will find all players of your team with corresponding information. To line up a player, click on the name

in the list and drag & drop the appearing player into the field to the desired position. If you hold the field over a certain position, you can directly see the strength of the player at that position. The frame color of the players signifies: red - wrong position, yellow - secondary position, orange - all-rounder position, blue - main position. If you want to remove a player from the line-up, select the player and drag the player information field over the player list and place the player there.

If you do not want to set up the line-up manually, you can also set it up according to special criteria with the button "special". The "fill up" button automatically fills up the line-up. If the club has hired an assistant coach, there is also an "assistant coach" button. The assistant coach can set up the line-up for you. Clicking on a player with the right mouse button opens the information window for the relevant player. The colors of the players on the left mean: red - cannot be set up (blocked / injured); white - not set up; light blue - set up.

3.1.2 Ice Time

Here you get an overview of the blocks that are relevant in the respective game situations. Use the arrows in the upper area to switch between different game situations. By clicking on the „Team / Opponent“ button you can switch between the view of your own blocks and that of the opponent. You can change the ice time of your own lines using the arrows to the left or right in the left area of the line. The strengths of the respective row of your own team and the next opponent are also compared here. You also have the option to switch players between the individual blocks by dragging and dropping. You can get more information about the relevant player with a right mouse click.

3.1.3 Defensive Behavior

You can choose between six defense systems using the buttons at the top. On the left side, set effort/counter attacking/toughness. The comparison of some team values with those of the opponent can help with these settings. Based on the values, you can estimate which settings are necessary to be successful with the defense. The higher the team's effort, the better your chance of winning a game even as an underdog. On the other hand, a high effort costs a lot of fitness. If your team plays with a higher level of toughness, your team is more competitive, at the same time there is a risk of having more time penalties and a disadvantage in the game. If your team is in good fitness and your opponent is inferior to you in this area, it makes sense to score many goals by counterattacking. Generally, the defensive system and the other settings only apply to the current line. With one click at the button "apply to all lines" the current settings are applied to all lines. You can get more information about a player with a right mouse click.

3.1.4 Offensive Behavior

You can choose how your team tries to score goals in offensive play.

You can choose how physical your team plays, how often your team uses plays, and how far your team shoots (slapshots). The proportion to each other parameter is also important.

Look at the special abilities of your players, the defensive lines of the opponent and the training comparison with the opponent. If you have hired a co-trainer, you can make these settings using the "Co" button displayed.

You can also define which plays your team should use.

It is important to note how complex the play is. Less complex plays are learned faster in training, but also offer less chance of success. Complex moves take longer to be learned but will achieve a higher goal rate in the game than simple moves.

With one click you can choose whether the play is used by your team in the game (golden puck) or not (bronze puck). You can find out exactly how plays are trained and how to create your own plays in the corresponding menu item.

You also have the option to activate zone pressing. This increases the chance to score many goals relatively quickly. However, it costs your team a lot of fitness and should therefore be used with care. It often makes sense to activate zone pressing only in certain sections of the game.

Powerskating is another tactical option. This is also a bit more power-intensive and should mainly be used if you must catch up or the fitness is excellent.

That is why both actions are reset at the end of each match.

If you have hired an assistant coach, you can change these settings using the displayed "assistant coach team" button.

You can get more information about the relevant player with a right mouse click.

3.1.5 Tasks

You can determine the ranking for the team captain and assistants as well as the penalty shooters. The team captain has an additional influence on the team with his character and ability, especially when the mood or the will to win is low and the team atmosphere is tense.

To choose the right penalty shooters, you should pay attention to the special skills and skill level. It's possible that the 2nd or 3rd of the list will take the penalty shoot, depending on the game situation.

3.2 Training

3.2.1 Weekly planning

You can review all scheduled training sessions for the coming week in the weekly planning view. The number of available training sessions depends on the division your team plays in. You can make changes to the scheduled training sessions for the week, or to individual training sessions. Click on a training session to open the training session selection dialogue box.

Training weeks labelled "free" can be edited as you choose. You can rename them by right clicking. Changes to individual training sessions remain when you select one of the three training weeks and are saved with the current game status. This allows you to set individual training weeks and use them in your annual planning.

In the upper area you will see a comparison of your team's fitness and freshness with those of your next opponents. If you are not satisfied with the comparison, you could make changes to your weekly training schedule at short notice. In the lower area, you are offered the opportunity to save or load all your training weeks. You can use these functions regardless of the game status.

3.2.2 Annual planning

You can set a training schedule for every week of the season. An overview showing every week is displayed on the right-hand side. Click on the down arrow to see the second half of the year.

Should you wish to delete the current annual plan, click the "Rest training" button. If you have hired an assistant coach, the assistant can set the training plan for the year. Use the "Co" button.

The dark blue training diagram indicates changes in the freshness and fitness of your team over time. The button above the diagram allows you to switch to your diary for the corresponding week. This allows you to evaluate the demands on your players during that week. Use the buttons at the top to load and save your training plans. Training plans can be used regardless of the current game status.

3.2.3 Individual training

The players of your teams can work on improving their special skills in training. The players can be seen in one row at the top. Below the player is shown the skill the player is currently working on in training. If a player does not work for any special ability, a star can be seen there.

A progress bar is shown next to the displayed ability. When the progress bar reaches the end of the line, the player receives the new ability. By clicking on the player below, you can choose which skill to work on. Switching to another ability costs a large part of the progress made on the previously selected ability. Therefore, a change in the skill to be trained must be confirmed by clicking on "train the selected skill".

The greater a player's talent, the higher a skill's level can become. A player with no talent can e.g. also acquire no skill. The skill and talent levels can be seen under point 1.1.

If no skill is selected, the player works on all skills. After some time, the color of the star changes to gold (yellow). In this case, a new special ability can be acquired immediately by making the appropriate selection. This process takes significantly longer than learning a skill directly but is useful for older players who may lose skills.

The position the player is currently learning as a secondary or main position is shown under the skill that is being trained. This cannot be set or changed during individual training, it simply results when a player is playing at positions other than the main position. The learning progress is also shown by a progress bar. When this arrives at the end of the line, the player receives the position as a new secondary or main position.

3.2.4 Sick bay

You will see which of your players is currently injured or ill, and the nature of the illness. You can make a player happier by paying a visit, which will also increase your level of acceptance with the player. You can only make one visit per week.

3.3. Plays

3.3.1 Training plays

This is the area for your team to learn and practice plays. Relatively simple plays will be learned more quickly but have less chance of success.

Complex plays require more training time but will result in goals more often than simple plays.

Certain plays cannot be used against a 6:0 defensive system.

Use the buttons alongside the plays to select which plays should be trained at the present time, and which should be used in the next match (the play is active when the button lights up). The more plays you train, the lower the benefit of training for each individual play. If you choose not to practice a play for a lengthy period, the players will gradually perform the play less effectively. The effectiveness of a play is a product of complexity and familiarity.

3.4 Training camp

3.4.1 Training methods

You can boost your training activities by holding a training camp, and other special training events. Choose a month using the buttons to the top left. The diary for the corresponding month is displayed below the buttons.

Available training methods are displayed to the right. All methods are available in three forms and price levels.

To set up an event, drag the field to the appropriate date, so that the grey arrow on the left points to the line.

You have a limited number of events per season. In the events overview, alongside the "Number" point, small symbols indicate how often you may still set up the corresponding event.

With a click on the button "training camp / motivation assistant" you can have the tasks set appropriately by the program.

3.4.2 Motivation

In order to increase the motivation of your players, the Hockey Manager 20|20 offers you several options which are summarized under this menu item. The appointments are handled in the same way as the appointments under Motivation in the previous menu item.

With a click on the button "training camp / motivation co-planning" you can have the tasks set appropriately by the program.

A variety of methods to improve your players' motivation are listed here. Select and deploy these using the same procedure as detailed at the previous point (Training methods).

3.4.3 Friendly match

In the preparation phase of the season, you can make up to 3 friendly matches, which will be played during the week. These matches offer the possibility to test tactical variants and increase the line chemistry. All domestic teams are available as opponents. Strong teams demand a higher share of the audience revenue. The handling is analogous to the menu items training methods or motivation.

Otherwise, the handling is analogous to menu items 3.4.1 and 3.4.2.

3.5 Youth section

3.5.1 Teams

In the youth team section, you can monitor promising young players in the U18, U15 and U12 youth categories. Current strength, age, character, ability and talent are displayed for each player by a star. If you are determined to retain a player, you can click on the name and bind the player to your club with a payment. Youth players can improve with the passage of time. This is partly dependent on what you invest in the youth section.

Once a youth player turns 17, you can test the player in your team or offer a contract (or an agreement). The individual then becomes a normal player in your team. A player in the second year of

the senior youth category (U17) who you do not sign automatically switches to the reserve (amateur) section in the following season.

You can influence the success of your youth teams. The better the quality of your players in the youth departments and the more money you invest in the youth section, the higher the standard of your youth teams. In turn, youth teams in higher divisions attract more talent from your region. If your youth teams appear to be struggling and your club has money to spend, one initial step towards improving the situation is to increase support for the youth section.

3.5.2 Development

You can specify key areas for youth development. As part of this, you may select specific abilities requiring special attention in training for both field players and goalkeepers. Players from your youth section will frequently come equipped with these abilities. However, personal attributes and character-building also play a major role. You may select a key area for these as well. However, training and character-building methods may also produce negative effects on your young players. For example, a youth section concentrating on the key area of skill in challenges will often produce players with exactly this ability, but the proportion of overly rough players may increase too. If you do not select any key areas, abilities and attributes will be randomly distributed.

3.6 Farm team (Reserve team)

Your Reserve or Farm team has two distinct categories:

- a.) The team plays in a much lower league, which is not active.
- b.) The second team actively competes in a league.

If the team is not active, and provided your club plays at least two divisions above the game's lowest league (this is the third league in the German database as supplied), it may be activated, and will be promoted to the lowest league. The button for this appears to the top left.

If your second team is not active, you may set a budget for the team to the left side, while the right side shows the most promising talents in your reserves. As the players are competing at a different level, it is much harder to gauge their true ability. A variety of colored symbols for defense and attack give a rough indication of the players' strength and abilities. Click on the name if you wish to sign a reserve player.

b.) If your second team actively competes in a lower league, your scope for action is much greater: Click the "line-up instructions" button to set a tactical system and decide which players will play.

Use the appropriate button to appoint a coach yourself.

Click a player name if you wish to trial a player in the first team, with a view to signing the player later.

Players may also be demoted from the first team to the second team (for more details, see "Contracts").

For more detail, select the "Compare" menu option. Consult the "Finances" area to discover whether raising the budget for the second team would be advisable. Use the "Switch Team" function and click the appropriate button to toggle between the first and second teams. If your second team is active, a button to switch back to the first team at any time appears at the top next to the Help button. If you have selected the second team, you may now use the main menu to make a variety of settings for the second team, although the main menu for the second team offers significantly fewer options, as you are not in a position to influence as many aspects of the team. However, it is possible to sign players specifically for the second team (appropriate information appears on the negotiation screen), although you will only have a limited number of appointments for this each week. You cannot end a week while in second team mode. To end a week, either toggle back to the first team using the button at the top or use the function in the second team menu.

The option of operating the second team yourself is intended for experienced players who wish to exercise complete control over all aspects of their club. Beginners or players preferring faster progress through the season may leave the second team to the game's AI with a clear conscience.

Your second team needs to include a minimum of twelve players.

The box to the top left shows information about your next opponents and the current situation in the league table. In the "Tasks" area you can define the penalty shooters and the captain. You can find out whether an increase of your payment is necessary in the finance section.

4. MANAGEMENT

4.1 Employees

4.1.1 Co-Trainer

Selecting this point displays (if available) the contracts with your coach, your goalkeeper coach and your own contract. You can also hire a new coach or goalkeeper coach, thus firing the current coaches (if you have already hired a coach).

To do so, click the "Search for a coach" button. This displays a list of all the coaches currently available in the country. You have the opportunity of negotiating with a candidate. An assistant coach can help you with training and a range of other tasks. A goalkeeper coach improves goalkeeper training programs and the goalkeeper's training scores. If the contract with your coach is set for the duration of a year or less, you have the chance to offer an extension. Use the corresponding button under the contract length indicator.

4.1.2 Other employees

High quality staff can have a powerful influence on your club's success. You will notice the benefits on a long-term basis. For example, don't be surprised if players repeatedly suffer injuries if you've cut the medical unit budget. The associated costs are shown as an annual sum, but this is deducted on a weekly basis. Raise or lower the budget by clicking the slider on the puck. The assistant HR manager will provide helpful suggestions regarding personnel if you click the button. The suggestions consider your club's overall situation and financial position.

4.2. Transfers

4.2.1 Transfer list

The transfer list shows players who are leaving their clubs. The list also shows players currently not playing for a club. The buttons labelled 1-13 relate to a player's strength and serve as a filter. Click one of the headings to sort the players in the list according to the corresponding criteria.

Should you wish to sign a player, select the player and click "Negotiate". The display indicates whether the player wishes to negotiate with you and allows you to set an appointment for the negotiation, provided there is no previous appointment. "Conditions" displays the conditions the player requires for a transfer.

If you reach agreement with the player on the negotiations, the following applies to a transfer:

Condition	Meaning
Purchase	You negotiate a transfer fee with the club
Purchase (fee)	You must pay the club a fixed fee
Loan (fee)	The player is loaned to you for a year on payment of the fee.
Free	The transfer has no fee attached
Immediate	The player is currently without a club

4.2.2 Scan clubs

Choose the continent, the country, the league and the team to start a targeted raid on players from other clubs. The chosen club's squad overview provides information on the players and allows you to set negotiating appointments. Naturally enough, players and their clubs might not play along with your plans. If you are unable to sign a player because he is contracted to another club and the club is not willing to release him, the player is marked with a red arrow. It can also come about that the player does not wish to switch to your club. In this case, the player is similarly marked with a red arrow. You may sign players showing a yellow arrow, but the club will demand a correspondingly high transfer fee. Players marked with a green arrow are out of contract or have been placed on the transfer list by their club. These players can be signed without a fee, or for a moderate sum of money. By clicking the appropriate buttons, you may watch the player's progress or signal your interest in signing the player once he is out of contract. In both cases, the player will appear on your watch list.

4.2.3 Search for a player

If you cannot find the appropriate player on the transfer list or by searching other clubs, and if you have funds available, you can perform a filtered search for an appropriate player. Use the dialogue box to set the criteria for your search. If you make no entry for any point, the search includes all possible combinations.

Pressing the "generally search" button fills the list (below) with players who match the selected criteria. You can choose one of the players and open negotiations with him or call up information about the player. However, the player you have chosen may not be able (or may not wish) to come to your club. You will be advised of this after selecting the player and clicking "Negotiation". If you wish to restrict your search to players who are available for you to sign, use the "candidate search" button.

4.2.4 Watch list

The list on the left displays the players you are currently monitoring. Right-clicking or pressing the appropriate button displays all further information about the player. The list on the right displays the players you have indicated you are interested in signing. These players will now think twice before opting to extend their current contracts. Right-clicking will also bring up more information about the player.

4.2.5 Transfers

This displays transfers which will take place at the end of the season, both for your club and the entire country.

4.3. Player contracts

4.3.1 Contracts

Select this point to display an overview of current contracts. You can review the estimated cost for players for the season, and the proportion of your total budget this will consume. Based on this information, you can decide whether you are still able to sign new players, select the players whose contracts you may wish to extend, or choose which players to place on the transfer list. Choose what you would like to do from "extend contract", "to transfer list" and "lend", and click on the appropriate player.

In addition to the contracts, the display also shows several key attributes, for example a player's development trend.

When you transfer list a player, you'll often find the player disagrees with the decision. You will usually have to pay a sum of money or make the player available on the transfer list without a transfer fee.

If the player is prepared to be put on the transfer list, you can choose whether to demand a fixed fee or a negotiable fee for the player.

Once a player is on the transfer list, the color indicating the length of contract changes. If you wish to remove a player from the transfer list, click the name using the "Transfer list" option. If the player does not have a contract, you can only receive a fee if the player is correspondingly young and you are able to demand compensation for his initial training.

If your club operates an active reserve team, you may "punish" players using the "into the 2. team" option. However, players can refuse demotion from the first team. Simply click the player and wait for a reaction.

You may also take out insurance by making the appropriate selection and then clicking on a player. The insurance pays the player's salary if he is injured, meaning the club avoids paying for an unavailable player.

Players who have become entirely surplus to requirements at a club can be fired, although you will have to pay compensation in almost every case.

4.3.2 Squad planning

Selecting this point displays information helping you to assess your team and decide whether to make new signings. Your options are to extend contracts, place players on the transfer list, send players out on loan, and demote players to the reserve team.

However, the focus of this menu point is the player's position and value. You can review how many players you have available for individual positions and evaluate them relative to each other. Based on this information, you can make choices to strengthen your team in specific areas.

The value of a player depends on the team, the player attributes and his performances. Select "Player rating" to display how a player's value is calculated. This should be taken as an indication which can be helpful if making changes to your squad.

The column "cont val" displays the player's satisfaction with his own contract. If you see bronze symbols, the player is dissatisfied with his contract. If this is the case, a contracted player loses motivation, while a player with an agreement will probably leave the club at the end of the season. Make sure you review your players' satisfaction with their contracts from time to time.

4.3.3 Contract length

Under this menu item you can extend player contracts without much effort. The contracts are not negotiated as intensively as during a contract negotiation during the week, but a quick extension is carried out on acceptable terms. This menu item serves to make everyday life easier for the manager and is only available when contracts are about to expire.

4.3.4 Player rating

Use this menu point to view helpful ratings and information about the players on your team. The table shows precise figures for total points earned and a player's value (in percent). The cost per point helps you to assess a player's value to your team. If the cost is over €100, you should consider releasing this player. You should similarly review the situation if a player's value slips under 70 percent. The point contract shows how the player himself assesses his contract.

4.3.5 Conversation

At certain intervals (depending on the sympathy of the player) you can have conversations with the players to influence the well-being and other behavior of the player.

4.4 Merchandise

Selecting this point allows you to manage merchandising sales to fans. The list shows ten typical items offered by the club to its fans. By clicking on an item, you can change its price. Be careful not to alienate your fans by setting prices too high. Your income will be the same whether a few fans purchase expensive items, or large numbers of fans buy at a lower price, which also leaves the fans more satisfied. When purchasing items for resale to fans, large orders automatically attract a quantity discount, which depends on the item in question and is displayed below.

You may automate the purchase of merchandise - simply click the puck.

4.5 Annual overview

4.5.1 Comparison

Selecting "comparison" displays actual income compared to forecast income at the start of the season. For each position, you see a bar (red for expenditure, green for income) representing the current figure, and another bar (blue) under it indicating the forecast figure.

4.5.2 Overview

The annual overview shows you the club's income and expenditure in the current season, subdivided into several areas. On the left, you will see the cash position during the season. To the bottom left, you will see information regarding any conditions you currently have to fulfil. Try to fulfil these as soon as possible, or you may face instant dismissal.

4.6 Record/Series

4.6.1 Season

This provides a view of various indicators across the course of the season. All are vital success factors.

4.6.2 Series

This provides an overview of several series covering your entire coaching career and at your current club.

5 CLUB

5.1 Hall

5.1.1 Stadium overview

This displays important information about your hall. You can change your ticket prices here. Use the "Set prices automatically" function if desired. You can also display your hall from every angle.

5.1.2 Site overview

Selecting "Site overview" displays information about various functional attributes of your hall. The display shows the lobby and the dressing rooms, with facts about the site over on the right. You should make sure your fans enjoy coming to matches by providing certain services and facilities. These includes enough parking spaces, appropriate ticketing facilities, and naturally a few activities and distractions to pass the time before entering the hall. The current standard of your facilities is displayed in a facilities index underneath the lobby. If the index fails to match the fans' expectations, you should consider expansion plans to avoid losing spectators. Some additional facilities cost money, some are a source of revenue. A summary of income and expenditure is also displayed.

5.1.3 Move to new stadium

There may well come a point in time to review whether your current hall matches your club's needs. If your hall is much too small for the club, use this function to move to a bigger hall, provided you have the necessary funds. However, moving hall is only worth the effort if your current hall is permanently sold out. If your team cannot fill its hall for matches, it is possible you may find yourself playing in a smaller hall in the following season. You will be warned of this danger during the season. If you move, any additions you have made to the site around the hall will largely be lost. Extensions to the lobby move with you to the new hall wherever possible. You may also rename your hall here.

5.1.4 Extension

You can expand the facilities at your hall and on the site. The right half of the display allows you to set the potential expansion options. Every expansion increases the cost estimate. However, planned changes and their associated costs do not take effect until you award the contract for construction work by pressing the confirm button.

To improve your hall, select "hall" at the top of the screen. Using the "changes by click" buttons, you can choose to install bench seating, plastic seats, VIP seats, standing places or advertising hoardings. Click on the appropriate area of the hall to reconstruct that area.

Bench seats are cheaper to build but less comfortable and command lower ticket prices. Individual seats are more expensive and comfortable, thus justifying higher ticket prices. Bench seating and

plastic seats each provide space for 100 spectators, but VIP seats can only accommodate 30 spectators, while 200 spectators fit into areas set aside for standing. Advertising hoardings provide no seats but can generate more money from advertising for the following season. If your club frequently plays to a full house, VIP seats represent an opportunity to earn more money, whereas advertising hoardings are a good option for clubs whose normal crowd is too small for the current hall.

If you wish to add an upgrade to a better scoreboard, check the "improve" box to install the next best scoreboard. Reconstruction work naturally takes time. The number of weeks you will have to wait is displayed above the area in question. During this period, the corresponding section of the hall cannot yet be used.

Click the "periphery" button to view the site. Click "built new car parks" to expand the carpark and increase convenience levels. Click on "develop dressing room" to improve the standard of the dressing rooms, increasing your opponents' respect for your team and improving your team's satisfaction at home matches. You should make sure you have a good ticketing system. Selecting "Improvement of the entrance hall through click" displays a choice of features which can be installed in the lobby by clicking the appropriate field. Not every feature is available in every type of hall. The benefit and cost of each feature is displayed to the right. If you wish to install a feature on a field which already contains a feature, you will have to pay additional demolition costs.

If you do not wish to proceed with awarding the contract, use the appropriate button. The display on the right shows how many seats are affected by reconstruction.

5.2 Finances

Selecting "Finances" displays general information on the club's financial situation and offers the opportunity to take out credit or invest funds. The display shows the total budget, expenditure to date, cash balance and the club's assets.

To take out a credit or invest funds, click the appropriate button. You can set the amount and the term. The longer the term, the better the conditions. The club is subject to a credit limit.

Use the same buttons to pay off loans and withdraw investments before the term is up. The display shows the associated costs. The basic rate of interest is displayed to the top left. This changes annually depending on the overall state of the economy.

5.3 Supporting program

If you wish to offer your fans entertainment over and above the match, you can set up a supporting program. You can hire a PA announcer to keep the fans informed and enthusiastic, increasing their support for your club. You can publish a matchday program for each match, keeping the spectators informed. You can cover your costs by selling the program or give it away for free. The program can help amuse the crowd during a boring match, function as a souvenir, and (if you give it away free) can help boost sympathy from the spectators. You can organize a half-time show which may attract a few more spectators. Note that you will only see an actual benefit from an appropriate show. If your show is too expensive, you will soon use up the extra revenue provided by more spectators. To help rouse your team and improve your home advantage, you can hire a cheerleading team.

If you wish, you may hire an "Assistant Event Manager" to take on the appropriate tasks.

5.4 Public Relations

Over the long term, you can improve your club's overall position with targeted PR activity. You have five choices, each with three variants.

Select a month using the buttons to the top left. You will see your appointments for the month displayed below.

Your potential PR activities are displayed to the right.

To set up an event, drag the field to the appropriate date, so that the grey arrow on the left points to the line.

You have a limited number of events per season. In the events overview, alongside the "Number" point, small symbols indicate how often you may still set up the corresponding event.

With a click on the button "Assistant - PR Manager" you can have the tasks set appropriately by the program.

5.5 Sponsors

You can review your main sponsorship contract, your two secondary sponsorship contracts, the total raised from your sponsors pool so far, and your advertising agency contract. You can change the fee charged to each participant in your sponsors pool.

Review the effect of your team captain standing in front of the sponsors logo board in a home and away shirt. In the first three weeks of a season, you have the option of changing your home and away shirt colors for next season.

5.6 Overview

The overview displays all the key information about your club. The following facts are especially important:

Number of fans: There are nine different fan levels which indicate the size of the club's following. The levels are relative to one another and are based on the division you play in. If your club is promoted, the fan level will probably decrease, although this does not necessarily mean the number of fans has reduced: what may have been a large number in the second division is only considered normal in the first division. The fan level within a league tends to remain constant but can rise or fall depending on specific events (winning the league, relegation etc.).

Not all fan levels are available for certain clubs because they operate in a limited catchment area. The black symbols indicate the maximum achievable level per category.

Fan attitudes: Fan attitudes influence the size of crowds in various situations. Matches against weaker opponents will not attract many demanding fans, whereas loyal fans will turn up regardless.

Loud fans mean a better atmosphere in the hall and slightly improve your home advantage. If the atmosphere in the team is poor, frustrated fans prefer to remain at home, while success-oriented fans simply stay away if the team is not successful. Euphoric fans, who frequently appear after winning a trophy, will be determined to see every match played by their club. For the most part, however, the fans behave totally normally.

Image among fans and board directors: These values indicate your standing within the club. Both values range from 0 to 100, although the lower range is something you will never experience, or at least not for long. If these values fall to around 50, your job is in danger. The board's faith in you decreases if the team falls below the targets stipulated in your contract, if you frequently lose, or if your finances are not orderly. Your image among the fans rises and falls depending on the way the team plays, and your incoming and outgoing transfers. The significance of changes mainly depends on media interest (see below), as passions will be influenced and exaggerated by the media.

Attitude of club officials: Your job security following bad defeats or missed targets depends on the attitude of club officials. Concerned officials may overreact, even if you do not expect it.

Financial circumstances: The financial circumstances of the club indicate how much money you can expect to receive from sponsors. There are 10 different levels. Changes to the financial environment are a definite possibility for a successful team.

Media interest: Media interest indicates the interest shown by (local) media for your club. High media interest will lead to bigger crowds, but also to more extreme reactions from the fans and the board of directors. Media interest varies dramatically and is largely dependent on success.

All these values can vary depending on events, appointments and coaching ability. The club's honors to date are shown on the right. In the lower section, you will see certain details of your contract with the club. You can offer to extend your contract with the club.

6. STATISTIC

The statistics area contains a wealth of important information about leagues, tables, competitions etc. Depending on the statistics you choose, the buttons above the statistics help you navigate or set filters.

In the team statistics, right click to display detailed information about individual players.

On the left side, you will see several sub menus depending on the statistics you choose. If you mark one of these sub menu points by right clicking, this statistic will be added to your personal favorites and marked with an "F" (please use the last list).

To remove the statistic from your favorites, right click again. Pressing "Favorites" displays your personal choice of statistics.

Under Trainer of the Year you get an overview of the top trainers who are popular in national and international comparison now. These lists are a good indication of which coaches have the chance to be voted "Coach of the Year" or "International Coach of the Year" at the end of the year, but this list is subject to much shorter-term influences than the jury when awarding the award. In the lower area you see your own score and can assess your chances and current position in worldwide ice hockey.

7. PERSON

7.1 Private

7.1.1 Person

The "Personal details" area displays a review of your situation, your contract and your honors to date. If your contract is due to expire and you have concluded a contract with another club for the following season, outline details of the new contract are displayed instead of the length of contract and options. You retain the opportunity to play in the team as player coach.

You begin and end your career by clicking the appropriate button.

You may also review your profile. Clicking the "manager image as player image" button allows you to use your manager portrait (which you may already have uploaded as a .jpg image - see point 2.1. player image as well). As a player coach, you always have the highest level of talent and an initial strength from 2-4.

You can also review your personal financial situation. If you have money left over after deducting your living costs, it is transferred to your account. You can use this to purchase property. Your current property and the benefits of it is shown on the top field on the right-hand side.

You may wish to donate money to your club out of your own pocket. A very generous donation may even positively influence the board's faith and trust in you. To set the sum, scroll down below the "Donate X € for the club" button. Click the button to make the donation.

Once you have achieved everything there is to be achieved and you have risen to the top of the coaching ladder (coaching level 10), you can use your private resources at the end of the season to set up a new club, which will start in the lowest league.

Naturally, you cannot be fired as coach of your own club, handing you the opportunity to build up the club at your leisure and lead from the front. Click the "Create own club" button and enter certain details of your club in the dialogue box. You can choose how much money you wish to invest and how this should be distributed to the various sections. The more money you invest in a section, the better the starting conditions for this section of your club.

If you wish to remove your protection from dismissal, you can do this here.

You may also extend your contract and set or amend your favorite and most disliked clubs.

7.1.2 Family

Away from the hard-edged business of ice hockey, you will wish to enjoy the benefit of a loving partnership and start a family. Events in your private life take place normally during a week, and you will be informed accordingly. In this area, you can make settings which may make certain developments more or less likely. A very modest lifestyle tends not to be particularly inspiring to potential partners and may not necessarily make your partner happy. Investing little or no time in your private life leaves much more time for the business of ice hockey (taking on more appointments, for example), but little time to get to know somebody. Your partner will naturally expect you to spend at least some time with them. Settings made here apply to the coming weeks. Changes will only produce the desired result a few weeks later. If you have been blessed with the gift of children, you will naturally consider how to bring them up in the professional ice hockey context. Your partner will be less than thrilled if you bring up your children to be too obsessed with the game. Once your children have reached the U13-level age group, they can join the youth section of your current club. If you switch clubs, your children move with you. From the age of 17, your children can embark on ice hockey careers of their own.

7.1.3 Search for a club

Use this menu option if you wish to take the initiative and go in search for a new club. Your best chance lies in finding a club with relatively low satisfaction ratings and a level approximately matching your coaching level. You are more likely to be hired by a club you have identified as your favorite. Use the "Inquiry" button to give it a try. You will receive an appropriate answer, stating whether the club is interested. If so, you can set a negotiating appointment.

7.1.4. Personal sponsors

If you are successful, you will start attracting offers of personal sponsorship. When considering commitments to sponsors, you should balance the obvious financial advantages against the time commitment involved. If you commit too much time to your personal sponsors and your family, you will not be able to accept as many club appointments each month. It could leave you unable to fulfil club appointments for a full two days.

Here you can negotiate private sponsorship contracts. The contracts are negotiated analogously to point 1.4.

7.2 Skills

This point allows you to use your skills as a coach. Skills you already possess are displayed in the lower area. You have several opportunities to acquire coaching skills:

Appointments (see 7.4)

Success: By gaining promotion, winning a cup or winning the league you can acquire coaching skills normally only available above your coaching level.

Collect points: Underneath the display showing your current coaching level, you will find six areas of expertise. Every week, you receive a certain points total, which you can distribute among these areas any way you wish. Once you have filled the bar underneath an area of expertise with points, you acquire this as a new skill, which is then displayed at the bottom of the screen in the form of a card. Click on an ability card to review the effect of using this skill. Furthermore, you can use the "Change" buttons to control priorities for the individual skill you acquire.

For example, if you set the "Training organization" area of expertise back to level 1, the bar will fill with points more quickly and you will soon acquire the skill, but the effect of using this skill is correspondingly reduced.

The maximum number of skills is limited by your coaching level. To use a skill, click on the skill to open a dialogue box. You may be required to select a player, before clicking the "Use skill" button. You will then be shown the effects of using the skill.

Once you have acquired a coaching skill, there is a certain probability that you will acquire a special skill, known as "Inspiration" in the game, and recognizable by a different color. This leads to significant changes and can be extremely helpful.

7.3 Property

You can use the money you have earned to make purchases and improve your life as a coach with your new property. The left box shows the property you are currently using. The right box shows the property you are not using now.

Normally, property only benefits you if it is in use, but certain property benefits you in an unused state, or only if it is not used (e.g. stocks and shares). To move a property to a different status, select it and then use the arrows.

If you wish to sell your property, click the appropriate "Sell" button.

Investment objects have only one advantage, they only increase your value.

If you wish to view a precise description of an object, click to view a descriptive text in the lower area of the box, and view the benefits under "Effects".

To acquire investments, use the puck to set the amount you wish to invest and click "invest money".

Search for other property using the list above the investment bar. Click "Buy" to purchase the item.

You have no control over exactly what is being bought, but generally more expensive investments are more useful than inexpensive ones.

7.4 Appointments

You can earn coaching abilities by showing personal commitment. Choose one of the appropriate appointments. You are not available to the club or your team on that date. During the week, you will discover whether it has benefited you. Depending on the time you have set aside for your private life and personal sponsors in the last two months, the number of available appointments may increase or decrease (maximum 3).

7.5 Shares

7.5.1 Stock market

You can invest your hard-earned money in shares. You may choose from shares issued by all the sponsors represented in the game. Never forget that although you can earn a lot of money with shares, you can also lose heavily too. The top row lists the most important information about the shares. At the bottom, use the appropriate buttons to buy or sell shares. You can set the size of your portfolio using the "up/down" buttons. You may set target prices and stop prices for all the shares you own. The target price is the point at which you wish to sell your shares. The stop price is a form of emergency brake at which you wish to cut your losses and sell. If you set a target or stop price, sales take place automatically during the week, provided the shares hit the specified price.

7.5.2 Owned shares

Once you own shares for yourself, you will see a new sub-menu option where you can manage your own personal shares.

7.6 Bookmaker

You may visit the bookmaker and bet your own money on any match featured in the game. Use the tabs in the upper area to select the league or event which you wish to bet on. Use the left and right arrows underneath to select the country and competition. The matches then appear in the box. You may bet on victory - 1, a draw - 0 or a defeat - 2 for the home team. You may also combine matches from different leagues and competitions in a combination bet. Your odds are displayed to the right. Decide how much to stake by clicking on the bar with the rolling ball. The odds multiply with every extra match you add to your combination. Click the "Place bet" button to complete your bet. Select the Open tab to review running bets. Account provides an overview of your betting account.

7.7. Career /Hall of Fame

7.7.1 Successes

You can review your successes as a coach to date here.

7.7.2 Career overview

Click here to access information as to which clubs and national teams you have coached so far, and the honors you have won with these teams.

7.7.3 Set up Hall of Fame

The Hall of Fame allows you to choose your favorite players of all time from your current club, and from the entire game database. This allows you to enjoy the achievements of all-time greats even after they have ended their active careers.

A list of Hall of Fame candidates appears on the left. Up to 20 players can be added to the list. You may add any player to the list by clicking the "Candidate for the Hall of Fame" button, to the bottom right of the detailed player information. You access the detailed player information at various points in the game (e.g. line-up, transfer market, player search, etc.) by right-clicking on the player name or image. Use the arrows on the right of the box to toggle between the two sides of the candidate list. Use the trash can symbol to remove selected players from the list.

Use the arrow to either side of the boxes to transfer players between the two Halls of Fame. Use the tab in the right top corner to select whether you wish to edit the Hall of Fame from your current club, or your personal favorite players regardless of their club. The club Hall of Fame can naturally only include players currently playing for the club.

8 INTERNATIONAL

8.1 Squad

8.1.1 Assemble squad (International)

If you have chosen to manage a national team, this area displays your squad. The list comprises a maximum of 25 players. You can drop players from the squad and call up new players to the national team using the "Search player" function. If you do not wish to undertake this task yourself, click "Select best players" to add the best players in the world to your squad. If you wish to drop a player, select the corresponding player in the list and click the "Discard player" button. The player will then be removed from the squad.

Use the "Resign" function to step down when you no longer wish to coach a national team.

8.1.2 Scan Clubs (International)

You may search for players among all the clubs in the world. Click on a player to check the player's eligibility for your national team. Players displayed in grey do not have the right nationality. To complete your squad, click the corresponding button. Once you have found a good player who is suitable for the national team, select the player and click the "Add to squad" button.

8.2 Team

8.2.1 Line-up (International)

The functions here are identical to the functions detailed under Team. Naturally, they apply to the national team here. The functions under this menu item are identical to the functions from team - only that they are valid for the national team here.

8.2.2 Ice time (International)

These functions are identical to the functions of team - ice time - but valid for the national team. The functions under this menu item are identical to the functions from team - only that they are valid for the national team here.

8.2.3 Tasks (International)

You may assign responsibilities and the captaincy of the national team here.

8.2.4 Team ratings (International)

In this area, you may compare your team rating with that of your next opponents.

You require high approval ratings as a national coach, otherwise you face dismissal.

At the start of the season, you will receive coaching offers from national associations, even if you are already a national coach. You are free to choose whether to accept a rival offer or stay in your current job.

8.3 Tournaments

8.3.1 Recent (International)

This area displays the current status of all tournaments which may be of interest to your national team.

8.3.2 History (International)

This area lists all the honor's your country has amassed to date.

8.4 Training (International)

In this area, you can set weekly training schedules for the national team. This function is only active once you have assembled a national team. Otherwise, the menu option is displayed in light grey (like all unavailable menu options).

9 OPTIONS

9.1 Game options

You access game options via the settings menu above the main menu.

Game options allows you to make settings for the course of the game. If you adjust the settings in the main menu, you change the game options for every new game. Otherwise, you change the options for the current game. Options are saved with the current game status.

If your saved data include more than one active country (a country in which you are able to work as a coach), you can choose whether to limit the number of active countries at the beginning of a new game. If this is the case, please activate "Permit selection of the active countries at the beginning". Your 3D settings are important here. You may switch off the 3D engine entirely, which also deactivates 3D elements used in the menus. We suggest not using this option unless necessary. Otherwise, you can deactivate all 3D segments. You can also switch off the 3D scenes completely.

9.2 Sound options

You can activate or deactivate music and sound effects. You can also incorporate your own music into the game. To do this, deactivate the "Use standard folder" checkbox and choose other directories for the music. After this, add music from the directories to the playlist by double clicking. The music will play in order unless you activate random playback.

The order can be changed using the buttons under the playlist. Double clicking sends a track to the top of the list.

9.3 Load/save game

To load a game, choose the corresponding game status from the list and confirm your choice. To save a game status, enter a name and confirm.

9.4 Change Database

Here you can also change the current data record or data slot in the game. Since the database is saved in the game status, this only makes sense if there are other graphical contents in the data slot. So, you can e.g. change the skin of the application here (if another skin is available) or select a folder with different player images.

10. High score

"High score" ranks your career to date and shows your best careers. The list of your best careers is updated at the end of each season.

11. Save

If you want to save the game, you can do so under "Save" in the top right of the menu. You can also save the current game status at any time within the game using the "Control" and "S" key combination.

12. During the week

Whenever you click the blue button in the lower right corner during the game, the time passes within the current week. The calendar sheet shows you the progress of the game. Also, some important game data as well as the last events are shown. There is a "Play" or "Stop" button below the calendar pages. If the button is on "Stop", the menu is shown every Monday. If the button is on "Play", the text "Weekly cycle" appears to the right of it. This means the program will not stop on the next Monday.

12.1 Negotiations with players

If you negotiate directly with a player during the week, for example to extend the contract, the negotiation dialog box opens. With the + and - buttons you can increase or decrease the corresponding negotiation parameters. You only submit your offer to the negotiating partner with a click on "submit offer". While younger players are interested in shorter performance contracts, older players want long contracts with a high fixed salary. The happier the player looks, the happier he is

with the offer. If the player is satisfied with the offer, this is shown in the status and the negotiation dialog box closes.

12.2 Negotiations for players

If you compete for one player with several clubs, you will see the opponents and their offers. You then can negotiate with the player yourself and improve your offer. The counterparties then either pull in or withdraw from the negotiation. If you are the last one left, you have "won" this part of the negotiation. If the player was a player from your team, the player is now playing with a new contract. If you have negotiated with a player from another team, the modalities of the change still must be clarified. If you must pay a transfer fee, you can negotiate with the club about the amount. With the + and - buttons at "New offer", you can increase or decrease your offer. You only submit your offer to the negotiating partner by clicking on "Submit offer". They will then react to the changed offer; you can see that in the upper picture area. If you are satisfied with the request, click on "Accept the request" to finally commit the player.

12.3 Events

Events frequently take place during the week which can have a positive or negative effect on your situation or on your team. You can deactivate displaying events in game options, but you cannot switch off the effects. Your players' strengths are updated on 15 December and 15 June every season.

12.4 Change of coaching level

At the beginning of every month, your performance is analyzed to check the appropriateness of your level. If your level is too low, it will sooner or later be increased. If it is too high, it will sooner or later be reduced. If there is a change to your coaching level, you can reset your priorities in the areas of expertise. If you do not do this, the game assigns equal priority to each area.

13. Match

13.1 Before the match

When a match day begins, you will be taken to a tactical view, which again offers the option of making tactical settings. After pressing the "Play" button you will receive extensive comparisons of the team values. The "Back" button takes you back to the previous screen. The handling corresponds to the corresponding menu items under 3.1 – Tactics. A warning advises you if you have picked too few players. Should this happen, you may make further changes to your line-up.

13.2 Match in progress

If you have chosen a complete match simulation, you are taken from the match information to the match screen. You can make display settings (speed, match display) in the center of the screen underneath the scoreboard.

To the top left and right, you can adjust your team's effort and physical approach, defensive system and a range of tactical changes in real time. Under the scoreboard, you can choose from a few match display-options. If the 3D scenes are active, the frequency of the scenes can be set using the corresponding slider below the display panel.

The players currently on the ice are shown on the left and right. There you can see how the players have been graded in the game so far, what penalties they have already received and how powerful they are.

Above the players you can see the blocks that can be used sensibly in the current game situation. You can trigger a change directly by clicking on the button next to the row.

In the upper left area, you will find a button bar with 4 buttons, these buttons have the following function from left to right:

1. Tactic - Stops the game so that you can make tactical adjustments
2. Assistant coach (if available) handle the Line change automatically or deactivate the assistant coach
3. Pause Game
4. Time-Out (once per game)

In the lower left area, you will find the buttons for "zone pressing", "powerskating" and "show penalties". A click on a button is enough and the corresponding action is carried out.

13.3 Tactics

Here you can change the game system and make changes in tactics. The line-up cannot be changed during the game.

In the event of injuries, the player will be replaced automatically in the game, regardless of whether you have an assistant coach and whether it is activated.

Players who were not set up at the start of the game can no longer be used after the start of the game, even if the team consists of fewer than the permitted number of players.

13.4 Time-Out

Click the appropriate button to call a Time-Out. You may do this once per half. You have the option of motivating your players with a brief team talk. You can also announce the team's next play.

In the last minute of each half, you have the additional option of withdrawing your goalkeeper by checking the appropriate box. This strengthens your attack, but significantly weakens your defense. You cannot call a time-out if the game is paused.

13.5 End of match/Newspaper

At the end of the game, you will first receive an overview of the result, the rating and the goals / assists scored by the players.

After this, you will see a newspaper overview with a round-up of news from the matchday. The top section shows a general review of the matchday, with the result of your team's match reported underneath. You are then taken to the results and the table.

Interesting facts relating to the matchday are displayed on the right-hand side. This includes the best player in each position and the biggest attendance of the day.

14. Abbreviations

14.1 Player list at lineup

Abbreviation	Meaning
Pos	Positions
St	Nominal strength
Fo	Form
Mo	Motivation
No	Number
ds	Actual strength
Ski	Special skills
Ta	Talent
Fr	Freshness
Ko	Condition
As	Assists
Ag	Age
na	Absenteeism and reasons
Nat	Nationality
No	Average mark

14.2 List at quad planning

Abbreviation	Meaning
St	Strength
Ta	Talent
Ag	Age
Cl	Contract Length
ContVal	evaluation of the contract by the player

15. Editor and Steam-Workshop

Information on how to use the editor can be found in the installation directory in the document Editor Instructions.pdf. For more information on the Steam Workshop Tool, please refer to the relevant instructions.

16. Contact

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