



Contents

Installation	
PC Instructions	3
Mac Instructions	3
Game Settings	
Language	4
Currency	4
Wages	4
Screen Mode	4
Database	5
Games Stored	5
Autosave	5
Rolling Saves	5
Save Compressed	6
Save Safely	6
Flashing Text	6
Background Games	6
Game Clock	7
Date Format	7
Measurements	7
Score Displays	7
Print To	7
Playing the Game	
League Selection	8
Attribute Masking	8
Real Players?	9
Manager Profile	9
Passwords	9
Manager Name and Nationality	9
Team Selection	9
Your Team	
Roster	12
Picking the Team	12
Player Indicators	12
Practice	
Changing Attribute Values	14
Using your Coaching Staff	14
Conditioning	15
Tactics	15
Skill	15
Shooting	15
Goalies	15
New Position	16
New Side	16
Edit Practice Routines	16
Training Intensity	16
Tactics and Lines	
Tactical Options	18
Offensive System	19
Offensive Zone	19
Forecheck	19
Defensive Coverage	20
Backchecking	20
Pressing	20
Hitting	21
Boardplay	21
PP System	21
PK System	21

SEGA-PC004-UK

© Sports Interactive Limited, 2004. Published by SEGA Europe Limited. Developed by Sports Interactive Limited. SEGA and the SEGA Logo are either registered trademarks or trademarks of SEGA Corporation. Eastside Hockey Manager is a trademark of Sports Interactive Limited. All Rights Reserved. Officially Licensed Product of the National Hockey League Players' Association and the National Hockey League. National Hockey League Players' Association, NHLPA and the NHLPA Logo are trademarks of the NHLPA and are used, under licence, by SEGA Europe Limited. NHL and the NHL Shield are trademarks of the NHL. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P.



Team Orders

Forward Usage	23
Defensive Usage	23
Defensive Coverage	23
Backchecking	23
Pressing	23
Hitting	23
Boardplay	24
Goalie Orders	24
Shooting	24
Shot Targeting	24
Line Matching	24
Captains	24

Finances

Player Interaction	27
--------------------------	----

Transactions

Trading	32
Transfer	34
Loans	35
NHL Free Agency	35
Group Two (II) – Restricted Free Agent (RFA)	35
Group Three (III) – Unrestricted Free Agent (UFA)	36
Group Five (V) – Player's Choice	36
Group Six (VI) – Unrestricted Free Agent	36

Drafting

Player & Staff Search	37
Scouting	37
International Scouting Service (ISS) Rankings	38
Fast Find	38

Pre-Game Build-Up

Your schedule	39
Team Compare Screens/Game Preview	39
Final Checks	39

Game Day

The Game Screen	40
Game Commentary	40
Boxscore	40
Game Stats	40
Tactical View	40
Recap	41
Player Ratings	41
Home/Away Stats	41
Referee/Date/Attendance	41
Changing Tactics	42
Pull Goalie	42
Latest Scores	42
In Game Actions	42

Tracking Your Career

General Manager Points	42
Reputation	43
General Manager Stats	43
History	43
Applying for a new job	43
Resigning and Retiring	43

Attributes: Explained

Hockey Terms	47
Warranty	54
Hints & Tips	55
Credits	56

Installation

To install the game, insert the **NHL™ Eastside Hockey Manager** CD into your CD/DVD drive.

PC Instructions

If you have auto-run enabled on your computer the installation program will automatically open and install **NHL™ Eastside Hockey Manager** to your hard drive. If auto-run is not enabled, browse the CD and in Explorer and click on setup.exe. Follow the on-screen prompts to install the game and its components to your computer. Once the game has completed its installation, load the game up.

Mac Instructions

The "NHL EHM" disk icon will appear on the desktop, double-click this to display the contents of the CD. Next, double-click on the "Install Mac NHL™ Eastside Hockey Manager" icon and follow the on-screen instructions to install the game and its components to your computer



Game Settings

Language

NHL™ Eastside Hockey Manager allows you to play in any of four languages: English, French, German, and Swedish.

Currency

Similar to your language settings, the default setting for the unit of currency used within **NHL™ Eastside Hockey Manager** is that of your current computer configuration.

The currency setting can also be changed to reflect that of the league you are currently managing within. For example, if you are managing in the French League you could and should use the Euro (€) as your unit of currency, rather than your own local currency.

Wages

Wages within the game for both players and staff can be shown in three separate ways - weekly, monthly, or yearly.

On starting to play the game, you'll soon notice that a significant proportion of your team's finances are expended on wages. With that in mind make yourself aware of what a wage constitutes when looked at over a different period of time. For example, what is the cost of a \$1,500 per week wage over the course of an entire year? If you're going to keep a tight financial hold over your organization, which most successful General Managers do, knowledge of the financial side of the game is essential.

Screen Mode

NHL™ Eastside Hockey Manager can be played, depending on your preference, in one of two separate modes - Full Screen or Windowed.

Background Changes

NHL™ Eastside Hockey Manager contains a large number of photographic backgrounds. Changing this setting specifies whether or not you wish the background to change during the game. If you are playing on a system which has an elderly graphics card or a slow processor, turning the background changes off will speed up the game considerably.



Profile Pictures

NHL™ Eastside Hockey Manager contains a number of player pictures which are used in each player's profile. To turn these off, select 'No' from this menu. By default, it is set to 'Yes', so if you wish to use them, keep this option.

Database

NHL™ Eastside Hockey Manager is a huge game containing anyone who is anybody and a whole lot more of nobodies. Quite how many of these people your game contains is up to you and the specification of your computer. On installation **NHL™ Eastside Hockey Manager** establishes the specification of your computer and your game database setting is set accordingly.

On the Normal setting the database includes all those players who are in some way associated with the leagues you have decided to select as well as those who are associated by way of nationality with your selected leagues. To this number are also added the famous and major players from the world of hockey.

For the Minimum option, those players from teams active within your selected leagues will be selected along with players whose ability and reputation is high. If you are having trouble with the speed of **NHL™ Eastside Hockey Manager** and your database is set to Normal then it may be helpful to you to set the database option to Minimum.

Games Stored

Every game that is played in **NHL™ Eastside Hockey Manager** is recorded to a game database for future reference or research. If disk space is at a premium then you may wish to cut down the number of games which are stored within the database. The minimum number of games that can be stored is 5000.

Autosave

Saving games in **NHL™ Eastside Hockey Manager** can be automated by using the Autosave function. The Autosave function allows you to schedule the saving of your current game according to how much time has passed in the game from Every Week to Every Year.

Alternatively you can elect to never have the Autosave function enabled, in which case you will have to manually save your current game by clicking the Save Game button as and when is necessary - i.e. before exiting the game. Remember that when auto-saving that your original save game file is being overwritten, so if you are the kind of player who likes to go back over games then switch off this function because it'll stop you having to cheat.

Rolling Saves

This function will allow the game to keep a copy of the last two automatic saves that are made. These will be marked in your save game folder as 'savegame name_2' and '_3'. This will provide a greater guard against losing an invaluable save game file (caused for example by a power cut during the saving process) and will also allow

you to return to an earlier date should results go against you (although why would anyone want to do this..?)

Each rolling autosave uses the same amount of hard-disk as your save game file and it is therefore recommended that you do not select this option if you are running low on hard-disk space.

Save Compressed

If you are pressured for hard-disk space it is possible for the **NHL™ Eastside Hockey Manager** save game files to be compressed during saving. However, the trade-off in this reduction of file size is an increase in the time taken to save the game each time, unless of course you have a fast hard-disk. This also applies to Rolling Saves.

Save Safely

Within the Game Options is the Save Safely setting which will, if selected, temporarily buffer your save game to the computer's memory whilst it completes a check of your hard drive to ensure there is enough disk space. If this check is successful your game will be saved as normal. However, should it fail, you will be informed and you may take space-saving measures if necessary.

Flashing Text

You are alerted to certain important information within the game, such as game news, by means of flashing text. If you wish to switch off this feature, click **'Off'** on the Flashing Text option.

It is recommended that you only select this option if you have a high specification computer.

Background Games

When your team takes to the ice it is possible to be able to view the latest scores in those games taking place simultaneously to yours.

By default the Background Games are set to **Normal**. However, on certain low specification machines the use of background games can make the game clock update erratically. If this is the case then set the Background Games to **On** or **Off**.

Game Clock

The two options of **UP** and **DOWN** display the game clock in different ways. Selecting **UP** will make the game clock count upwards from 0:00 to 60:00, as is the standard in European Leagues, whereas selecting **DOWN** will have the clock count downwards from 20:00 to 0:00 in each period, as seen in North American Leagues.

Date Format

Should you wish to view game dates in the North American standard MM/DD/YY, you can do so from this menu. Alternatively, the European style DD/MM/YY can be used.

Measurements

NHL™ Eastside Hockey Manager uses player heights and weights, and ice measurements to full effect. You are able to configure how you view these – either in imperial units, or displayed in metric units.

Score Displays

Game results, scores, and fixtures may be viewed in two ways, either in the North American style of the home team shown 'second', or the European method listing the home team 'first'.

Print To

There are many occasions in which it is useful to be able to print out details from within **NHL™ Eastside Hockey Manager**.

It is possible to print any of the screens within **NHL™ Eastside Hockey Manager** which has the Print Option. Using this option you can specify whether you wish to print to a printer, text (in which a text file is created for you in the Print subdirectory of your **NHL™ Eastside Hockey Manager** directory), both, or an HTML file in certain areas of the game.

After entering your personalized game settings, you will be taken to the opening screen of **NHL™ Eastside Hockey Manager** from which you can choose the type of game you wish to resume or create.



Playing the Game

YOUR CAREER

League Selection

The first area of your career you'll have to decide upon is which leagues you wish to have running in your game world.

NHL™ Eastside Hockey Manager

features many of the world's biggest and best hockey leagues. Each can be selected as either an 'enhanced' league or a 'standard' league.

Selecting a league as 'Enhanced' means you will be able to interact with that league at any level. All details from this league will be simulated in full. To select a league as 'Enhanced' ensure the league has a tick next to it under the Enhanced column header.

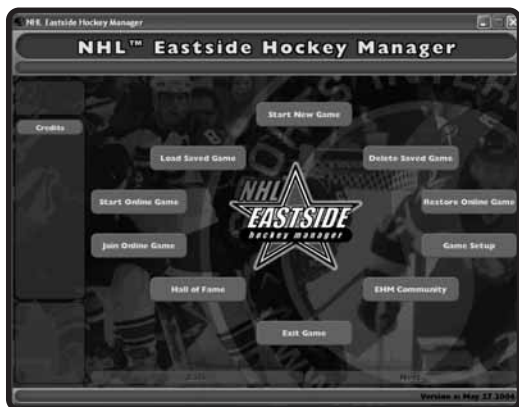
A 'standard' league will be simulated fully in your save game, however you will not be able to interact with it in the same level of detail as an enhanced league. To select a league as 'standard' ensure the league has a green tick under the 'standard' column header.

Throughout the course of your managerial career it is possible to switch leagues between enhanced and standard, using the process outlined above. However, only leagues selected into the save game at the start are able to do this.

Please also note the National Hockey League (NHL) must be selected into every game (as either enhanced or standard), as it is central to the hockey world and the NHL™ Eastside Hockey Manager game.

Attribute Masking

Also known as the 'Fog of War', this option (if selected) will mask the attributes of lesser known players in the hockey world, forcing you, the GM, to make full use of your scouting team to discover the talents, as would occur in a real-life situation. To view all attributes from the start of a game, select Off for this option.



Real Players?

NHL™ Eastside Hockey Manager offers the chance for players to create a new game using an entirely fictional set of players. All real players will be removed from the game. To do this select off for this option when starting a new game. All of the players in this saved game will now be entirely random.

Manager Profile

Once the game has loaded fully, you will be prompted to complete your Manager Profile.

Passwords

If your game of NHL™ Eastside Hockey Manager is on a shared computer, you may decide to password protect your saved game. To do this simply enter a password in the area provided underneath the General Manager name selection. There is no way of recovering forgotten passwords, so should you forget it your save game will be lost and you will have to start again.

Manager Name and Nationality

After selecting your name, you will be prompted to select a nationality. Every nation in the world is represented, but one area to note here is that GMs of certain nationalities may find it harder managing in foreign leagues. For example, very few European GMs and Coaches have made an impact in the NHL. Whilst you will generally gravitate towards your own nationality, it is worth considering the impact this will have on your team.

Team Selection

Selecting your team is, in the main, a simple choice as you will naturally choose the team you support. However, each team has their own objectives and demands, and the level of team you decide upon managing will determine the objective.

For example, taking over one of the top teams in the NHL, you would be expected to go deep into the playoffs, and make a concerted run at the Stanley Cup. However, taking over a less-talented NHL team, you could be excused for expecting to use the first season as a rebuilding exercise, in building a franchise from the bottom up.

In Europe, your objectives will again differ. Top division management could see your aims differ from winning the championship to avoiding relegation, others will choose to manage a team from the lower divisions (e.g. Allsvenskan) and guide their team to promotion and glory.

The choice is yours.

To confirm the team you wish to manage, click the team name, and then the 'Take Control' button to the bottom right corner of the screen.

NEWS SCREEN

The News Screen is central to **NHL™ Eastside Hockey Manager**. It is the first screen you will see upon starting a new game, and your game will revolve around it. Throughout the game, you are presented with the very latest news involving your team, and the hockey world. You are alerted to any news items by way of a 'You Have News' indicator to the centre of the lower part of the screen.

From this screen you are also able to navigate around the **NHL™ Eastside Hockey Manager** game. For more details on this, please refer to the section regarding 'Your Team'.

Upon starting a new game you will initially receive three news items. The first will confirm you are the new General Manager of the team you have decided to control. Next, your board will outline their expectations to you. Thirdly, the schedule for the upcoming season is released.

The Board Expectations are as follows:

Serious Cup/Title Challenge: Those who employ you expect your team to make a concerted effort at picking up the silverware at the end of the season. If you finish empty-handed, don't always expect your board to look kindly upon it.

Make the Playoffs: Easier in some leagues than in others due to the number of available playoff places. Your board will certainly want to see you qualify for the playoff stage for prestige and financial reasons, plus the fact they believe you have the roster to do so. Again, failure to do so could see your job hang precariously.

Improve Team Roster: Your board are a sensible lot. They acknowledge that the current roster of players isn't quite good enough to make a concerted playoff run, or avoid relegation, and so your only major task is to build an organization from the ground up



Stay Clear of Relegation: Despite the roster not perhaps being the strongest, your board still have hope of staying afloat and avoiding relegation. If your head does fall below the water and you are relegated, expect a not-so-friendly response from those who matter.

Finally, your first three games of the season are presented to you. Your schedule is important. Studying it will help you pick out areas where you must succeed - a four or five game home stretch against teams in your own division, or against those who will be challenging you, are must-win situations.



Your Team

Roster

After being introduced to your team, you'll more than likely want to take a look at your roster, as ultimately it will be your players who make or break you as a General Manager. To view your roster you can either click the 'Roster' tab towards the bottom left of the screen, or by clicking your manager name to the top left of the screen and selecting "<Team Name> Roster" from the drop down menu.

It is likely that upon first view of the roster, you'll want to know as much about your players as possible. **NHL™ Eastside Hockey Manager** allows you, the general manager, to view a wealth of information about the players at your disposal before picking the team.

Picking the Team

When starting at a new club there will be no players dressed. The number of players your league allows you to dress will be shown at the bottom right of the roster screen. To dress a player, simply click the grey box next to their name, at which point a G will appear next to a goaltender, or an S for a skater. Two goaltenders must be dressed for each game, as must a minimum of five skaters (two defensemen and three forwards).

Player Indicators

Occasionally a player's name will be flagged on the squad screen with one of a number of different indicators:

INJ - When the indicator is red the player is injured and cannot be dressed for a game. You can free up a roster spot by placing a player with a red indicator on Injured Reserve, where he must spend a minimum of seven days. To do this, select the Action tab and then the 'Place on Injured Reserve' option. For more information on player actions, please refer to the section entitled 'Player Actions.'
An orange injury indicator signifies that a player has resumed some form of light training and is now listed as day-to-day. In an emergency you will be able to select this player, but you run a considerable risk of the injury worsening or a new injury occurring.

IR - The player has been placed on Injure Reserve. Injured Reserve is only applicable to some Leagues.



SUS - The player is currently suspended and is unavailable for selection. To view the details of the player's availability, click the Status option on the relevant player's profile screen.

WNT - The player has attracted the attention of another team and has been added to their shortlist. This may or may not result in an offer being formally submitted to you. If possible (and indeed necessary) you may want to make sure the player's contract is up to date and will prevent them from leaving for free agency, where you will lose them for nothing. To check which teams are interested in your player(s), go to the relevant player's Information screen.

BID - A bid has been made for the player, which you are in the process of negotiating or considering.

RET - The player has announced their intention to retire from the game at the end of the current season.

INT - The player is currently away on international duty and is therefore unavailable for selection.

FGN - Depending on the competition, there may be a restriction on the number of foreign players you are allowed to dress for any one game. To find out the possible restrictions, click the Next Game option from the squad screen. Some leagues also have a limit on the number of foreign players you are able to have on the roster at any one time. To find out the limit for your team, check the Next Game option as outlined above.

INE - The player is ineligible to play in your next game.

REQ - The player has been made available at his own request.

AVA - The player has been made available by their team and is considered as being 'shopped around'.

LOA - The player has been made available for loan.

TRN - A transfer has been arranged for a player and he will move at the next available opportunity.

UNH - This indicates that a player is unhappy at your club. You may know why, but if not you can find out on the Information screen from the player's profile.

FA - The player has signaled his intention to leave the team and become a Free Agent. For more information on Free Agency, please refer to the Transactions section of this manual.

ABS - The player has missed practice or has made himself unavailable for selection.

RFS - The player has politely refused your invitation to join up with a National Team for a tournament (international management only).

Practice

Together with tactics, training and practice are amongst the most important methods of getting the very best out of your roster. It is also one of the most complicated areas of management and coaching and essentially is all about maintaining and improving player attributes.

For a team to function to the best of their abilities you'll need the services of your coaching staff. Through them you can prepare your players in order to maximize their playing attributes to suit the tactical system you have chosen to develop. For more about the tactical side of **NHL™ Eastside Hockey Manager** please refer to page 17.

Changing Attribute Values

It is possible to see whether your training schedules are having a positive or negative effect on your players from the training screen itself. Click to the Practice screen, followed by the View Menu towards the top left of the screen. By default the 'general' option is

set, but by clicking to 'attributes' you get a thorough overview of your player's attributes. From here you can define the attributes you wish to see, such as physical or mental, offensive or defensive.

Where your practice regime has a positive effect on a player's attributes, those attributes will be highlighted in GREEN.

Where the attribute has turned RED in color, it signifies a decrease in that attribute from its original value.

An attribute colored YELLOW has remained unchanged.

Using your Coaching Staff

To assign your coaches to an area of practice click the 'Coaches' button towards the right of the screen. This will display a box of your current coaches and the areas of practice they are currently involved in.



Initially they will all be involved in every area of training. However, to get the best out of them and maximize their time, it is wise to give a maximum of three areas to any one coach.

AREAS OF PRACTICE

Conditioning

Some coaches place more emphasis on the fitness of their players than any other aspect. The theory behind this is that ice hockey is a physically demanding sport, and players must have optimum fitness levels to survive on the ice. Players able to compete over the entire game will have an advantage over others who cannot. Some coaches see fitness as a general area however, and place less emphasis on it. As with every aspect of management, it is up to you to find the right balance.

Tactics

If you are to develop a master tactical plan, your best hope for successful development lies in specifically developing the tactical awareness of your roster. Creating a cohesive tactical unit on the ice comes from much time spent perfecting it in practice. The success, however, lies in the individual's abilities, how able they are to adapt, and what you ask of them.

Skill

To have any hope of success your players must have a certain amount of skill when in control of the puck. Therefore it is sensible to spend time during practice working on this area of play.

Shooting

"You don't score 100% of the shots you don't take." Wise words indeed. To win games your players must shoot the puck. Shooting practice can be useful for developing a good shooter into a great one, or help an out-of-form player regain his confidence.

Goalies

It is possible to set up specific practices for goaltenders, and is advisable that a goalie's involvement in this becomes routine. The appointment of a coach particularly skilled in coaching goaltending is highly recommended.





New Position

You may find the need, or the desire, to retrain a player to play a new position. To retrain a player, click the practice button you wish to assign the routine to, and then from the Edit option specify the type of player you wish to retrain a player as. If successful, a retrained player will be able to play his previous position and the new position. However, should the same player be retrained to a third position, he will lose the ability to play in the position you first retrained him to. Players with particularly high work rate and determination are more likely to retrain successfully than others with lower attributes in these areas.

New Side

Similar to the retraining of players to a new position, it is also possible to 'teach' a player to play on a new side of the ice. This can be particularly useful if your roster has a deficiency of talent on one side, or simply if you prefer off-wing shooters and the need to train players to a new side is there. As with the training to a new position, the success is dependent on the attributes of the player concerned.

Edit Practice Routines

To modify existing Practice schedules, click the button of the routine you wish to modify, and then click the Edit button. Each routine can be changed to specify the areas of training you wish the coaching staff and players to concentrate on.

Training Intensity

The level of intensity you decide upon for each area of practice is vital in terms of success. It is equally important to get the balance right and not create such a demanding schedule so that come game time, your players aren't physical wrecks, and become more susceptible to injury.

The intensity you select is, as with all aspects of practice, dependent on the quality of coaches available and the commitment of the player.

None - No training will be given to players in this area of practice. Attributes may decrease if this is set.

Light - A small amount of top-up instruction is given with Light Training, and as such slightly reduces the risk of an attribute decrease.

Medium - Medium intensity can also be seen as the optimum or most balanced style of practice. Players will potentially receive a boost to their attribute values without hurting the player physically.



Intensive - Will potentially see the highest increase in a player's attributes, but as a trade-off significantly increases the likelihood of a player becoming injured, tired, and unfit to take to the ice. It can be useful to set areas of practice to intensive, just make sure you keep a close eye on your players.

Tactics and Lines

Tactics and Lines are probably by far the most important aspect of coaching. Good tactical awareness is paramount if you are to succeed in your job. **NHL™ Eastside Hockey Manager** allows you to configure and develop your own style of play in a number of ways.

First, and most importantly, however, is assigning your dressed players to lines.

There are three generic line combinations in ice hockey, outlined below:

Even Strength: Five on Five, or Four on Four. As it sounds, you have the same numbers as the opposition. Typically, a team will play with four offensive lines of three, and three defensive pairings. Some General Managers prefer to have their best players on one line, others like to spread the wealth and have an even balance of quality across the board. More on this can be found in the section below regarding tactical options.

Power Play (PP): Either a one man advantage or a two man advantage. These situations will be amongst your best chances to score a goal. Key players to use on the offensive powerplay lines are speedy skaters, good puck carriers, and players with an eye for goal. Defensively, players with good shooting and passing ability are a must. You may also decide to select an extra forward to play 'defense' on the PP, otherwise known as 'Playing the Point'.

Penalty Kill (PK): Opposite to your Power Play. You will be a man short for a period of time, and as such will want to do everything in your power to avoid conceding goals. Here, players with high work rate, determination, pokecheck, and positioning are vital. In short, you want your best defensive players on the PK. The 'All Lines' screen gives you an overview of your lines, and scrolling through using the left and right arrow buttons will allow you to see the lines individually.

To assign a player to a line, simply click his number to the left of his name (turning the number yellow), and then clicking on the relevant black silhouette on the ice graphic to the right of the tactics screen. Alternatively, you can switch to the 'All Lines' view and do the same, clicking on the position and line where you wish the player to play.

Should you not wish to dress all of your players, you can call upon your Head Coach to make the selections. Clicking 'Ask Coach' will select your lines as he sees fit. However, if you deem his ideas as incorrect, you can select players where you want them, and then have the gaps filled in.

Tactical Options

NHL™ Eastside Hockey Manager allows the

manager to develop a system from a number of tactical options. This is possibly the most user-definable and complex area of the game. At the same time, it can be difficult to create a system which works. It is the responsibility of the General

Manager to devise a tactical command which will have your team functioning in the best possible way. Determining this tactical setup is not something you will arrive quickly at. Some of the best hockey tactics of all time took years and years to develop to a standard where it works successfully. Will you work on a system to suit the players

available to you, or will you be the sort of GM who acquires players for a particular system? A further consideration is that opposing general managers will have their own tactical master plans, and will probably be more successful with them during the early stages. In other words, your tactical approach

will also need to be flexible to adapt to different situations.

Each line can have an individual style different to the rest of the team. A detailed explanation of each tactical option can be found below, separated into Even Strength/Power Play/Penalty Kill:

EVEN STRENGTH

Mentality: Self explanatory. You can set your players to have an offensive mentality, a defensive mentality, or a balance of the two.

Offensive System

Passing: Your players will prefer to pass the puck around, looking for an opening by moving the puck around quickly and smoothly.

Skating: Players will look to skate with the puck into the Offensive Zone, and set up plays from within.

Dump & Chase: Players will play the puck into the corners of the offensive zone, battle for it along the boards, and attempt to work an opening.

Mixed: A combination of all three styles.

Offensive Zone

Positional: Skaters will stick to their positions in the offensive zone.





Crash the Net: The team will look to send their center to the front of the net either to obstruct the goaltender's view, or to force the puck in.

Triangle: Your offensive line will look to make a triangle wherever they are in the offensive zone in order to outnumber the defensemen and find the free ice from which to create a scoring opportunity.

Behind the Net: Suited to the 'Dump & Chase' style described above, one player (usually the center) will go behind the net with the puck, and look to set up a play for a winger coming in to the front of the net.

Forecheck

Neutral Zone Trap: The goal is to 'trap' the puck in the neutral zone, halting the opposition's offense, and taking control of the puck for your own team to start an offensive rush.

Left Wing Lock: In this system, the center and the right winger are sent into the opposition's defensive zone to disrupt them as they try to take the puck out. Your players 'funnel' the puck to the open side of the ice, as your left winger and two defensemen back off into the neutral zone. With nobody in your line further back than the red line, the opposition has a hard time creating offense. When they try to move up the ice, they have nowhere to go, assuming your players 'funnel' the puck successfully. This is the turnover point.

Passive Forecheck: Also known as the 'Shallow Forecheck', this system uses one player, the closest to the net, as a puck chaser, with the remaining four shifting back and forth in a 'box' formation, breaking down the plays between center ice and the opponent's blue line.

High Forecheck: Similar to the Passive Forecheck and the Left Wing Lock, only your line(s) pressure for the puck much higher up in the neutral zone, so as to prevent the opposition from clearing the puck.

Defensive Coverage

Zonal: Players defend areas of ice as opposed to skaters.

Man to Man: Each skater is 'assigned' an opposite number to defend against.

Backchecking

Hard: Your forwards will make every effort to skate back to defend their own zone.

Easy: Your forwards will not skate back to defend as often, leaving the defense exposed.

Normal: A balance of the two.

Pressing

Hard: Players will harass the opponent for the puck for a longer period and more often.



Easy: Players will not pressurize the puck carrier as often.

Normal: A balance of the two.

Hitting

Easy: Players will not hit particularly hard or often.

Normal: A balance of Easy and Hard Hitting

Hard: Players will hit the opponents hard. If this tactic is used your team can take penalties, or if the player misses the hit, will lose position.

Boardplay

Finesse: Your players will steer clear of the corners and try to set up play in the perimeter instead.

Mixed: A mixture of finesse and power.

Power: Your players will look to work the puck along the boards, attempting to work an opening from here.

POWER PLAY

PP System

Overload: Sending more players towards the puck, pressuring the penalty killers to lose the puck in the zone, allowing your PP line to create offense.

Umbrella: One man (generally a top shooter) is stationed at the top of the offensive zone, sitting on the blue line. He exchanges passes with the two skaters on the points, looking for an opening to shoot. The other two men go to the net to act as a screen to prevent the goalie from seeing the shot.

Spread Out: Stretching out the defense as much as possible in order to create space to shoot. The two players on the points will be near the top of each faceoff circle. A winger will be stationed at the half-boards (halfway into the offensive zone, near the boards), with the center in front of the net and the other winger sweeping behind the goal-line. The skater on the half-boards is the playmaker, looking for the pass into space. By creating this room, it allows one of the point men to join the play and go to the net.

1-3-1: Just one man plays the point, with three in front of him. The two wingers play the boards, allowing the third of the three to join the center at the front of the net.

PENALTY KILL

PK System

High Press: Looks to push the play out of the zone and catch the opposition offside. Players line up like a box (see 'Tight Box') and play high in the zone



Low Press: Invites pressure from the PP unit, but looks to obstruct the goal and put players in the way of anything coming at the net. Pressurizes for the puck down low behind the goal-line.

Diamond: Places one man in front of the goalie, one at the top of the zone, and two others wider and

near the blue line. Looks to break up the play by limiting the room for the play.

Tight Box: Two banks of two, very central. The two defensemen will stay at the net, attempting to clear the traffic from the goaltender's view, whilst the two offensive killers will go to the player with the puck.



Team Orders

ICE TIME DISTRIBUTION

Forward Usage

- **Normal** will play a normalized system.
- **Equal** will roll all four lines and give them similar ice time.
- **Overload** will play the top two lines more than the others.
- **Just Three** plays just the first three lines, leaving the fourth out.
- **Just Two** plays the top two lines.

Defensive Usage

- **Normal** will play a normalized system.
- **Equal** will roll all three defensive pairings and give them similar ice time.
- **Overload** will play the top two pairings over the third.
- **Just Two** plays only the top two pairings.

GENERAL INSTRUCTIONS

Defensive Coverage

- **Zonal** covers areas of ice
- **Man** 'assigns' each skater an opponent to 'mark' when on the ice.

Backchecking

- **Hard:** Your forwards will make every effort to skate back to defend their own zone.
- **Easy:** Your forwards will not skate back to defend as often, leaving the defense exposed.
- **Normal:** A balance of the two.

Pressing

- **Hard:** Players will harass the opponent for the puck for a longer period and more often.
- **Easy:** Players will not pressurize the puck carrier as often.
- **Normal:** A balance of the two.

Hitting

- **Easy:** Players will not hit too hard or too often
- **Normal:** A balance of the two.
- **Hard:** Players will hit hard and make an effort to finish their checks.

Boardplay

- **Finesse** – Your players will make less of an effort to battle for the puck along the boards.
- **Mixed** – A mix of finesse and power.
- **Power** – The players will power along the boards to regain the puck.

EXTRA ORDERS

Goalie Orders

- **Stay In Crease** orders the goalie to stay in his crease and allow the skaters to play the puck
- **Play the Puck** allows the goalie to move around in the defensive zone and play the puck, acting a third defenseman when the situation warrants it.

Shooting

- **Selective**: Players will think before they shoot, and only do so when they feel there's a reasonable chance of scoring.
- **Barrage**: Players will shoot on sight, barraging the goalie with shots.
- **Normal**: A mixture of the two.

Shot Targeting

- **No Orders**:
- **Aim High**: Players will shoot high in the net, looking to put a shot on the 'top shelf'.
- **Aim Low**: Players will attempt to send shots in along the ice.
- **Aim Five-Hole**: Players will attempt to put the puck between the goaltender's legs.

Line Matching

- If selected **Yes** you will be able to select from a pop-out menu which of your lines are to be matched against a particular line of the opposition. So, for example, should you wish to match your third line checkers against the opponent's star first line, you would choose the option which includes '3vs1'

Extra Attackers

You may also select which of your attacking players will take to the ice if and when you decide to pull your goalie in search of a late goal. When the goalie leaves the ice, one of the two players you have selected will jump on and play as the extra man. It makes sense to select your best players here as they will naturally give you a better chance of scoring.

Captains

Selecting the Captain and the two Alternates can be a big choice. The captain takes on a lot of responsibility both on and off the ice. Ideally you'll be looking for someone with a lot of character, determination, teamwork, and influence.

A player with high ratings in these areas would make a great captain. A player who is an example of everything your team stands for is also a wise choice to award the 'C' to. For example, Mario Lemieux at Pittsburgh and Steve Yzerman at Detroit are both long-serving captains associated with everything good about their organizations. As far as Assistant Captains go, the 'A' should go to players with similar attributes to the Captain. A team leader, someone who can replace the captain as and when is required.

FURTHER ORDERS

By right clicking on the silhouette of any player on the tactics screens, you have the option to assign extra orders to individual players. This will allow you to assign them offensive and/or defensive tasks, and whether they should shoot as opposed to pass when they have the puck. If you choose passing, you can configure exactly how, and finally whether they're allowed to drop the gloves when on the ice.

Finances

Financial management is one of the key areas of being a GM. Increasingly, the financial side of the game is under close scrutiny, and with a majority of teams looking to run a tight ship, you'll have your work cut out to succeed in **NHL™ Eastside Hockey Manager**.

The depth of information available to you is impressive. From the Info tab on your roster screen, select the drop down menu 'View' and then 'Finances'. This screen shows you your income and expenditure on a basic level over the last two months and last two calendar years, and your team budget, balance, and transfer funds. From the drop down 'View' menu, you are also able to view detailed Income and Expenditure.

Balance – This is used for the non-playing aspects of hockey. Arena Maintenance, League Fines – everything mounts up. The general day-to-day running of your team relies upon making a profit and not allowing your balance to slide out of control. Should this happen, your board will be the first to let you know about it.

Player Budget – This figure will be the sum of money made available to you to pay your roster. Naturally, some teams will have a higher budget than others, but you'll have to stick to what you've been given. It may be that you'll find certain players on your roster are too much of a luxury to have on board, and as such will look to free up space for another player who may do a different job. You can approach your board for more funds to play with. To do so, click to the Board Confidence screen and select the relevant option from Board Requests. For more on the transactions in **NHL™ Eastside Hockey Manager**, please refer to the **Transactions** section. To view your current pay roll select 'Stats' from the drop down menu.

Transfer Funds – only applicable in leagues where the norm for player movement is through paying for them, as opposed to the North American system of trading (please refer to the **Transactions** section for complete explanations of these areas). Much like the Player Budget, there will be players you can afford and players you can't, so you'll have to choose wisely, and scour the world in hope of picking up a bargain who is eligible for your competition.

Player Interaction

Throughout your managerial career you'll have to deal with more than a few players. How they'll respond to these actions depends on the individuals involved – how fair your decision-making is, and the temperament and characteristics of the player.

NHL™ Eastside Hockey Manager allows you to perform a number of 'actions' to a player, all located under the 'Action' tab to the top left of the player profile screen. These are explained below:

Add to Shortlist: If you wish to keep tabs on any player, click his action button and add him to your shortlist. Once shortlisted you will be informed of any important information pertaining to the player via the game news screen, such as injuries, trade/transfer offers, and contract negotiations.

To remove a player from your shortlist repeat the action to add them, and the option will be there to remove them.

Place on Waivers: An NHL-only option, the Waiver System can appear to be a complex procedure. It is best explained as a player being offered around other teams in the League before he can be reassigned to a farm team. It is used, in the main, to free up a roster spot. If every team in the League chooses to pass on the player, he can then be freely reassigned to your farm team. Should you decide to recall him, he can only spend thirty days on the pro roster or make ten NHL appearances before you can no longer send him down without re-doing the Waiver process.

However, if a team makes a claim for your player, you have no choice but to lose him to that team. Should more than one team enter a claim for the player, the team with the lowest winning percentage of those who placed a claim will 'win' the player.

Depending on the day of the week the player is placed on Waivers, a different period of time is necessary for you to wait for a player to clear. These are as follows:

- For requests dispatched from September 15th to June 1st:

DISPATCHED	WAIVER PERIOD	EXPIRY DATE
Monday	48 hours	Wednesday (Noon)
Tuesday	48 hours	Thursday (Noon)
Wednesday	48 hours	Friday (Noon)
Thursday	48 hours	Saturday (Noon)
Friday	96 hours	Thursday (Noon)
Saturday	72 hours	Tuesday (Noon)
Sunday	72 hours	Wednesday (Noon)

- For requests dispatched at all other times of the year, a minimum of one hundred and twenty (120) hours from the time of dispatch of the request is needed.

Certain players are exempt from Waiver rules for certain times of their career. For specific Waiver rules, please refer to the **Transactions** section of this guide.

Send to Farm Team/Juniors: For eligible players, you can choose to send them to either your farm team(s) or juniors, depending on the rules of the competition you are managing in. This may be done to free up a roster spot, give a recently injured player ice time (if he is eligible), or give a rookie or a young player more experience before he joins your team. Be warned though, some players may not take kindly to this form of 'relegation'.



Recall to Team: Like the above, you will be able to recall your players from a stint in the farm teams or in the juniors. If your roster is going through an injury crisis you may find yourself forced to look for reinforcements from within rather than searching for a player to acquire. Conversely, a farm prospect may be putting up big numbers and you might feel that he could benefit from a few games in your team.

Set Player Status: You'll more than likely have different plans for each member of your roster. This is how you tell them where they fit (or don't) into these plans. Selecting this option presents you with further sub-options, listed below:
 This player is a key player on the team
 This player is a core player on the team
 This player is a regular player on the team
 This player is a fringe player on the team
 This player is a hot prospect for the future
 This player is a decent young player
 This player is not needed

Market Status

This player is Untouchable
 This player is available (no reason)
 This player is available due to financial reasons
 This player is available for loan

Offer New Contract: When the time comes to renegotiate a new deal for a player, it is done through this screen. From here you are able to talk terms with your players. More on contracts can be found in the **Transactions** section of the manual.

Offer Trial: If there's a free agent you're considering acquiring, but not quite sure whether they'll be worth the gamble, you can offer the player a trial period from one to four weeks in length. They will only be able to play non-competitive games, but this allows you to gauge how they'll fit into your roster; what they can add, and whether it constitutes value for money. A player may choose to reject your offer though, so although this is a great way of picking up talent if you are managing a team with little money, it isn't a guarantee.

Discipline Player: Should a player cross the line and fall foul of your disciplinary boundaries, or upset you in any number of ways, it is possible to let him know about it through reprimanding him in the form of an official warning, or fining him a proportion of his wage.

As with any decision you take in **NHL™ Eastside Hockey Manager**, it could have consequences far more telling than you ever imagined, not only for the player

involved, but other personnel at the organization. When fining a player, always consider the possibility it may backfire on you.

Giving the player an official warning for his actions may be a more sensible approach, as it generally gets the message across that you were far from impressed. Invariably the player will make every attempt to impress you and prove that a lesson has been learnt. However, if the warning is not heeded, you may be forced to fine the player, giving one of these reasons.

No reason – you generally don't like the player, and want to inflict pain where it hurts – his wallet.

Unprofessional behavior – Has the player made disparaging comments about your, your players, or the team in the media? Have they been seen acting wildly the night before a game? Whatever you see as unprofessional behavior fits.

Game Misconduct in last game – The player, being ejected from proceedings, clearly hurt your team. Let him know he's not to do it again.

Violent Behavior – There is some violence even too much for a hockey game. Fighting is one thing, outright assault is another.

Poor Performance – With players earning fairly substantial amounts of money for the job they do, you can expect a certain level of performance. If your player(s) drop below an acceptable level, let them know about it.

Release Player: The time may come where you have to cut your losses and buy out a player's contract, releasing him from the team. You may no longer have room for the player, he may just not be good enough to cut it, or he may have caused one problem too many in your team and you just want to get rid. You'll be required to pay the player what's left on his current contract before you let them go.

In the NHL, a player must clear Waivers before you can release him. For explanations of the Waiver system, refer to the **Transactions** section, and the **Place Player on Waivers** option in this section.

Request Physio/Coach Report(s): Should you be unsure of a player's fitness, or his ability and usefulness to the team, you can ask your qualified team of physiotherapists and coaches to file a report on the player(s) in question. Those asked will get back to you immediately with a comprehensive view of the player, in the form of a news item.

Create Note: GM's have the option to create a game reminder to prompt you into

a particular action for a player. The options available are: None, Promising Youngster, Transfer Prospect, Contract Renewal, and Team Member. You can choose to have the game remind you of your note every week, month, or not at all.

Compare Players: NHL™ Eastside Hockey Manager allows you to compare two players, head to head, to see who's better, who perhaps who suits your needs. The game compares the players on three levels.

- **Personal** – lists their positions, heights and weights, ages, shooting preference, nationality, and current team.

- **Attributes** – The game will directly compare the attributes of the two players, indicating who is superior in each case. Green indicates an attribute is better, red worse, and yellow level.

- **Statistics** – a thorough comparison of the two players' season statistics, allowing you to gauge who is performing better.

Manager Options

Of course, should management become too much hassle that you feel you need time out of the game, you can leave the team in the capable hands of your Assistant General Manager. To take a Vacation select General Manager Options from the pop-down menu underneath your name to the top left of the screen. This then presents a number of configurable options from which you can take a break in the knowledge your team is in the shape you wish it to be left in.

Should you not have an Assistant Manager employed, the game will automatically select the next best person for the job.



www.sigames.com
www.sega-europe.com



Transactions

Being a GM is far more than just picking the team and devising the tactics. Your role also covers hiring and firing the team of non-playing staff whom you hope to assist you in your career, and perhaps most importantly, strengthening areas of your roster through the acquisition of new players.

NHL™ Eastside Hockey Manager accurately represents the two major transaction systems in the world of hockey – trading and transferring.

Trading

This is the system used in North American hockey. The simplest explanation is that rather than large sums of money changing hands, teams will exchange players for other players they wish to acquire. You can choose to offer any player you hold the rights to – be that a team regular, a farm player, or an unsigned prospect you drafted but would freely give up. Draft picks can also be offered in trading – for an in-depth explanation of Drafting see the sub-section in this section. Money can be offered in trades as well, although the sum available to you for your transfer budget may not be nearly enough to both tempt a team into trading and secure the long term financial future of your organization.

It is important to remember that you won't be able to negotiate a deal with another team for their best player without fairly balancing the trade, and the team may not even enter into discussions with you. Always consider the long-term impact of any trade – will an expensive quick fix be better for the future of your team than a prospect with a bright future? Should a trade offer be accepted, teams will take full control over the new player's existing contract.

To Approach to Trade a player, simply click to his profile and select 'Approach to Trade' from the Action menu to the top left of the screen. Alternatively, from the

same area on a given team's roster screen, you can Approach to Trade from here, and add players from here.

To get a good idea of what the other team are looking for in the trade, click to the Action menu, and the resulting Team Needs button. Bear in mind this is no guarantee that the team will accept an offer based on this, but it should give you a better idea of what to offer.

To inquire after a player, select 'Approach to Trade' from either the Player Action menu or the Team Action menu, and select 'Inquire' from the bottom of the screen. This will only work if there is nothing selected on your side of the table. You may also inquire about a particular draft pick. The team will respond to you within a day or two with either their requests, or with a flat out refusal.





Transfer

This system is used in European hockey. Not entirely dissimilar to the Trading system, teams in Europe prefer to acquire players for money. Not large amounts of money, as a majority of teams will be unable to afford this, but generally money will change hands more often than players. Free agents are also far more popular in European hockey. Teams will not have to pay a transfer fee, and as such can focus more of their funds on negotiating a contract with a player.

Composing your transfer bid: Once you've decided on a player you wish to acquire, click to his profile and 'Approach to Buy' from the Action menu. This will present a screen where you can set your conditions and formally submit an offer to the team for a player.

Bid Price – At the heart of the transfer is the fee to be paid for the player. In most cases, the fee will have to relate to the players ability. A miserly fee for a top quality player will not suffice, and his team will waste no time telling you this. Negotiating a higher fee may get things moving a little. It goes without saying that you should only bid what you can afford, although players who have been made available by the team and/or are unhappy may be less expensive than they once were, as teams look to get rid of a player.

Monthly Installments – Should finances be tight, it is possible to stagger the payments of any transfer fee over a longer period of time, from six months to two years. Even if finances are good, it can be a wise option to attempt to stagger payments, as this avoids a lump sum being removed from your bank account in one fell swoop.

Fee after Number of Appearances – An additional fee can be arranged relating to the number of appearances the player makes for his new team. Again, this is particularly useful if a team has an immediate lack of finances, as a possible lucrative future fee could be the kicker in the deal. This negotiation tool is perhaps best used for a young prospect who is likely to play more games in the future than a veteran who is coming to the end of a career.

Make Bid Public? – Whether the deal is made public or not can depend on whether you are the buying or selling team. If you receive an offer for a player and you are considering selling him, then it's in the interest of the team to make it public in order to attract further interest and get the best deal available. However, if you are hoping to acquire a player, the last thing you'll want is competition for his signature, and as such will want to keep things as quiet as possible, particularly for in-form players or players of high caliber.

Player Exchanges – Quite similar to the North American Trade model, teams can add a player to the deal as a part or as a straight swap. Where this differs

from the North American model is that once an offer is accepted, you will still have to negotiate a contract with the player. Furthermore, some teams will have no interest in exchanging any of their players, or indeed any of yours. To exchange a player, click the Exchange button in the top right of the exchange screen, and click on the player of your choice.

Loans

Again, far more popular in European hockey, the option to loan a player for a length of time is almost perfect for teams with little or no cash. To Approach to Loan visit the player's profile and select 'Approach to Loan' from the Action menu to the top left of the screen. You will then have two options:

Loan Expiry Date – Decide upon the length of the loan deal. Each league will have their own rules on how long you can loan a player for, and at which times you can loan them. If the player is intended to be a long-term player at the team, a lengthy deal is advised. However, if the loan is to cover an injury/suspension-depleted area of the team, a shorter deal would be better, especially if the league you are playing in has roster limits set.

Wage Contribution – To make a deal more appealing, you can offer to pay a percentage of the player's contract during his tenure at the team. Anything up to 100% can be offered, although finances will certainly affect what you can offer.

NHL Free Agency

When a player who is playing in the NHL comes to the end of their contract, they have two options. They can either sign a new one and continue their career at the team, or choose to become a Free Agent. However, the NHL has a series of rules and regulations which decide what kind of Free Agent a player becomes, depending on his age, contract size, and years in the game. These various 'Groups' are:

Group Two (II) – Restricted Free Agent (RFA)

Group Two Free Agents are 30 years of age or younger as of June 30th, and have received qualifying offers from their team. A qualifying offer constitutes offering the player a minimum amount based on his previous salary. This minimum amount is dependent on what the player was previously earning. If he is below the League average wage he is entitled to a 10% rise in any form of qualifying offer. If equal to or above the League average, he must be offered a sum equal to his previous year's salary.

Should the player refuse to accept the qualifying offer and become a Restricted Free Agent, he has two options. He can either hold out and wait for his demands to be accepted, or be the subject of an Offer Sheet from another team. This Offer Sheet, if accepted, would result in compensation for the team

who own his rights, should they not decide to match this offer sheet. Compensation will be in the form of Draft picks, and is dependent on the salary offered to the player. Compensation amounts are below:

\$727,502 or below	—	None
\$727,502 - \$1,000,315	—	3rd Round Pick
\$1,000,315 - \$1,182,191	—	2nd Round Pick
\$1,182,191 - \$1,455,005	—	1st Round Pick
\$1,455,005 - \$1,818,754	—	1st & 3rd Round Picks
\$1,818,754 - \$2,182,505	—	1st & 2nd Round Picks
\$2,182,505 - \$2,546,256	—	Two 1st Round Picks
\$2,546,256 - \$3,091,882	—	Two 1st Round Picks & a 2nd Round Pick
\$3,091,882 and over	—	Three 1st Round Picks
Each \$1,818,754 beyond \$3,091,882	—	One Additional 1st Rounder to a max of 5

Group Three (III) – Unrestricted Free Agent (UFA)

Group Three Free Agents are 31 years of age or older as of June 30th, and have played at least four years in the NHL. Players who fall into this category have no restrictions whatsoever – they can join any team without their former team receiving a penny of compensation.

Group Five (V) – Player's Choice

Group Five Free Agents are players who have played ten seasons in professional hockey (NHL or minors), have earned less than the League average, and have been tendered a qualifying offer. These players have the right to elect once in their NHL careers to become an Unrestricted Free Agent (Group III). The player has until June 15th to decide. Should a player choose to become a UFA and then fall back under Group V qualifications at a later stage in his career, he will become a Group II Free Agent.

Should the player not decide to become a Group III UFA, he becomes a Group II Free Agent and as such falls under such criteria as described above.

Group Six (VI) – Unrestricted Free Agent

Group Six Free Agents is a player aged 25 or over and has completed three or more professional seasons, and in the case of defensemen and forwards have played less than 80 regular season and playoff games, and goaltenders with less than 28 regular season and playoff games. Players who qualify into these criteria have the same liberal movements as a Group III UFA.

Drafting

Another area of hockey and **NHL™ Eastside Hockey Manager** which is exclusive to North America, and certain leagues in particular. Drafting is best explained as the main method by which teams acquire and develop young talent. Each year, every team in the league will be set a number of draft picks with which they select an eligible player who has no team rights for the league he is being selected to, and hence has never played there before. The Draft consists of a set number of rounds, and each team has a pick for each round, unless they decide to trade a pick/picks away (refer to the **Transfer** section for more).

The order for the each draft is determined by the previous season's standings. Teams will pick in reverse order from where they finished. For example, if a team wins the Stanley Cup, they will have the last pick. This is, however, only the case in the first round, should the team who win the Stanley Cup not collect more points than another team.

Furthermore, to discourage teams from deliberately losing all of their games in order to secure a first overall pick, the NHL has a Draft Lottery for the five teams with the fewest points. A number combination is derived from this draw, which is then matched to a team, based on a probability chart. The lottery is weighted in favor of teams with lower placements, as below:

30th (25%),
29th (18.8%),
28th (14.2%),
27th (10.7%),
26th (8.1%),

Player & Staff Search

From the Player & Staff Search section, you are able to configure filters for a vast array of areas in the game to narrow down **NHL™ Eastside Hockey Manager's** massive database of players. To find the player for the job can be a tough task, but the series of filters available to you makes the job easier.

Each attribute is rated out of 20, with 1 being terribly poor, and 20 being fantastic. These attributes can be found with explanations at the back of this guide.

Scouting

In order to acquire that player who will make all the difference, you'll need to make full use of your team of scouts. From the Personnel tab in your roster screen you can view each of your scouts. To assign them where you see fit, click to Player & Staff search from the drop-down menu underneath your name to the top left, and then the Scouts tab. From 'Search', select the Scout. From the



same menu, you can then assign him to a number of nations, and individual leagues. After a number of weeks spent thoroughly watching anyone and everyone, the scout will return to you with a full and complete report on players in that particular area. Should a player catch the eye more so than others, the scout may recommend him personally, in the form of a news report. Scouting isn't limited to individual players and leagues – teams and competitions can also be watched.

International Scouting Service (ISS) Rankings

The International Scouting Service is an established organization who produce detailed and comprehensive reports on the top 200 players eligible for each draft in hockey. At three points during the season – Preliminary, Mid-Season, and Final – they will release their updated rankings for the best players available. This service is an invaluable source to all General Managers, and **NHL™ Eastside Hockey Manager** includes this feature, so that even more information and statistics are at your fingertips!

Fast Find

So you know the player you wish to look at, but need to find him. Easy. From the Browse Menu, select Fast Find. Not only can you search for players, but also nations, club teams, and staff. Searching for part of a particular name will bring up all relevant fields to which the text matches.

Pre-Game Build-Up

The elite General Managers know everything about their opponents, from what style they play to their top goalscorer and most impressive defenseman. **NHL™ Eastside Hockey Manager** allows you to prepare thoroughly for each and every game, in order to make sure you have the best chance of success.

Your schedule

Your league schedule is perhaps one of the oft-ignored areas of management. Your team selection can have a lot to do with who your opponents are. For example, if you have a game against a poor team immediately before a home-and-home series with a team who may be challenging you for the top of the table (should you be up there), you may want to preserve some of your better players, if possible, so they'll be ready for the bigger game. Conversely, if you are struggling against relegation, and have a game against a team also struggling, you'll want your best players available for that one. Looking at when, and especially where, your games will be played, can sometimes make or break a season.

Team Compare Screens/Game Preview

One of **NHL™ Eastside Hockey Manager's** features is to allow you to preview any game you have scheduled. From your roster screen select 'Schedule', and then the 'Preview' button to the top right. From here, you will be taken to the Team Comparison screen, also accessible from the 'Action' menu to the top left of any team's roster.

From here, you can view Team Stats, Player Stats, and Matchups. Team Stats compares everything you'll need to know from the two teams – GAA, Save Percentage, Power Play efficiency to mention just three. The Player Stats tab shows the leading player in each field of points scoring on each team, and compares them; and the Matchups tab shows an all-time record of games between any two given teams, and a complete list of scores and venues, all of which are completely filterable.

Final Checks

By now you should be at the optimum level of preparation leading into the game. Before you hit 'Continue' to the game itself, you should be making final checks to your team, such as:

Have I dressed enough players?

Are all my players eligible?

Have I set my tactics and team instructions?

Have I named the captain and the two alternates?

Do I know everything about the opposition?

When all these are answered with a resounding Yes, then you can proceed to the game.

Game Day

The Game Screen

Games in **NHL™ Eastside Hockey Manager** are viewed through the game screen and contains a wealth of information – everything you will need in order to watch the game and your team.

Game Commentary

During the course of a game **NHL™ Eastside Hockey Manager** displays a running game commentary detailing every event. In order to know what you're doing as a result of what is going on, you'll need to be able to read the commentary. There are five speeds of commentary for you to select from, ranging from Very Slow to Very Fast. Furthermore, there are three speeds you can configure your game clock to run at. 'Fast' will make the clock progress ten seconds at a time, updating stats at these intervals. 'Medium' plays the game second-by-second but only updates stats every ten seconds, and 'Slow' updates everything second-by-second. Along the left hand side of the game screen are a number of options for you to navigate your way through.

Boxscore

This view shows you who's scored, when, assisted, and which type of goal was scored. Very similar to a majority of boxscores used in various hockey media sources, as soon as a goal hits the mesh, you'll know about it. Clicking on the score in the far left column of this screen will show you a snapshot of the goal scored, with the build-up replayed to you in the form of a recap below. Towards the top right of this screen is the Penalty Summary screen. Clicking this will change the Scoring Summary into a summary of all penalties taken in the game. Again, click the button to the left to view the offence. To return to the Scoring Summary click the button to the top right once again.

Game Stats

This screen compiles game stats as they happen. The overview of stats is useful to see where your team is strong and where they're weak, which in turn can affect your managerial strategy. Clicking on the Shot Attempts button for each team will show you a snapshot of where each shot was taken from, and by clicking the Shots on Goal button below it, you can see where each shot was directed at the net. Red shots depict an attempt which was not scored, Green depicts shots which were scored.

Tactical View

To keep track of who's on the ice, this screen constantly updates, showing you

which lines are out at any point during the game. During live play, a puck marker will scroll across the ice, showing where the puck is at that time of the game.

Recap

NHL™ Eastside Hockey Manager stores each game commentary and reproduces it for you in the form of a recap. At the end of each period, the events of the last twenty minutes can be perused at your will. Each period is filtered and viewable from the View tab to the top left.

Player Ratings

The performance of each player is constantly assessed over the period of the game and reflected in a rating from one to ten, ten being the best.

Player Ratings and what they mean:

10 – The player is having a cracker and is a candidate for First Star.
 9 – The player is playing a superb game.
 8 – The player's performance is of a high standard.
 7 – The player is turning in a slightly above-average performance.
 6 – The player is having an average game.
 5 – The player is playing below the standard expected of him.
 4 – The player is having a very poor performance – look to bench him.
 3 or less – Any rating of three or lower means your player's performance is simply unacceptable. Look to bench the player and take appropriate forms of discipline after their 'performance'.
 The three stars of each game are identified by the different colored star graphic next to the player's name.
 To bench a player during a game, enter your tactics screen, and from the 'View' drop-down menu, select Benchings. Click the BEN icon next to a chosen player to bench him. This area should now highlight in blue, confirming the player will take no more part in that particular game.

Home/Away Stats

This is an in-depth look at all game stats for each individual player. Clicking the directional arrows to the left of the header bar will take you to even more stats. Hover your mouse over the heading to view its function.

Referee/Date/Attendance

These three items are listed at the bottom of the Boxscore. The referee is perhaps the most important of the three to note, if he is overly strict he's one to watch out for. Likewise, a lenient official is one you may want to exploit.



Changing Tactics

Should you wish to change your tactics at any point during the game, there are two ways to do this. One is to click the Home/Away Tactics button to the left of the screen (depending on whether you are the hosts/visitors); and the other is to click your team name to the top of the screen. Clicking the opponent's tactics will merely show you their line-up and lines.

Pull Goalie

Should your team be trailing and the clock is winding down fast, you may wish to sacrifice your goalie and use an extra forward, leaving your net empty but having an extra offensive threat. To do so, enter your tactics screen during a game and select the Pull Goalie button in the left hand menu, at which point the goalie will leave the ice at the next possible interval. Although you have the extra man, leaving a net unguarded is always dangerous and you run the risk of losing another goal through doing this. Should a goal be scored in this situation either for your team or the opposition, the goalie will automatically return to the net.

Latest Scores

Your game is rarely the only one ongoing. Whilst you are playing, you can also view the latest scores from every game ongoing simultaneously to yours. This updates live, so as a goal is scored elsewhere, you'll know about it instantly. This is particularly useful if you are dependant on another result.

In Game Actions

Line changes in **NHL™ Eastside Hockey Manager** are automated so that you won't have to keep pausing the game every two minutes in a game to send out another line. However, you can customize which line(s) and defensive pairings receive more icetime through your tactical settings (see the **Tactics and Lines** section of this guide).

Tracking Your Career

Your career will obviously be of extreme importance to you. From the drop-down menu underneath your manager name to the top left of the screen there are a number of options to help you track your career.

General Manager Points

For each of your actions in **NHL™ Eastside Hockey Manager**, you can earn Manager Points. These are mainly achieved through winning games, maintaining a high league position, and making good progress with your team. Should you earn enough points, you may end up gracing the managerial Hall of Fame.

Reputation

Your reputation when starting a new game is naturally set to Unproven. A further six categories follow into which you will eventually find yourself. These are Star, Superb, Very Good, Good, OK and Normal.

General Manager Stats

Using the View Menu, you can view a number of statistics for all General Managers in your game world.

History

Here you can view a complete summary of your career. Each milestone is listed, such as trades and deals made, competitions won, and new jobs. From the View and Filter menus respectively, you can view almost anything you wish to.

Applying for a new job

There may come a time where you want to look to pastures new by applying for any attractive managerial positions which may become available to you. To view any vacancies, and also any jobs which are in precarious positions, click to the Job Information screen from the option in the drop down menu underneath your managerial name.

To apply for any vacant jobs click the team who have the vacant position, then 'Apply for Job' to the bottom right of the following screen.

Be aware that your board will not be too pleased with your apparent lack of commitment to your current job, and should you unsuccessfully apply for a number of jobs, they may well decide to sack you.

Should your career be progressing successfully, and the opportunity arises, you may wish to move into international management. **NHL™ Eastside Hockey Manager** includes the major international hockey tournaments, and allows the general manager to select their roster and hire and fire staff in order to give you as good a chance as possible of making a name for yourself on the international scene.

Resigning and Retiring

Should it all become a little too much for you, and frankly you see no future at your team, you can resign from your job and become a commodity who may freely be approached by any team looking to hire you.

Furthermore, if it really becomes too much and you want out altogether, and you perhaps see your future in another field, you can retire from the sport completely, removing your manager and all stats with it.

Attributes: Explained

PLAYING

Mental

Aggression - How aggressive a player is.

Essential For: A majority of players. Aggression is a big part of hockey, and without it some players will be lost on the ice. An overly high aggression is perhaps not needed for all of your players though, as this may cause problems on the ice.

Anticipation - How well a player can predict and react to what happens on the ice.

Essential For: Top six offencemen/top four d-men. If these key players anticipate situations quickly they can make plays happen.

Bravery - How brave the player is.

Essential For: That player you want out there when the going gets tough.

Creativity - How likely a player is to make things happen for his team.

Essential For: Forwards in general, but mostly centers.

Determination - How much desire and will the player has.

Essential For: The player you decide to hand the captaincy too, although you'll want this attribute for most of your roster, if not all.

Flair - How likely the player is to show off and try the unexpected.

Essential For: Your franchise player. Each team would love to have a player with so much flair it's frightening. It's generally a case of finding/developing one to build your team around.

Influence - How well a player leads by example, and how much they affect the team in a positive way.

Essential for: The player who will lead the team and wear the Captain's 'C' on his jersey.

Teamwork - How good the player is at working for the team and not just himself.

Essential For: A majority of players if you want your team to play as a cohesive unit, and not like certain collections of highly-paid individuals....

Work Rate - How hard a player works for the entire length of the game.

Essential For: Everyone. It pays off to have everybody work for the cause every shift they take.

Physical

Acceleration - How quickly a player can reach top speed from a standing position.

Essential For: The wingers you intend to create a majority of plays through. Especially useful for teams who like to spring offense from a defensive situation.

Agility - How adept a player is at keeping his balance and speed combined in tricky situations. **Essential For:** Again, speedy wingers will require a decent level of agility to play well.

Balance - How well the player keeps balance on the ice.

Essential For: Most players. You don't want a team of players who can't skate.

Speed - The top speed of a given player.

Essential For: Most players with speed have an extra edge over an opposite number with a lack of speed. Fast players can make goalmouth action.

Stamina - How long a player can spend playing before tiring.

Essential For: Anyone who needs to play considerable amounts during the game.

It's pointless having a technically gifted player if he can't spend more than thirty seconds on the ice at any one time.

Strength - How physically strong a player is.

Essential For: Big centers who have the main aim to drive to the net and make life as hard as possible for the goaltender.

Technical

Checking - How good a player is at shadowing the opponents and preventing them from finishing offensive plays.

Essential For: Your checking line, should you choose to have one, and the team enforcer.

Deflections - How good a player is at deflecting long range shots to the back of the net.

Essential For: Centers looking to get a piece of the puck from slapshots.

Deking - How good a player is at deking opponents using body moves rather than stickhandling.

Essential For: Wingers generally, but any player who can take out an opponent with skill is handy.

Faceoffs - How successful a player is at winning the draw.

Essential For: Since your centers will be taking the faceoffs, them. A top faceoff man is far more valuable to the team than many imagine.

Hitting - How good the player is at delivering bodychecks on the ice.

Essential For: Big defensemen, and team enforcers. A big hit leads by example and gives the whole team a boost.

Off the Puck - The intelligence of a player to make space and react to situations when they are without the puck.

Essential For: Offensively-minded players who excel in this field are your friends.

Passing - How accurately the player can complete a pass. Also reflects how easily a pass from this player is received.

Essential For: Anyone who wants to remain in your plans. Someone who can't pass is someone who puts your team in danger.

Pokecheck - How well a player can poke the puck away from an opponent using his stick.

Essential For: Defensemen. They need to break up the offensive rush as quickly as possible. Goaltenders with high pokechecking are highly desirable.

Positioning - How good a player is at retaining his position on the ice. For





goaltenders, this reflects their ability on covering angles.

Essential For: Anyone with defensive responsibilities, and especially if your team plays a zonal defensive system.

Slapshot - How complete a slapshot is, combining accuracy and power.

Essential For: Players who play the point on powerplays. A top slapshot can be worth its weight in goals.

Stickhandling - How good a player is at moving the puck at speed with the stick.

Essential For: Your wingers. Combining various offensive skills into one player can make for some explosive offensive activity.

Wristshot - How good the player's wristshot is, combining accuracy and power.

Essential For: Offensive talents with an eye for scoring.

Goaltender-specific attributes:

Blocker - How good the goalie is at stopping shots with his blocker.

Glove - How good the goalie is at stopping shots with the glove hand.

Rebound Control - How good a goalie is at controlling rebounds.

Recovery - How quickly the goalie can get back into regular stance and position from a save.

Reflexes - How good the goalie is at making quick, sharp saves to awkward areas of the net.

NON PLAYING ATTRIBUTES

Mental

Adaptability - How successfully they can change and adapt to different situations, styles, cultures, or moments in games.

Determination - Their level of desire to succeed.

Level of Discipline - How severely they will punish players not pulling their weight, and the general level of effort expected.

Man Management - How well they deal psychologically with each individual.

Motivating - How successful they are at getting the very best out of the players.

Working With Youngsters - How well they work with the younger players.

Technical

Coaching Goalies - How good they are at coaching goaltending.

Coaching Defensemen - How good they are at coaching defenders.

Coaching Forwards - How good they are at coaching offense.

Judging Player Ability - How good a judge of talent they are.

Judging Player Potential - How good a judge of young talent potential they are (i.e. whether a particular player will become a great player)

Tactical Knowledge - The extent to which his tactical nous extends.

Physiotherapy - Only for physiotherapists. Their level of medical knowledge and physiological expertise.

Hockey Terms

Backcheck - Forwards in the Offensive Zone skate back quickly to help out their defense and keep the opponents from shooting.

Blocker - For goalies, this is the glove which goes on the hand which holds the stick.

Blue Line - One of two lines running across the width of the rink, one on either side of the red line. They divide the rink into three zones - two offensive/defensive zones (depending on which team is where on the ice) of 70 ft each; and the neutral zone, which is in the middle, and measures 60ft in length.

Boarding - Violently checking an opponent into the boards from behind. This is illegal and will result in a penalty.

Breakaway - A player in control of the puck has a breakaway when the only opponent between him and the goal is the goaltender. Officially, a player should be three strides ahead of the nearest opponent.

Charging - Running, jumping, skating, or charging at an opponent with more than a three stride 'start' in an aggressive manner.

Checking - Similar to charging, only less violent and completely legal.

Crease - The area of blue ice in front of the net. If an attacking player interferes with the goaltender in the crease, he may be penalized, and if a goal is scored as a result, it can be chalked off.

Cross Checking - Hitting an opponent with the shaft of the stick when both hands are holding it and no part of the stick is on the ice.

Deke/Deking - A deke is a fake made by a player in possession of the puck in order to get around the opponent, or to fool the goalie into moving so as to get a shooting opportunity. To deke, the player will move the puck or body in one direction and then swiftly move the opposite way. The term 'deke' is taken from 'decoy'.

Dressed - Players who are selected for a game.

Empty Net (EN) goal - A goal scored against an opponent who have left their net unguarded either to use an extra defenseman, or due to injury.

Face Off - The action of an official dropping the puck between the sticks of two players to start/restart play.

Five-Hole - The area between a goaltender's legs. So-called because there are seven 'holes' around the net which a goalie will endeavor to block.

Forecheck - Forwards hurry into the opponent's defensive zone to either keep the puck there or take possession.

Franchise - The big time. The biggest teams in the sport are far more than just teams. They're massive entities - franchises. The Franchise Player is the star player on the team, or the player the team is built around.

High Sticking - Carrying the stick above the shoulder to use against the opponent.

Hooking – Applying the blade of the stick to any part of an opponent's body or stick and pulling or tugging in order to disrupt them. Hookers are easily identified when you see a player traveling without skating – 'waterskiing' or 'hitching a ride'.

Icing – An infraction called when a player shoots the puck from his side of the red line all the way across the opponent's goal line. There are two types of icing – automatic and touch-up. Automatic icing results in a stoppage in play and a face off in the offender's defensive zone as soon as the puck crosses the goal-line. Touch-up requires a player to touch the puck before the call is made. If a defender touches it, icing is called and a face off is taken. If a player on same team as the player who has iced the puck touches it, play may continue. A short-handed team may ice the puck freely.

Interference – Making body contact with a player who doesn't have the puck, or when a player makes inappropriate contact with a goaltender.

Kneeing – Using the knee in an effort to impede or foul an opponent.

Lines – Hockey requires teams to name four groups of three forwards and three/four defensive pairs for each game. As the game is played, these groups of players roll on and off when at regular intervals, bringing out a new and fresh line. Lines are also interchangeable, meaning one player from one can always play with another.

Neutral Zone – The central ice area between the two blue lines.

Offside – A team is offside when a player crosses the attacking blue line before the puck. A face off is then taken outside the blue line. The determining factor is the position of the player. Both skates must be completely over the blue line to warrant an offside call.

Offside Pass – also known as a Two Line pass, occurs when a player passes the puck from behind his own blue line and over the red line. If the puck crosses the red line ahead of the intended receiver, the pass is legal. Similarly, if the puck crosses the offensive blue line on an intended pass from behind the red line before the skater, it is legal. If the player crosses the offensive blue line before the puck, it is deemed offside.

One-timer – Shooting the puck immediately upon receiving it without taking a touch to control it first.

Penalty – A penalty is the result of an infraction of the rules by a player or team. A penalty will result in the removal of a player from the game for a specified period in the game. A penalty is deemed either minor or major, depending on the offence, and as such majors will receive a greater punishment. In specific situations where an infraction prevents a clear goalscoring opportunity, a penalty shot may be called.

Penalty Shot – A penalty shot is awarded to a player who is illegally prevented from scoring on a breakaway. The puck is placed at center ice and the player must then skate in on goal, collecting the puck, and attempt to score. No other players bar the opposing goalie may be on the ice during a penalty shot.

Penalty Kill – The tactic deployed by teams defending in shorthanded situations.

PIM – An abbreviation of Penalties in Minutes (i.e. penalty minutes).

Pipes – The pipes are another name for the goalposts

Point (scoring) – You score a point either by scoring a goal or assisting in one.

Point (position) – The point is the area just inside the offensive zone and in front of the blue line. There are two, each generally above the face off circles, but with a degree of flexibility when it comes to positions. Defensemen usually occupy these areas, but on a Power Play it can be useful to play a forward there, especially if they have a top wristshot and/or slapshot.

Pokecheck – Trying to knock the puck away from an opponent by making a stabbing action towards it with the blade of the stick.

Power Play (PP) – When a team has one or two more players on the ice than the opposition due to a penalty called against the opposition. No team can have less than three players on the ice at any one time, so if two players take penalties in a four on four situation (leaving them with two men in the box) the game will become a five on three affair until it becomes five on four, then changing to four on three at the next whistle stoppage. If a goal is scored on the Power Play, the PP ends and the penalized player returns to the ice.

Red Line – The line which divides the rink into two equal parts.

Roughing – engaging in fisticuffs and/or shoving, but not deemed to be fighting, and so carries only a minor penalty.

Shorthanded – A shorthanded team is one who are one or two men below the numerical strength of the opponent due to a penalty. If the shorthanded team are scored on, they return to even strength.

Slapshot – A slapshot occurs when the player unleashes the puck with a venomous forehand shot.

Slashing – When a player swings the stick at the opponent. This merits a penalty whether contact is made or not.

Slot – The slot is the prime area for scoring. The area in question is between the two face off circles in the offensive zone. A 'High Slot' is a little further away from the goal, nearer the blue line, but still between the circles.

Sniper – A player who is a pure goalscorer and doesn't involve himself in the rough stuff along the boards.

Stickhandling – A term for carrying the puck along the ice with the stick, usually at speed and with some skill involved.

Tripping – Using the stick, an arm, or any other part of the body to cause an opponent to trip/fall.

Turnover – Forcing the opposition to lose the puck and 'turn it over' into your possession.

Two Line Pass – see Offside Pass.

Wristshot – A wristshot is used to shoot the puck off the blade with a flicking motion of the wrist.



Installazione

Per installare il gioco, inserisci il CD di **NHL™ Eastside Hockey Manager** nel lettore CD/DVD.

Istruzioni per PC

Se la funzione di esecuzione automatica è abilitata, il programma di installazione si avvierà automaticamente e installerà **NHL™ Eastside Hockey Manager** sul tuo hard drive. Se la funzione di esecuzione automatica è disabilitata, sfoglia il CD e clicca su setup.exe in Explorer. Segui le istruzioni sullo schermo per installare il gioco e le sue componenti sul tuo PC. Al termine dell'installazione, avvia il caricamento del gioco.

Istruzioni per Mac

L'icona del disco "NHL EHM" apparirà sul desktop. Clicca due volte sull'icona per visualizzare i contenuti del CD. Successivamente, clicca sull'icona "Installa Mac NHL™ Eastside Hockey Manager" e segui le istruzioni sullo schermo per installare il gioco e le sue componenti sul tuo Mac.

SOMMARIO DI GIOCO

Prendi il controllo completo della tua squadra di hockey preferita o di una delle tantissime altre squadre del mondo dell'hockey. Costruisci il tuo roster effettuando scambi di giocatori, potenziando la rosa e scoprendo giovani promesse mentre guidi la tua squadra verso la gloria.

Scegli la tua squadra, imposta i programmi di allenamento, scegli le tattiche, rinegozia i contratti e scopri giocatori provenienti da tutto il mondo mentre interagisci con le tue star e i media per soddisfare i fans e i proprietari.

Il meccanismo del gioco ti mostrerà in modo dettagliato gli eventi di gioco, spiegandoli passo per passo, e ti fornirà una rosa di statistiche per analizzare le prestazioni della tua squadra.

Costruisci una dinastia con la tua squadra preferita; guida la tua squadra al successo e costruisci la tua reputazione allo scopo di sviluppare la tua carriera nei campionati maggiori; o puoi rimanere fedele alle piccole squadre e allevare generazioni di talenti, portandoli al livello dei campionati maggiori, per conquistare premi e trofei.



Instalación

Para instalar el juego introduce el CD **NHL™ Eastside Hockey Manager** en tu lector de CD/DVD.

Instrucciones para PC

Si tu ordenador dispone de la función de ejecución automática el programa de instalación se abrirá automáticamente e instalará **NHL™ Eastside Hockey Manager** en el disco duro. Si la función de ejecución automática no está habilitada, abre el archivo de la unidad de CD en la herramienta Explorer de tu ordenador y haz clic en setup.exe. Sigue las instrucciones que aparecerán en la pantalla para instalar el juego y sus componentes en tu ordenador. Cuando finalice la instalación carga el juego.

Instrucciones para Mac

El icono del disco "NHL EHM" aparecerá en el escritorio. Haz clic dos veces seguidas sobre el icono para mostrar los contenidos del CD. A continuación haz clic dos veces seguidas sobre el icono "Install Mac **NHL™ Eastside Hockey Manager**" y sigue las instrucciones de la pantalla para instalar el juego y sus componentes en tu ordenador.

RESUMEN DEL JUEGO

Toma las riendas de tu equipo de hockey preferido o de cualquier otro entre los cientos a elegir en todo el universo del hockey. Crea y modifica tu formación intercambiando jugadores, contratando agentes libres y reclutando a jóvenes promesas mientras conduces a tu equipo hacia el triunfo.

Selecciona un equipo, establece programas de entrenamiento, elige tácticas, renegocia contratos y prueba a jugadores de todo el mundo mientras interactúas con tus estrellas actuales y con los medios de comunicación con el fin de apaciguar a los fans y a los socios.

El minucioso motor de juego te permitirá ver las jugadas desglosadas con comentarios específicos para cada una de ellas, al tiempo que aporta una amplia gama de estadísticas para evaluar la actuación de la plantilla.

Forma una dinastía con tu equipo preferido; guía a tu equipo local al estrellato y lábrate una reputación con vistas a desarrollar tu carrera en las grandes ligas. También puedes ser fiel a los equipos pequeños y guiar a generaciones de nuevos talentos en su camino hacia las grandes ligas, premios y trofeos.



LICENCE TO USE THE GAME SOFTWARE

NOTICE TO USER: PLEASE READ THIS LICENCE AGREEMENT CAREFULLY

PLEASE READ the following information carefully as it sets out the terms upon which you are allowed by SEGA Europe Limited and its associated companies ("SEGA") and licensors including Sports Interactive Limited ("Sports Interactive") to use the Game Software incorporated in the game.

BY INSTALLING THIS GAME SOFTWARE YOU AGREE TO THESE TERMS

IF YOU DO NOT AGREE TO THESE TERMS you may not use the Game Software and any right to use or install the software contained within this installation package will not be granted. If you are in any doubt please contact one of the customer service centres advertised in the information accompanying the Game Software. Please note that there may be a charge for the telephone call to the customer service centre.

1. Licence to use the Software

The term 'Game Software' includes the game and all software included in the installation package or otherwise contained on the accompanying or associated media, together with any software associated with the online mode of the game, any printed materials, any online or electronic documentation and any and all copies and derivative works of such software and materials.

SEGA grants to you the non-exclusive, non-transferable, limited right and Licence to install and use one copy of the Game Software solely for your personal and non-commercial use. All rights not specifically transferred by this Licence remain with SEGA. The Game Software is licensed to you and not sold.

This Licence does not give you any title or ownership in the Game Software and should not be construed as a sale or transfer of any intellectual property rights to the Game Software.

2. Ownership and Rights

Game Software

You agree and acknowledge that all right, title, interest and ownership rights in any and all copyright, design right, database right, patents and any rights to inventions, know-how, trade and business names, trade secrets and trade marks (whether registered or unregistered) and any applications therefor and other intellectual property rights ("Intellectual Property Rights"), in or connected with the Game Software and any and all copies thereof (including in particular but not limited to any data, database, designs, titles, computer code, themes, objects, characters, character names, stories, dialogues, catch phrases, places, concepts, artwork, animation, sounds, music, audio-visual effects, text, methods of operation, moral rights and any related documentation) are owned by SEGA, Sports Interactive or its licensors. The Game Software contains certain licensed materials and SEGA, Sports Interactive or their licensors may protect their rights in the event of any violation of this Agreement.

Trade Marks

Eastside Ice Hockey Manager, the Eastside Ice Hockey Manager logo, Sports Interactive and the Sports Interactive logo are trade marks of Sports Interactive in the United Kingdom and other countries. SEGA and the SEGA logo are trade marks or registered trade marks of SEGA. All rights reserved.

All other trade marks are the property of their respective owners and SEGA and Sports Interactive make no warranty or representation in respect of any trade mark.

In particular SEGA and Sports Interactive does not make any warranty or representation in relation to the names contained within the Game Software including without limitation the names of any ice hockey club, player, manager, coach, physio, stadium, competition, organisation or association ("Ice Hockey Data") all trade marks relating to which are the property of their respective owners. Sports Interactive and SEGA uses the Ice Hockey Data solely for the purposes of information regarding world ice hockey and all such use is intended to be incidental to the operation of the Game Software. Save as expressly stated within the Game Software no ice hockey player, club, personnel, stadia, competition, association or organisation endorses or is associated or connected with the Game Software in any way and SEGA and Sports Interactive makes no representation of any such endorsement, association or connection.

All statistics contained within the Ice Hockey Data are researched or computer generated and intended to be fair. However they are not intended to be and should not be relied upon or considered a true reflection of the abilities or performances of any individual club or player but a computerised interpretation of data given to it or generated by it.

In the event that any ice hockey player, club, association or organisation objects to its, his or her inclusion in the Game Software as Ice Hockey Data or the content of any Ice Hockey Data please notify SEGA or Sports Interactive by contacting one of the customer service centres advertised in the information accompanying the Game Software, whereupon Sports Interactive shall act reasonably and take such steps as are reasonably necessary to address any legitimate concerns. Please note that there may be a charge for the telephone call to the customer service centre.

Notwithstanding the foregoing, SEGA and Sports Interactive have used reasonable efforts to ensure compliance with all applicable laws and regulations.

Database

All copyright and database right in the database of real world Ice Hockey Data contained within the Game Software ("Database") belongs to and vests in Sports Interactive, together with any and all modifications, improvements and updates to and edited versions of it.

The Database is included and used in the Game Software under licence from Sports Interactive whose rights are hereby asserted and reserved.

The Database may only be used in and as part of the Game Software it is supplied with under this Licence for home, non-commercial and personal use or as expressly described on Sports Interactive's web site at sigames.com/databaseterms and for no other purpose.

No person other than Sports Interactive and persons authorised by it in writing may:

- use the Database independently of its game;
- extract data from, re-utilise data in the Database for any purpose;
- use the Database for the provision of services or information to any third party or for inclusion in any other product or service.

3. Use of the Game Software

You agree only to use the Game Software or any part of it in a manner which is consistent with this Licence and you SHALL NOT:

- without the permission of SEGA use the Game Software or any part of it for commercial use, for example use at a Internet cafe, computer gaming centre or any other location-based site;
 - without a further Licence, use the Game Software, or permit the use of the Game Software, on more than one computer, game console, handheld device or PDA at the same time;
 - make copies of the Game Software or any part thereof;
 - use the Game Software, or permit use of the Game Software, in a network, multi-user arrangement or remote access arrangement, including any online use, except as otherwise explicitly provided by SEGA and subject to acceptance of the terms and conditions of use;
 - sell, rent, lease, license, distribute or otherwise transfer this Game Software or any copies without the express prior written consent of SEGA;
 - reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of the Game Software modify, adapt, merge, translate, decompile or disassemble the Game Software or any part of it (save as the applicable law expressly permits whereupon all and any modification, adaptations, improvements etc shall belong to, vest in and be the exclusive property of Sports Interactive on creation in any event);
 - remove, disable or circumvent any proprietary notices or labels contained on or within the Game Software;
 - export or re-export the Game Software or any copy or adaptation in violation of any applicable laws or regulations; and
 - create data or executable programs which mimic data or functionality in the Game Software
- (i) otherwise use, copy, transfer or distribute the Game Software or part of it except as expressly permitted by this Licence.
- You agree to read and abide by the Game Disc Precautions and Maintenance Instructions and the Safety Information which is set out in the documentation accompanying the Game Software.

4. Warranty

The Game Software is provided without any warranties or guarantees save as specifically provided in these conditions and to the extent permitted by the applicable law.

This Licence does not affect your statutory rights as a consumer.

5. Liability

SEGA, Sports Interactive and their licensors will not be held responsible for the risks connected with lost profit, damage to property, lost data, loss of goodwill; console, computer or handheld device failure, errors or loss business or other information as a result of possession, use or malfunction of the Game Software, even if it has been advised of the possibility of such loss.

SEGA, Sports Interactive and their licensors will not be held liable for any damage, injury or loss if caused as a result of your negligence, accident or misuse, or if the Game Software has been modified in any manner (not by SEGA or Sports Interactive) after it has been bought.

The liability of SEGA, Sports Interactive and their licensors shall not exceed the actual price paid for the Game Software.

SEGA, Sports Interactive and their licensors do not seek to exclude or limit its their liability for any death or personal injury arising from their negligence

If any of the conditions in this Licence are held to be invalid or void under any applicable law, the other provisions of these conditions will be unaffected and remain in full force and effect.

6. Termination

In addition to other rights of SEGA, Sports Interactive and their licensors that may be available to it, this Licence will terminate automatically if you fail to comply with any of its terms and conditions. In such event, you must destroy all copies of the Game Software and all of its component parts.

7. Injunction

Because SEGA, Sports Interactive or its licensors could be irreparably damaged if the terms of this Licence were not adhered to, you acknowledge that they, together or alone, may take such action as may be deemed to be required, including seeking an injunction and other equitable remedies, in addition to any other remedies available under the applicable law.

8. Indemnity

You agree to indemnify, defend and hold SEGA, Sports Interactive and their licensors, partners, affiliates, contractors, officers, directors, employees and agents harmless from any claims, costs and expenses (including legal expenses) arising directly or indirectly from your acts and omissions to act in using the Game Software otherwise than in accordance with the terms of this Agreement

9. Miscellaneous

This Licence represents the complete agreement between SEGA and yourself in relation to the use of the Game Software and supersedes all prior agreements and representations, warranties or understandings (whether negligently or innocently made but excluding those made fraudulently).

If any provision of this Licence is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Licence shall not be affected.

Nothing in this Licence gives or claims to give to any third party any benefit or right to enforce any term of this Licence, and the provisions of the Contracts (Rights of Third Parties) Act 1999 (as amended or modified from time to time) are expressly excluded.

This Licence is governed by the laws of England and is subject to the exclusive jurisdiction of the English Courts.

A REWARD IS OFFERED BY SPORTS INTERACTIVE: To anyone who provides information (in confidence) to Sports Interactive about any person using unauthorised copies of this product or any other Sports Interactive product which leads to a conviction.

Warranty

SEGA Europe Limited warrants to you, the original purchaser of the Game, that this Game will perform substantially as described in the accompanying manual for a period of 90 days from the date of first purchase. If you discover a problem with the Game covered by this warranty within the 90-day period, your retailer will repair or replace the Game at its option, free of charge, according to the process identified below. This limited warranty: (a) does not apply if the Game is used in a business or for a commercial purpose; and (b) is void if any difficulties with the Game are related to accident, abuse, virus or misapplication. This limited warranty gives you specific rights, and you may also have statutory or other rights under your local jurisdiction.

WARRANTY CLAIMS

Warranty claims should be made to the retailer from where you bought the game. Return the Game together with a copy of the original sales receipt and an explanation of the difficulty you are experiencing with the Game. At its option, the retailer will either repair or replace the Game. Any replacement Game will be warranted for the remainder of the original warranty period or 90 days from receipt, whichever is longer. If for any reason the Game cannot be repaired or replaced, you will be entitled to receive your direct (but no other) damages incurred in reasonable reliance but only up to the amount of the price you paid for the Game. The foregoing (repair, replacement or limited damages) is your exclusive remedy.

LIMITATIONS

TO THE FULL EXTENT ALLOWED BY LAW, NEITHER SEGA EUROPE LIMITED, ITS RETAILERS OR SUPPLIERS ARE LIABLE FOR ANY SPECIAL, INCIDENTAL, PUNITIVE, INDIRECT OR CONSEQUENTIAL DAMAGES ARISING FROM THE POSSESSION, USE OR MALFUNCTION OF THIS GAME.

Hints & Tips

The Sports Interactive Forums at www.sigames.com are the best place to find out about the ins and outs of NHL™ Eastside Hockey Manager. The site will help with your game strategies and keep you updated on the latest news about the game.

For full details of SEGA's Product Support arrangements for your location please visit www.sega-europe.com

Alternatively send your NHL™ Eastside Hockey Manager queries to info@segahelp.com



Credits

NHL™ EASTSIDE HOCKEY MANAGER

Head Coach
Risto Remes

Director of Player Personnel
Phillip Foose

Director of Hockey Relations
Grant Appleyard

Athletic Trainer/Director of Special Projects and New Media
Graeme Kelly

Mental Skills Coach
Andrew Nicholson

Colour Commentary
Craig Hunter

Skating and Skills Instructor
Neil Dejiyothin

Chief Amateur Scout
Philip Rolfe

SPORTS INTERACTIVE: THE REST OF US

Chairman/Governor
Ov Collyer

Chairman/Governor
Paul Collyer

Vice President of Business Operations
Miles Jacobson

General Manager
Marc Vaughan

Assistant Coach
Kevin Turner

Assistant Coach
Sam Deane

Assistant Coach
Keith Flannery

Assistant Coach
Svein Kvernøe

Assistant Coach
Paul Norman

Assistant Coach
Ammaniel Araia

Director of Community Relations
Marc Duffy

Zamboni Driver
Joe O'Reilly

Pro Scout
Mark Woodger

Pro Scout
Pete Sottrel

Pro Scout
Dean Gripton

Director of Media Relations
Nick Habershon

Office Linebacker
Francis Cole

Equipment Manager
Alex Bell

Pro Scout
Marlon Davidson

NATIONAL HOCKEY LEAGUE

Dave McCarthy

Catherine Mary O'Brien

Linda Santiago

Lynn White

SEGA EUROPE LTD

COO SEGA Europe
Naoya Tsurumi

Managing Director SEGA Europe
Mike Hayes

Director of Product Development
Jin Shimazaki

Senior Producer
Andrew Brennand

Technical Producer
Elliot Martin

European Marketing Director
Matthew Woodley

Head of Marketing
Gary Knight

Head of Export
Alison Gould

Export Product Manager
Ben Chalmers-Stevens

European Head of PR
Asam Ahmad

UK PR Manager
Stefan McGarry

Partnership and Trade Marketing Manager
Suzanne Egleton

UK Marketing Executive
Alex Price

Graphic Design
Carl Hamblin

UK Head of Operations
Mark Simmons

Operations Manager
Caroline Searle

UK Sales Director
Alan Pritchard

UK Sales Manager
Paul Greenfield

UK Sales Manager
Karl Johns

SEGA Europe Localisation

Giuseppe Rizzo (IT)

Marta Lois Gonzalez (ES)

Brigitte Nadesan (FR)

Daniela Kaynert (DE)

QA Supervisor
Darius Sadeghian

Team Lead
Justyn McLean

Assistant Team Lead
Glenn Wakeford

Testers

Bill Carter

Damian Bennett

Localisation

Rickard Kallden

Max Brode

Jean-Francois Damais

Fatene Zerizar

With thanks to:

Mercier Gray

Target NMI

SEGA of America

Pan Vision

CD Projekt

Atari Germany

Atari Benelux

Mike Rhinehart

Ben Bishop