# THE NEW MANAGER'S GUIDE TO EASTSIDE HOCKEY MANAGER: EARLY ACCESS

Whether you're stepping into your first hockey management job or simply your latest, this guide will help you get started on Eastside Hockey Manager…

SETTING UP YOUR GAME

Having selected 'New Career Game' from the main menu, the first thing you'll be required to do is select the starting database. The default option is to start at the beginning of the 2014/15 season (with a historical database starting in the 2006/07 season also provided). After selecting the starting database, you then select which leagues you want to load.

Before you can do this, you'll notice a yellow box on the screen with the text 'Select leagues to load from here'. These tips will appear on a number of screens on the first time you visit them to help you navigate through the game (and can be recalled on any screen which has them by pressing F12 on your keyboard). To progress past each tip, simply left click inside the box.
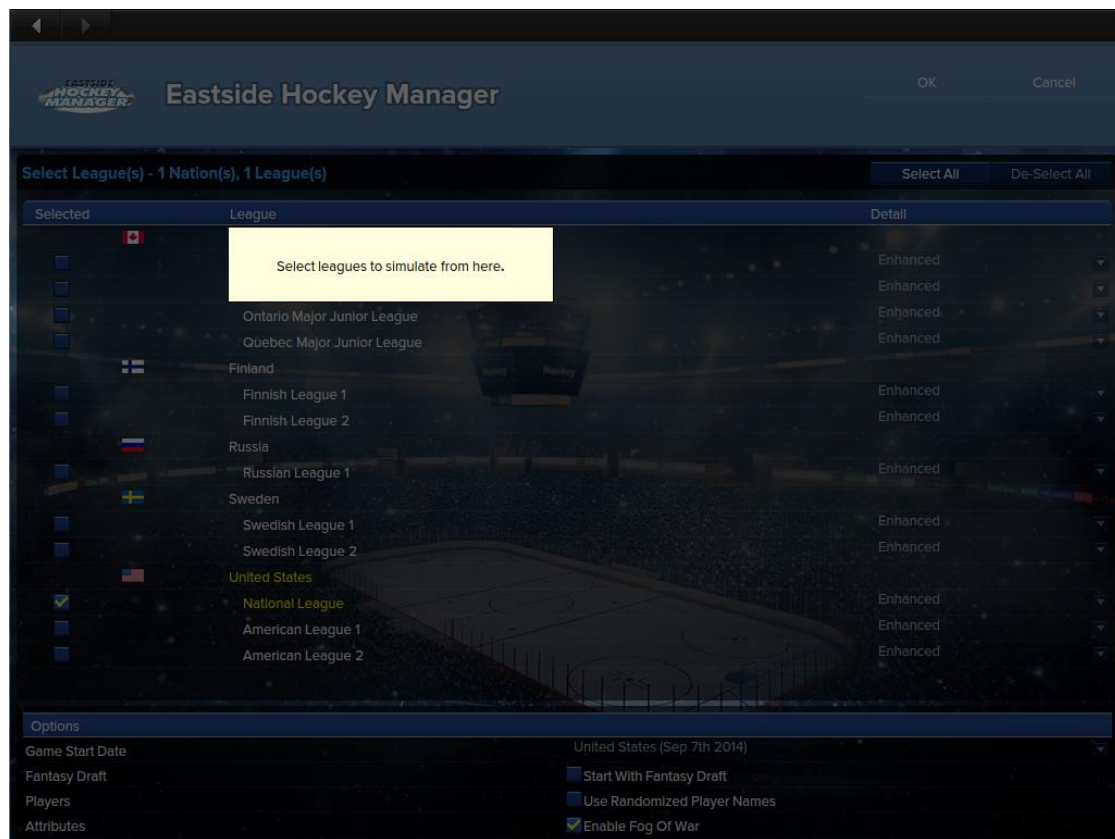
Now you will be able to select which leagues to load. The number of leagues you choose dictates how large the playable game world is.

The positive aspect of loading many leagues, of course, is that there are more teams and players available to play with and against, making the game world that much more dynamic. However, the fewer leagues, clubs and players loaded into the game, the more optimised the processing speed will be.

SETTING UP A MANAGER PROFILE

Once the game has been created, you will be required to set up your manager profile. This is mostly self-explanatory, but two things you may want to consider are:

- **Past Playing Experience:** Setting your Past Playing Experience is similar to selecting a difficulty level. By selecting 'Hall of Famer' your manager's reputation will be set to high, garnering more respect from your players and the world media from the start. On the other hand, selecting 'Rec. Player' will make you a relative unknown, meaning you may have to win over the trust of your players. Leaving your experience set to 'Automatic' will leave your reputation to be assigned to an appropriate level for the club you choose to take over.

- **Passwords:** It is not necessary to set a password on your game, but if one is set you will from then on be required to input this password any time you load your save game. This may be preferable if you are playing on a communal computer.

WHICH TEAM SHOULD I MANAGE?

On the bottom half of this same screen, you can also select which team to manage:
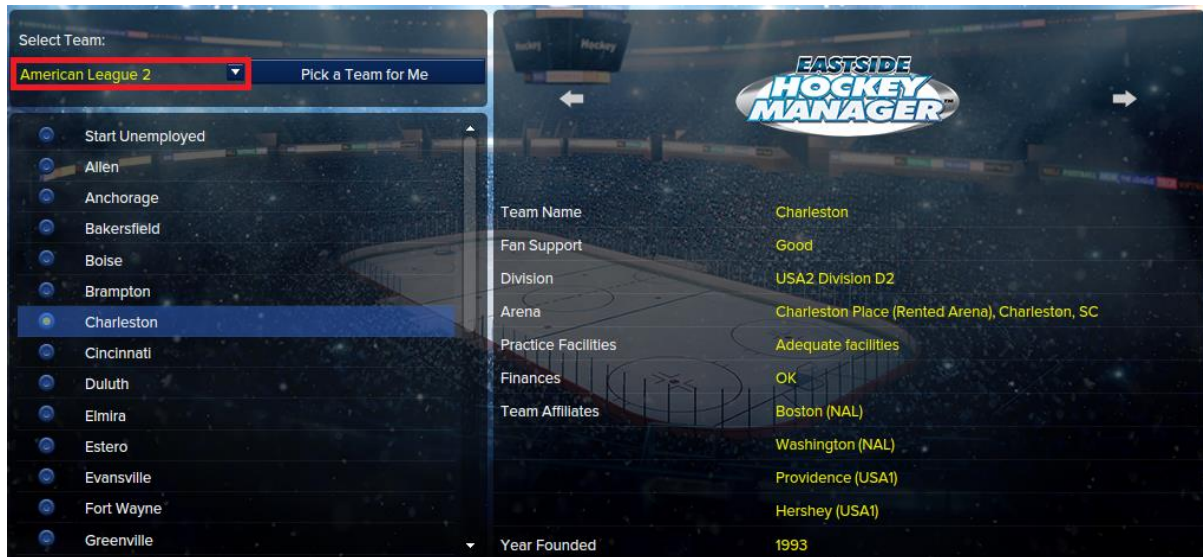
Select which League you would like to manage in by clicking the dropdown arrow next to the League name (highlighted in red above).

Then, from the teams displayed below this, select which team you would like to take control of. Click on the circle icon next to a team's name to display their quick details on the panel to the right (again, displayed above) and then press 'Ok' in the top right of the screen to confirm your choice.

Alternatively, by clicking on the team's name, you can navigate through the team's roster, finances, and a host of other details about the team to help you make your decision. Press back in the top left of the screen at any time to then return to the Select Team page.

Looking for a little guidance on which team to manage? Why not try one of these?

- **Detroit.** One of the biggest names in the National League, Detroit have the facilities, the finances and the roster, but for one reason or another haven't one the big time since 2008. With everything seemingly in place, can you be the one to turn their fortunes around?

- **Heinola P.** At the other end of the scale, bravely carrying on at the bottom end of Finland's second division, Heinola present a much more demanding challenge in one of Europe's smaller leagues.
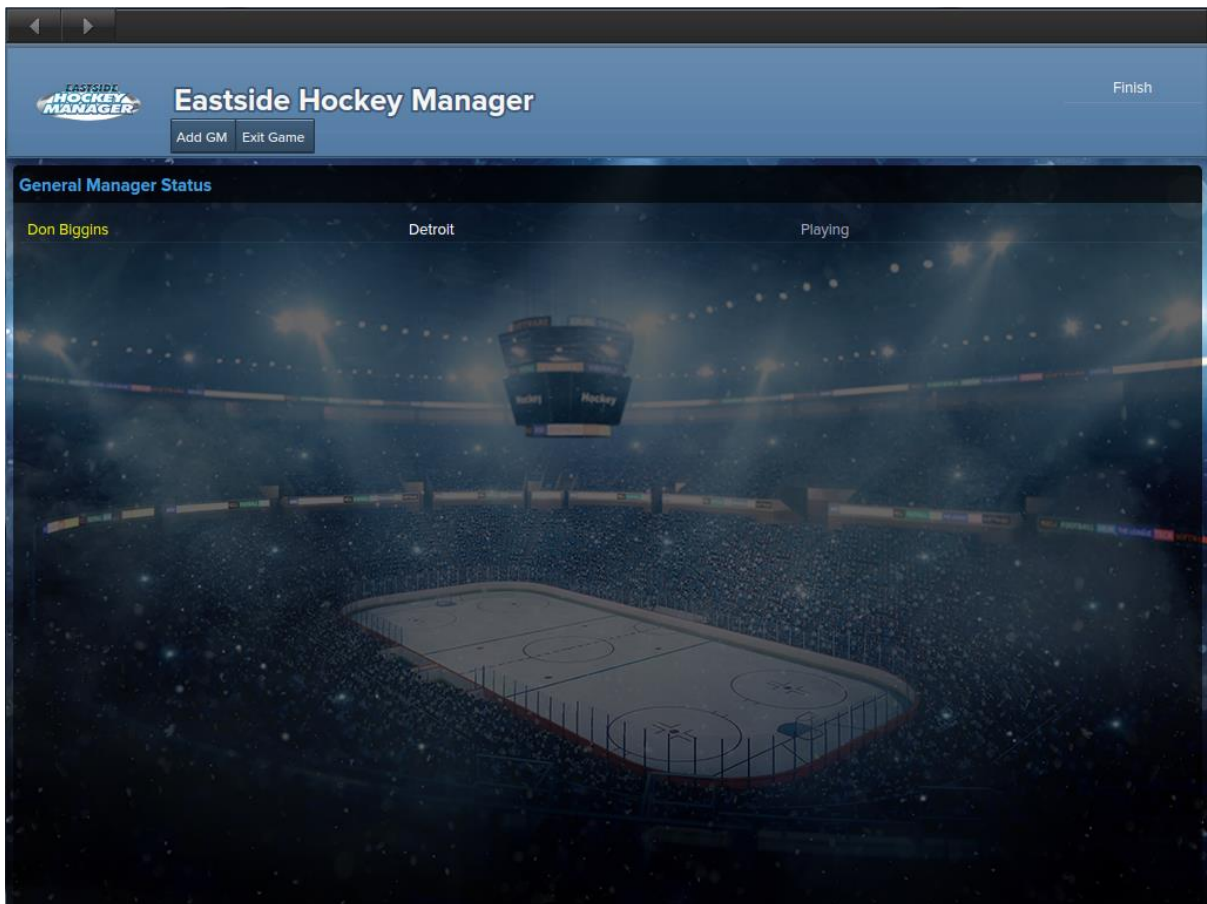
Once you have added your manager, you will be taken to the above screen.

To add another manager select the [Add GM] button.

If you are done adding managers, simply press 'Finish' in the top right of the screen and you will be prompted to save your game.

PROGRESSING THE GAME

Now that your save is up and running, you will want to progress the game world and get to your first game.

To do this, either press the 'Continue' button or press the Space Bar on your keyboard and quite quickly you will reach your first match day.

PLAYING A GAME

To progress to the rink, you'll need to select (or 'dress') the players you want to play from the Roster screen. You will normally be required to select two goalies and between 18 and 20 outfield players - or 'skaters' (depending on the league rules).

The easiest way to select your 20 best players is to change the 'View' to 'Attributes' and sort your players by their 'Reputation'. You will have to look at the attributes columns to decide exactly who is better than who, but this will give you a fairly good idea.

To do this, select 'Attributes' from the 'View' dropdown as displayed below and then click the 'Rep.' column header to sort by Reputation.
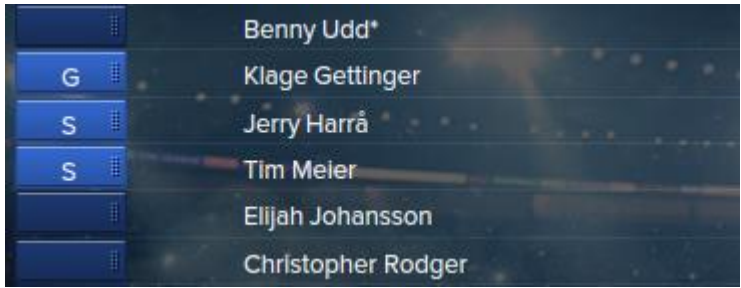

Then, by left clicking the box to the left of your players' names, you will 'dress' them for the forthcoming game.

Dressed goaltenders are marked with a 'G' while skaters are marked with an 'S'. You can also ask your coach to pick the roster for you, using the 'Roster' dropdown.

TACTICS

If you haven't already done this before getting to your match, you will now have to set your tactics. To do this, first you must have dressed your 20 players for the next game. Then, select the 'Tactics' tab.

This will take you to the above screen where you can designate which players should be playing in which game scenarios – in other words, 'set your lines'.

To assign a player to a position, select him by clicking his number (the button graphic will show as depressed and text will be highlighted yellow), and then left click on the position and line you wish to assign him to. Right clicking will remove a player from that position.

Alternatively, if you would like one of your coaches to automatically set your team's lines instead, simply select 'Ask Coach' from the top right of the screen and press 'Confirm'.

FURTHER CUSTOMISING YOUR TACTICS

Leaving your tactics to the default options at first can be a good way of getting to grips with the game and seeing what is/isn't working so you can later make changes.

However, if you would like to customise your tactics from the off, the other Tactics tabs on this screen will allow you to do just that. For example, the 'Tactics' tab, which looks like this:

The general team options allow you to select your team captains and how the ice-time is distributed between the forward lines and defense pairings. The sliders in the bottom left of the screen can be used to designate everything from your team's shot frequency to their passing styles and tempo.

The tactical systems in the bottom right section allow you to select how your skaters position themselves on the ice in different phases of the play. You can click around on the tactical rink to see how your systems will affect the expected positions in different situations.

TRADING

The most common way to acquire a new player in Eastside Hockey Manager is to make a trade with another team. You can initiate a trade in several ways:

- From the 'Actions' area on the team screen (top right) – 'Approach to Trade'
- From the 'Actions' area on a player's profile – 'Approach to Trade'
- From the 'Trade' dropdown on the Trade Center screen.

Selecting any of them will bring up the trade screen:
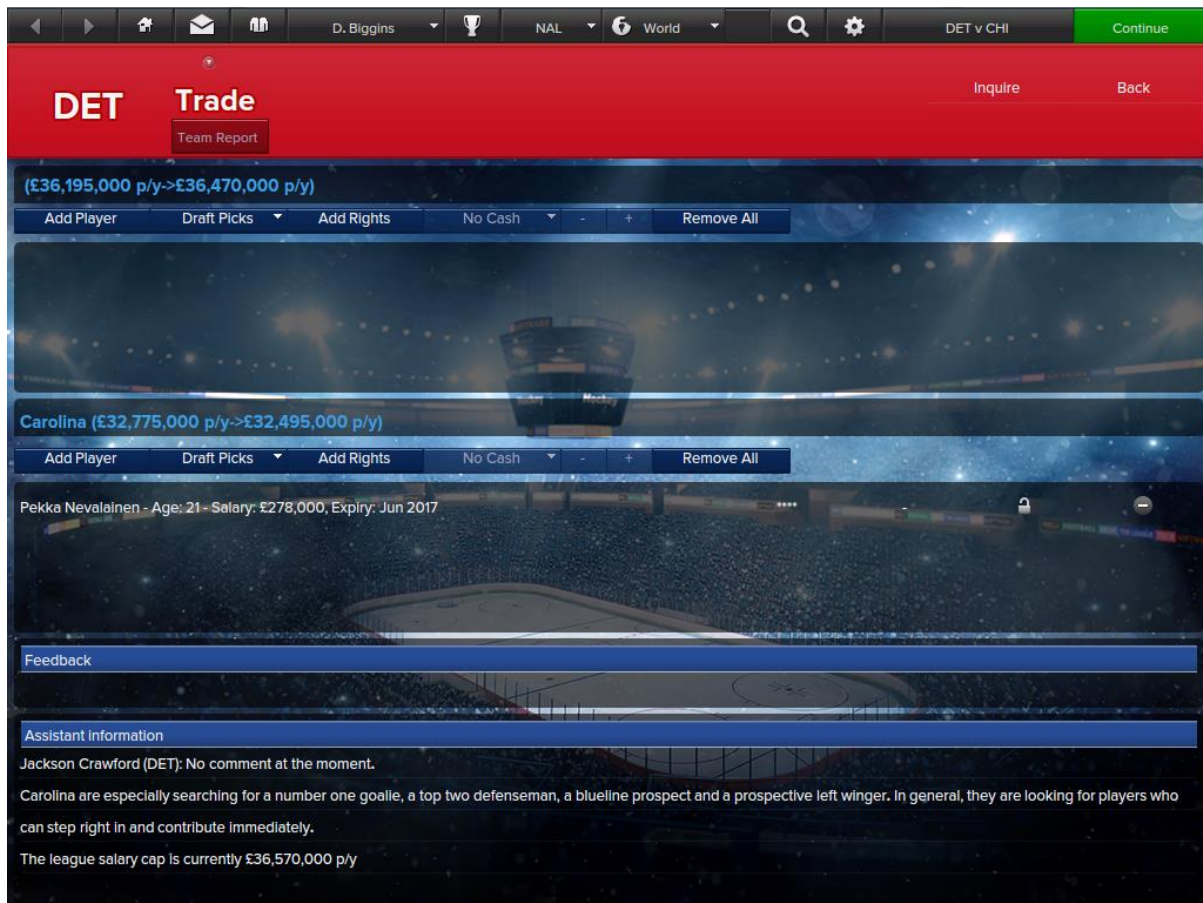
The screen is divided into three main parts. The top section is your team, the middle section is the team you're attempting to trade with, and the lower section is the feedback and information section.

Each team section has the same options. You can add players to a trade by selecting the option, then selecting the empty area in the far left column from the roster screen view. The area will fill with a graphic and a '+' sign, indicating they have been added to the trade.

You can add other tradable assets like draft picks from the appropriate dropdown buttons

Once an item has been added to a trade, you are presented with more information:

Salary Header: The first thing to notice is the salary in the header. When a player has been added to the trade, the potential salary as a result of his departure changes, and this is displayed. It will continue to recalculate whenever players are added or removed from trades.

Star Ratings: The star rating shows how much the team likes their player. Be aware that attempting to trade 'like for like' on star levels will rarely work. A team may have an interest in a four-star player, but they would be very reluctant to get rid of one of their own four-star players in return.

Remove: Very simple, clicking the 'Remove' button will remove that item from the trade.

Padlock: Clicking this changes the icon to a closed lock, indicating that item is locked into the deal. This is particularly useful when you're trying to acquire/offload a particular player but the deal may require further negotiations around it.

Untouchable: Clicking the icon on the far right of the row changes it to a red 'no entry' style sign. It identifies players/items as untouchable and thus excludes them from any future negotiations.
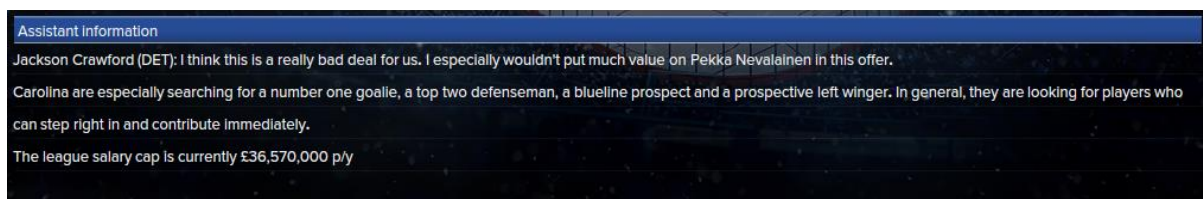
Once you start putting potential deals together, you'll receive feedback from your Coach and the GM of the team you're attempting to trade with. This will give you a good idea of what the chances are of your proposed deal going through or not.

For further help or information, please contact media@sigames.com.

USEFUL LINKS

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