

# 4<sup>th</sup> Street Computer Hockey

December 5, 2015

Welcome to 4<sup>th</sup> Street Hockey, the computer edition! This game is based on 4<sup>th</sup> Street Hockey, the board game edition, which was released in 2008 by 4<sup>th</sup> Street Software.

This manual is designed to show you around the program and answer questions you may have once you start using it. Additional comments/questions/answers will be posted on our website, [www.4thstreetsoftware.com](http://www.4thstreetsoftware.com), in the support section.

## Players

At the heart of the game are the players. Each is represented by a set of ratings and columns which the game uses to generate play results. Skaters and goalies have different types of ratings, with an example of each shown below:

Cody Almonti								TG	LP	TP	SP	PK	PH	EN	SH- 2/3								
MIN 2009-10								0	+0	3	2	1	1	1	W-14 S-15 B-30								
D				N				O				PS		SK	DF	CH							
ES		PP		SH		ES		PP		SH		13		15	1	2	1	1	2	3	4	5	6
PD	36	46	6	30	1	1	1	2	▶	⊙	▲	○	◆	2	a1	a4	b3	c1	d3	e2			
SC	51	66	16	49	10	4	12	3	◀	⊙	▶	○	♣	3	a2	b1	b3	c4	d4	e3			
DC	60	67	38	59			34	4	●	⊙	▲	○	♣	4	a2	b1	b4	c4	d4	□			
ICE	64	68	80	61				5	▼	Ⓐ	▶	⊙	○	5	a3	b1	b4	d2	e1	e3			
OFF				64				6	▲	Ⓐ	▲	♣	○	6	a3	b2	c1	d2	e2	e4			
PN	72	72	82	72	18	7	43	7	▲	⊗	●	○	♣	1									
INJ	84	84	94	84	30	11	56	8	▲	Ⓑ	▶	○	○	2									
WS					60	40	68	9	▲	Ⓑ	▲	○	○	3			↵						ⓐ
SS					90	89	93	10	▲	⊙	△	○	○	4			↶						♣
**	99	99	99	99	99	99	99	11	▶	⊙	▶	○	○	5			↶						
WP								12	△	⊙	△	○	◇	6			→						
Gm	G		A		PIM		FO	SH%	TOI	+/-	BL	GWG											
(-5)	(8)		(0)		(-2)		(+0)				(10)												
7	1		0		9		18/12	16.7	7:45	-3	7	0											

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**Craig Anders** CA Reb ▲ △ ▲ ◇  
 G COL 2009-10 41 L 5 4 6 0 7  
 a b c d e 0 1 2 3 4 5 6 7 8 9 +

0	⊙	⌘	②	②	③	①	②	④	⑤	⊙	☁
1	⌘	⌘	②	③	④	①	③	④	⑤	⊙	③
2	⌘	⌘	②	③	④	②	③	④	⑤	⊙	①
3	⌘	①	②	③	⑤	②	③	④	⊙	⊙	③
4	⌘	①	②	✕	✕	✕	✕	✕	⌘	⌘	①
5	⌘	①	②	✕	✕	✕	✕	✕	⌘	⌘	②
6	⌘	①	♠	⌘	⌘	⌘	⌘	☃	☃	☃	☃
7	⌘	①	♠	⌘	⑤	②	③	⑤	⊙	⊙	♠
8	⌘	①	♠	③	①	②	④	⑤	⊙	⊙	♠
9	⌘	②	♠	③	①	②	④	⑤	⊙	⊙	②

d6p 1 2 3 4 5 6  
 ☁ ⊙ ① ② ③ + ♣

Gm (+5)	W	L	OT	PIM (+2)	GAA	SV%
71	38	25	7	16	2.64	91.7

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Let's take a look at the skater's ratings, first. The section below is the "puck-action" section. It determines what the player does, if he is in possession of the puck. Will he pass? Attempt to skate? Inadvertently (or intentionally when playing short-handed) ice the puck? All of this is controlled in the puck-action section. The different types of actions are highlighted below, with their meaning in the table to the right:

	D			N			O		
	ES	PP	SH	ES	PP	SH	ES	PP	SH
PD	36	46	6	30	1	1	1		
SC	51	66	16	49	10	4	12		
DC	60	67	38	59					34
ICE	64	68	80	61					
OFF				64					
PN	72	72	82	72	18	7	43		
INJ	84	84	94	84	30	11	56		
WS					60	40	68		
SS					90	89	93		
**	99	99	99	99	99	99	99		
WP									

Symbol	What does it mean?
PD	Pass vs. defense
SC	Skate vs. checking
DC	Dump/clear
ICE	Icing
OFF	Offsides
PN	Penalty
INJ	Injury
WS	Wrist-shot
SS	Slap-shot
**	"wildcard" (basically, coach's decision)
WP	Weird play

The column headings indicate when to use the puck-actions...in the defensive zone? Neutral zone? Offensive zone? During a power play? At even strength? While playing short-handed? For example, if the player had possession of the puck in his own end during a power play, the following column would be used ("D" for defensive end of the rink, "PP" because the player's team is on the power play):

	ES	D PP	SH	N	ES
PD	36	46	6	30	1
SC	51	66	16	48	
DC	60	67	9	59	
ICE	64	68	80	61	
OFF				64	
PN	72	72	82	72	
INJ	84	84	94	84	30
WS					60
SS					90
**	99	99	99	99	99
WP					

Rolls "00" through "46" indicate "pd"...a pass attempt against a defender's defense rating.

Rolls "47" through "66" indicate "sc"...a skate attempt against a defender's checking rating.

The numbers in the columns range from "00" to "99". These represent the frequency to which each of the aforementioned puck-actions will occur during the situations represented by the columns. For example, on dice rolls (remember, this game is based on a board game!) of "00" to "46", the player will attempt to pass the puck to a teammate. On rolls "47" through "66", the player

will attempt to skate the puck out of his zone. In both cases, a defender may or may not be close enough to influence the result of the play. In the "PD" case (rolls "00" through "46"), the defender's "DF" (defense) rating will be called into question. In the "SC" case (rolls "47" through "66"), the defender's "CH" (checking) rating will be used.

Once the computer has defined the puck-action for the play, it then determines the play outcome by (a) determining which player to read the result from and (b) finding that result.

	PS	SK	DF	CH
	13	15	1	2
2	▶	⊙	▲	○
3	◀	⊙	▶	⊙
4	●	⊙	▲	⊙
5	▼	⊙	▶	○
6	▲	⊙	▲	○
7	▲	⊙	●	⊙
8	▲	⊙	▶	○
9	▲	⊙	▲	○
10	▲	⊙	△	○
11	▶	⊙	▶	○
12	△	⊙	△	◇

This player's pass rating, "PS", is 13

On dice roll "6", a result of "▲⊙" means the puck is passed forward to player "⊙".

For example, if a "PD" (pass vs. defense) puck-action occurs with our current skater, and it is determined that he will be defended by the other team's right wing, we will use the skater's "PS" rating and the opposing player's "DF" rating to see which player "wins" the matchup.

To compare, we view the player's ratings on the right-half of the "card". The skater has a "PS" (pass) rating of 13, which is below-average, especially for a center. If the opposing player has a "DF" (defense) rating of 5, we would subtract 5 from 13 to get 8...20-sided die rolls from 1-8 would mean the skater (in this case, our center, Cody Almonti) "wins" the matchup. If not, the defender (the other team's right-wing) wins. The result is then read off the winning player's "card". This result is generated by a pair of 6-sided dice, added together. If the two d6 make a "6", then the play result is "▲ Ⓐ", then Cody will pass puck forward to player "Ⓐ" (defined as the player on the ice most likely to take a shot). Had the result been "◀ Ⓓ", the pass would have been directed forward and to the left to player "Ⓓ"...probably the least likely player on the ice to take a shot.

It's a little hard to see it in a grayscale photograph, but goalies are color-coded in two different areas. The area on the left is a "shot-quality" grid, outlining a goalie's weaknesses on shots targeted at certain areas he is attempting to cover. The area on the right is a "scoring" grid, ultimately determining whether a goal is scored.

For more information on how the ratings and game mechanics work, please refer to the board game instruction manuals, which are posted online at [www.4thstreetsoftware.com/prod05.htm](http://www.4thstreetsoftware.com/prod05.htm).

## Installation

If you received your game on CD-ROM, pop the CD in to the tray and follow the on-screen instructions. Your machine may be set up so that it does not automatically detect setup programs; if this is the case, click Start → Computer and then double-click on your CD drive.

If you download the installation program, it is recommended that you save it in an easy-to-find location, such as your desktop.

This program relies on the Microsoft .NET Framework 4.5, which the installation program will automatically search for when initialized. If present, installation will immediately begin on the program. If not, the framework will be installed before the program is installed. You may be prompted to restart your computer during the process. If for some reason the installation does not pick up where it left off, simply reinsert the CD or restart the installation program if you downloaded it.

The default installation directory for the program, depending upon which version of Windows you are running, is

C:\Program Files\4<sup>th</sup> Street Software\4<sup>th</sup> Street Hockey.

OR

C:\Program Files (x86)\4<sup>th</sup> Street Software\4<sup>th</sup> Street Hockey.

Take note of which of the Program Files folders is used, as this will become important when installing season disks.

## Season Disk Installation

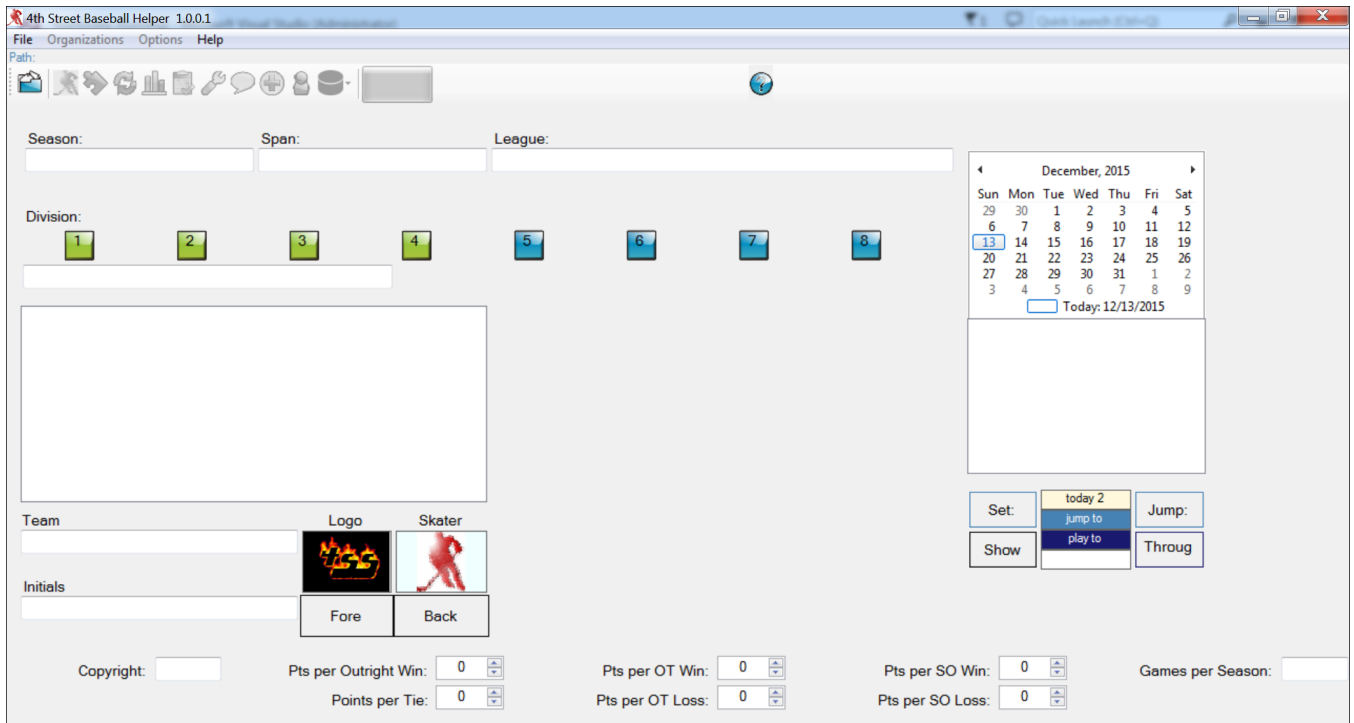
As with the game CD, insert the season disk CD in to your CD-ROM drive. If it does not automatically begin the installation process, you will need to double-click on it as explained in the previous section.


If you purchased the season as a download and did not receive a link, please check your “junk” mail first, and then contact 4<sup>th</sup> Street Software if you still cannot find the download link.

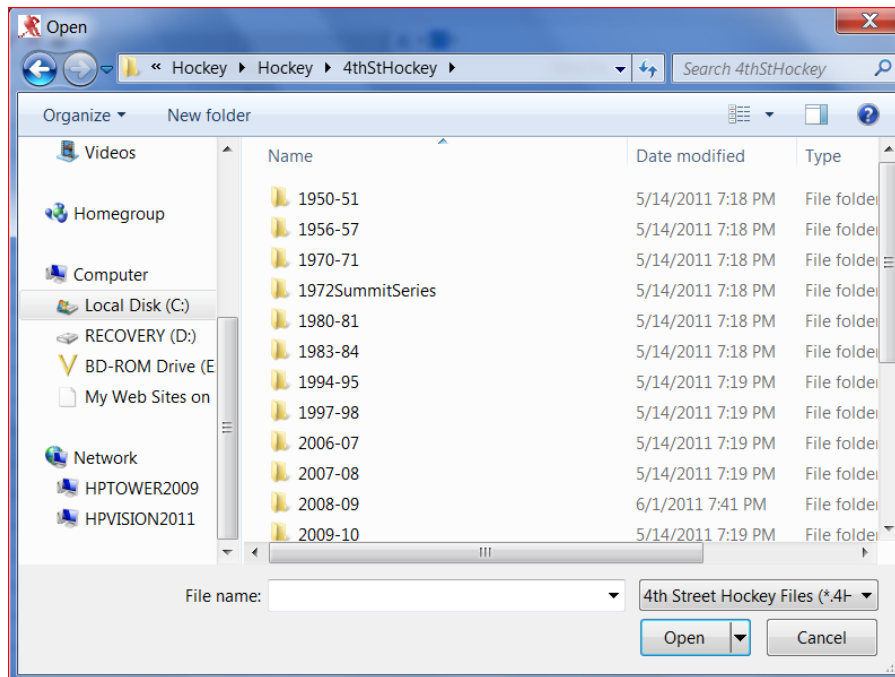
The files will be installed to the default folder, unless you indicate otherwise. Again, be aware of which folder your game program files were installed in (the “Program Files” or the “Program Files (x86)” folder) so that you point the install to the right location, although it should occur automatically.

## Loading Season Files

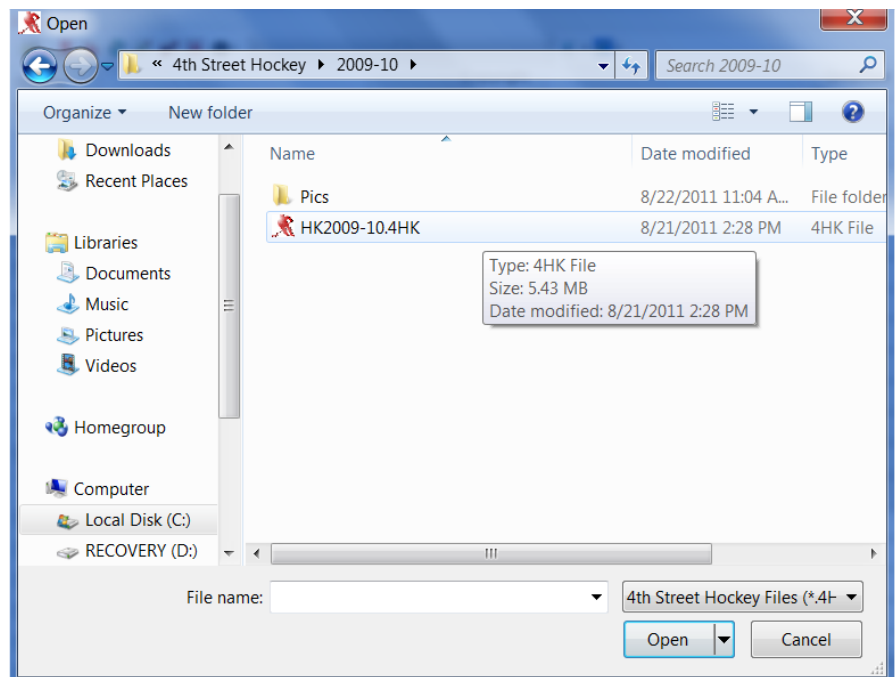
Start the program by choosing Start → Program Files → 4<sup>th</sup> Street Software → 4<sup>th</sup> Street Hockey. After the splash screen is displayed, the team selection screen will appear, as shown below:



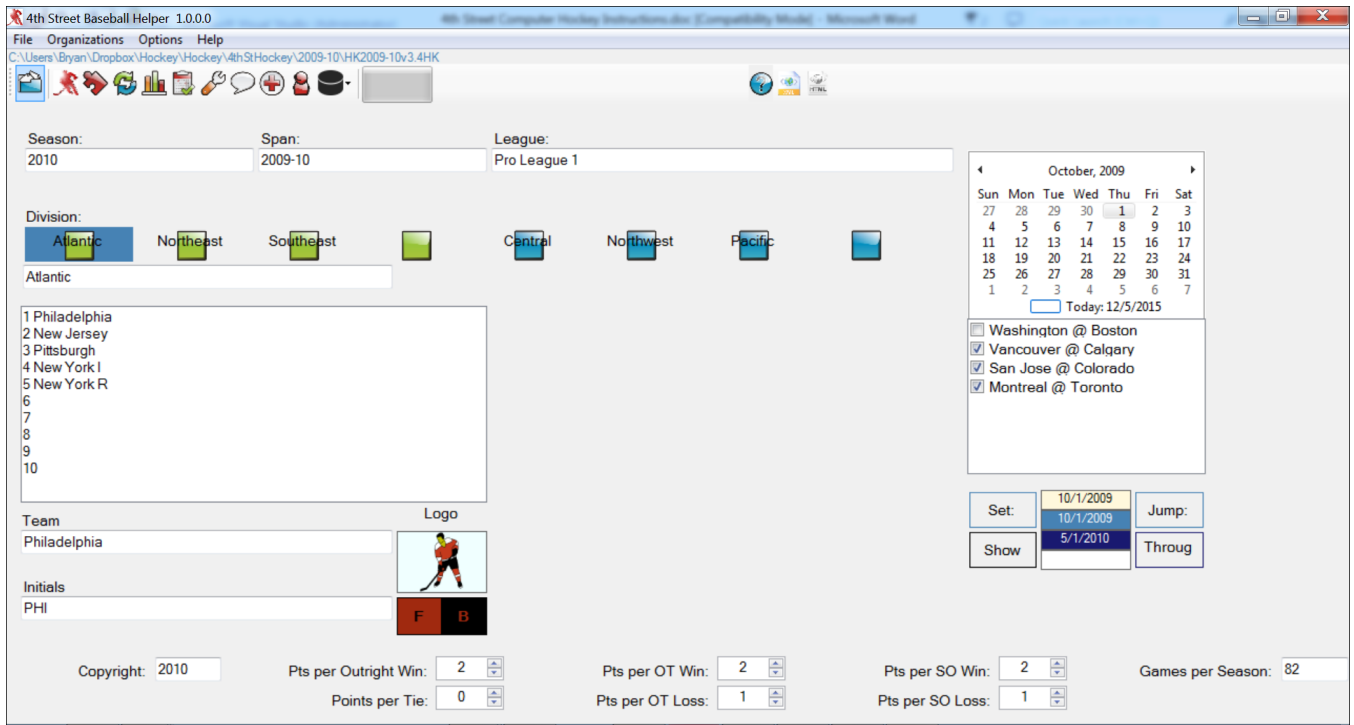
To work with a set of season files, you'll first need to open the player file. To do this, either use the Open File button on the toolbar () , or choose "Open" from the "File" menu. An open file dialog box will appear, similar as what is shown below:



Double-click on the file folder of the season you wish to work with, and then on the player file listed there, similar as to what is shown below:



After accomplishing this, the teams for that season will load in to the form, as shown:



As you can see, the teams have been split into two conferences (top-half, bottom-half), with four divisions each (separated into columns). Each team has a “radio” selection button () next to it in order to select which one you want to work with, a small picture box for selecting a set of team pictures for skaters and goalies, a colored text box with the team’s name, and a smaller black-and-white text box used to hold each team’s identifying abbreviation (e.g., “MIN” for Minnesota).

After selecting a file for the first time, the program will save its location upon exit. That way, you can just select it immediately from the “File” menu on subsequent uses of the program, similar to what you would do in a word processing program for recently used document files.



## Skater/Goalie Pics

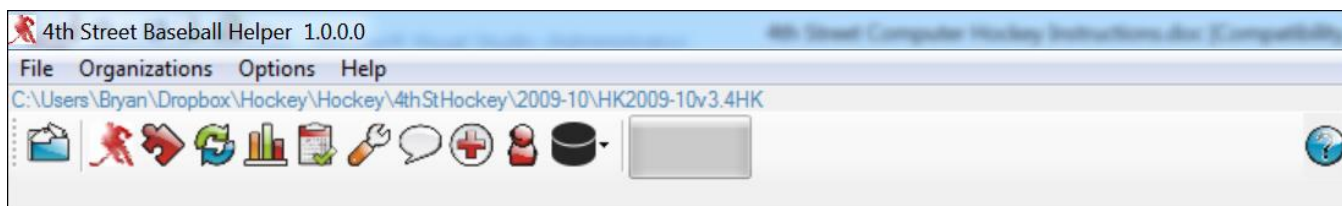


Each team will be represented by either a home or away uniform during game play. A template file in “PNG” format (available for editing in virtually any modern-day art program) has been included if you’d like to make alterations.

To get a bigger display of the pictures chosen for a specific team, select it from the team list and click the team “Logo” that appears below it. A dialogue box will appear, as shown below:

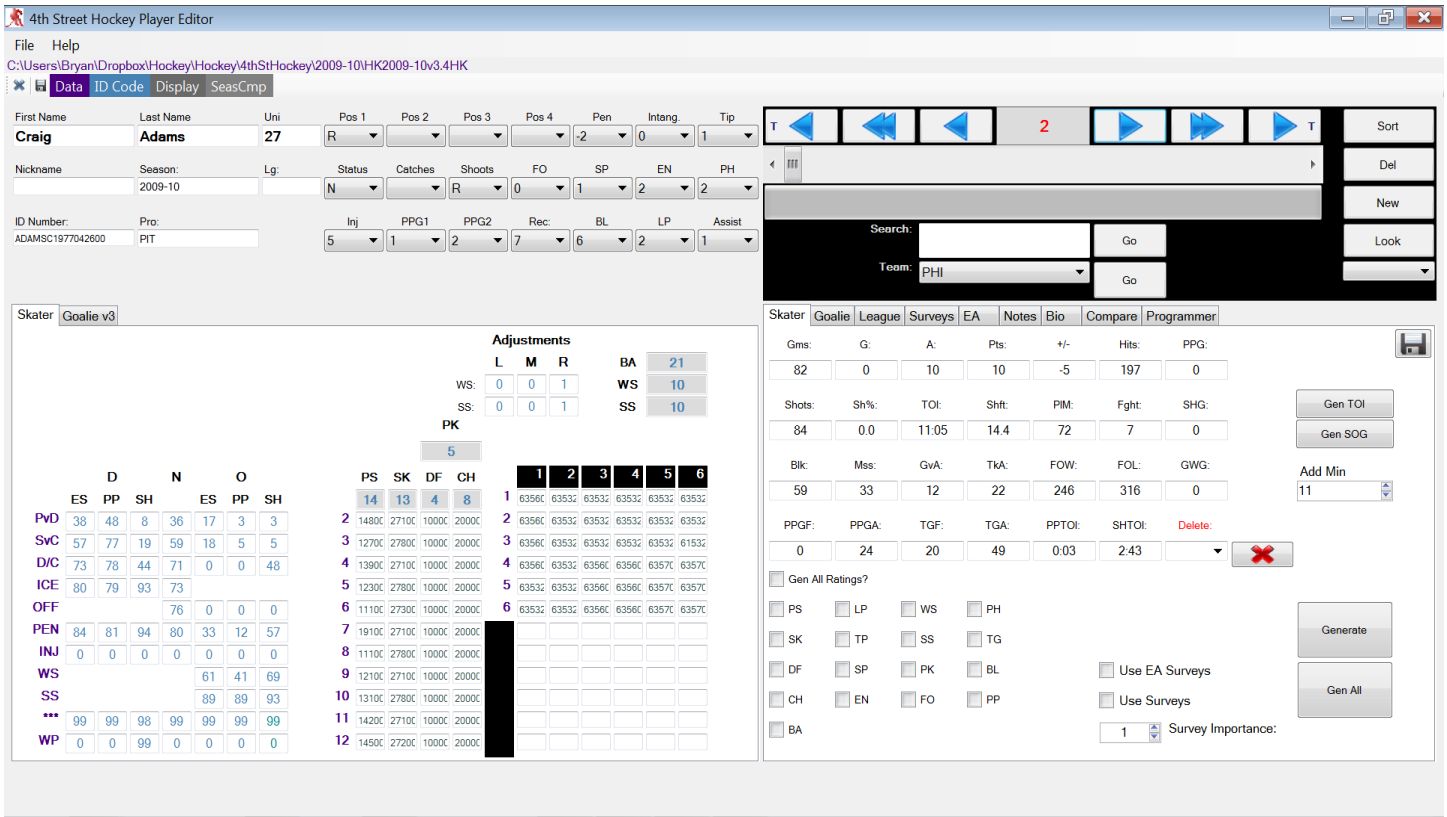


The remaining program functions are all available from the menu, or from the pictorial toolbar:




# Player Editor ( )

The player editor can be used to create and/or edit your own seasons, teams, or players.



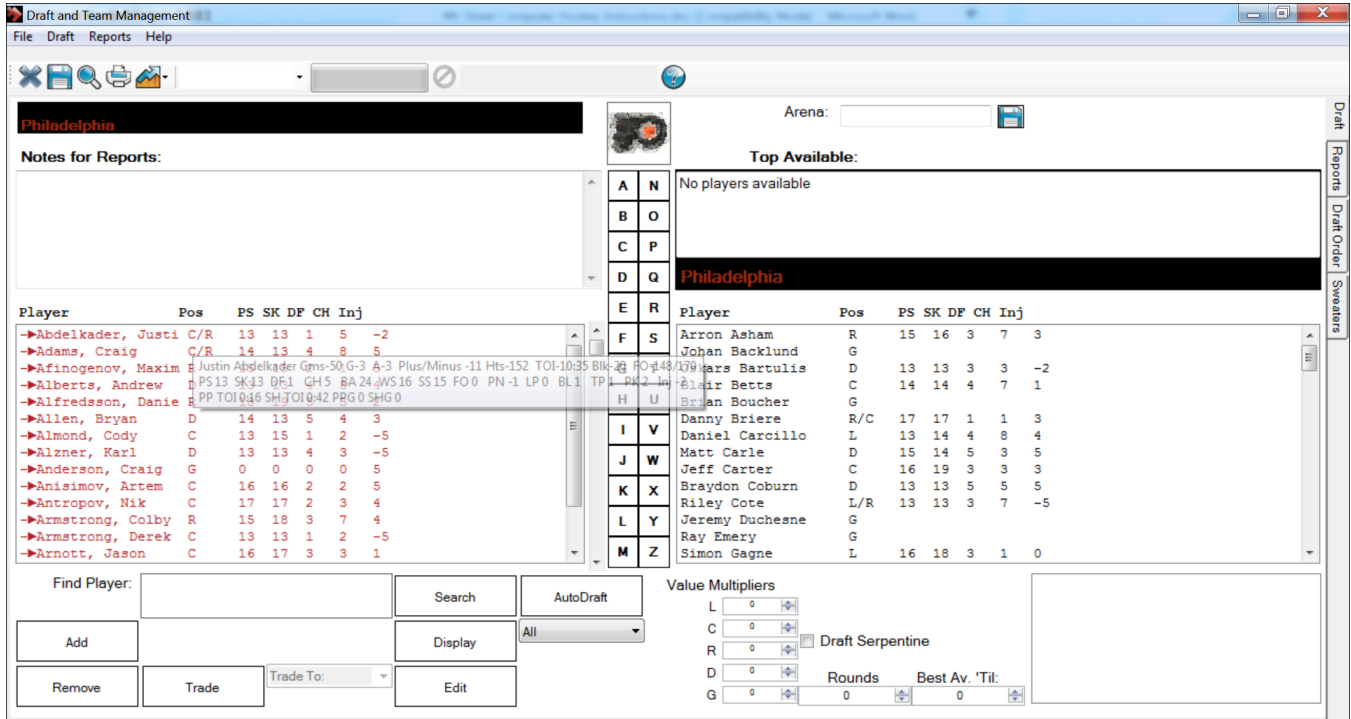
The screenshot displays the '4th Street Hockey Player Editor' application. The main window shows player information for 'Craig Adams' (Uni 27, Pos 1 R). Below this, there are various statistics and adjustment tables. On the right, there are navigation buttons (back, forward, search, etc.) and a 'Skater' table with columns for Gms, G, A, Pts, +/-, Hits, PPG, etc. The bottom right has 'Generate' and 'Gen All' buttons.

All of the information necessary to describe a player's talents is listed on the page, including statistical information, ratings, bio info, etc.

The focus of this manual is not to delve in to the process of player creation, but data can be imported using the Data Importer (  ) button on the toolbar, and players can be generated if sufficient information is provided by you, the user. Nearly all of this information can be imported by the program if provided in the form of a CSV (comma delimited) file. The column headings for each data piece are provided in Appendix 2.

# Draft ( )


The draft function allows you to draft players for a team, trade players between teams, and give a quick way to choose players to edit for a specific team.



The left-side of the screen displays the players in the league, along with some of their pertinent ratings. The right side displays the active team. You'll also notice that you may choose player uniforms and colors on this screen.

Navigating through the player list can be done by using the "Find Player" function at the bottom, scrolling through the list, or jumping to a place in the alphabetical listing of players by pressing the letter keys in the center of the screen.

To draft a player onto a team, double-click on his name or click on his name and then on the "Add" button near the bottom of the page. Likewise, to remove a player from a team, double-click his name on the team list, or select his name on the team list and click the "Remove" button.


If an arrow appears to the left of a player's name (e.g.,  Adam, Luke), he is not available to be drafted because he is already on another team.

The “AutoDraft” button will sort through the list of available players and select the best one, based on what it believes is a logical choice for the current team. The “AutoPlace” button puts each player back on his respective professional club, provided the team abbreviations saved for each player is the same as the listings on the team selection screen.

To trade a player, click on his name on the right-side of the screen, then on the “Trade” button, and then select his new team from the dropdown box next to the “Trade” button.

Clicking the “Display” button will display the player selected in the left-hand list box, as shown below:

Karl Alzner								TG	LP	TP	SP	PK	PH	EN	SH-L 1/2						
D WSH 2009-10								27	0	+1	1	1	6	2	0	W-10 S 10 B 22					
D			N			O		PS		SK	DF	CH									
ES	PP	SH	ES	PP	SH			13	13	4	3	1	1	2	3	4	5	6			
PD	38	48	8	38	16	5	7	2	▶	Ⓐ	▲	⊕	⊕	2	wL	c2	c2	c2	c2	c2	
SC	55	73	18	58	17	6	9	3	◀	Ⓑ	◀	◆	◆	3	wL	c2	c2	c2	c2	c2	
DC	68	74	41	69			47	4	●	Ⓒ	▲	○	○	4	wL	c2	wL	wR	wR	wR	
ICE	74	75	85	71				5	▼	Ⓑ	●	⊙	○	5	wL	c2	wL	wL	wR	wR	
OFF				74				6	▲	Ⓐ	◀	◆	○	6	c2	c2	wL	wL	wR	wR	
PN	75	76	86	75	19	7	49	7	▲	⊕	▲	◆	○	1	↳	→					
INJ	84	85	95	84	41	20	66	8	▲	Ⓐ	◀	◇	○	2	↳						
WS					66	46	75	9	▲	Ⓑ	▲	◇	○	3	↳		↶	↷	↳	ⓐ	
SS					91	90	94	10	▲	Ⓒ	◀	○	○	4	↳		↷	↷	↳	↳	
**	99	99	99	99	99	99	99	11	▶	Ⓓ	▲	○	◇	5	↳		↷	↷	↳	↳	
WP								12	△	Ⓔ	△	○	⊕	6	⊕		↷	↷	↳	↳	
Gm	G		A		PIM		FO	SH%		TOI		+/-	BL		GWG						
(-5)	(4)		(2)		(+1)		(-2)	0.0		16:24		-2	(5)		0						
21	0		5		8		0/0	0.0		16:24		-2	15		0						

Just click the blue “X” () when you want to return to the draft screen.

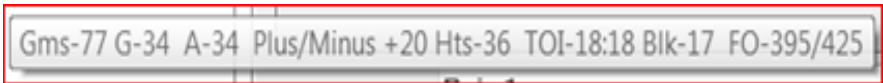


The lineup screen allows you set your lines in preparation for a game.

The screenshot shows the 'Lineups' software interface for the Philadelphia 2009-10 season. The main window displays a list of players with their positions and various statistics. On the right, there is a 'Lineup #1' configuration panel showing Line 1 (LW: Hartnell, C: Richards, RW: Giroux) and D Pairs (LD: Pronger, RD: Carle). Below this, there is a 'Goalies' section with G1: Leighton, G2: Emery, and G3: Boucher. At the bottom right, a summary table for 'Even-Strength Lines' and 'Defensive Pairings' is visible.

Pos	Line 1	Line 2	Line 3	Line 4
LW	Hartnell 15:43	Gagne 18:37	Van Riemsdyk 12:57	Carcillo 11:14
C	Richards 20:24	Carter 19:18	Betts 12:36	Powe 12:05
RW	Giroux 16:36	Briere 16:35	Laperriere 12:30	Asham 10:04

In addition to player ratings, a summary of each player's stats are available, either by hovering the mouse over his name, which will appear like this:



by clicking the appropriate "Stats" tabs (left-side of page), or by selecting a player from the list and then clicking the "Display Player" button at the bottom-left of the page.

The Lineups screen holds power play, penalty kill, extra attacker, and "regular" line settings for a team. It also holds defensive pairings. These will be the default lines and pairs that the game uses, but you'll notice that the program will need to "shift on the fly" to account for injuries and penalties.

You can also have the program do this automatically, by selecting the number of lines/pairs you'd like to generate, and then clicking the "Create Lineups" button. When finished, click the "Check" button to see if everything worked alright. The program will let you know if a slot is empty.



The stats screen is where you can compile and view stats.

Stats Display

File Game Stats Reset Help

C:\Users\Bryan\Dropbox\Hockey\Hockey\4thStHockey\2009-10\HK2009-10v3.4HK

PHI

Tm St Lg Act Cmp Ld Rst Lin AnP

Box Log AnP

10/1/2009

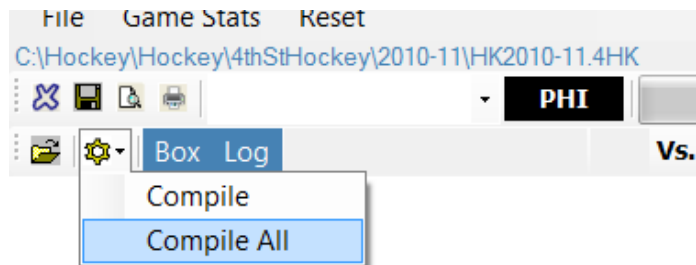
### Philadelphia 2009-10

Team	Gms	G	A	Pts	PIM	+/-	Shots	Pct	W	L	OT	Pts	GA	GAA	Svs	Sv%	Blk	GvA	TkA	FOW	FOL	Hits	Miss	PPG	PPA	SHG	PPGA	PPGA	PK%	SOG	SOGA
PHI	1	0	0	0	0	+0	6	0.0	1	0	0	2	0	-	4	100.0%	1	0	0	3	1	0	1	0	0	0	0	0	-	2	1

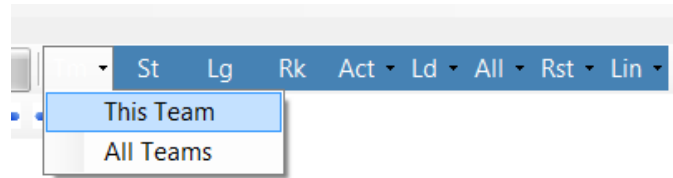
  

Name	Gms	G	A	Pts	PIM	+/-	Shots	Pct	TOI	W	L	OT	GA	GAA	Svs	Blk	GvA	TkA	FOW	FOL	Hits	Miss	PPG	PPA	SHG	GWG	PPS	SOG	SOGA	SOSv	SOS
Asham	1	0	0	0	-	+0	0	-	0:54	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Backlund	0	0	0	0	-	+0	0	-	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Bartulis	1	0	0	0	-	+0	0	-	0:54	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Betts	0	0	0	0	-	+0	0	-	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Boucher	0	0	0	0	-	+0	0	-	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Briere	0	0	0	0	-	+0	0	-	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	1
Carollo	1	0	0	0	-	+0	0	-	0:54	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Carle	1	0	0	0	-	+0	1	0.0	3:30	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Carter	1	0	0	0	-	+0	3	0.0	2:12	0	0	0	0	0	-	0	0	0	0	3	0	0	0	0	0	0	0	1	0	0	1
Coburn	1	0	0	0	-	+0	0	-	2:24	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Cote	0	0	0	0	-	+0	0	-	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Duchesne	0	0	0	0	-	+0	0	-	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Emery	1	0	0	0	-	+0	0	-	6:00	1	0	0	0	0	-	4	0	0	0	0	0	0	0	0	0	0	0	0	1	2	0
Gagne	1	0	0	0	-	+0	1	0.0	2:12	0	0	0	0	0	-	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0
Giroux	1	0	0	0	-	+0	0	-	0:06	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Hartnell	1	0	0	0	-	+0	0	-	2:00	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Kalinski	0	0	0	0	-	+0	0	-	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Krajcek	1	0	0	0	-	+0	0	-	0:48	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Lalberte	0	0	0	0	-	+0	0	-	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Laperniere	0	0	0	0	-	+0	0	-	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Lapointe	0	0	0	0	-	+0	0	-	0	0	0	0	0	0	-	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

An xml-based stats file is created during each game you play. If the game was “scheduled”, you can choose the “Compile All” function on the toolbar to compile it and any other scheduled games you played. If you want to just compile a single game, or if the game you played was “unscheduled”, you’ll have to open the file, first. Then just choose “Compile”.



To display a team’s stats, click the “This Team” option on the “Tm” (  ) button.

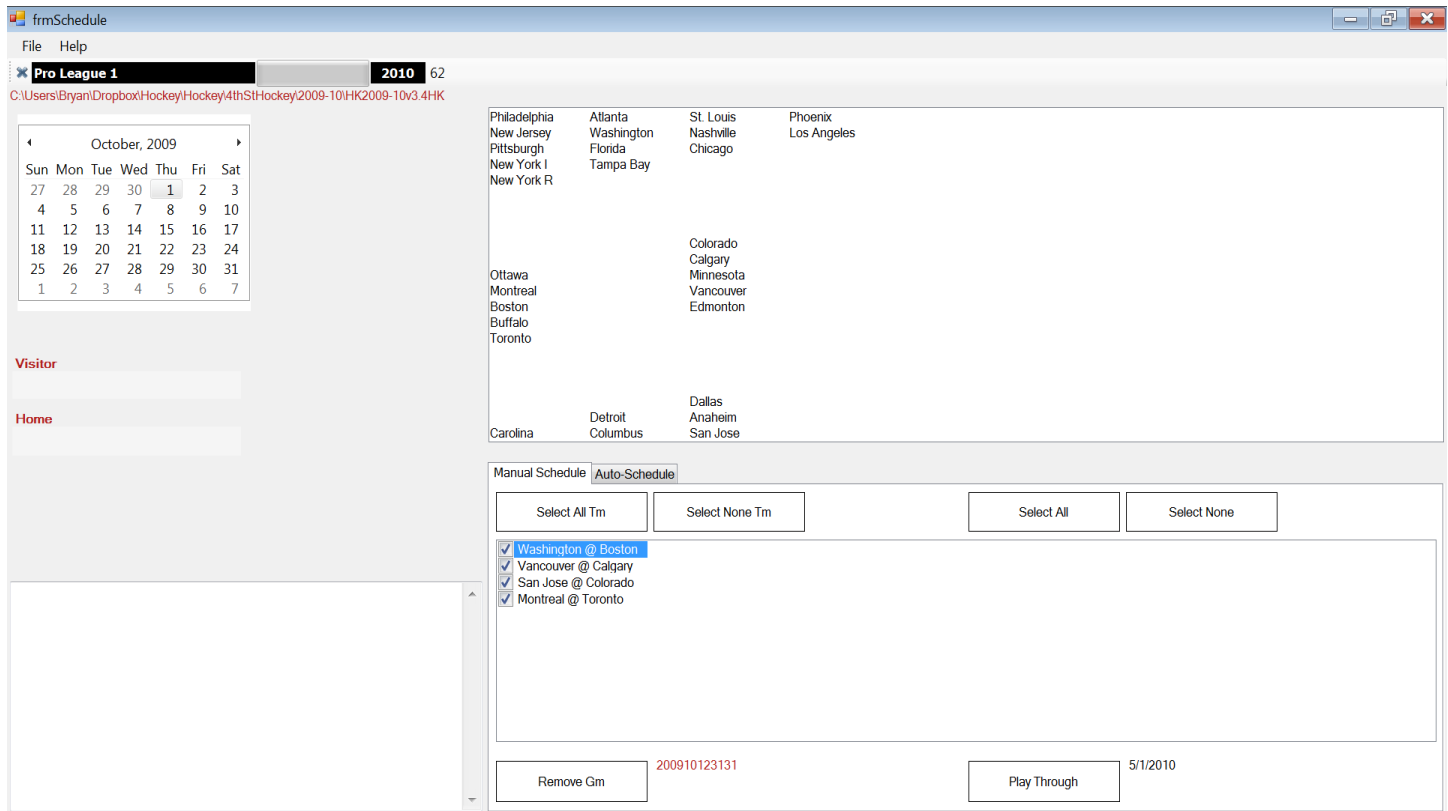


Similarly, you can choose to view standings, league totals, team rankings, actual stats, leaders, rosters, and lines.



## Schedule Editor ( )

The schedule editor allows you to select games to be played, insert new games, delete games, etc.



Selecting a date on the calendar will display any games scheduled to be played that day. A game marked with a check in its checkbox will be played, while those unchecked will not be, regardless that they are on the schedule. You can select all of the games to be played, none, or all or none for a specific team. In this way, you can “AutoPlay” games for one team (or a set of teams) and play others yourself.

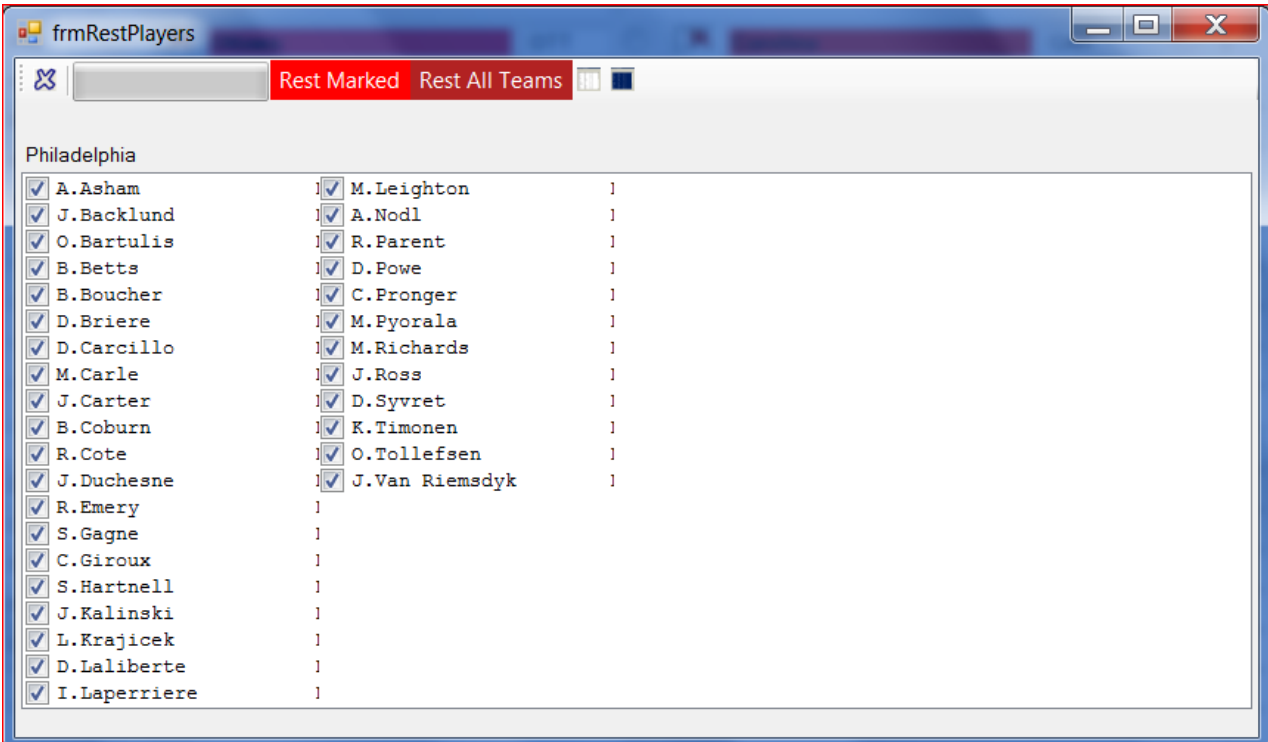
A “Play Through” button on the bottom is fairly self-explanatory...select the date you want to play games through, and then click on the “Play Through” button to lock in the date.

The "Auto-Schedule" tab contains tools to create a schedule automatically. It is a beta as of version 1.0.



## Rest Players ( )

You can choose to rest all or some of the players for one team or all of the players in the league.

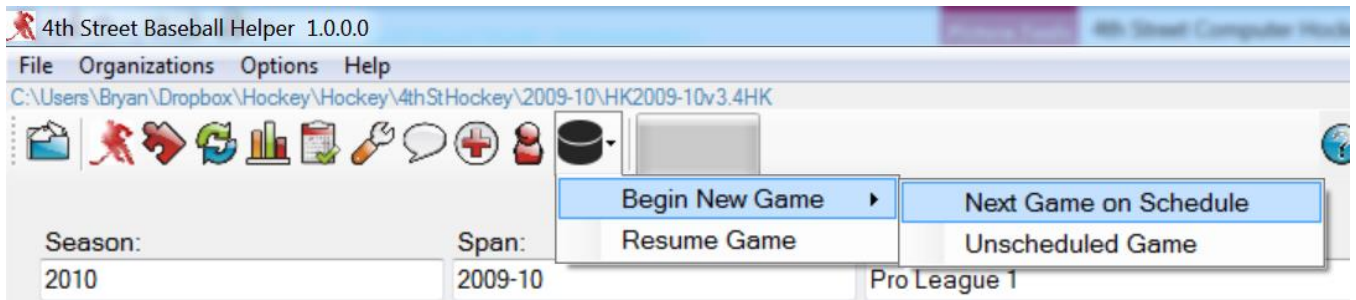


After making your decision with the check boxes, click either the “Rest Marked” button or “Rest All Teams” button on the toolbar.

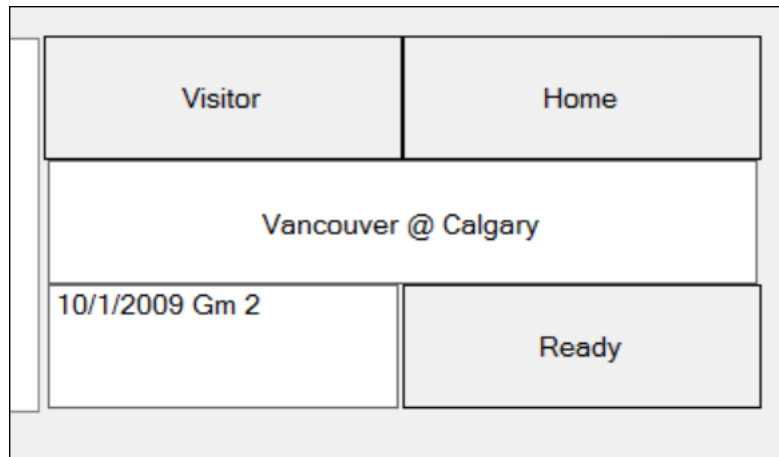
## Starting a Game (🏒)

There are two types of games in 4<sup>th</sup> Street Hockey...scheduled and unscheduled. There really isn't any difference between them, except that "scheduled" games have a special code generated by the schedule editor while "unscheduled" games do not. As mentioned previously, you'll be able to compile scheduled games a little more easily than you will unscheduled, as scheduled games can be batch-compiled and unscheduled cannot.

The team selection screen toolbar button for games appears as shown:



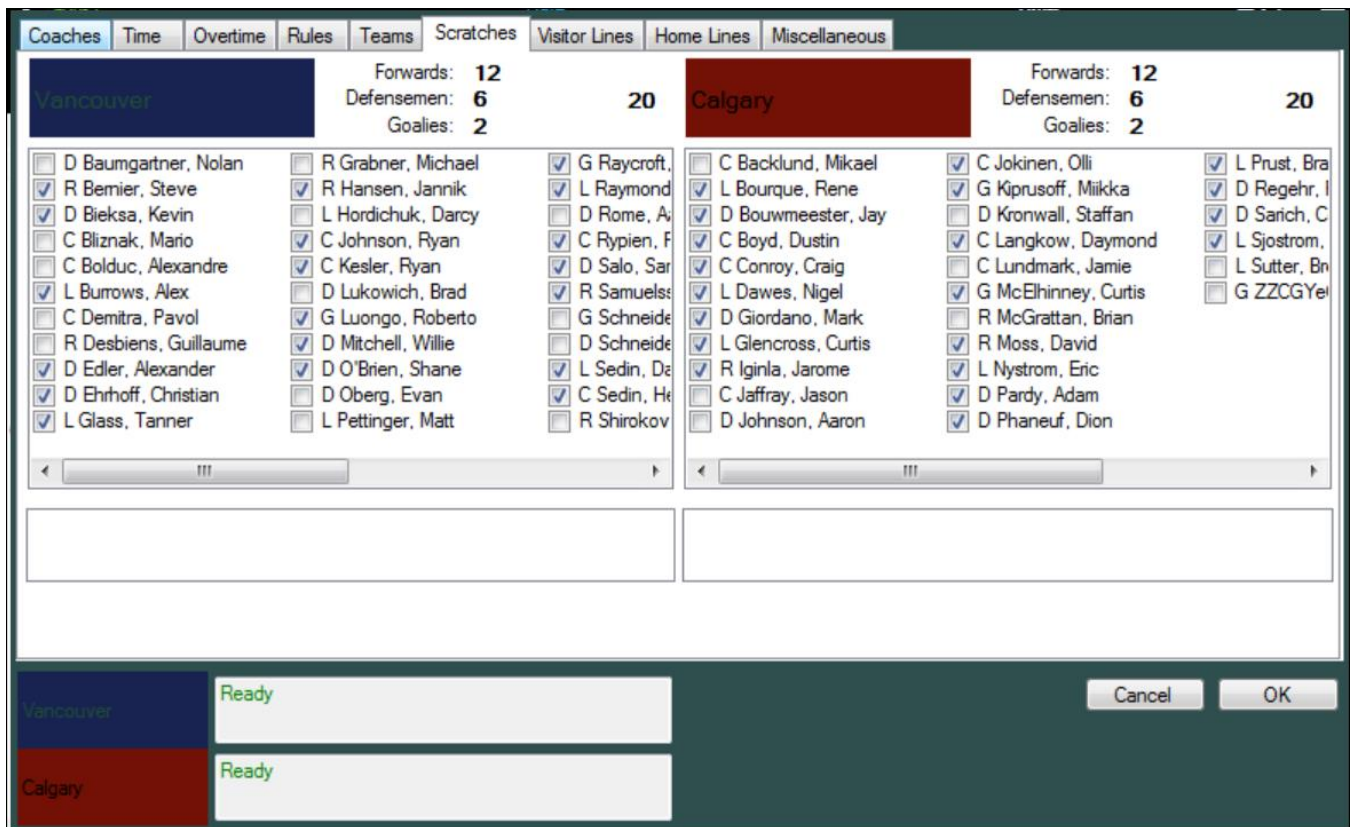
Choose one of the options shown ("Resume Game" is as its name implies...it restarts a game that you previously began but exited from before completion). For scheduled games, the two teams competing will be displayed near the bottom of the screen:



Unscheduled games show the buttons that you see above, but allow you to select the home and visitor. Once you are ready with your choices, press the "Go!" button to begin.

## Game Options ( )

Once the computer knows which teams you want to play each other, you'll be allowed to view the rules and check the "scratch" list. There are a variety of rules and tendencies to look at...where to hold the faceoff after a penalty, how much time to allow players on the ice before conducting line changes, etc. The "scratch" list allows you to set your team roster for the game:



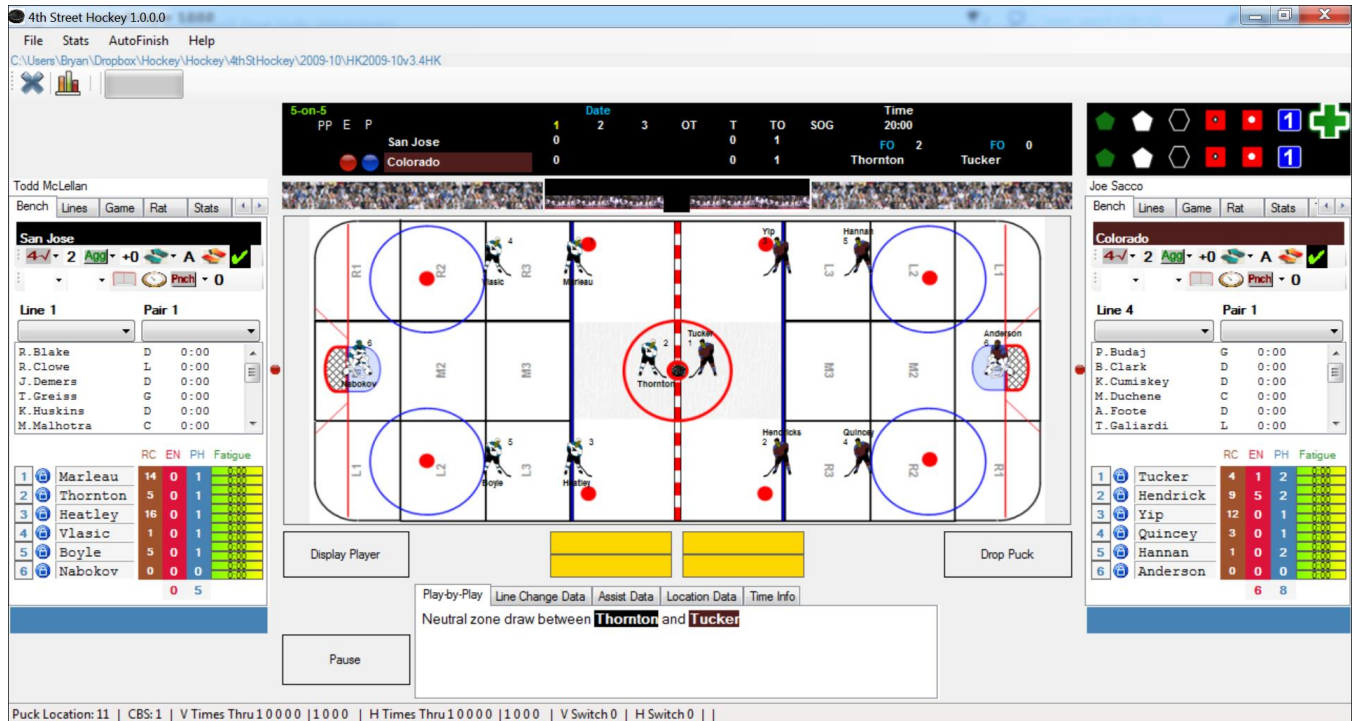
The total number of players allowed to dress is dictated on the "Rules" tab.

The "Teams" tab allows you to transfer the same set of rules to be used for other or all teams. The rules employed by the home team will be used during game play.

You can set most of these game options without selecting a game to play by clicking the wrench tool on the toolbar.

## Playing the Game

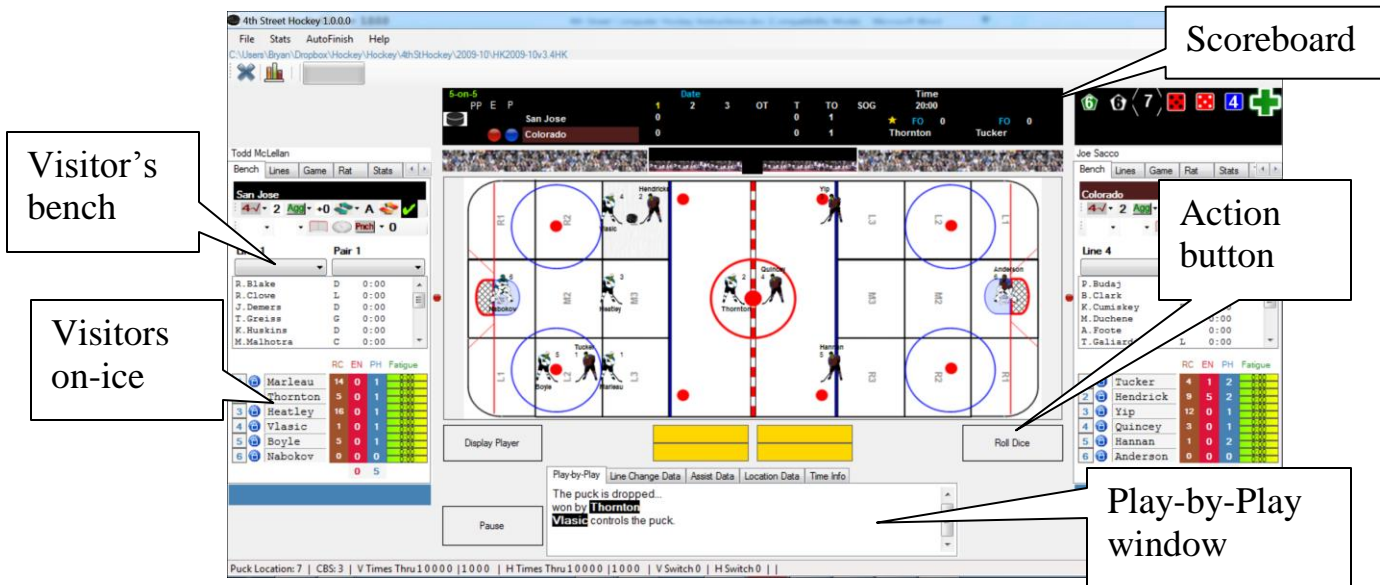
Now for the good stuff! The game plays the same way that 4<sup>th</sup> Street Hockey, the board game does. It is advisable to look at the online instruction manual for the board game in order to become more comfortable with the game processes.



Each team has its own set of management controls, which are on the far sides of the screen. During game play, the visiting team will always defend the left-hand goal, while the home team will always defend the right-hand side.

Once you've reached this point, you can either "Begin" to play the game manually, "AutoPlay" it, or "Run Schedule" to play the indicated games on the schedule maker. We will cover the manual game here.

Click the "Begin" button...each team will choose its default (number 1) lines and pairs and put them on the ice, as shown below:



The players on the ice are listed in two places...directly below each team's "bench" area, and on the ice itself in the form of labeled player icons. The numbers 1-6 are also displayed, which correlate to the ①-⑥ player identification codes used in the board game.

You might notice that after pressing the "Begin" button, it disappears and another button replaces it called "Drop Puck". This will initiate a faceoff. Similarly, other buttons will appear in the same location... "Roll Dice" and "Loose Puck" are two of the more familiar.

Players will move around the ice...especially those actually involved in the play...to simulate action. You can also get updates from the Play-by-Play window. A puck will move around the rink, indicating its position on each play.

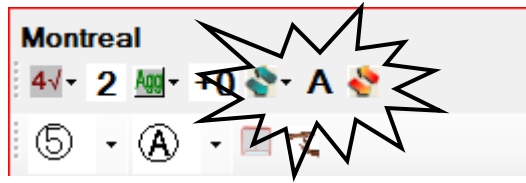
## Line Changes


There are four different ways to substitute during a game:

- **Allow the computer to do it for you.** This is the default setting. The computer will replace players when they get tired, so long as they are not in contact with the puck, and so long as there is no danger of the other team scoring a goal while they are skating toward the bench. For example, a defenseman will be replaced on the ice after about a minute of TOI (time-on-ice) provided he doesn't have possession of the puck and the puck is at least half-way down the rink. If neither of these conditions apply, then the player will continue to skate until an opportunity to change presents itself.
- **Drag-and-Drop.** You can drag a player off your bench list into one of the on-ice slots below the list. Again, if the player cannot go off the ice because of the location of the puck, the move will be disallowed by the program.
- **Use drop-down boxes.** The lines and pairs you set up before the game started are stored in the drop-down boxes new the top of your bench. Selecting a new set of

players from either of the lists will automatically replace the ones already on the ice, unless there is too much of a risk.

- **Bench Buttons.** Near the top of the bench is a small pair of toolbars, as shown below:



Two of the buttons look very similar (,), except that they have different colors. The green (first) one also is a drop-down button, whereas the orange (second) is not. The first (green) button is the “Prepare Line Change” button, and influences the letter that sits between the two buttons. You may elect to change the forwards (“F”), the defensemen (“D”), both (“B”), or have the computer automatically change them (“A”), which is the default.

Once you have prepared for the change, it can be executed by pressing the second (orange) button, known as the “Execute Change” button. A tool-tip is provided for each of these buttons if you allow the mouse to hover over them for a moment.

Players will become fatigued, and you will have to decide which way is the best way for you to substitute for them. To help you, there are some fatigue bars located just to the right of each player slot, as shown below:

1	Hagman	1:00.5	1:00
2	Grabovski	0:12.1	0:12
3	Orr	0:12.1	0:12
4	Kaberle	0:12.1	0:12
5	Komisarek	0:12.1	0:12
6	Gustavsson	1:00.0	1:36

Shift TOI (0:12 for this player) and Game TOI (0:48 for this player) are indicated in his fatigue bars.

The top bar indicates a player’s current TOI...the amount of time he has been on the ice during this shift. The lower bar indicates his total TOI. After a player has been on the ice for the amount of time you indicated in the game options before the game started, he begins to become less and less effective. Likewise, if a player exceeds his average game TOI by a large margin, he will become less effective. You can determine a player’s actual, average TOI stats by clicking his name on the bench list and then clicking the “Display Player” button.

## Appendix 1: Symbol Map

Code	Translation
▲	Advance puck two zones forward
△	Advance puck three zones forward
△	Possible break-away or rush. If the outcome is an advancement, advance the puck three zones forward
▼	Puck goes straight back to the point (when in offensive zone) to level 3. Otherwise, puck advances two zones forward
◀	Advance puck forward two zones and one zone left
▶	Advance puck forward two zones and one zone right
●	Advance puck forward two zones and center it. Player with possession of puck attempts shot. Add 5 points because of the “nice feed” by the passer or a “nice deke” by the skater. Use a SS from level 3, a WS from level 1, and the player's best shot (WS if it is a tie) from level 2.
◆	Stolen puck
◇	Stolen puck. If stolen in the offensive zone, roll d20 to find out where the puck is located, and then a slap shot (if in level 3) or wrist shot (if in level 2 or level 1) is immediately taken.
○	Loose puck
⊙	Play stoppage. Faceoff
①-⑥	Refers to players on the opposing team
①-⑥	Refers to players on the same team
Ⓐ-Ⓓ	Pass directed to player on the ice with highest (“Ⓐ”) recipient rating to lowest (“Ⓓ”) recipient rating.
⊗	Pass directed to the player of the offensive coach’s choice
☠	Hard hit. Possible injury to opposing player. Loose puck

+	Possible injury to player on which the symbol is found. Lose puck
⚽	Penalty
□	Shot heads toward goalie zone of offensive coach's choice
↑	Shot drifts 1 goalie zone up
→	Shot drifts 1 goalie zone to the right
↓	Shot drifts 1 goalie zone down
←	Shot drifts 1 goalie zone to the left
↖	Shot drifts 1 up, 1 left
↗	Shot drifts 1 up, 1 right
↙	Shot drifts 1 down, 1 left
↘	Shot drifts 1 down, 1 right
⊛	Goalie is screened. Add 10 points to shooter's shot rating

### Goalie Card Symbols

①-⑤	If the shot does not result in a score, a rebound results to the goalie's teammate in the zone indicated by the d20 roll.
❶-❺	If the shot does not result in a score, a rebound results to the goalie's opponent in the zone indicated by the d20 roll.
⌘	If the shot does not result in a score, the goalie freezes the puck.
✘	If the shot does not result in a score, the goalie freezes the puck ONLY if ordered to do so from the bench OR if any of his teammates are fatigued. Otherwise, a loose puck ensues.
♠	If the goalie is "cold," change this result to a violet square (this replaces the previously used "☾" reading.)
☼	If the goalie is "hot," change this result to a save and an ensuing loose puck.
☁	Cloud event. Refer to the cloud row under the goalie's "scoring grid." Change this result to a violet square during shootouts.



+	Save. Goalie freezes puck. Goalie is injured.
¿	Weird play. Consult weird play chart.
⊙	Puck is knocked out of play. Faceoff ensues.
○	Loose puck.

## Appendix 2: CSV Import Column Headings for Player Creation

Column Heading, with Alternative Headings	Description
"LAST"	Last Name
"FIRST"	First Name
"TEAM"	Team
"AGE"	Age of player at beginning of season
"DOB", "DOB YEAR"	Year player was born
"POS", "POS1", "POS 1"	Player's primary position
"SHOOTS"	Side player shoots from
"UNIFORM"	Sweater number
"CATCHES"	Hand goalie catches with
"GAMES", "GP"	Games played
"GOALS", "G"	Goals scored
"ASSISTS", "A"	Assists
"POINTS", "PTS"	Points scored
"PIM"	Penalty minutes
"PLUS MINUS", "+/-"	Plus/Minus rating
"SHOTS", "S"	Shots on goal
"SHOT PCT", "S%"	Shooting percentage
"SHIFTS"	Average shifts per game
"TOI MIN"	Time On Ice average minutes per game
"TOI SEC"	Time On Ice average seconds per game
"FACEOFF PCT", "FO PCT"	Faceoff win percentage
"PPG"	Power Play Goals scored
"SHG"	Short Handed Goals scored
"SHTOI MIN"	Short Handed TOI minutes
"SHTOI SEC"	Short Handed TOI seconds
"PPTOI MIN"	Power Play TOI minutes
"PPTOI SEC"	Power Play TOI seconds
"GWG"	Game Winning Goals
"GOALIE HI GMS"	Number of games goalie had .950 save pct or higher
"WINS", "W"	Goalie Wins
"LOSSES", "L"	Goalie Losses
"SHOTS AGAINST", "SA"	Goalie shots on goal against

"GOALS AGAINST", "GOALS ALLOWED", "GA"	Goalie goals allowed
"GOALS AGAINST AVG", "GAA"	Goalie Goals Against Average
"SAVES", "SV"	Goalie saves
"SAVE PCT", "SV%", "SV PCT"	Goalie save percentage
"TIES", "T/O", "OT"	Goalie Ties or OT losses
"SHUTOUTS", "SO"	Goalie shutouts
"GOALIE LOW GMS"	Number of games goalie had .850 save pct or lower
"5-ON-5 SAVE PCT", "ES SV%", "ES SV PCT", "5-ON-5 SV PCT"	Even Strength Save Percentage
"SH SAVE PCT", "SH SV%", "SH SV PCT"	Short Handed Save Percentage
"BLOCKS"	Blocked shots
"GIVEAWAYS"	Giveaways
"TAKEAWAYS"	Takeaways
"FACEOFFS WON", "FOW"	Faceoffs Won
"FACEOFFS LOST", "FOL"	Faceoffs Lost
"HITS"	Hits
"FACEOFF TEAM PCT", "FACEOFFS TEAM PCT"	Team faceoff win percentage
"MISSED SHOTS", "MISSES"	Missed shots
"PPGF"	PP goals for when on ice
"PPGA"	PP goals against when on ice
"TGF"	Total Goals For when on ice
"TGA"	Total Goals Against when on ice
"DOB MONTH"	Month player was born
"DOB DAY"	Day player was born
"POS2", "POS 2"	Secondary position
"HEIGHT"	Height, in inches
"WEIGHT"	Weight, in pounds
"MINOR"	Number of minor penalties
"MAJOR"	Number of major penalties
"MISCONDUCT"	Number of misconduct penalties
"GAME MISCONDUCT"	Number of game misconduct penalties
"MATCH"	Number of match penalties
"FIGHTS"	Number of fights involved in
"TM TEAM", "TEAM TEAM"	Team initials
"TM GMS", "TEAM GAMES", "TM GAMES"	Team games played

"TM GF", "TEAM GF"	Team goals for
"TM ASSISTS", "TEAM ASSISTS"	Team assists for
"TM PIM", "TEAM PIM"	Team penalty minutes
"TM PLUS MINUS", "TEAM PLUS MINUS"	Team plus/minus rating
"TM SOG", "TEAM SOG", "TM SHOTS"	Team shots on goal
"TM WINS", "TEAM WINS"	Team wins
"TM LOSSES", "TEAM LOSSES"	Team losses
"TM SOGA", "TEAM SOGA"	Team shots on goal
"TM GA", "TEAM GA"	Team goals against
"TM SAVES", "TEAM SAVES"	Team saves
"TM OT", "TM TIES", "TEAM OT", "TEAM TIES"	Team OT losses or ties
"TM BLOCKS", "TEAM BLOCKS"	Team blocked shots
"TM GIVEAWAYS", "TEAM GIVEAWAYS"	Team giveaways
"TM TAKEAWAYS", "TEAM TAKEAWAYS"	Team takeaways
"TM FOW", "TEAM FOW"	Team faceoff wins
"TM FOL", "TEAM FOL"	Team faceoff losses
"TM HITS", "TEAM HITS"	Team hits
"TM MISSES", "TEAM MISSES"	Team missed shots
"TM PPO", "TEAM PPO"	Team power play opportunities
"TM PPOA", "TEAM PPOA"	Team power play opportunities allowed
"TM PPG", "TEAM PPG"	Team power play goals
"TM SHG", "TEAM SHG"	Team short handed goals
"TM SHGA", "TEAM SHGA"	Team short handed goals against
"TM PPGA", "TEAM PPGA"	Team power play goals against
"TM SHOOTOUT GOAL", "TEAM SHOOTOUT GOAL"	Team shootout goals
"TM SHOOTOUT GOAL ALLOWED", "TEAM SHOOTOUT GOAL ALLOWED"	Team shoot out goals against

## **Acknowledgements:**

### **Artwork:**

Nate Aldrich, Bryan Aldrich,

“Missing Monkey Head” ([xiix.wordpress.com/2007/02/26/free-nhl-hockey-rink-artwork/](http://xiix.wordpress.com/2007/02/26/free-nhl-hockey-rink-artwork/)),

Marmalade Icons by IcoJam ([www.icojam.com](http://www.icojam.com), [www.softicons.com](http://www.softicons.com))

**Game Design:** Bryan Aldrich

**Play-Testers:** Lou Jakowatz, Jonathan Evans, Bill Underwood, Gene Couture,  
Bryan Aldrich

**Sounds:** "freeSFX" ([www.freesfx.co.uk](http://www.freesfx.co.uk))

**Some statistics courtesy of Puckalytics.com ([www.puckanalytics.com](http://www.puckanalytics.com))**

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