

JULY (PRE-CAREER)

- ❖ GM Creation:
 - ✓ Negotiating Skill: 13
 - ✓ Discipline: 5
 - ✓ Self-Preservation: 0
 - ✓ Player Management: 10
 - ✓ Coaching Goalies: 0
 - ✓ Coaching Defense: 5
 - ✓ Coaching Forwards: 5
 - ✓ Coaching Prospects: 5
 - ✓ Physical Training: 5
 - ✓ Defense Skills: 5
 - ✓ Offensive Skills: 5
 - ✓ Tactics: 15
 - ✓ In-Game Tactics: 13
 - ✓ Player Motivation: 12
- ❖ Game Options & Settings:
 - ✓ Edit File → Setup/Options Settings (Game Settings):
 - Auto-Save Frequency: Disabled
 - Always Sim Day-to-Day: Checked
 - % of Talent from Stats: 25
 - Player Peak Age: 25
 - Physical Peak Age: 24
 - Simulating: All Games 2D
 - Shopping Recent Acquisitions: Allowed
 - Temporary NMC's on Waivers: Disabled
 - ✓ Edit File → Setup/Options Settings (Facegen Settings):
 - Load Photos from Global Dir.: Unchecked
 - ✓ Edit Manager → Options Settings:
 - Play Mode: Checked
 - News Subscriptions: NHL / MTL / LAV / WJC
 - NHL (Game Performance): Unchecked
 - Show Games: Unchecked
 - Laval Rocket (Staff): Checked
 - Trois-Rivieres (Staff): Checked
 - ✓ Edit NHL → Edit:
 - Trade Frequency: 20
- ❖ League Commissioner (NHL / AHL / ECHL):
 - ✓ Edit Player Salaries to desired Cap Hit amounts
- ❖ Personnel Management (NHL / AHL / ECHL):
 - ✓ Terminate undesired personnel (Trainer, Scouts & Coaches)
 - ✓ Hire desired personnel (Trainer, Scouts & Coaches)
 - ✓ Select Head Scout and Advanced Scout
- ❖ Player Management (NHL / AHL / ECHL):
 - ✓ Evaluate and adjust player assignments
 - ✓ Review & update player numbers
- ❖ Roster "Worksheet" (Signed / Unsigned):
 - ✓ Set Player Role via Roster → Action Menu → AI Set Roles
 - ✓ Update players Tactical Role & Tactical Rating

JULY (EARLY - LATE)

- ❖ Budget (Annual):
 - ✓ Ticket Price: No Change
 - ✓ Capacity Options: No Change
 - ✓ Arena Quality: Normal Maintenance
 - ✓ Wage Budget: Normal Budget
 - ✓ Player Development: Raise Development Bonus by 3
 - ✓ Strategic Marketing: Very Heavy Marketing
- ❖ Budget (Monthly):
 - ✓ Scouting Support: + 5
 - ✓ Team Morale: 0
 - ✓ Game Promotions & Arena Operations: No Change
- ❖ Scouting:
 - ✓ Assign Scout(s) to Tournaments:
 - Latvia: Riga U18 (Belarus / Russia / Poland)
 - Canada: Edmonton U14 (Alberta / British Columbia)
- ❖ Free Agency:
 - ✓ Offer Contract to desired players, filtering via settings below (sort via Ability or Potential, based on requirements):
 - Age: 18 - 33
 - Signable: Checked
- ❖ Transactions:
 - ✓ Complete desired trades
 - ✓ Sign desired Unsigned Prospects
- ❖ League Commissioner:
 - ✓ Edit Salaries to desired Cap Hit amounts (may be required after transactions)

AUGUST (EARLY)

- ❖ Budget (Monthly):
 - ✓ Scouting Support: + 5
 - ✓ Team Morale: 0
- ✓ Game Promotions & Arena Operations: No Change
- ❖ Scouting:
 - ✓ Assign Scout(s) to Tournaments:
 - Czech Republic: Hlinka-Gretzky Cup U18 (Czech Republic / Slovakia / Austria)
 - Canada: Hlinka-Gretzky Cup U18 (Alberta / British Columbia)
 - Canada: Toronto U16 (Ontario / Quebec)
 - Finland: Helsinki U16 (Finland / Sweden)
 - Europe: Champions Hockey Lg. Men (Czech Republic / Austria / Germany)
 - Canada: Challenge Cup Youth (British Columbia)
 - ✓ Add players requiring scouting to 'Watch List' (unsigned players, signed junior players & international players)

AUGUST (MID)

- ❖ Prospects Tournament:
 - ✓ Select players to participate in League Prospect Tournament filtering via settings below:
 - Rights: NHL & MTL
 - ✓ Review GR performance by player noting players who potentially merit contract and/or promotion

AUGUST (LATE)

- ❖ Roster "Worksheet" (Unsigned):
 - ✓ Review and update unsigned players Ability & Potential, Role & Tactical Rating, Major & Supplementary role

SEPTEMBER (EARLY)

- ❖ Budget (Monthly):
 - ✓ Scouting Support: + 5
 - ✓ Team Morale: 0
- ✓ Game Promotions & Arena Operations: No Change
- ❖ Scouting:
 - ✓ Assign Scout(s) to Tournaments:
 - United States: Elite Prospects U14 (Massachusetts / Pennsylvania / New York / Florida)
 - Slovakia: Banska Bystrica U14 (Slovakia / Czech Republic)
- ❖ Player Management:
 - ✓ Assign training focus areas per player:
 - Do not spread points below 10-12 per player, per area and focus on players with remaining unfulfilled potential:
 - Excellent : 19 – 20
 - Great : 17 – 18
 - Very Good : 15 – 16
 - Good : 13 – 14
 - Above Average : 11 – 12
 - Average : 09 – 10
 - Below Average : 07 – 08
 - Low : 05 – 06
 - If Head Coach hired/available, their attributes are utilized for in-game training calculations vs Human GM
 - Training bonus calculated via three highest-rated Coaches, including Head Coach, in that category. So, can be beneficial to add more coaches. Goaltending is exception; only top-rated Coach with Head Coach are utilized. Each Coaches contribution can also be affected by their Coaching Prospects, if team is younger, and Coaching Goalie, Defense and Forward ratings – so more coaches will allow for more coverage/balance

SEPTEMBER (MID - LATE)

- ❖ Roster "Worksheet" (AHL & ECHL Roster → Action Menu → AI Set Roles):
 - ✓ Review and update contracted players Ability & Potential, Role & Tactical Rating, Major & Supplementary role
- ❖ Training Camp:
 - ✓ Promote desired AHL/ECHL players to NHL for Pre-Season tryouts
 - ✓ Offer appropriate unsigned prospects tryout

OCTOBER (EARLY - MID)

- ❖ Budget (Monthly):
 - ✓ Scouting Support: + 5
 - ✓ Team Morale: + 9
- ✓ Game Promotions & Arena Operations: 12% Bonus
- ❖ Scouting:
 - ✓ Assign Scout(s) to Tournaments:
 - United States: Elite Prospects U18 (Massachusetts / Pennsylvania / New York / Florida)
- ❖ Training Camp Development Report:
 - ✓ Update players Ability & Potential, Role & Tactical Rating

OCTOBER (LATE)

- ❖ Player Performance Review:
 - ✓ GR Is most responsive indicator of performance. If good player has low GR, possible indicator that said player may require different role. If player has acceptable GR but is not scoring, may indicate change of line combinations required:
 - All-Time Career Season : 90+
 - League-Leading : 80+
 - Excellent : 70+
 - Very Good : 65+
 - Average : 60
 - Below Average : 50+
 - Not Playing NHL Caliber : 50-
 - ✓ Plus/Minus, Corsi etc. is more dependent on linemates, tactics and goaltending:
 - Superb : 70%+
 - Very Good : 60%+
 - Good : 50%+
 - Not Good : 50%-
- ✓

DECEMBER (MID-LATE)

- ❖ Personnel Management (NHL / AHL / ECHL):
 - ✓ Renew desired personnel contracts
 - ✓ Hire replacement personnel if required/desired

JANUARY (EARLY)

- ❖ Player Management:
 - ✓ Provide contract extensions to desired players
 - Begin with highest value player only moving to next player once previous contract renewed
 - Players demanding too much can test Free Agency, where they can be offered more reasonable contract
 - ✓ Provide contract offers to desired Unsigned Prospects

JUNE (LATE)

- ❖ Entry Draft:
 - ✓ If opposing team(s) select player desired; immediately enter "Trades/Transfers" and trade for said player during draft (will cost significantly less)
 - *NOTE: May have been patched out*

❖ **NEW SEASON START**

JULY (EARLY)

- ❖ Personnel (NHL & AHL):
 - ✓ Hire desired personnel (Trainer, Scouts & Coaches)
 - ✓ Terminate undesired personnel (Trainer, Scouts & Coaches)
 - ✓ Provide contract extensions to personnel (Trainer, Scouts & Coaches)
- ❖ Free Agent Centre:
 - ✓ Offer Contract to desired players, filtering via settings below (sort via Ability or Potential, based on requirements);
 - Age: 18 - 35
 - Signable: Checked